

THE GUIDE TO ADVENTURE

Players' Handbook

Version 5.1

Written By Michael Ball

bd097@freenet.carleton.ca

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INTRODUCTION

Thank you for downloading a copy of my game, The Guide to Adventure. I am glad you have taken the time to printout and organize the game. What follows is some history into my role-playing experiences and how I came about writing The Guide.

I received the Dungeons and Dragons basic set for Christmas 1981 while I was in highschool. I finally managed to gather together some friends and after totally misunderstanding the rules and concept of the game (I thought elves received one spell only forever!) we played our first module (Keep on the Borderlands). Basically your "hack n' slash", Monty Haul dungeon (do not be intimidated with these terms after a few years of gaming you will understand what I am talking about). After a year of playing Basic/Expert I changed to Advanced Dungeons and Dragons and played this for 3-4 years. Most of the people I still have contact with today (or at least know very well) are from these gaming days.

I also travelled to a couple of GenCons (I think 15 and 16) and at that time the hobby was really flourishing. It was also a time before the bombardment of slick published games (most of them looking great on the outside, but terrible games). There were people selling games in zip-lock bags (remember KABAL). The industry was still intimate and most people knew everyone I thought I did anyway. There was only the big three hard cover AD&D books and the old yellow stripped corner modules. A1-A4 is still the best modules I have ever seen. I also owned a gaming store.

In 1985 I grew tired of the same system. I had also been reading Lord of the Rings (for the first time I know, a little LATE). I liked the idea that there was this group of characters from all different backgrounds with a variety of skills and experiences, that could function together. The hobbits were rather inexperienced but could alter the outcome of major events and fight and do things as well as anybody. Major heros like Aragorn and Boromir were still afraid of beings like orcs and magic. Gandalf too was afraid of many things. I thought, if this was a AD&D group, the hobbits would 1-3 level, Aragorn and Boromir around 10th level and Gandalf 15-20th level. This would be really hard to gamemaster. Also, higher level characters would not be worried about a couple of orcs like Boromir was (who, as we all know, was killed by orc arrows). I never liked letting my characters get too powerful, but there was always a point where monsters and magic were, well, humdrum for the players. Even going to slay a dragon was looked at as fun. After trying some other Role-playing systems, I figured I could do better. You will be the judge of that.

I started to write The Guide while I was in college around 1985. A friend of mine provided ideas for combat and magic and the first edition was completed in late 1986. It sucked. After many re-writes the second edition came out and my gaming group played that for over a year or so. I

also contacted RAFM company from Cambridge, Ontario to include their line of figures into the game. The Reptiliad is a line of metal miniatures that RAFM created and produced. Thank you RAFM. After a brief third edition, I wrote a fourth edition. It was around 1990-1 when this 4th edition was completed and at the time the industry had changed drastically. It was no longer a cottage industry. You needed big bucks, slick artwork, and cool typesetting. All of which I could not afford. I was making The Guide on my home Macintosh and printing it out at a computer store that had a laser printer. I bound it at a local quick-print shop and sold a few copies to friends and play-testers around Canada. In 1991 I took an ad out in Dragon magazine (#172). So if you have this issue, look in the back pages for my ad!

Nothing happened.

With no money and a bunch of unsold books, I got out of the game business.

So my game sat around on old Macintosh diskettes for 5 years. After playing around with the world wide web and the internet, I figured it was time to re-release The Guide to Adventure. I decided to re-edit the game and offer it free to anyone who wanted to download the game. With the advancements in IBM-PC desktop publishing, laser printer technology and software like CorelDraw!, I converted the format and made a presentable product.

Here it is. The 5th edition. I hope you enjoy it.

Michael Ball
Thunder Bay, Ontario, Canada
February, 1996

CONTACTS

I offer this game to you free of charge. You have to print it, punch it, cut it out and ready it for play it was the least I could do... so I did it. It would be nice though, if you like the game to send a token of your appreciation. If you don't feel like sending money, please send me some character record sheets that you created. I would really like to see people playing my game and get the enjoyment out of it that I do.

This game is copyrighted and in no way should be sold to anyone.

I would also like to hear your ideas for spells, skills, magic, combat, cards, rule changes and any other things that comes to mind. I may even publish and provide a supplement based on unofficial suggestions by fans of the game. Send to:

Michael Ball
5-400 West Arthur Street
Thunder Bay Ontario Canada
P7E 5R2

bd097@freenet.carleton.ca
<http://www.ncf.carleton.ca/~bd097/>

INTERNET

I would like to think that many people will download and try my game. If this happens (hey... it might!), can someone set up a mailing list or newsgroup (or homepage) to discuss the game, give ideas and make rule changes. I have internet access so you could get answers right from the source.

THERE IS MORE

The Guide to Adventure was designed as a generic role-playing game (way before GURPS, etc.) I have a modern combat supplement and an alien supplement (called Alien Dawn). The rules are identical and you can bring characters from one genre to the next. If you are interested in these or other products, let me know. If enough interest is made, I will re-edit Alien Dawn and offer it in the same way as The Guide.

PREAMBLE

The Guide to Adventure is a Fantasy Role-Playing Game played with 3 or more people. The game is set in a world inhabited by elves, gnomes, dragons, magic, danger, sword fights, villains, heroes and treasure. All of the above is conceived by the imagination of the players who create characters to explore this fantastic world. Miniature lead figures and boards may help visualize what is happening and enhance play.

Each player, except the gamemaster, creates a character and plays the role of that character, much like an actor in a movie or play. The character will have unique attributes and skills and together with the other characters form the adventuring party. The players control all the actions of the character and will interact with each other to solve problems and achieve a goal. Adventures, or scenarios, are like the scripts for the players to follow and provide the goal for the characters. Unlike an actor, players do not have to follow the plot and can ad lib anytime. For example, the characters were commissioned by a king to slay a dragon for some gold. Upon realizing the extent of the deed they decide to leave the task for someone else. Thus the script was written but the players dictated what their characters would do in that situation. The gamemaster also plays but his or her part is greater than the players. The gamemaster must control all people, places and things the characters encounter as well as the adventures the characters will participate in. They must judge and referee the game resolving conflicts when they arise.

The game continues as gamemaster and players converse with each other. The gamemaster supplying the situations and the players reacting. Because characters can basically do what they please, rules and guidelines are needed.

Presented within The Guide to Adventure are rules covering character generation, combat, mishaps, magic, religion and monsters. Dice are used to generate random results and cards are employed to enhance play and add the

realism required to control the physical aspects of the role-playing.

NEW PLAYERS

When reading The Guide to Adventure for the first time, skim the rules in the Players Handbook to get a general feel for the layout and location of sections. Do not try to comprehend all the rules at once. After the initial glancing over, re-read the Race and the Skills sections. You should be ready to create a character with only minor references to the Psionic, Magic, and Religion sections.

PREPARING FOR PLAY

A few preparations must be made prior to playing the game. The damage, hit location, magic, phase sequence, attack/defend cards must be cut apart and separated into their respective piles. The cards will be shuffled constantly throughout the game. The character record sheet, combat data sheet, spell, psionic and invocation record sheets should be photocopied for each player. Numerous 6 sided dice are needed for play.

FRACTIONS

Unless otherwise specified, round .499 down and .500 up.

DICE

The game uses 6 sided dice (d6) to aid play. When a rule asks for a 1d6, 2d6, 3d6, 4d6, etc. dice roll, the number before the d indicates the quantity of dice to roll. If more than one die is rolled add the result of the dice to gain the total.

Unless otherwise instructed, all modifiers in the game alter the chance, not the die or dice rolls. This way, penalties are negative numbers and bonuses are positive modifiers.

When instructed to roll d66, roll two different coloured six sided dice. One die will represent the tens and one die will represent the units (ones). For example, a red die is tens and a white die is ones. A roll of 3 for the red die and 5 for the white die would indicate 35.

ADVICE TO THE PLAYER

There are a few things to keep in mind when playing The Guide to Adventure. I wrote this game from many years of role-playing and have designed the game from my experiences and methods for running a campaign. By passing these ideas on to you at this time, you will receive a better feel for what the game is about and why things are designed that way. Here is the list of key play design features:

- the characters are the number one priority and thus, receive that majority of rules character design is flexible to suit any style of play and player imagination

- characters should be able to perform any actions (skills, combat, magic, etc.) and not be hindered by rules or design limitations
- there are no professions, classes, experience levels, hit points, complex to-hit tables, or anything else that greatly restricts what a character can and cannot do.
- play is designed for long term character development and small number of players
- characters can never be too powerful and must always be aware of their actions and position within a fantasy world

Although character generation helps the player make a character, it is up to the individual to complete him. The player should write a history and create a personality for his or her character. The fun of role-playing is to play a character (role) you could not do normally. A player should forget they are in the twentieth century and concentrate on medieval society and culture. Remember, what happens to your character is within the scope of the game. It is not personally happening to the player. Don't let the players personal feelings dictate the actions of the character. Some personalities of the character will be developed when the character is generated. Others will develop over time as the character travels, adventures and interacts with other characters and people.

Most adventures will take place in kingdoms that have laws and The Guide To Adventure assumes the characters have respect for the king or head of the state. A good gamemaster should exploit disrespect, so don't give him or her the opportunity. It is this respect for kingdoms, peoples and properties that prevent a gaming sessions or campaign from completely getting out of control. Because punishment (death?) can come swiftly in The Guide, characters should be aware of all their actions and consequences. Killing a town guard will definitely bring the town constables and militia out to apprehend the guilty party. Of course, the rest of the characters within the group may disassociate themselves from the guilty member (maybe even turning him or her in). Such is the events of role- playing. To let something like this go with no consequences, will quickly undermine the game.

When creating a character avoid power gaming. A power gamer is one who picks a weapon because it does more damage, chooses a race because of its bonuses, corrects the gamemaster on rules (the rules are not written in stone), picks skills that gain the most benefits even though they are not logical for the race or culture, generally abuses the rules and does not enjoy the flow of the game. This type of player is rarely into the character they have created. Avoid cheating. With dice rolls being made and cards picked, there is ample opportunity to cheat. For example, a player will call the red die as tens, then because of a bad dice roll, explain that the white die was always tens. There should be no need to cheat. A good gamemaster will not take a bad dice roll (or any other action) as final outcome to a situation when the character has done everything right and

is playing within the structure of the campaign and world. A gamemaster always has ways of saving characters or altering the flow of the scenario around good play.

Please listen to the gamemaster. He or she already has enough to do without repeating descriptions over again. Be organized, especially in combat which could take hours to play if players are not prepared. Elect a caller to relay all information to the gamemaster. If everyone shouts at the gamemaster, important information may be missed and the fate of a character may rely on it.

Avoid splitting the party up. This can be time consuming and the players not participating may become bored.

Trust the gamemaster. He or she should not have to explain why things happen. The gamemaster is playing too and does not like to see the party eliminated. Compete against the scenario not the gamemaster it is not their fault you went left when the riddle said right.

Avoid needless combat. A character may perish quickly if too much combat is performed. If a character is killed, all is not lost. The character may be resurrected or a new one created.

Finally, it may be necessary to oust unruly or power gaming players from the game. This is usually a last resort but is sometimes necessary for the good of the game and friendships.

Remember it is only a game to have fun and enjoy.

WHO WINS?

Well, that is a tough question. In a role-playing game, unlike a conventional boardgame, the players are not competing against one another. Victories are shared individually or amongst the entire group and are measured in a varying degree of success. Saving an entire kingdom may be considered winning while stopping a thief from mugging a peasant is also a victory. It all depends on personal taste and goals.

GLOSSARY

ABBREVIATIONS

AGL	Agility
AS	Attribute Score
AST	Attribute Saving Throw
BDP	Body Damage Points
COR	Coordination
cp	Copper Piece
d	Dice
d6	A six sided die
xd6	Roll x number of 6 sided dice, add results
d66	Roll two different coloured 6 sided dice
DEX	Dexterity
DV	Damage Value
Enc	Encumbrance
EDC	Education
EDP	Endurance Damage Points

EDV	Effective Damage Value
END	Endurance
FRP	Fantasy Role-Playing (Game)
GM	Gamemaster
gp	Gold Piece
gs	Gold Sovereign
HLH	Health
INT	Intuition
LAB	Learning Ability
MAG	Magic Affinity
MAP	Movement Action Phase
MR	Magic Resistance
MU	Magic-User
n/a	Not Applicable
NPC	Non-Player Character
OBS	Observation
PC	Player Character
PER	Perception
PP	Power Points
RAP	Random Action Phase
RDV	Resistance to Damage Value
RMR	Racial Magic Resistance
RP	Ritual Points
SAP	Skill Action Phase
SL	Skill Level
sp	Silver Piece
SP	Skill Points
SST	Skill Saving Throw
STR	Strength
TGTA	The Guide To Adventure
WDP	Willpower Damage Points
WIL	Willpower

GLOSSARY

Agility (AGL): An attribute. The ability to move quick and nimble plus body control and balance.

Armour: Any protective clothing which reduces the damage a character receives from an attack. Armour includes helmets and shields as well.

Attribute: Each character has 13 inherit qualities and distinguishing features that indicate their mental, magical and physical characteristics.

Attribute Saving Throw (AST): A 2d6 dice roll is used to determine if a character utilizes an attribute successfully. Rolling less than or equal to the attribute score equals success.

Attribute Score (AS): A number from 2-12 that is a relative indication of a character's attribute. The higher this number the more strength or agility a character has for example.

Body Damage Points (BDP): The amount of damage a creature can receive before dying, based on height and weight.

Campaign: A series of sessions played with the same characters over a long period of time.

Character: Also called Player Character (PC). Each character is created by a player and have skills,

personalities, and racial abilities which differentiate them from other characters.

Coordination (COR): An attribute. A measure of hand-eye coordination and depth perception.

Copper Piece (cp): The smallest denomination of money equalling one tenth of a silver piece and two hundredth of a gold piece. One thousand copper pieces equal one gold sovereign. Copper pieces can also be cut in half to make ½ copper pieces.

Damage Value (DV): A relative number that indicates the amount of damage a weapon, spell or mishap can inflict on a character. The higher the number the more chance a character has of being knocked unconscious or killed.

Dexterity (DEX): An attribute. Represents the skill in using the hands.

Education (EDC): An attribute. Education represents the amount of a scholarly training your character has received.

Endurance (END): An attribute. The ability to remain conscious after taking damage. The power to endure and keep moving.

Endurance Damage Points (EDP): The amount of damage a creature can receive before falling unconscious and is based on the health and endurance attributes.

Gamemaster (GM): The judge and referee of the game. He or she is responsible for scenario design, rule interpretation, plays non-player characters and resolves conflicts.

Gold Piece (gp): The second largest denomination of money. One gold piece equals 20 silver pieces equals 200 copper pieces. Five gold pieces equal one gold sovereign.

Gold Sovereign (gs): Also call gold crown. The highest denomination of money. Equal to 5 gold pieces, 100 silver pieces and 1000 copper pieces. Equal to 113 grains in weight.

Health (HLH): An attribute. How well a character fights off disease and poison.

Intuition (INT): An attribute. The character's sixth sense.

Invocation: A special skill group relating to deities and religion. The ability to conjure deity powers to cast "spells".

Learning Ability (LAB): An attribute. The speed at which your character absorbs information and the degree of understanding.

Magic Affinity (MAG): An attribute. The characters ability to control magic and form spells.

Magic Resistance (MR): The natural ability to resist certain spells based on willpower, race and magic affinity.

Magic-User (MU): Any character capable of casting spells. More specifically, any character belonging to the guild of magic.

Movement Action Phase (MAP): The time during a turn when a character may move.

Non-Player Character (NPC): A creature controlled by the gamemaster that the characters encounter. Such NPC's are shop keepers, kings, orcs, etc.

Observation (OBS): An attribute. This represents the eyesight of the character. Also, how observant a character is. Although your character's eyesight is functioning at all times, this attribute is used to notice specific things or events.

Party: A group of characters.

Perception (PER): An attribute. This is the measure of the other 4 senses of the character: hearing, taste, touch and smell. Perception is treated like observation with regards to use.

Phase: A period of time equal to one second. 60 phases equal one turn.

Phase Sequence Cards: A deck of cards that dictates the sequential order of events within a turn.

Player: The person controlling the actions of the character.

Player Character (PC): Longer form of character.

Power Points: Points used to cast magic spells.

Racial Magic Resistance (RMR): Each race has an inborn ability to resist magic. The higher the number, the more resistant to magic a certain race is.

Random Action Phase (RAP): The time during a turn when a character may perform a miscellaneous action (like lighting a torch) and is equal to the character's dexterity attribute score.

Resistance to Damage Value (RDV): All armour types stop certain forms of damage easier than others. The higher the RDV the more protection the armour offers for that type of attack.

Ritual Points: Points gained by paying homage to a deity. Used to cast clerical invocations.

Session: A single gathering to play.

Silver Piece (sp): A denomination of currency. One silver piece equals 10 copper pieces or one twentieth of a gold piece. One hundred silver pieces equal one gold sovereign.

Skill: A particular craft or ability.

Skill Action Phase (SAP): The time during a turn when a character may utilize his or her skills.

Skill level (SL): A number which indicates the level of expertise in a skill. The higher the better.

Skill Saving Throw (SST): A 2d6 dice roll used to determine if a character performs a skill successfully.

Strength (STR): An attribute. A measure of a character's body and muscular power.

The Guide: Short form for The Guide to Adventure.

Turn: A turn is equal to one minute in duration and is divided into 60 phases.

Willpower (WIL): An attribute, The ability to continue on. Mind over body.

Willpower Damage Points (WDP): The amount of damage a creature can receive before expiring from over exertion. Based on the willpower attribute.

CHARACTER GENERATION

When creating a character, a player may choose any combination of race and skills. A gamemaster may place restrictions on this depending on his or her campaign. When designing a character, the player should have some idea of the livelihood that the character will pursue. Having a livelihood in mind helps the player concentrate on attribute and skill development during the character generation. The livelihood section provides ideas for a variety of livelihoods. It includes recommended attributes that should be above average in scores and skills common to that livelihood. This in no way should hinder any character generation or development once play has begun. Deciding on a livelihood is especially important if the character plans to use magic or invocations. These types of skills are particularly difficult to obtain once play has begun.

RACE AND GENDER

A player should record their character's name, race, gender on the character record sheet.

PHYSICAL APPEARANCE

The height and weight, hair and eye colour and complexion of the character should be selected using the racial descriptions as guidelines. The player is free to embellish hair style (curly, straight, pony tail). Physical build should be noted under appearance (e.g. stocky, thin). Roll 2d6 and consult the physical table for any unique physical traits.

2d6 Dice Roll	Physical
2	Limp
3-5	Birthmark or scar
6-9	None
10	Reoccurring illness
11	Left Handed
12	Curse

Limp: reduce agility attribute score by one.

Birthmark or Scar: the gamemaster and player should decide upon some sort of unique birthmark or scar

Re-occurring Illness: flu, cold, any annoying illness

Left Handed: + 1 dexterity attribute score

Curse: the type of curse may be subtle (bad luck, poor timing, etc.) or more apparent (use the hex invocation for curse ideas)

AGE

A character should record the birthdate and birthplace of their character as dictated by the campaign world. The character's starting age is determined below.

A player may add years to their character's age in order to gain starting wealth and skill points. The table below indicates how many skill points and wealth a character receives per aging interval. A character may only age themselves a maximum number of years as indicated in the table. As a character ages, attribute scores will begin to diminish. For example, an elf would receive 16 skills points and 120 cp if they were aged 26 years.

Race	Starting Age
Dwarf	75 + 2d6
Elf	200 + d66
Gnome	60 + 2d6
Half-Elf	50 + d66
Halfling	40 + 1d6
Human	15 + 1d6
Reptiliad	25 + 1d6

Race	Aging Intervals	Skill Points	Wealth	Maximum Years Added
Dwarf	2 years	8	70 cp	24 years
Elf	13 years	8	60 cp	130 years
Gnome	2 years	9	65 cp	20 years
Half-Elf	5 years	10	55 cp	50 years
Halfling	1 year	7	45 cp	14 years
Human	1 year	10	50 cp	10 years
Reptiliad	1 year	9	80 cp	11 years

RACIAL ABILITIES

In the race section describes special abilities that are inherent for that race. Record these abilities on the character record sheet.

QUIRK

Roll a d66 to determine if the character has any distinguishing characteristics. Quirks are general personality traits and should not control the character all of the time.

d66 Dice Roll	Quirk
11	Womanizer
12	Misogynist
13	Paranoid
14	Snob
15	Saviour
16	Gambler
21	Duellist
22	Drinker
23	Braggart
24	Truthful
25	Liar
26	Generous
31	Miserly
32	Promiscuous
33	Glutton
34	Good Mannered
35	Bad Mannered
36	Honest
41	Cheat
42	Insomniac
43	Lout
44	Boring
45	Prankster
46	Lazy
51	Immature
52	Self-Centred
53	Perfectionist
54 – 66	None

PHOBIA

A player should roll on the phobia table to determine how many phobias a character has. If a character has one or more phobias, roll a d66 and consult the phobia table to determine the type of phobia.

2d6 Dice roll	Number of Phobias
2-9	No Phobia
10	one phobia
11	two phobias
12	three phobias

d66 Dice Roll	PHOBIA
11	Acrophobia (fear of height)
12	Agoraphobia (fear of open spaces)
13	Aichmophobia (fear of sharp instruments)
14	Ailurophobia (fear of cats)
15	Anthropobia (fear of humans)
16	Arachniphobia (fear of spiders)
21	Astraphobia (fear of thunderstorms)
22	Autophobia (fear of being alone)
23	Bathophobia (fear of chasms)
24	Caudophobia (fear of reptiliads)
25	Claustrophobia (fear of closed spaces)
26	Cynophobia (fear of dogs)
31	Demophobia (fear of large crowds)
32	Dromophobia (fear of crossing roads)
33	Florophobia (fear of plants)
34	Genophobia (fear of sex)
35	Gimonophobia (fear of gnomes)
36	Glaciophobia (fear of ice)
41	Hemophobia (fear of blood)
42	Hobbophobia (fear of halflings)
43	Hydrophobia (fear of water)

44	Khuzdophobi (fear of dwarves)
45	Kronophobia (fear of aging)
46	Microphobia (fear of germs)
51	Musophobia (fear of rodents)
52	Mysophobia (fear or dirt/filth)
53	Neophobia (fear of new things)
54	Nyctophobia (fear of the dark)
55	Ophidiophobia (fear of snakes)
56	Phobophobia (fear of fear)
61	Photophobia (fear of bright light)
62	Pyrophobia (fear of fire)
63	Sindophobia (fear of elves)
64	Thanatophobia (fear of death)
65	Xenophobia (fear of strangers)
66	Zoophobia (fear of animals)

OUTLOOKS

The player should record a view reflecting the attitude of the character towards religion, wealth, fame/glory, power, honour and courage. Such views may be "power hungry", courageous, brave, valiant, devout, greedy, spendthrift, highly regarded and so on. These outlooks may change over a long period of time as the character develops. Outlooks are general guidelines for character development and are not binding all the time.

HISTORY

All characters have a past. The player may write a history of the character as detailed as they see fit. Items to include in the history: how the character became skilled, how they met the other characters, family and relatives, training, goals and ambitions. A 2d6 roll on the special past table is optional but may assist new players in creating a history.

Dice Roll	SPECIAL PAST
2	Prince/Princess: The character is the son/daughter of a king/queen. Roll 2d6 for position in line for throne.
3	Arch Enemy: For reasons known or unknown, a non-player character regards the character as a mortal enemy.
4	Debt: The character owes a favour to or is in debt to a on-player character.
5	Escaped Slave/Serf: An escaped character is in constant danger of being recaptured.
6-8	None
9	Inheritance: Character has received or will receive the lands, possessions or money of someone who has or will die.
10	Favour: A non-player character is in debt or owes a favour to the character.
11	Special Friend: The character has a mentor or influential friend.
12	Son/Daughter of Nobility: The character's father/mother is a high ranking official as determined by a 1d6 die roll. <ol style="list-style-type: none"> 1 Lord Justice 2 Mayor 3 Baron/Baroness 4 Earl/Countess 5 Duke/Duchess 6 Sheriff

THE ATTRIBUTES

Each character has certain attributes which relate to physical, mental and magical abilities. The attributes are as follows:

Agility (AGL): The ability to move quick and nimble plus body control and balance.

Coordination (COR): A measure of hand-eye coordination and depth perception.

Dexterity (DEX): Represents the skill in using the hands.

Education (EDC): Education represent the amount of a scholarly training your character has received.

Endurance (END): The ability to remain conscious after taking damage. The power to endure and keep moving.

Health (HLH): How well a character fights off disease and poison.

Intuition (INT): The character's sixth sense.

Learning Ability (LAB): The speed at which your character absorbs information and the degree of understanding.

Magic Affinity (MAG): The character's ability to perceive the mystical stream.

Observation (OBS): This represents the eyesight of the character. Although your character's eyesight is functioning at all times, this attribute is used to notice specific things or events.

Perception (PER): This is the measure of the other 4 senses of the character - hearing, taste, touch and smell. Perception is treated like observation with regards to use.

Strength (STR): A measure of a character's body and muscular power.

Willpower (WIL): The ability to continue on. Mind over body.

THE ATTRIBUTE SCORES

All characters have a common set of attributes to indicate how strong, quick, agile, observant, a character is when compared to other characters. Characters start with 94 + 2d6 attribute points to assign to all 13 attributes. Human characters start with 96 + 2d6 attribute points. The attribute score must be at least 2 and no more than the maximum attribute score for the race as indicated below. The higher the attribute score the better. When deciding where to assign points, characters should be above average in attributes associated with their starting skills.

MAGIC RESISTANCE

To determine the magic resistance (MR) of the character, subtract the magic affinity attribute score from 10, add this to the willpower attribute score and the racial magic resistance (RMR) as shown below. Certain magic items and spells will alter this number. Add or subtract any modifiers for spells or magic items to achieve the magic resistance

$$MR = (10 - MAG) + WIL + RMR + \text{Bonus/Penalty}$$

Race	Racial Magic Resistance
Dwarf	6
Elf	12
Gnome	17
Half-Elf	10
Halfling	15
Human	8
Reptiliad	2

MAGIC AFFINITY

A player must record at this time the primary colour his or her character is attuned to. Roll d66 and consult the table below. If a player rolls 63-66 the gamemaster may allow them to re-roll.

Dice Roll	Colour
11	White

12	Gray
13-15	Purple
16-22	Green
23-25	Blue
26-32	Cyan
33-35	Red
36-42	Yellow
43-45	Orange
46	Gray
51	Black
52-56	Re-Roll
61-62	Player's Choice
63-66	None (re-roll)

RELIGION

Under deity, record the god/goddess worshipped by the character. Space is provided to include the title, focus, place of worship, colour and symbol of the deity. Roll 1d6 to determine the size of the character's religion. This is important for divine intervention. Record the base divine intervention (D.I.) number.

2d6 Dice Roll	Size	Divine Intervention
2-3	Small	6
4-7	Medium	5
8-11	Large	4
12	Enormous	3

SOCIAL STANDING

The starting social standing of a character is based on their education attribute score. Magic-Users who belong to the guild of magic, use this ranking as the social standing. Characters following the livelihood of a cleric, will use their piety skill mastery as their starting social standing.

Education AS	Starting Social Standing
2-4	1
5-7	2
8-9	3
10	4

SOCIAL STANDING

- 1 Lower Lower Class (LLC): serf, slave, thief
- 2 Middle Lower Class (MLC): acolyte, apprentice, peasant, freeman, yeoman, warrior, barbarian
- 3 Upper Lower Class (ULC): novice, initiate of the first circle, initiate of the second circle, journeyman, martialist, bard, druid, buccaneer, bailiff, sergeant
- 4 Lower Middle Class (LMC): curate, initiate of the third circle, initiate of the fourth circle, ranger, physician, sheriff, mayor, guildmaster, constable
- 5 Middle Middle Class (MMC): priest, initiate of the fifth circle, mercantyle, knight (landless)

- 6 Upper Middle Class (UMC): high priest, initiate of the sixth circle, knight
- 7 Lower Upper Class (LUC): bishop, initiate of the seventh circle, baron
- 8 Middle Upper Class (MUC): arch bishop, initiate of the eighth circle, earl, lord justice
- 9 Upper Upper Class (UUC): primate, initiate of the ninth circle, prince, duke
- 10 king, cardinal, master of the circle

SKILL SECTION

Each skill is recorded in the skill section. Following the name, is the mastery (based on the skill level), the amount of skill points to achieve the next skill level (NL), the amount of current skill points (SP), the skill level (SL), the attribute scores for the skill (AS), and the skill saving throw. Each skill has a mastery name associated with it based on the skill level and column used. The amount of skill points required to advance skill levels is dependent on the column used in the skill advancement table. The attribute associated with each skill may be found beside the skill name in parenthesis in the skill section or on the master skill, invocation, spell tables. Record the attribute score (AS) on the record sheet. If more than one attribute is associated with the skill, average the two scores. To determine the skill saving throw take the average of the skill level and the attribute score(s) and record this under SST.

ASSIGNING SKILLS

Characters will have starting skills based on a variety of circumstances. These will depend on the race, background, occupation and religion of the character. Characters will also have skills based on the type of livelihood the character will pursue.

Racial: Certain races gain special starting skills. Record these skills on the record sheet. The starting skill points are determined by a d66 dice roll.

Background: All characters receive one general skill with d66 + 20 skill points and one general skill with d66 skill points

Occupation: A character begins with one skill from the guild list. The starting skill points are determined by a d66 dice roll.

Free: Every character receives the skill climb rope. The skill points are determined by a d66 + 5 dice roll. All characters begin the game with the skill draw weapon. The starting skill points are determined by a 4d6 dice roll. Roll d66 to determine the moving in armour starting skill points.

Religious: Consulting the deity summary pages in the Religion section, characters will receive free skills based on the deity. The starting skill points is listed by each skill. No skill may start with less than one skill point.

Psionic Skill: If a player rolls a 12 on 2d6, the character receives one psionic skill. The chance is lowered to 11 if the character has a minimum attribute score of 10 in either intuition or willpower. The starting skill points are determined by a d66 dice roll.

Livelihood: Players should have a basic idea of what style of character they want to play. Since magic, psionic and clerical skills are difficult to obtain once play has begun, these type of skills should be chosen now. Players receive 4 times the character's learning ability attribute score, plus 200, plus a d66 dice roll in total skill points to assign to any skill. Players may also get more skill points from aging the character. Players may assign some points to skills previously obtained. Players must use up all points at this time. No skill may be purchased or improved above the skill level of 5. For example, any A column skill could not have more than 30 points assigned to it. Starting skills determined previously, with skill levels equal to or greater than 5, are left unchanged and may not have more points assigned to them.

Livelihood Skill Points: $(4 \times \text{LAB AS}) + 200 + \text{d66}$

Once all skills are purchased, consult the mastery table for each skill and record the mastery name on the character sheet. Record the amount of skill points required for the next skill level (NL) for each skill. Calculate all the skill saving throws for each skill based on the average of the attribute scores(s) and the skill level. Record the skill saving throws (SST) on the character sheet.

COMBAT DATA SHEET

The combat data sheet includes areas to record armour types, weapons and damage. This record sheet is consulted when the character enters combat. Movement Number: Roll 1d6 and add this to the character's intuition attribute score. Record this result under movement number. The higher the number the better. This number may be rolled once per week (or new gaming session).

Feet per MAP: Add the endurance and strength attribute scores together and multiply the result by 3. Reptiliads add 10 to the total. Dwarves subtract 5. Gnomes and halflings subtract 10. The final result rounded up to the nearest 5 indicates the amount of feet a character may move per movement action phase.

Random Action Phase: Record in this box the dexterity attribute score.

Maximum Armour Weight: Record in this box the maximum armour weight the character may wear. To determine this number, consult the table on Arms and Armour, page 5. Look down the column based on the character's saving throw in moving in armour. The last modifier, in most cases -11, will yield the maximum encumbrance. No character may wear more than 500 encumbrance worth of armour.

Armour Weight (worn): This is the total armour weight (encumbrance) for all hit locations.

Body Balance Modifier (first): Cross reference the total encumbrance and the character's moving in armour skill saving throw using the table on Arms and Armour, page 5. The result will yield any modifiers to body balance checks. Record the modifier in the box.

Armour Weight (worn + shield): This is the total armour weight (encumbrance) for all hit locations and the shield encumbrance.

Body Balance Modifier (second): This second modifier is used for shield and armour weight. The reason for two modifiers is that a character may decide to employ or not employ their shield during combat. It may also be destroyed during a fight, thus altering the total encumbrance. By determining weights and modifiers for shield encumbrance now, play will not be slowed as combat situations change. Record the modifier in the box.

Body Balance: The armour column uses the first body balance modifier through all calculations. The first box, stability, is the moving in armour skill saving throw minus the body balance modifier. The second box in the column is the dodge number. It is one less than the stability number. The retreat number is 2 less. The disengage number is 3 less. The armour and shield column uses the second body balance modifier and is calculated as above for each body balance number. No number may be lowered to less than 2.

Riding Ability: The same calculations are applied to these boxes except the riding ability skill saving throw is used in place of the moving in armour skill saving throw.

Primary Weapon: Record the character's primary weapon.

Secondary Weapon: Record any secondary (off hand) weapon.

Shield Type: Record the shield type.

Defence: Record the shield defence number.

Shield Damage: Record here any damage the shield sustains in combat.

Points: The hits-to-destroy number for the shield.

Helmet Type: If a character is wearing one.

Defence: The helmet's defence number.

Armour: Consult the Arms and Armour section for determining armour types, weight and protection (RDV).

Weapons: Consult the Arms and Armour section for details on filling in the weapon's section. All players should record the unarmed statistics for their characters.

Endurance Damage Points (EDP): Add the health attribute score to two times the endurance attribute score to determine the character's maximum endurance damage points. Elves receive an additional 4 EDP. Record the EDP on the combat data sheet.

Body Damage Points (BDP): Consult the table below and add the strength attribute score of the character to this number. The result is the character's maximum body damage points. Record this total on the combat record sheet.

Race	Base BodyDamage Points
Dwarf	97
Elf	73
Gnome	35
Half-Elf	85
Halfling	46
Human	95
Reptiliad	170

Willpower Damage Points (WDP): Multiply the willpower attribute score by 3 to determine the willpower damage points. Halflings multiply this number by 4. Record this amount on the combat data sheet.

Other Ailments: Poisons, diseases, hexes, reoccurring illnesses, etc.

EQUIPMENT SHEET

Characters begin the game with basic clothing only (shirt, pants, belt and shoes). To determine the starting wealth of the character use:

$$(4d6 + \text{social standing number}) \times 100$$

This equals the amount of copper pieces a character has to purchase equipment from the equipment lists in the Price section. Players may also add starting wealth to the character by aging them. Any wealth left over after purchasing equipment is retained by the character.

HERE WE GO...

The character has been generated and is ready for play!

EXAMPLE OF CHARACTER GENERATION

Bob decides to play a halfling character with combat skills and some magic. He rolls a 6 on 2d6 and receives 100 points (94 + 6) to assign to the halfling's attribute scores. Bob distributes the 100 points as follows:

Strength	7	Coordination	8
Health	9	Agility	8
Endurance	7	Dexterity	7
Willpower	6	LearningAbility	10
Observation	8	Education	10
Perception	8	MagicAffinity	6
Intuition	6		

Argrass' magic resistance is calculated by subtracting his magical affinity attribute score of 6 from 10, adding this to his willpower score of 6 and finally adding the racial magic resistance of 15 for a total of 25 $((10-6) + 6 + 15 = 25)$. A dice roll of 37 means Argrass' primary magic affinity colour is yellow.

Farming and stealth are Argrass' racial skills. The starting points are rolled and a 21 comes up for farming and a 63 for stealth. Next are background skills and Bob picks cooking for the $d66 + 20$ skill points and rolls 24. Therefore, 44 points are recorded for this skill. The second

background skill is riding and a 12 is rolled on d66 for the starting skill points. The occupation skill is fletcher and a d66 is rolled yielding a 51 for the skill points. The climb rope skill points are 19 as a 14 was rolled on d66 $(14 + 5)$. The starting skill points for draw weapon is 22 on a 4d6 dice roll. Moving in armour is rolled on d66 and he gets a 23. Since Argrass worships Loma, Goddess of Childbirth, he receives the skills general medicine and disease. Both are determined by a d66 dice roll. A roll of 32 and 45 is made for the general medicine and disease starting skills points respectively. Bob checks to see if Argrass has any inborn psionic talent. The chance of 12 on 2d6 is not altered as Argrass' intuition and willpower attribute scores are below 10. Bob rolls an 8 and no free psionic talents are recorded. Consulting the skill advancement table for each skill, Argrass's starting skill points and levels look like this.

Skill	SkillPoints	SkillLevel
Farming	21	4
Stealth	63	6
Cooking	44	6
Riding	12	3
Fletcher	51	6
Climb Rope	19	4
Draw Weapon	22	4
Moving in Armour	23	3
General Medicine	32	4
Disease	45	5

Livelihood skill points are determined next. Multiplying the Argrass' learning ability attribute score of 10 by 4, add 200 and add 23 from a d66 dice roll. This yields 263 skill points. Bob decides to spend some points on his skills already received. Since stealth, cooking, fletcher, and disease are already at skill level 5 or above, no points may be spent on those skills. Bob decides to increase Argrass' general medicine skill. One point is all that can be spent as the number of skill points to reach level 5 is 33. Bob now has 262 points left. He also spends 10 points on riding increasing it from 12 to 22. This yields a skill level of 4. Argrass will do some magic, so points will be spent on magical skills and spells. Argrass chooses the skill power channelling (necessary for all spell casting) and puts 27 points on it. The skill level is 4. He also decides to pick the spell detect life. That is an E column skill and spending 9 points on it gets the skill at level 1. Argrass buys the skill hafted weapon at skill level 5 using 41 points. He also buys tracking and weather watching at skill level 5 using 33 points each. Argrass purchases a psionic skill psionic attack at skill level 5 using 62 points (H column skill). Argrass has 47 points left. He buys herb lore at skill level 4 (21 points) and places the remaining 26 points on pole-arm weapon skill. Consulting the table, this indicates a skill level of 3.

Bob rolls a 3 and records Argrass' movement number of 9 $(6 + 3)$. The feet per MAP is calculated as follows: $(7 + 7) \times 3 = 42$. Round down to 40. Subtract 10. The final movement allowance is 30 feet per movement action

phase. The random action phase number is 7, Argrass' dexterity attribute score.

Argrass purchases some leather and quilt armour. The total encumbrance is 183. He also has a wooden round shield, encumbrance 30. Argrass' skill saving throw in moving in armour is 6. The SST was determined by averaging the attribute scores of 8 for strength and 7 for agility $((8 + 7) / 2 = 8)$ and then calculating the skill saving throw from the skill level of 3 $((8 + 3) / 2 = 6)$. Consulting the table, the maximum armour encumbrance is 440 points. The total armour weight (worn) is 183. This results in a body balance modifier of -1. The shield and armour weight is 213, resulting in a -2 modifier.

Argrass' moving in armour skill saving throw is 6. The riding skill saving throw is also 6. Body balance (armour) stability is 6 minus 1 armour modifier resulting in 5. With the -1 armour modifier and the -2 armour + shield modifier, the table would look like this.

	Body Balance		Ridging Ability	
	Armour	Shield	Armour	Shield
Stability	5	3	5	3
Dodge	4	2	4	2
Retreat/Advance	3	2	3	2
Disengage	2	2	2	2

Argrass' attribute scores required for the damage point calculations:

Strength:	7	Health:	9
Endurance:	7	Willpower:	6

Argrass' EDP is calculated as follows: $2 \times 7 + 9 = 23$. His WDP are $4 \times 6 = 24$. The body damage points are: $46 + 7 = 53$.

Argrass is finished!

RACES

Players have seven races to choose from when creating a character. Each race has its own unique physical, social and cultural behaviours. The racial description provides only a brief outline of the race and should be used as a guideline when creating a character or when encountering them.

DWARF

Dwarves average four and a half feet in height and 150 pounds in weight. Their eyes and hair colour varies but their skin is always light brown. Although short, dwarves are stronger, healthier and have more endurance than humans. Dwarves have been known at times to run great distances without rest and lift objects too heavy for humans. Dwarven males have a fondness for beards.

Females usually allow their hair to grow long preferring braids and elaborate ponytails. Female warriors will coil the ponytails on their heads to use as helmet padding. Dwarves are superior miners and stoneworkers. They are always tunnelling for precious metals to fashion into armour, weapons or other items of beauty. They are excellent smiths and spend most of their day working around forges. Dwarves speak their own native language plus common. The average life span of a dwarf is 200-250 years.

Dwarves are tireless workers who think nothing of toiling for days or even years to accomplish a task. In all aspects of their work they strive for excellence no matter how much effort is required to achieve it. They tend to be loyal and trustworthy allies and tenacious foes. Dwarves have no great concerns over the friendliness or unfriendliness of any nearby neighbours since dwarven cities tend to be impenetrable mountain strongholds. For all their seeming dedication to endless labour, dwarves do enjoy a good time. Their favourite pastimes involve loud boisterous singing and the telling of tales. Although dwarves do not often play music or dance, they enjoy watching others do so. Because of this, many entertainers have made great fortunes within the dwarven cities.

Dwarven society consists of numerous independent city states, each governed by one individual family. The head of this family is called the Lord and his or her descendants fill required government positions. The councillor families decisions are rarely disagreed with but if they are, then the dissenters will move lock, stock and barrel and build another city.

Special Traits: Dwarves have enhanced vision in total darkness. Indoors, they can clearly see up to 100 feet without a light source, while outdoors this range is 200 feet. Dwarves start the game with the skills smithing and caving. The starting skill points for each skill is determined by a d66 dice roll. Because of the intense heat of the great forges, dwarves have built up a resistance to flame. Any fire attack which affects a dwarf is lowered by 2d6 damage value.

ELF

The fairest race are elves. Elves average six and a half feet tall yet have a slimmer build than humans, weighing only 180 pounds. Although not as strong as humans, they tend to be healthier. Poisons and diseases rarely kill an elf even in the coldest of weather, they wear light clothing. Their skin colour is lighter than normal and hair colour varies from blonde to dark brown. Elven ears extend to a point and their other facial features are sharp as well.

Elven clothing varies from green and brown pastel to colourful silks of gold and silver. Elves are fond of cloaks and robes. Elves speak their own language as well as the common language of the land. The life span of an elf is centuries.

Elves are peaceful and secretive and they take great pride in themselves. Their placid appearance sometimes hides belligerent intentions.

Mistrusting outsiders, elves tend to stay within their forest retreats ignoring the happenings of the rest of the world. Elves are quick to anger when their pride or heritage is insulted. Many elves fall victim to unnecessary war and corruption defending their cultural roots and may even fight amongst themselves in such instances. Elves which practice deception and corruption which results in another elf's death or disgrace are called "Dark" elves. A term which reflects their intentions not their appearance. These dark elves are quick to be ousted from the elven kingdoms.

Elves are divided into groups or bands headed by one person. Although no true name exists in the elven language, men refer to them as "kings".

As time passed, the elves separated into distinct cultures and were named as follows. The high elves are the elder elves, the first-comers. They are the wisest of all elves. The wood elves are the most common elves and populate most of the wooded realms. The sea elves build ships and travel the great seas and oceans. The gray elves live within mountain strongholds and are the closest friends to the dwarves of all the elves. There is also the aforementioned dark elves.

Twice a year the elves gather to celebrate the spring and fall Equinox. For seven days before and after Equinox, the elves play musical instruments and sing beautiful melodies. The merriment can be heard for leagues around and peace is within the forest. No other race is usually invited to this festival although reptiliads are allowed to participate on special occasions. The elves also celebrate other events throughout the year but at less intensity. Elves excel in crafts of all kinds and make most objects for the Equinox.

The relationship between elves and humans or dwarves is poor and most are captured and questioned upon entering the forest. Gnomes are considered a whimsical race and non-threatening and are occasionally welcomed into the forest. Elves always enjoy the company of halflings. Reptiliads are aided in battle and welcome guests, but in general are watched carefully because of their warlike tendencies.

Special Traits: Elven characters have four extra endurance damage points. Elves see at night better than they do in the daylight. Because of the enhanced vision, elves gain a +2 observation bonus at night. This modifier does not apply indoors or when there is artificial light. All elves have the skill artistry and bow. The starting skill points are equal to a d66 dice roll.

GNOME

Gnomes stand three feet tall and weigh 20-40 pounds. They are easily mistaken for halflings (some think they descended from common lines) but unlike their short friends, gnomes usually sport beards. Gnomes have round facial features and sun weathered skin. Their hair colour

varies from red-brown to gray while their eyes are usually blue or green. Gnomes are very magical and produce many naturalists. An orange spell rarely affects a gnome. Although not as strong as humans, gnomes can be taught new things easily and adapt well to most situations, pleasant or not. Gnomes are at home in the forest. They tend to wear clothing that matches the season. Greens in the summer, red and gold in the fall and gray in the winter and spring. When a gnome wishes not to be found in the woods, he can bewilder even the best of rangers. Gnomes speak common and gnomish.

Gnomes are prone to indecision. They will suddenly change their mind only to change it again. It is a wonder how anything is accomplished at all. Many people who view gnomes in action are dumbfounded by this peculiar behaviour. Being so whimsical, they pose no great concern to any neighbours.

The entire gnome culture revolves around nature, especially trees. Gnomes are bound to the forest and must return to this forest at least once a year on their tree-day. When a gnome is born, the tree-day, a seedling is planted. As the tree grows, so does the gnome and should the tree die, the gnome dies. Gnomes have a varying life span but usually do not live past 200 years because of this unique relationship. Since the gnomes are so few in number, they created troles to guard the forest from enemies who seek to destroy them or their trees. No one knows exactly where troles come from, but legend states that if a gnome is buried where his tree dies there is a chance, if he served the forest well, that a trole will grow in its place. Troles can move, speak and perform various tasks and sometimes will leave in search of masters who were killed outside the forest. Gnomes are always tending gardens and performing tree mining. Druids and Naturalists are abundant within the forest.

Gnomes build their houses within the trees. Since the trees in the Boreal Forest grow so gigantic, entire villages can be interconnected so that its inhabitants do not have to touch the ground when passing between houses. The gnomes have developed a method of keeping the tree alive while mining and all furniture in the rooms are part of the tree.

Gnomes have a simple form of government which handles only important affairs. The head of each village is called an Arbre and is usually elected for life. This chief is all the gnomes need to handle diplomatic situations as each person within the village will aid any other person in times of need and the entire village is self sufficient.

Special Traits: The gnomes have a special ability bestowed upon them from centuries of life in the forest. When within a forest or similar wooded area, gnomes recover double the normal amount of damage points from regular healing and one and a half times from magical healing or herbs. Gnomes travel extremely light-footed in the forest and any character tracking them suffers a penalty of -3 to the tracking skill saving throw. Gnome characters begin the game with the camouflage skill. The starting skill points are equal to a d66 dice roll.

HALF-ELF

A half-elf is a cross between an elf and a human. Because of this, half-elves will vary greatly in appearance. Half-Elves average six feet tall and 190 pounds and will have the same type of build as a human but retain the facial features of an elf. Sometimes it is difficult to tell a half-elf from an elf or human.

Half-Elves are found within human cities and the elven kingdoms. If a half-elf is with elves, they will tend to take on the clothing and lifestyle of the elven culture. Conversely, if a half-elf is raised within human kingdoms, their lifestyle will reflect a human background.

Half-Elves speak common and may speak elven as well. They tend to live longer than humans, as much as 400 years old.

Special Traits: To determine the traits the half-elf has acquired, roll 2d6 and consult the following table. A low roll means the half-elf has more elven characteristics. A high roll, more human characteristics. All half-elven starting skill points are determined by a d66 dice roll for each skill listed below.

Half-Elven Traits

Dice Roll	Trait
2-3	language - speak elven language - write elven artistry +3 endurance damage points vision +2 at night
4-5	language - speak elven language - write elven artistry +2 endurance damage points
6-8	speak elven 1 general skill
9-10	95 attribute points 1 general skill
11-12	96 attribute points 1 general skill 1 guild skill

HALFLING

Halflings average 2-4 feet in height and weigh 30-50 pounds. They resemble humans in every respect, except for size, and have pointed ears like elves. Their hair and eye colour can be of any mixture and their skin is fair to tan. Halflings are nimble and very dexterous and move with great stealth. Because of these abilities, enhanced by their short stature, halflings make superb thieves of every kind. What halflings lack in strength, they make up for in incredible willpower. Halflings can travel long distances without rest and during times of war, are used as messengers and scouts. Halflings wear practical linen clothing (shirts, pants) and rarely wear shoes.

Halflings speak their own language plus common. The average halfling lives to be 120 years old.

Halflings are not aggressive but highly inquisitive. They tend to be cheerful and peaceful and shy away from strange happenings. Once they set their minds to do something, they hardly fail. Halflings enjoy talking over a fine meal to all the different races learning about far away lands and adventure.

Halfling kingdoms are divided into counties and each county is represented by a sheriff who keeps law and order. Each village has a mayor that is elected once every 3 years.

Since most halflings are farmers, they celebrate the harvest. Birthdays are also a special time to rejoice.

Special Traits: Halflings receive four times their willpower attribute score in willpower damage points. Halfling characters begin the game with the skills farming and stealth with starting skill points determined by a d66 dice roll.

HUMAN

Of all the races, humans are the most diverse. Not only in appearance but culture and behaviour as well. Humans average 5'10" tall and weigh 200 pounds. All humans live on the average 80 years and speak the common language.

Special Traits: All human characters receive 1 general skill and 1 guild skill. Both starting skill points are determined by a d66 dice roll. Humans also receive 96 + 2d6 attribute points to begin with instead of 94 + 2d6.

REPTILIAD

The reptiliads resemble a cross between a human and a lizard. Physically, the reptiliads are larger than humans and have varying skin colours, from green to yellow to brick red. At 8 feet tall and weighing 340 pounds, they are superior in strength and endurance making them excellent warriors. For some unknown reason, reptiliads are unable to view the crystal stream of mystical energy as well as other races. Thus, a reptiliad's magical affinity is generally low, making magic-users rare. Since they are cold blooded, reptiliad activity is slowed by a decline in temperatures as indicated by the following strength and endurance attribute score modifier.

Temp.	Modifier
80	F+1
70	F 0
60	F-1
50	F-3
40	F-5
32	F-7

Below freezing they become dormant.

Reptiliads eyes are located on opposite sides of the skull. The long flexible neck they possess gives them near perfect peripheral vision. Their depth perception is quite poor.

Reptiliads have their own complex dialect which is difficult for other races to imitate. They can speak other languages, although it is not always easily understood. Most reptiliads speak common. In the heart of the reptiliad society is the fact that every member is utterly determined to surpass his or her peers. Disputes and duels amongst keenly ambitious rivals are frequent. The main influence keeping a lid on this explosive situation is simply the great variety of ways that the reptiliads have found of achieving this individual excellence. In keeping with this situation, a bewildering list of awards and marks of distinction exist to give recognition to all sorts of achievements.

Reptiliads will do battle with orcs anytime unless greatly outnumbered. They are suspicious of men and seek them only in time of trade. Reptiliads will rarely see a gnome, dwarf or halfling. Elves are their closest associates. The elven music is pleasing to them and great musical festivals are held many times a year. The elves will often help the reptiliads in war against the orcs.

The reptiliads are ambitious builders. Cities and shipping have developed to a high level. Music and art have also been highly developed. Although music is purely instrumental, only the elves surpass it in beauty. Reptiliads do not dance but admire guests who do so. A visitor that declines to dance for them when requested is subject to dire consequences.

The Reptiliads divide themselves into clans. These clans are very competitive and jealous of one another and conflicts, both great and small are continuous. Clans are headed by Hathas, but are not governed by them. Order is kept by tradition regarding decorous behaviour and most other considerations are left to the chances of local and personal whim.

Every reptiliad sees the world as a series of circles radiating out from himself. Each successively more distant ring has potentially less trustworthy and more hostile characters in it. The first circle contains family and close allies, the second is the super-family and general associates. The third consists of Sub-Clan and/or neighbourhood and the fourth is the clan as a whole.

Special Traits: The reptiliad's skin is very tough giving them an overall protection equal to leather armour. Reptiliads have infravision, allowing them to "see" temperature differences. Hot things are red, warm things are orange, cool things are gray and cold things are lack. Thus they can track warm blooded creatures by this ability as well as view objects that are cooler or warmer than the surrounding temperature. Illumination from a torch or other light source spoils infravision. Reptiliads may switch between normal and infravision at any time. Reptiliad characters begin the game with the skill trident. The starting skill points are determined by a d66 dice roll.

LIVELIHOOD

Characters are defined by the skills that are chosen during character generation. As a character develops, skills are gained and attitudes become apparent. It is this

combination of skills and lifestyle that represents the livelihood of the character. Livelihoods may always change during game play.

Players may have an idea of the kind of livelihood their characters will follow from the beginning. Ideas may come from movies, books or past experiences. Having a good concept of the character's livelihood will assist the player in choosing skills the character will receive during character generation. This is especially important if the character is to be a magic-user or a cleric. Skills associated with those type of livelihoods are hard to obtain once play has begun.

This section covers some example character livelihoods. Each livelihood has skills that may be picked during character generation if a player decides to design their character after that particular role. Players are not bound by these livelihoods and skills when creating a character. Livelihoods are also useful for the gamemaster in creating non-player characters. The livelihood summaries also help when describing non- player characters.

Beneath the livelihood example name is a list of key attributes. This list represents the attributes primarily used by the skills for that type of role.

REALM OF FIGHTING

BARBARIAN

[AGL, COR, INT, OBS, WIL]

Barbarians are fierce fighters and lust for battle. Barbarians are experienced outdoorsmen and prefer to travel light.

Battle Rage	Finding Direction	Foraging
Weapon Skill	Riding	Unarmed Melee

KNIGHT

[AGL, COR, EDC, STR]

Knights are fearless and honourable fighters and will always be above average in those outlooks. Knights give allegiance to their king and in return are granted fiefs. Some knights do not have fiefs but seek other means in which to employ themselves. Within the fief is a manor and farmland cultivated by serfs and freemen and protected by yeomen. Serfs are bound to the land and may not leave. Freemen may sell their land and leave if they have permission. Yeomen hold land in return for military service to the knight. Knights may be called away to war by their king and are trained to ride, fight and to understand the histories and heraldries of other kingdoms. For various reasons knights have been known to band together to form groups. Some of these groups are sponsored by the church and form fighting orders.

Heraldry	History	Melee Weapon
Riding	Moving in Armour	

MARTIALIST

[AGL, COR, DEX, EDC, INT, OBS]

The martialist concentrates on unarmed melee attacks. These peaceful people prefer to think their way out of situations rather than fight. But if combat cannot be prevented, they employ quick and painful attacks. Martialists tend to wear light clothing, unusual for fighters, relying on superb defensive capabilities instead. Martialists may not wear metal armour.

Deflection	Disarming	Martial Arts
Stun Lore	Stealth	Sweeps and Throws

RANGER

[AGL, COR, INT, OBS, STR]

A ranger is trained in outdoor and combat skills. Rangers usually stay within a certain region but may venture forth on missions of spying and scouting. They have been known to hire themselves out as guides for hunting parties or adventurers.

Tracking	Finding Direction	Foraging
Weapon Skill	Moving in Armour	Weather Watching

WARRIOR

[AGL, COR, STR]

The background of a warrior may be the most diverse of all fighting professions. His or her history may vary from a former yeomen to a released gladiator. Unlike the other fighting professions, the warrior is limited in the variety of profession skills. The skill bow may be replaced with crossbow.

Bow	Weapon Skill	Moving in Armour
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Unarmed Melee

SPHERE OF KNOWLEDGE

ALCHEMIST

[EDC, OBS, INT]

The alchemist deals in the fine art of potion making by chemistry. The alchemist also studies many educational skills.

Alchemy	Education Skill	Embalming
Foraging	Herb Lore	Runes

BARD

[COR, DEX, EDC, INT, PER]

A favourite at inns, the bard deals with legends, storytelling, singing and music. The bard travels the countryside in search of a song to compose or a poem to write. Reptiliad bards do not sing but instead excel in the art.

Entertainment	History	Legend Lore
Melee Weapon	Music-Play	Music-Sing (Artistry)

BUCCANEER

[AGL, COR, EDC, INT, STR]

Buccaneers are adventurers of the high seas. They command the great seas, travel the mighty oceans and explore lost worlds. Although most buccaneers spend their lives on ships, a few join up with fellow adventurers to embark on quests to seek the riches of the mainlands. Buccaneers who raid inland seas are called Corsairs.

Finding Directions	Geography	Melee Weapon
Seamanship	Swimming	Weather Watching
Evaluate Goods		

DRUID

[EDC, INT]

A druid spends much of their time outdoors where plant and animal life is abundant. Druids belong to a group whose aim is to preserve nature and some are employed to care for forests and groves.

Farming	Finding Direction	Herb Lore
Train Animal	Veterinary	Weather Watching

PHYSICIAN

[EDC]

A physician practices the ancient art of mending and binding wounds. The physician trains mainly in education skills.

Disease	Embalming	General Medicine
Herb Lore	Language-Speak	Veterinary

RELIGIOUS ORDERS

CLERIC

[EDC, INT, OBS, PER, WIL]

A cleric is a person who belongs to a specific religion promoting the theology of that religion. He or she performs ceremonies, attends mass, officiates over a congregation and performs tasks and quests for the church or deity. See the Religion section for information concerning deities. A player should look at the deity's main focus and design the character around that focus. If the deity is one that heals and protects, then healing spells or general medicine should be chosen. If the deity is the "God of War" then combat skills may be appropriate.

Ceremony	Education Skill	Piety
Prayer		

GUILD OF THIEVING

Note on the Guild: All thieves belong to a guild within their area of operation. The cost for a membership is 50% of the thief's yearly earnings. For each year of membership the cost is reduced by 10% with a final minimum of 1%. This helps regulate the amount of theft within a region as top guild members can quell over ambitious thieves. In return for this payment the guild can offer a hideout,

information or a place to unload stolen goods. Thieves who do not belong to a guild are dealt with accordingly.

ASSASSIN

[AGL, COR, EDC, INT]

An assassin is a hired killer and their profession skills reflect this. Contrary to popular belief, there is no set fees for the service.

Alchemy	Ambush	Disguise
Herb Lore	Melee Weapon	Stealth

BRIGAND/HIGHWAYMAN

[AGL, COR, INT, WIL]

Brigands are found roving the roads looking for rich caravans or unarmed travellers. Brigands are skilled in outdoor and combat skills as well as thieving skills.

Ambush	Camouflage	Disguise
Evaluate Goods	Melee Weapon	Riding

BURGLAR

[AGL, DEX, INT, STR]

The profession skills of the burglar are used for breaking into buildings and obtaining goods. This second story person has the following skills.

Contortion	Stealth	Evaluate Goods
Forgery	Lock Picking	Climb Sheer Surfaces

CUTPURSE

[AGL, COR, DEX, INT]

This type of thief is found lurking in dark alleys where sole wanderers foolishly travel or amongst crowded market squares where rich purses tempt even the least skilled pick pockets.

Ambush	Evaluate Goods	Melee Weapon
Pick Pockets	Stealth	Unarmed Melee

FREEBOOTER

[AGL, COR, DEX, EDC, INT, OBS, STR]

As well as having thieving skills, the freebooter can attack and defend as well as any fighter.

Detect Hidden Traps	Lock Picking	Melee Weapon
Moving in Armour	Runes	Set/Disarm Traps

CIRCLE OF MAGIC

CONJUROR

[DEX, EDC, MAG]

The conjuror is involved with the movement of objects, characters or themselves. Yellow is the primary magic affinity colour.

HEALER

[DEX, EDC, MAG]

The healer cures and heals but also provides protection for themselves and the party. White is the primary magic affinity colour.

ILLUSIONIST

[DEX, EDC, MAG]

The illusionist deals with deception and trickery. Gray is the primary magic affinity colour.

MAGE

[DEX, EDC, MAG]

The mage concentrates on magic which disrupts other magical spells. Purple is the primary magic affinity colour.

MAGICIAN

[DEX, EDC, MAG]

The magician has a wide assortment of spells to choose from. Most are of a practical nature used to assist the party in difficult situations. The magician's primary colour affinity is cyan.

MYSTIC

[DEX, EDC, MAG]

Controlling and probing people's minds is the gift of the mystic. Orange is the mystic's primary colour affinity.

NATURALIST

[DEX, EDC, MAG]

The naturalist's spells affect plants and animals. The naturalist has green as the primary magic affinity colour.

NECROMANCER

[DEX, EDC, MAG]

The necromancer enjoys animating objects and giving them life-like qualities. Red is the primary colour.

SEER

[DEX, EDC, MAG]

The soothsayer is usually found in cities or castles where services are in constant demand. Unfortunately there are fake seers who discredit the actual magic-users. Blue is a seer's primary colour.

SORCERER

[DEX, EDC, MAG]

The sorcerer spells deal with destruction and damage. Black is the primary magic affinity colour of a sorcerer.

WIZARD

[DEX, EDC, MAG]

This type of magic-user has spent the most time in training. As a result of this they are more attuned to the magic.

SKILLS

All characters begin the game with certain skills based on background, race, and previous occupations. A character will also have skills based on the type of livelihood the character will lead. Characters may learn new skills once play has begun although a gamemaster may disallow certain skills based on his or her campaign. There is no limitation to the combination or amount of skills a character may possess.

SKILL PURCHASING

Players receive skill points when creating a character and as the character adventures. Skill points are used to buy skill levels. Consulting the particular skill, there will be a letter associated with it referring to the column in the skill advancement table. This column indicates how many skill points it takes to advance skill levels. Easier skills are under the A column and the most difficult skills are under the I column. For example, it takes 23 points to buy a C level skill at skill level 4. The skill point column to use for each skill is listed beside the skill in the master skill table.

SKILL MASTERY

Each skill level has a term associated with it to reflect the mastery of the skill. The skill mastery column to use for each skill is listed beside the skill on the master skill table. Cross reference the skill level with the column to determine the skill mastery. For example, the mastery for a skill level of 2 in the skill history would be pupil.

SKILL SAVING THROW

All skills have an attribute (next its name in parenthesis) and a skill level associated with it. It is this combination of physical ability and training which make up the skill saving throw (SST). The skill saving throw represents the chance of doing that skill and is found by averaging the skill level and the attribute score(s). A 2d6 dice roll equal to or less than the skill saving throw constitutes a success. A gamemaster may modify this SST depending on the situation. No SST may go above 11.

ATTRIBUTE SAVING THROW

When a character requires to do an action not covered by a skill, he or she may use an attribute instead. If the total of 2d6 is less than or equal to the attribute score, the character succeeds in the action. The chance of success should be modified depending on the situation.

IMPROVING SKILLS

At certain times during an adventure, the gamemaster will give out skill points to characters for improving skills. This will usually be 5-10 points given at the end of a successful mission or journey. These points may only go towards

existing skills (i.e. they may not be used on skill level 0 skills).

If a character has used a particular skill repeatedly over a period of an adventure, they may make an attribute saving throw versus their learning ability. If successful, they gain 1d6 extra skill points for that skill only. The gamemaster may also reward characters who make exceptional use of their skills with bonus skill points.

Saving Throws: If a character rolls a 2 while making a skill saving throw they gain 1d6 / 2 skill points in that skill. If they roll a 12 while making a skill saving throw, the skill points are reduced by 1d6 - 2.

Practice: For each month spent practising a particular skill, a character may make a saving throw versus learning ability. If successful, they will receive one skill point for that skill. Only one skill may be practiced at one time. Characters may improve skill level 0 skills with this method. Skills that cannot be used at 0 level may not be improved by this method.

MAXIMUM IMPROVEMENT

Skill levels can be improved forever. Certain skills, magic spells, psionic talents and clerical invocations take advantage of higher skill levels. As well, low attribute scores, which reduce the skill saving throw, may be augmented by a high skill level. The skill advancement table indicates how many points are required to raise a skill above level 11. For example, to get to level 12 in geography skill, it would take 4 more skill points (using column B). Skill saving throws may not be increased above 11 no matter what the skill level.

LEARNING SKILLS

There are two methods for learning new skills once the character has been created and play begun.

Trial and Error: A character may attempt to try a skill at skill level 0. The gamemaster may decide that the skill cannot be tried at 0 level depending on the situation and the campaign. As well, there are certain skills that cannot be tried at 0 level as stated in their description. Magic spells, psionic talents and clerical invocations cannot be attempted at skill level 0. The skill and everything associated with it, attribute score, skill level, SST, skill advancement column and mastery (unskilled) are recorded on the character record sheet. If the character makes a successful skill saving throw they receive one skill point in that skill and instantly record this on the character record sheet. Once enough skill points are acquired to raise the skill level to 1, the character has gain proficiency in that skill and improve it normally. See Improving Skills to further advance skills above level 1.

Instruction: This involves someone teaching the character a new skill. The teacher must have a skill level of 10 in the skill being taught to the character. At the end of each week of training the character makes an attribute saving throw against his or her learning ability. If successful the

character receives one half a skill point to purchase the skill with. If the dice roll is 5 less than learning ability attribute score then 1 full point is received. The cost for purchasing a skill is the indicated on the skill advancement table. Teachers may be found in large urban areas or appropriate locations (e.g. druids, rangers forests, knights castles). The cost for training is dependant on the skill type. If a character stops training for the skill all points are lost and cannot be routed to other skills. A character may only train in one skill at a time.

Skill Advancement Column	Cost Per Week
A	1 sp
B	3 sp
C	10 sp
D	15 sp
E	1 gp
F	2 gp
G	5 gp
H	7 gp
I	10 gp

DWINDLING SKILLS

A character may lose proficiency in a skill that is not used frequently. Every three months, any unused skills should be checked to see if they have deteriorated. The character must make an attribute saving throw versus learning ability for each skill. If they fail, the skill is reduced by 2d6 skill points. A gamemaster may also reduce skill points as they see fit.

UNIQUE SKILLS

All spells, invocations and psionic talents are treated like skills with regards to purchasing with skill points, skill levels, skill saving throw, improving and dwindling skills. No character may cast a spell, use an invocation or perform a psionic talent if they have a skill level of 0 in it. Therefore a character may never learn this type of skill through trial and error.

COMBAT SKILLS

BATTLE CRY (WIL)

This war cry is usually passed on from generation to generation. Upon yelling (and making the skill saving throw) all friendly foes, including the character uttering the battle cry, within hearing range will inflict an additional +1 to their damage value. The shouter will lose 1d6 willpower damage points whether or not the skill saving throw was successful.

BATTLE RAGE (WIL)

It takes 1 minute of preparation before a character can enter battle rage. If a successful skill saving throw is made the character enters battle rage. While raging, he or she

may not be stunned and 3 is added to their strength and endurance attribute scores. The added bonuses will result in more damage value and endurance damage points (raised by 6). The character will also inflict an additional 1d6 DV for the entire length of the rage. The rage lasts for one turn per skill level. When the duration ends or if the character fails the SST, they must sit and rest for 3d6 turns. If the character decides to rage again before the required resting period, they will receive 4d6 willpower damage points whether or not the skill saving throw was successful.

BLOW GUN (COR, END)

The ability to use a blow gun.

BOLA (COR)

The ability to use a bola

BOW (COR)

The ability to fire a shortbow and longbow.

CROSSBOW (COR, STR)

The ability to fire a heavy and light crossbow.

DEFLECTION (AGL, COR)

The ability to deflect arrows, bolts or thrown weapons that are hurled at the character. A successful SST indicates the object was harmlessly deflected away. A character may deflect a maximum number of missiles per turn equal to the skill level.

DISARMING (DEX)

If a character successfully parries an attack, he or she may use this skill to disarm an opponent. The character may also use this skill instead of attacking the target.

DRAW WEAPON (DEX)

The ability to draw a weapon in a combat situation. A penalty of -2 should be applied to the skill saving throw when drawing bows and crossbows.

FLEXIBLE WEAPON (COR, DEX, STR)

The ability to use a flexible weapon such as a flail.

HAFTED WEAPON (COR, STR)

The ability to use a hafted weapon (sword).

MARTIAL ARTS (AGL, COR, STR)

Characters using this skill cannot wear metal armour. Characters receive a damage value bonus to their kick punch attacks based on the skill level. Closed hand damage type is impact and does more damage value. If the character switches to an open hand attack the damage type is edge. The parrying penalties are also reduced based on the skill level.

Skill Level	Closed Hand Dam Bonus	Open Hand Dam Bonus	Kick Bonus	Parry Mod Kick/Punch
1	+1	+1	+1	-5/-4
2	+2	+1	+1	-5/-3
3	+3	+1	+1	-4/-3
4	+3	+2	+1	-4/-3
5	+4	+2	+2	-3/-2
6	+5	+2	+2	-3/-1
7	+6	+3	+3	-3/-1
8	+7	+3	+3	-2/-1
9	+8	+4	+4	-2/0
10	+9	+4	+4	-1/0
+1	+1	+1	+1	0/0

MOVING IN ARMOUR (AGL, STR)

The ability to manoeuvre in armour and body balance.

POLE-ARM (COR, STR)

The ability to use a pole-arm.

QUARTERSTAFF (COR, DEX)

The ability to use a quarterstaff.

SIEGE ENGINEER (COR, EDC)

The ability to operate siege equipment like onagers, trebuchets and ballistas.

SLING (COR)

The ability to use a sling.

SPEAR (COR)

The ability to use a spear, javelin or lance.

STUN LORE (EDC, INT, OBS)

The ability to automatically stun an opponent. When a successful punch/kick is made, a character may employ this stunning technique. If a successful SST is made a 1d6 die should be rolled. A roll of 1-4 means 1 stun and a 5-6 means 2 stuns are afflicted on the target. A character may not use martial arts damage bonuses with this skill.

SWEEPS AND THROWS (COR, DEX, STR)

If a character strikes an opponent low, he or she may employ a sweep in an attempt to knock the target over. A successful sweep SST means the target has fallen prone. There is no damage from the low hit when sweeping an opponent. If a character strikes successfully high or central, he or she may try to throw the opponent. A successful sweep and throw SST indicates the target has been lifted and tossed a certain number of combat squares as determined by a 1d6 die roll. If the player rolled even, they may pick the direction of the throw, otherwise use a scatter table to determine the target's direction. A modified die roll less than one is equal to one. The target may resist

the throw by successfully making an attribute saving throw versus strength. The target will miss their next combat action phase for resisting the throw. A thrown target will receive 3 DV per square travelled in impact damage.

Thrower's Strength	Number Of Squares Thrown
1-3	1d6-4 (1-2)
4-6	1d6-3 (1-3)
7-8	1d6-2 (1-4)
9-10	1d6-1 (1-5)
11-12	1d6 (1-6)
+1	1d6+1 (2+ to 7+)

THROWN WEAPON (COR, STR)

The ability to throw a melee weapon. This skill includes throwing axes and daggers.

UNARMED MELEE (COR, STR)

This skill involves punching, kicking and overbearing (grappling and tackling). Unlike two-fisted fighting, in unarmed melee the primary weapons are the hands and the secondary weapons are the feet. This skill encompasses other hand to hand combat like shield smashes, using a sap or furniture.

WEIGHTED WEAPON (COR, STR)

The ability to use a weighted weapon such as a mace.

WHIP (COR)

The ability to use a whip.

EDUCATION SKILLS

ALCHEMY (EDC, INT)

Medieval chemistry. This skill is used to make non-magical potions and poisons from herbs and plants. It takes 2d6 + 1 day to brew a potion.

ANIMAL LORE (EDC, INT)

The medical treatment of animals. This skill combines diseases and general medicine together. Also, the ability to train an animal to perform useful tasks. The effectiveness and time required to train an animal depends on the skill saving throw. At the end of the base time period the trainer must make an SST. If successful the animal is trained. If not, the extra time must be taken and at the end of it a new SST is made. If successful the animal is trained otherwise the above process is continued until the animal is trained.

Animal	Base Time	Extra time
Bear	250 + 2d6 days	40 + 3d6 days
Dog	70 + 1d6 days	6d6 days
Falcon	150 + 4d6 days	10 + 4d6 days
Horse (war)	400 + 10d6 days	50 + 6d6 days
Monkey	70 + 2d6 days	25 + 3d6 days

ARCHITECTURE (EDC)

The knowledge of buildings, and styles. The ability to design and layout plans for buildings.

ASTRONOMY (INT, PER)

The study of the stars and planets.

CARTOGRAPHY (EDC, DEX, OBS)

The ability to draw and decipher maps.

CEREMONY (INT, PER)

The ability to perform religious ceremonies. Such ceremonies are death rites, marriages, officiate over a congregation, baptisms, communion, etc. This skill may not be used at skill level 0.

CURSE LORE (EDC)

This is the knowledge of curse removal and invoking. The exact nature of the curse and its medium are up to the character who places it. Some examples of curses are: Character has bad breath, character smells, animals die if they come within 3 feet of the character, plants die if they come within three feet of the character, character turns a colour when he does an action (lie, steal, drink, etc.), character can only walk backwards, character's facial or normal hair does not stop growing and cannot be cut, character cannot sleep. The gamemaster must determine a suitable restriction on the curse plus the toll it will take on the character placing it. This skill is also used to find the cure of curse placed on a character through a hex invocation. There is always a way to break a curse and the spell remove curse will reveal it. The invocation extract curse will completely remove the curse upon a character.

DISEASE (EDC)

The knowledge if diseases and poisons and how to treat them.

EMBALMING (EDC)

The skill in preserving dead bodies with herbs.

GENERAL MEDICINE (EDC)

This skill is used when binding wounds of any severity and other practical medicinal needs.

GEOGRAPHY (EDC)

The knowledge of the world's surface, climates, kingdoms, and races.

HERALDRY (EDC)

The knowledge of coats of arms and the ability to trace family ancestries.

HERB LORE (EDC)

This skill is used to identify and determine the effects of plants.

HISTORY (EDC)

The ability to make a systematic, chronological account of important events.

LANGUAGE-READ/WRITE (EDC, OBS)

This is the ability to read and write a language other than the character's own racial language. The skill level determines the level of understanding as shown below.

LANGUAGE SPEAK (EDC, PER)

The ability to speak another language. The skill level determines the level of understanding as shown below.

A note on Languages

All characters can speak the common language (human). Races other than human will speak, read and write their racial language. Listed below are the languages most likely to be encountered while adventuring. Obscure languages cost twice as many points to increase a skill level than traditional languages.

Traditional languages: common, dwarvish, elvish, gnomish, halfling, hobgoblin, orcish, troglodyte and reptiliad.

Obscure languages: centaur, gargoyle, giantish, goblin, harpy, medusan, minotaur, troll.

Skill	Read/Write Level Ability	Speak Ability
1	Recognition of language	Recognition of language
2-3	Read/Write simple words	Speak simple words
4-5	Read/Write short sentences	Speak short phrases
6-7	Average read/write ability	Average speaking ability
8-9	Advanced read/write ability	Total language fluency
10	Distinguish different dialects	Distinguish different dialects
+1*	Design own dialects	Design own Dialects

*For every skill level above 10, 1 is subtracted from the characters skill level when trying to speak or read/write the language.

LEGEND LORE (EDC, INT)

The knowledge of the myths and cultures surrounding legends. This skill is useful when distinguishing actual historical facts from legends.

LITIGATION (EDC, INT)

The ability to carry on legal contests through judicial means and the knowledge of laws.

PIETY (INT, OBS)

The character's level of devotion and dedication to his or her deity. This skill is used to determine which skill action phase a clerical invocation can be cast. This skill may not be used at skill level 0.

PHILOSOPHY (EDC)

The study of the truths and principles of being, conduct and knowledge. A philosopher may converse with theologians or scholars.

PRAYER (EDC, WIL)

The ability to pray to the character's deity. The skill is used to gain ritual points. This skill may not be used at skill level 0.

RUNES (EDC, OBS)

The ability to read and inscribe runes. A character may have to have different rune reading abilities depending on the runes being translated.

TRADITIONS (EDC)

The knowledge of the customs and traditions of the peoples of the world.

GENERAL SKILLS

ACROBATICS (AGL)

The ability to perform gymnastic feats such as flips, tumbling or swinging. A character with acrobatics can fall 3 feet per skill level without suffering damage if they make a successful SST. The maximum distance is 50 feet.

ARTISTRY (DEX)

The ability to draw and paint pictures and sculpt statues.

CLIMB ROPE (AGL, STR)

The ability to climb and descend a rope.

CONVIVIALITY (END, PER)

The ability to consume large quantities of alcohol.

COOKING (INT)

The ability to prepare and serve foods.

DANCE (AGL)

The ability to perform and move rhythmically to music.

DIVING (AGL)

The ability to perform safe dives from high platforms such as cliffs.

ENTERTAINMENT (AGL, DEX, INT)

The ability to dance, stage act, juggle and perform other entertaining skills.

FARMING (EDC, INT)

The ability to grow crops and raise livestock.

FISHING (INT)

The ability to catch fish. A SST may be made every 15 minutes to determine if anything is caught.

FIRST-AID (DEX, EDC)

The ability to bind minor wounds.

MUSIC-PLAY (DEX, PER)

The ability to play a specific musical instrument.

MUSIC-SING (INT, PER)

The ability to sing.

RIDING (AGL)

The ability to ride a horse or similar animal.

SEAMANSHIP (EDC)

The knowledge of ship operation, navigation and nautical terms.

SWIMMING (AGL, STR)

To swim, a character must have at least a skill level of one.

GUILD SKILLS

BREWER (INT, PER)

The skill in brewing beer and wines.

CARPENTRY (DEX)

The skill in building wooden structures, etc...

CHANDLER (DEX)

The skill in making soap and candles.

CLOTHIER (DEX, OBS)

The making, buying and selling of cloth.

COOPER (DEX)

The skill in making barrels, casks and wooden tubs.

FLETCHER (DEX)

The skill of arrow making and bow repair.

GLASSBLOWER (DEX, INT)

The skill of making glass items.

HUSBANDRY (INT, WIL)

The care and handling of animals.

MASONRY (DEX)

The skill of brick work.

MERCANTYLER (EDC, INT)

The skill of trading, buying and selling goods. Storekeeping.

MILLER (INT, OBS)

The skill of grinding grain.

SHIPWRIGHT (EDC, INT, OBS)

The ability to build ships and related rigging.

SMITHING (COR, DEX, STR)

The skill of working with metals.

TANNER (DEX, STR)

The skill of converting hides into leather.

TAILOR (DEX)

The skill of making and repairing clothes.

WEAVER (DEX)

The skill of making cloth (or similar) from yarn.

WOODCARVER (DEX)

The ability to design and make ornate wood carvings.

MAGICAL SKILLS

DETECT RESISTANCE (INT, MAG)

This is the ability to correctly determine a person's magic resistance. The target may be up to 10 feet per skill level away from the character attempting the detection. A failed SST will result in a false magic resistance being detected. A character may be performing no other actions while using this skill. This skill may not be used at skill level 0. A character may only try this skill once on a target.

POWER CHANNELLING (MAG)

This skill is used to direct the crystal stream of energy and form it into spells. This skill is also used to determine when a character may cast a spell in a combat round. This single skill saving throw alone is used to determine the skill action phase for all spells known by a character. This skill is also used when a magic-user is preparing to cast a spell. This skill cannot be used at skill level 0.

SUCCOUR (MAG)

This skill is used to add +1 to the skill saving throw of another magic-user casting a spell. The character giving the aid must be touching the spell caster. Only one character may give aid to another magic-user and no more than +1 can ever be gained. This skill may not be used at skill level 0.

SPECIAL SKILLS

AMBUSH (AGL)

The ability to surprise and strike a target in a vital area inflicting double endurance and body damage.

CLIMB SHEER SURFACES (AGL, STR)

This is the ability to scale sheer surfaces without the use of ropes or hooks. Such surfaces can be walls, wells and buildings. Modifiers should apply for wet or smooth surfaces.

CONTORTION (AGL)

This is the ability to bend and distort your body into odd and unnatural positions. This skills is useful when attempting to squeeze between bars or slip out of ropes.

DETECT HIDDEN TRAPS (INT, OBS)

The ability to find traps and determine what will happen if they are triggered.

DISGUISE (INT)

The ability to change your appearance and costume in order to look different.

EVALUATE GOODS (INT)

The ability to determine the worth of items.

FORGERY (DEX, OBS)

The ability to forge signatures and documents. If the forger fails his or her skill saving throw then anyone viewing the document must make a successful observation attribute saving throw to notice the mistake.

GAMBLING (INT)

The knowledge of games of chance and how to play them. If the gambler has lost a game, a successful skill saving throw means they have won instead.

HYPNOSIS (WIL)

The skill of placing a character in a hypnotic state. The hypnotized person is very susceptible to suggestion and has no will of their own. The amount of time needed to extract information is equal to 2 x 6d6 minutes. A person may resist being hypnotized by making a successful attribute saving throw versus willpower.

LOCK PICKING (DEX)

The ability to open various locks with the appropriate tools. Lock picking can take from one skill action phase to multiple turns depending on the complexity of the lock.

PICK POCKETS (DEX)

The ability to pick pockets. The person being picked may notice the attempt by using their observation if the thief failed the skill saving throw.

READ LIPS (OBS)

The ability to read lips. The amount of understanding is the skill level of spoken linguistics the reader has in the language. There is a -1 skill level penalty in the language skill of the reader for every 10 feet away from the target.

STEALTH (AGL, INT)

The ability to move silently and remain hidden amongst shadows, crowds, etc.

TRAP LORE (DEX, INT)

A dangerous skill which involves the setting and disarming of mechanical traps. A failed SST when setting a trap can cause 1 of 2 things to happen. 1) The trap fails to function

when activated. 2) The trap goes off while the character was setting it. When disarming traps a failed SST indicates the trap is sprung.

WILDERNESS SKILLS

CAMOUFLAGE (INT, WIL)

This skill enables a character to camouflage themselves, another person or an object so as not to be detected.

CAVING (INT)

The knowledge of caves and their structures. The caving skill can be used to determine depth underground, sloping passages and direction (assuming the character has a reference point).

FINDING DIRECTION (INT, OBS)

This skill is used for obtaining direction by use of familiar signs such as stars and moss. A failed SST will result in false bearings gained.

FORAGING (INT, OBS)

The ability to find plants or herbs and to catch small game. A skill saving throw is made every hour of foraging to determine success.

MOUNTAINEERING (AGL, STR)

The ability to climb cliffs or large rock formations with the aid of rope, hooks and spikes.

TRACKING (INT, OBS)

The ability to follow tracks made by other people or things in an outdoor setting. The tracking skill can also be used to determine a number of things being tracked, type of tracks and for covering tracks. Each requires a separate skill roll. The following modifiers are applied depending on the situation.

Tracking Situation	SST Modifier
Tracks successfully covered	-4
Per thing above 1 being tracked	+1
Larger than reptiliad size	+1
Smaller than gnome size	-1
Hurried pace (tracker)	-1
Slower pace (tracker)	+1
Per hour of rain	-2
Dawn/twilight	-2
Tracking a gnome	-3
In snow (reduced by 1 per hour)	+7

WEATHER WATCHING (INT, OBS)

A successful weather watching skill saving throw will correctly indicate the weather for the next 2 hours. This skill may only be used once every 2 hours. A failed SST will result in misinformation.

SKILL ADVANCEMENT TABLE

Skill Level	A	B	C	D	E	F	G	H	I
0	0	0	0	0	0	0	0	0	0
1	2	4	5	7	9	10	12	15	17
2	5	7	8	11	13	15	17	21	23
3	11	13	14	18	20	23	25	30	32
4	19	21	23	27	30	35	38	44	47
5	30	33	36	41	45	51	55	62	67
6	44	48	52	58	63	71	75	84	90
7	61	66	71	78	85	95	100	110	118
8	75	81	87	95	104	116	121	140	150
9	86	92	100	111	122	136	141	172	185
10	94	100	109	117	139	156	161	206	225
11	100	106	115	127	151	170	176	223	245
+1	+3	+4	+4	+5	+6	+6	+7	+7	+8

SKILL MASTERY TABLE (part 1)

Skill Level	I	II	III
0	Unskilled	Unskilled	Unskilled
1	Apprentice I	learner	Recruit
2	Apprentice II	Pupil	Tenderfoot
3	Apprentice III	Student I	Apprentice
4	Apprentice IV	Student II	Student I
5	Journeyman I	Student III	Student II
6	Journeyman II	Graduate	Scout
7	Journeyman III	Postgraduate	Guide I
8	Journeyman IV	Professor	Guide II
9	Journeyman V	Don	Master
10	Master I	Scholar I	Loremaster I
11	Master II	Scholar II	Loremaster II
+1	Master +1	Scholar +1	Loremaster +1

SKILL MASTERY TABLE (part 2)

Skill Level	IV	V	VI
0	Unskilled	Unskilled	
1	Recruit	Recruit	Novice
2	Pupil	Myrmidon	Student I
3	Cheat	Student I	Student II
4	Decoy	Student II	Guide
5	Trickster	Freelance I	Medium
6	Rogue	Freelance II	Medium II
7	Knave	Combatant	Seer
8	Deceiver I	Armsman	Controllor
9	Deceiver II	Veteran	Mesmerist
10	Master I	Weaponmaster I	Master I
11	Master II	Weaponmaster II	Master II
+1	Master +1	Weaponmaster +1	Master +1

SKILL MASTERY TABLE (part 3)

Skill Level	VII	VIII
0	None	None
1	Acolyte I	Apprentice
2	Acolyte II	Initiate of the First Circle
3	Novice I	Initiate of the First Circle
4	Novice II	Initiate of the First Circle
5	Curate I	Initiate of the First Circle
6	Curate II	Initiate of the Second Circle
7	Priest I	Initiate of the Second Circle
8	Priest II	Initiate of the Second Circle
9	Priest III	Initiate of the Second Circle
10	High Priest	Initiate of the Third Circle
11	High Priest	Initiate of the Third Circle
+1	See Religion	See Magic

SKILL SUMMARY TABLE

Skill Name	Discipline	Attribute	Skill Adv. Column	Skill Mastery
Acrobatics	General	AGL	A	I
Alchemy	Education	EDC, INT	B	II
Ambush	Special	AGL	C	IV
Animal Lore	Education	EDC, INT	B	II
Architecture	Education	EDC	B	II
Artistry	General	DEX	A	I
Astronomy	Education	INT, PER	B	II
Battle Rage	Combat	WIL	D	V
Battle Cry	Combat	WIL	D	V
Blow Gun	Combat	COR, END	D	V
Bola	Combat	COR	D	V
Bow	Combat	COR	D	V
Brewer	Guild	INT, PER	A	I
Camouflage	Wilderness	INT, WIL	B	III
Carpentry	Guild	DEX	A	I
Cartography	Education	EDC, DEX, OBS	B	II
Caving	Wilderness	INT	B	III
Ceremony	Education	INT, PER	B	VII
Chandler	Guild	DEX	A	I
Climb Sheer Surface	Special	AGL, STR	C	IV
Climb Rope	General	AGL, STR	A	I
Clothier	Guild	DEX, OBS	A	I
Contortion	Special	AGL	C	IV
Conviviality	General	END, PER	A	I
Cooking	General	INT	A	I
Cooper	Guild	DEX	A	I
Crossbow	Combat	COR, STR	D	V
Curse Lore	Education	EDC	C	II

Dance	General	AGL	A	I
Deflection	Combat	AGL, COR	D	V
Detect Res.	Magical	INT, MAG	C	II
Detect Hidden Traps	Special	INT, OBS	C	IV
Disarming	Combat	DEX	D	V
Disease	Education	EDC	B	II
Disguise	Special	INT	C	IV
Diving	General	AGL	A	I
Draw Weapon	Combat	DEX	B	V
Embalming	Education	EDC	B	II
Entertainment	General	AGL, DEX, INT	A	I
Evaluate Goods	Special	INT	C	IV
Farming	General	EDC, INT	A	I
Finding Dir.	Wilderness	INT, OBS	B	III
First Aid	General	DEX, EDC	A	I
Fishing	General	INT	A	I
Fletcher	Guild	DEX	A	I
Flexible Weapon	Combat	COR, DEX, STR	D	V
Foraging	Wilderness	INT, OBS	B	III
Forgery	Special	DEX, OBS	C	IV
Gambling	Special	INT	C	IV
General Med.	Education	EDC	B	II
Geography	Education	EDC	B	II
Glassblower	Guild	DEX, INT	A	I
Hafted Weapon	Combat	COR, STR	D	V
Heraldry	Education	EDC	B	II
Herb Lore	Education	EDC	B	II
History	Education	EDC	B	II
Husbandry	Guild	INT, WIL	A	I
Hypnosis	Special	WIL	C	IV
Languages - Read/Write	Education	EDC, OBS	B	II
Languages - Speak	Education	EDC, PER	B	II
Legend Lore	Education	EDC, INT	B	II
Lock Picking	Special	DEX	C	IV
Masonry	Guild	DEX	A	I
Mercantylar	Guild	EDC, INT	A	I
Miller	Guild	INT, OBS	A	I
Mountaineering	Wilderness	AGL, STR	B	III
Moving in Arm.	Combat	AGL, STR	D	V
Music - Play	General	DEX	A	I
Music - Sing	General	INT, PER	A	I
Net	Combat	COR	D	V
Philosophy	Education	EDC	B	II

Pick Pockets	Special	DEX	C	IV
Piety	Education	INT, OBS	C	VII
Pole-Arm Weapon	Combat	COR, STR	D	V
Power Chan.	Magical	MAG	D	II
Prayer	Education	EDC, WIL	B	VII
Quarterstaff	Combat	COR	D	V
Read Lips	Special	OBS	C	IV
Riding	General	AGL	A	I
Runes	Education	EDC, OBS	B	II
Seamanship	General	EDC	A	I
Shipwright	Guild	EDC, INT, OBS	A	I
Siege Engineer	Combat	COR, EDC	C	V
Sling	Combat	COR	D	V
Smithing	Guild	COR, DEX, STR	A	I
Spear	Combat	COR	D	V
Stealth	Special	AGL, INT	C	IV
Stun Lore	Combat	EDC, INT, OBS	D	V
Succour	Magical	MAG	C	II
Sweeps & Throws	Combat	DEX, COR, STR	D	V
Swimming	General	AGL, STR	A	I
Tanner	Guild	DEX, STR	A	I
Tailor	Guild	DEX	A	I
Thrown Weapon	Combat	COR, STR	D	V
Tracking	Wilderness	INT, OBS	B	III
Traditions	Education	EDC	B	II
Trap Lore	Special	DEX, INT	C	IV
Trident	Combat	COR	D	V
Unarmed Melee	Combat	COR, STR	B	V
Weather Watch	Wilderness	INT, OBS	B	III
Weaver	Guild	DEX	A	I
Weighted Weapon	Combat	COR, STR	D	V
Whip	Combat	COR	D	V
Woodcarver	Guild	DEX	A	I

MAGIC

Magic is the conscious control of the mystical energies which bind, control and direct the shape of reality. Any sentient creature which is attuned to the mystical energies can, by effort of will, cause them to shift position or take a new path, thereby causing a change in reality to occur. This change is called a spell.

The energies appear, to those attuned to their existence, as streams, ribbons or wires of various different colours. Each

of these different streams of colour affect only certain aspects of reality. For example, the yellow stream effects the positions of objects and persons in relation to the planet and each other. Magic-users are capable of seeing all the mystical energies and naturally can affect all energy streams. Most characters are more attuned to one colour of magic, called the primary affinity, and receive a bonus because of this.

The effort of the will required to alter these energy flows demands a great deal of power. Most magic-users utilize a source of power of some form to supply the required energy. The source of power is connected to the mystical energy flow known as the crystal stream. The crystal stream's energy is capable of affecting the other mystical energies and is generally considered to be the source of all magical energies. Because of this fact, magic-users store energy from the crystal stream in their source of power and use it to power the spells they cast.

COLOUR	INFLUENCE	LIVELIHOOD
Black	Destruction	Sorcerer
Blue	Divination/Seer	
Crystal	Enchantment, Spells	None
Cyan	Jack-of-all-Trade, Utility	Magician
Gray	Illusion, Confusion, Misdirection	Illusionist
Green	Nature, Environment	Naturalist
Orange	Mind Control	Mystic
Purple	Alteration, Nullification	Mage
Red	Animation	Necromancer
White	Heal, Protect	Healer
Yellow	Movement	Conjurer

MAGIC RESISTANCE (MR)

Some types of spells rely on the targets inborn affinity to magic to produce the desired effect. In general these types of spells work well versus people with high magical affinities and less effectively against people with low magic affinities. Creatures with magic affinities of zero are totally unaffected by these types of spells.

Most sentient, which is to say human level intelligence, beings do have an affinity to magic of some degree and are therefore subject to the spell's effect. But since all persons are not created equal, it follows that different persons have different levels of resistance. This resistance is referred to as the character's magic resistance and is based upon their race, willpower and magic affinity.

Magic resistance can completely prevent the effects of certain spells and operates automatically without conscious control.

THE GUILD

The Circle of Magic is the guild for true magic-users. True magic-users are character who have dedicated their livelihood to magic and spells. Non-members may be

taught spells (e.g. fighters, thieves, scholars, etc.), but not at the intensity that guild members receive. Thus it is uncommon for people other than magic-users to be casting spells (this is reflected by the high skill point cost when generating a character). All magic using characters receive their source of power from the guild and can only obtain second or more sources from there. All magic-users must prove they are worthy of receiving another source before it is given to them.

To prevent magic from overcoming the world, the Masters of The Guild have placed guild halls across the world. These guilds monitor the strength of magic within a region and deal with people who abuse magical power. The guild also provide magic-users with supplies, sources of power (although rare) and perform services within a region (e.g. soothsaying, healing, identifying) for various fees and conditions.

RANK

The character's rank within the magic guild is based on the skill level of the power channelling skill. All people who begin training are assigned the rank of apprentice. If they remain long enough to gain a magic-using profession they will graduate with the rank of initiate of the first circle.

Magic-Users may advance in the circle by performing services for the guild, paying tithes and demonstrating great wisdom in the use of magic. As their power channelling skill level increases, so does the rank within the guild and the ability to cast greater spell levels. Spell casters must return to a guild house to acquire or train in the power channelling skill or spells. Members of the Circle of Magic may advance to master level while non-members are restricted to initiate of the third circle.

Power Channelling Skill Level	Rank	Max. Spell Level
1	Apprentice	10
2-5	Initiate of the First Circle	15
6-9	Initiate of the Second Circle	30
10-15	Initiate of the Third Circle	50
16-20	Initiate of the Fourth Circle	75
21-30	Initiate of the Fifth Circle	110
31-40	Initiate of the Sixth Circle	150
41-50	Initiate of the Seventh Circle	200
51-80	Initiate of the Eighth Circle	275
81-120	Initiate of the Ninth Circle	375
120-150	Initiate of the Tenth Circle	400
150+	Master of the Circle	Unlimited

POWER CHANNELLING

Channelling is the actual directing of power to a selected energy stream which causes it to change position or direction. Thus power channelling is the most important

element in the spell. No one without the power channelling skill is capable of performing magic. The power channelling skill saving throw is used to determine when a magic user can cast a spell during the turn. The Time and Actions section details action sequence.

SOURCE OF POWER

Every magic-user must have a source of power to create their spells. Each source of power confers 700 power points. The maximum is increased by 5 per skill level above 10 in power channelling. The Rod is the only exception as detailed in its description. The types of sources are outlined below.

Secret: The magic-user has tied some deep dark secret to the crystal flow as a power source. If the secret is discovered by someone else and verbalized in the magic-user's presence, the source of power is destroyed leaving the magic-user powerless. There are numerous ways that a secret may be found out. Spies or jealous apprentices may sell the secret to outsiders.

Place: The power is tied to some geographical location on the world (like a tower, cottage or cave). The magic-user does not have to be present at the place to utilize the power supplied by it. The magic-user must travel to their place of power at intervals not exceeding twice the magic affinity attribute score in months. If they fails to do this, or stay less than one week, the power dissipates. Discovery of the place or its destruction by a means other than overload, does not damage the magic-user although he or she is left powerless.

Object: The magic-user's power is invested in some physical object which he or she wears or carries. The object is indestructible and cannot be used by anyone but its owner. The character must physically touch or wear the item to receive the power.

Familiar: The character's source of power is a pet. The familiar can be any type of living creature with the exception of insects or human level intelligence creatures. A familiar has a telepathic link to the magic-user. This enables the magic-user to control the familiar's mind and utilize its senses when concentrating (i.e. the magic-user sees what it sees). The power supplied by the familiar and the telepathic link are only available while it is within one mile of the magic-user. Death of the familiar will cause the magic-user to become unconscious for 2d6 days. A character may not will themselves conscious when this happens. The familiar has 30 endurance damage points, 200 body damage points, 40 willpower damage points and a 100M magic resistance. A familiar cannot be affected by magic spells from the owning magic-user's primary affinity colour.

Rod: This special source of power may never be picked by a magic-user when they initially begin play and can never be picked by a non Circle of Magic character. The rod is only given to a magic-user who has met four conditions. 1) He or she must return to the guild and purchase the rod for not less than 100 gold pieces. 2) They must give up the old

source of power and may never use it again. 3) The character must have found a place in which the rod will be planted and never be moved. 4) The spell caster has attained the rank of initiate of the seventh circle. Once all four conditions are met the magic-user takes the rod to the place and implants it into the ground. The implanting takes 2d6 months and during this time the magic-user may not use its power when casting spells. Any power loss for spells cast will have to come from the magic-user's endurance damage points. When it is finally planted the rod will give 2000 power points for the spell caster to use if he or she is within 1 mile per magic affinity attribute score and 600 power points beyond that range. The rod glows the same colour as the magic-user's number one magic affinity colour and cannot be destroyed.

Endurance: Though not truly a source of power, the magic-user may, if desired, use their own endurance exactly as if it were a source of power. Due to the possibility of killing yourself by driving the endurance negative, this is not usually done. The magic card has the endurance damage point loss for endurance spell casting.

MULTIPLE POWER SOURCES

Magic-users cannot have more than one source of power at a time. If something occurs to destroy the power source the magic-user must choose a different type of source to replace it. For example, if the source was a place the character could choose either a secret, object or familiar but not another place. If a magic-user's familiar is killed, they may choose another familiar of a different form. For example, if the first familiar was a mammal the magic-user could not choose another mammal. In the unlikely event of an object source being destroyed, the magic-user may use a new object. The object is 100 points less powerful than the previous object. If a secret is discovered, the magic-user may not choose secret as the new source of power.

MAGIC FLUX

Around the world the crystal stream of magic fluctuates creating high, low and dead zones of magic. A character may gain or lose power points from their source or even be rendered powerless. An example of a high zone may add +300 to a spell caster's source of power. A dead zone may reduce all sources to zero power points. A magic-user may still cast spells using their endurance as the source. The zones can be any area in size and location.

POWER COSTS FOR SPELLS

Whenever a character casts a spell he or she must expend power. The amount of power used is determined by the spell's level and draw of a magic card. The power cost is subtracted from the character's source of power. If the character is using his or her endurance to cast a spell, there is a special section for this type of loss.

Character's who cast a spell under their primary affinity colour may draw two cards and take the lower power point

loss. For every 10 skill levels in the power channelling skill, the character may draw one additional magic card and apply the power loss from any card.

The power cost for a spell is determined by using the formula on the magic card. These points are subtracted from the source of power. For, example, on the card below, a 30th level spell would cost 70 power points.

The endurance lose shown on the card is for every 10 spell levels cast (rounded to the next higher level). On the card below a 30th level spell would $3 \times (1d6 + 2)$.

The cards should be shuffled each time before drawing.

NEGATIVE POWER

If the magic-user's source of power is reduced to a negative value it will cease functioning for 2d6 days and possibly become destroyed. During this time the source cannot be used. Roll 2d6 and consult the following table. If the roll is greater than the number, the source explodes with a DV equal to its maximum power points divided by 10. All persons within the blast zone will suffer damage. The blast DV drops by 10 for every 5 feet from the centre the target is. The effect of severity on the damage card does not apply to this explosion. The magic-user automatically collapses into a deep sleep for 3d6 days. The source is destroyed when this happens. A place source will usually not be destroyed. The place may become cursed, haunted or possessed.

Negative Power	Saving Throw
-1 to -30	11
-31 to -40	10
-41 to -50	9
-51 to -60	8
-61 to -70	7
-71 to -80	6
-81 to -100	5
-101 to -120	4
-121 to -160	3
-161 and below	2

POWER BOOSTING

If a source of power is running low or a particularly high level spell is to be cast, a magic-user may need to boost his or her power points. This is accomplished by performing one or more of the following activities:

Incense: Burning a stick of incense yields an additional 20 points. The burning takes 10 minutes and each stick is usable only once.

Magic Book: This special book cost 1 gp per page. Each page requires one hour to read and yields 5 power points. When the entire book is read, a magic-user cannot re-read the book until the spell is cast and the power is used. A magic-user does not have to read the entire book to gain power points (a 100 page book read to page 40 provides an

additional 200 power points). A magic-user may only read 10 hours a day and may continue the next day where he or she left off.

Magic Dust: Magic dust is thrown into the air and is usable but once. This method yields 20 power points instantly.

Magic Powder: Magic powder must be thrown into a fire source. A cloud of power fills a 5' by 5' area and all within receive an extra 20 power points. Magic powder may also be used for cells when summoning creatures.

Mystical Brew: A unique mixture that cooks for a day yields 5 power points. The brew may cook for any amount of time. The ingredients generally have some kind of connection to the spell being cast. For example, a brew for the fly spell might contain two albatross wings, four eagle eyes and a griffin's tail feather. The character will decant the brew into some container and drink it when necessary. All bonus points are cumulative and power points may exceed the source's maximum. Burning 2 sticks of incense (40 points), reading 10 pages of a magic book (50 points) and brewing for 6 days (30 points) yield a total of 120 extra power points which are added to the current power point level. Points gained are only good for the next spell cast. As well, if no spell is cast within 1d6 x 10 turns the extra power will perish. After the spell is cast, any unused bonus points are lost.

TRANSFERRING POWER

Certain situations may arise where a magic-user needs extra power fast and cannot afford the time or expense to boost power. A magic-user may call upon an ally to lend some of their power. This extra power is added to the magic-user's current power point total. Power must be transferred in groups of 35 and the lender may not bring his or her source negative. For every 35 points transferred, the lender loses willpower damage points as indicated on the table. The lender then subtracts 35 power points from their source and the receiver adds 35 to their source. This addition may bring the total points above 700 but no more than 350 points may be gained through this method.

The time to transfer each group of 35 is 30 seconds. The transferring magic-user must touch the receiving magic-user while exchanging power points.

The transferred power points will begin to dissipate immediately. Every hour the extra power will be reduced 10 points.

Power loss from spells must come from this extra power first. Any remaining power loss is deducted from the normal source power points. When the magic-user casts a spell with this extra power he or she must make a power transfer saving throw. This saving throw is rolled for every time a spell is cast with the extra power until the power is used up. A 2d6 dice roll must be equal to or less than the number opposite the ranges of extra power to be successful. Failure of the saving throw means the source of power is rendered useless for 2d6 hours.

POWER TRANSFER SAVING THROW

Extra Power	Saving Throw	Willpower Damage
1-35	11	1d6 - 2
36-70	10	1d6 - 1
71-105	9	1d6
106-140	8	1d6 + 1
141-175	7	1d6 + 2
176-210	6	1d6 + 4
211-245	5	2d6
246-280	4	2d6 + 1
281-315	3	2d6 + 4
316-350	2	3d6

****EXAMPLE**** Kanthos the sorcerer requires 105 extra power points as he has only 32 power points left. His companion Seth offers to transfer some of his power to Kanthos as he has 570 points remaining. The transfer takes 90 seconds and Seth will lose 1d6 willpower damage points. Seth's source is lowered from 570 to 465. Kanthos' source of power is raised from 32 to 137 points. To cast the next spell, Kanthos must make his power transfer saving throw of 9 as the extra 105 points falls between 71 and 105. He rolls an 8 on 2d6. Kanthos then successfully casts a 10th level ice bolt spell. He draws card #23, a critical, and takes 60 off of his source reducing it to 77 (40 of that 77 is still extra power). His saving throw is 10 as 40 falls between 36 and 70. He rolls a 6 and can cast another spell. After a successful casting another 10th level spell, the power loss is 50 as he draws a critical, card #22. His source is reduced to 27 points. All extra power is used up and he does not have to make a transfer saving throw when casting spells.

REGAINING LOST POWER POINTS

A magic-user's source of power regains lost power points automatically as per the following schedule.

Magic-User is active: 10/hour

Magic-User is sleeping: 60/hour

A source may not exceed its initial starting point total. Regained points last until a spell is cast, thus using them up. A rod source of power regains 100 power points back per hour regardless of the magic-user's actions.

SPELLS ARE SKILLS

Spells are skills and as so, are treated just like skills with regards to purchasing, improving, skill levels, skill points, and skill saving throw. Most spells are picked when a character is created. A character may only learn spells after the character has been created if the character receives instruction by a guild master of a skill level 10 or better (see Learning Skills for more detail). A character must have a skill level of least one to use any spell.

All spells are used during a combat turn during the power channelling skill action phase.

THE SPELL LISTS

Every spell has 4 common headings (parameters) which indicates the level at which the spell may be cast, the range to which it may extend, the duration and the area of effect of the spell. The headings and spell descriptions may refer to skill level or spell level. The skill level is the skill level of the spell being cast. The spell level may be chosen or predetermined depending on the spell type.

Type: This tells us what level the spell may be cast at. Any level indicates the spell may be cast at level one or higher. Level followed by a number indicates that the spell must be cast at that specific level only. For a magic resistance spell to have an effect, it must be cast successfully at a level equal to or greater than the target's magic resistance.

Range: A magic-user does not have to cast the spell at the maximum range. A range of self indicates the magic-user may only cast the spell on him or herself.

Duration: A magic-user may cancel at any time the duration of a spell they have cast. He or she cannot cancel spells which have a permanent duration.

Area of Effect: A magic-user does not have to extend the spell to its fullest area of effect unless the area is set. The control light spell, for example, has a set 20 foot radius area of effect. All within the area of effect will be affected unless the spells states otherwise.

ALTERING THE PARAMETERS

All spell parameters (range, duration and area of effect) were designed by the Masters for optimum power consumption. Sometimes it is desirable to alter these parameters by increasing the power loss. A spell caster may double, triple, and so on, one, two or three of the spell parameters if he or she desires.

All parameters are assumed to be multiplied by 1. For each additional multiplier there is a 50% increase in the spell level. This effective level is used for power loss only and is not the true spell level. Thus a x2 multiplier causes a 50% increase, a x3 multiplier causes a 100% increase, x4 150% increase and so on. Changes to different parameters are cumulative and a final effective level is determined before the damage card is drawn for power loss from a successfully cast spell.

Instantaneous and permanent duration and zero or self range may not be affected by this method.

****EXAMPLE**** Gerth wished to extend the range of his detect life spell to reach a body within a prison cell. The range for the detect life spell is 20 feet and the spell level is 15. By increasing the spell level to 23 (a 50% increase in the spell level) the range may be doubled to 40 feet.

****EXAMPLE**** Samantha decides to double the range and triple the duration of a poisonous cloud spell. She wants the spell to be cast at 20th level inflicting 2d6 EDP

to all within its area of effect. The spell is cast at 50th level since the 50% increase for range and a 100% increase for duration increases the base spell level. ($20 \times 150\% + 20 = 50$). After successfully casting the spell she draws card #03, a light, and takes 50 points from her source of power. The spell still inflicts 2d6 EDP even though it was cast at 50th level.

PROCEDURE FOR CASTING SPELLS

The following is a step by step procedure for casting a spell when the power channelling skill saving throw is called on the phase sequence chart.

- 1) Choose the desired spell from the character's list of skills.
- 2) Determine appropriate spell level as indicated by the spell type shown in the spell description. Any alterations to the parameters are decided now. Magic-Users cannot cast a spell if the spell level exceeds the character's maximum spell level.
- 3) Decide whether to prepare the spell. In order to gain the +1 bonus for preparing, the magic-user must make a successful power channelling skill saving throw. Preparing takes the entire phase. A magic-user may prepare for a maximum of three power channelling skill action phases and any failure in the skill saving throw results in all preparation bonuses lost. If a magic-user is not in combat (i.e. not using the phase sequence deck) and there is no time limitations, a gamemaster should allow the +3 bonus for preparing to speed play along instead of rolling until all the bonuses are gained. If no preparations are performed, proceed to step four. Otherwise, the magic-user must wait until the next power channelling skill action phase to cast the spell.
- 4) Decide to use incantations. Incanting takes one power channelling skill action phase and will alert all creatures within hearing range that a spell is being cast. If no incantation are performed, proceed to step five. Otherwise, the magic-user must wait until the next power channelling skill action phase to cast the spell.
- 5) The magic-user may use hand gestures to aid in casting the spell. Depending on the situation, the magic-user may use none, one or both hands. A gesture is performed in the same phase as casting the spell and therefore does not use up a skill action phase.

- 6) Cast the spell. Roll 2d6 and compare this to the skill saving throw of the spell applying the following modifiers to the SST.

ACTION	MODIFIER
No Action at all	-3
One handed gesture only	-2
One handed gestures and incantations	-1
Two handed gestures only	-1
Two handed gestures and incantations	0
Person aiding	+1*
Each week a special brew is cooked	+1*
Each power channelling skill action phase spent preparing	+1*

Note: A magic-user must have a dexterity attribute score of 8 or more to gain the bonus for using gestures.

Note: Actions marked with * are bonuses to the previous actions. That is, doing no actions at all and being aided is not +1 to the SST but -2 (-3+1).

- 7) If the dice roll is less than or equal to the modified skill saving throw the spell succeeds. If the dice roll is greater the spell fails.
- 8) Apply the results of successful spells, subtracting required power from the source.
- 9) Subtract endurance from the character's endurance damage points if the spell fails and apply the effect of severity, if any, to the magic-user.

FAILED SPELLS

If the magic-user fails the modified skill saving throw when casting the spell, he or she is subject to dire consequences. A damage card is drawn and the spell level is used in place of the damage value. Endurance damage is taken as well as the effect of severity. The caster suffers no body damage. Use the modified BDP based on the spell level for the effect of severity.

**** EXAMPLE **** Gerth fails an 8th level spell. He loses 11 endurance damage points and is stunned ($8 + 7 = 15$) as damage card #18 was drawn.

RESTRICTIONS ON CASTING SPELLS

The magic-user must adhere to the following restriction when casting spells.

- 1) A magic-user may not cast a spell while wearing metal armour or helmets, is bound with metal shackles or holding metal weapons or shields.
- 2) A magic-user may not cast a spell while engaged in melee combat. Since all action within a phase is simultaneous, a magic-user who casts a spell in the same phase as being engaged can still cast that spell.
- 3) A magic-user may not move while preparing to cast a spell. Doing so cancels any preparation and the magic-user must start over again from the new location.

- 4) A magic-user cannot cast a spell in a phase in which he or she prepared or used incantations. They can cast a spell in a phase when using gestures.

SPELLS AND DAMAGE

Any spell which causes damage, (e.g. fire, ice, sonic disruption), has a limitation to the amount of damage value that may be inflicted. The damage value of any spell may not exceed the skill level in that spell. A magic-user may incur a -1 penalty to the skill saving throw in the spell for every 10 damage values that exceed the skill level maximum. For example, a skill level of 8 in the fire spell would mean a maximum of 8 damage value (an 8th spell level fire bolt, 16th spell level fire ball). If the magic-user wanted to increase the damage value to 12, they would incur a -1 penalty to skill saving throw.

When a spell damages a target it will fall into 1 of 2 categories, directed physical attacks and undirected physical or subversive attacks. If damage card #25 is drawn, severe blow!!, regardless of the type, the damage value of any spell should be divided by three when rolling 3d6 against it as instructed on the card.

Directed: Directed physical spells include elemental bolt spells and the thrown version of Tetharian's Rock. If the spell is successful, a hit location card is drawn using the random result. A magic-user may take additional penalties to the skill saving throw to direct the attack. Instead of the random hit a magic-user may go for a general or aimed hit. The type of attack must be announced prior to casting the spell and rolling the dice. A general hit incurs a -3 penalty to the skill saving throw but if successful, the magic-user may choose the level of the attack, high, central or low and apply the hit location from that level. Aiming means the magic-user can pick the exact hit location if the spell is cast successfully. The effect of severity modifier is +1d6. The aimed hit incurs a -5 penalty to the skill saving throw.

Undirected: Undirected physical spells include elemental ball spells and wards. Subversive damage spells include mind blast, sonic disruption and Tharda's bane. A hit location card is drawn only to use the random effect of severity modifier. A damage card is drawn and results applied using the modified damage value.

EXAMPLE OF SPELL USE

Sarb the magic-user has become separated from the rest of his party. He finds himself in a dungeon corridor awaiting the arrival of 4 orcs. Sarb has 16 endurance damage points, a 10 skill saving throw in power channelling, a magic affinity attribute of 8, a magic resistance of 16 and the following spells, skill levels and skill saving throws:

SKILL	SL	SST
Control Light	7	8
Haste	7	8
Sonic Disruption	5	6
Ward	10	9

Sarb's source of power has been reduced to 300 power points after casting numerous spells. He decides to place a ward spell between him and the orcs. The spell can be cast at any level and he decides on a 17th level damage ward. He chooses to use two handed gestures and a verbal incantation leaving his skill saving throw unchanged at 9.

Since the phase sequence deck is not being used, Sarb can incant without using a skill action phase. He decides not to prepare, as he is unsure of how far the orcs are away. He rolls a 3 and a 4 on 2d6 and succeeds in placing the ward. Drawing magic card #27, Sarb loses $17 \times 10 + 20$ or a total of 190 from his source of power. This reduces it to 110 from 300.

One orc rounds the corner of the corridor. The gamemaster decides the phase sequence deck should be used to conduct the order of sequence. A 10 is drawn from the deck which is Sarb's power channelling action phase (he has a 10 skill saving throw). Sarb decides to cast a sonic disruption spell at the orc. The orc is 75 feet away, well within Sarb's 100 foot range ($20 \times 5 = 100$ feet). Since sonic disruption is an any level spell, he chooses to cast it at 10th level. This will inflict 5 DV to anyone within its' area of effect. Sarb needs a 6 or less to succeed in casting the spell. Unfortunately he panics upon seeing the orc and forgets to announce the use of gestures.

Since he is casting in this action phase he cannot use incantations. He now needs a 3 (-3 for no actions) or less to succeed. Rolling an 11, Sarb fails the spell and draws damage card #5, a light. This reduces his endurance points by 2. There is no effect of severity as the 11 (10th level spell + 1 BDP modifier) yields no result. The orc is far away from Sarb and cannot act when its number was drawn from the deck.

The action numbers are drawn from the phase sequence deck and on the next 10, Sarb decides to prepare a control light spell to cover his retreat. He needs a 10 or less to gain the +1 bonus for preparing. He rolls a 6 and makes the preparation. Another 10 is drawn and Sarb decides to incant which uses up that entire phase.

On the movement phase to follow the other three orcs round the corner and the initial orc moves closer. Another 10 is drawn from the deck and Sarb casts the control light spell using two handed gestures. Sarb needs an 9 or less to succeed with this spell as he used incantations, two handed gestures and a +1 bonus for preparing one action phase. He rolls a 5 and creates darkness that will last for 7 turns, ample time to cover his escape. He draws card #10, a moderate, and takes $10 + 25$, total 35, from his source of power. This lowers his source of power down to 75.

Another 10 is drawn from the deck and Sarb decides to beat a quick retreat with a haste spell. Being a magic resistance type spell, he must cast the spell at a level greater than or equal to his magic resistance. Wanting to waste no additional power, he casts the spell at 16th level. He rolls a 4 on 2d6 and successfully casts the spell. Sarb unfortunately draws card #26, a critical, which drives his source of power to a negative value. The power cost is 170

($16 \times 10 + 10$), reducing the source to -95. Consulting the negative power table we see that -95 needs a 5 or less to prevent the source from exploding. Sarb rolls a 4 on 2d6 and does not destroy the source, although it is rendered useless for 2d6 days.

Sarb turns to run but is hit in the head from behind by a sneaky orc that came from another passageway. The damage value of the mace is 11 and the effect of severity modifier is 0. The orc draws a critical and uses the unadjusted DV of 11. Sarb is knocked unconscious from the effect of severity and takes 15 endurance damage, 20 body damage from card #22.

Sarb does get the last laugh as the first orc runs into his ward and takes the 17 damage value. The random hit location was left elbow from hit location card #47. The effect of severity modifier was -3. This lowers the 17 DV to 14 DV. The orc was critically wounded with card #23 and takes 18 endurance damage, 23 body damage and the effect of severity is death (22+ is death from effect of severity).

Spell Summary Table

Skill Name	Discipline	Attribute	Skill Adv. Column	Skill Mastery
Acheron's Guardian	White	MAG	H	VIII
Alteration	Purple	MAG	H	VIII
Animate Dead	Red	MAG	F	VIII
Animate Object	Red	MAG	F	VIII
Anticipation	Blue	MAG	E	VIII
Bewilderment	Gray	MAG	G	VIII
Bolster	Cyan	MAG	F	VIII
Boron's Bidding	Yellow	MAG	G	VIII
Call of the Wild	Green	MAG	F	VIII
Celestial Weave	Blue	MAG	F	VIII
Charm Person	Gray	MAG	F	VIII
Control Light	Gray	MAG	F	VIII
Conversion	Purple	MAG	G	VIII
Crystal Death	Blue	MAG	H	VIII
Cure	White	MAG	G	VIII
Deadly Weapon	Black	MAG	H	VIII
Death's Tale	Red	MAG	E	VIII
Demonic Possession	Red	MAG	H	VIII
Derangement	Gray	MAG	G	VIII
Detect Magic	Crystal	MAG	F	VIII
Detect Life	Red	MAG	E	VIII
Disablement	Gray	MAG	F	VIII
Discover	Purple	MAG	F	VIII
Disintegration	Black	MAG	I	VIII
Dispel MAagic	Crystal	MAG	H	VIII
Displacement	Yellow	MAG	F	VIII

Elemental Prot.	White	MAG	E	VIII
Enchantment	Crystal	MAG	G	VIII
Eyes of True Seeing	Cyan	MAG	E	VIII
Falin's Sponge	Green	MAG	E	VIII
False Magic	Purple	MAG	F	VIII
Familiar (minor)	Crystal	MAG	G	VIII
Fear	Gray	MAG	F	VIII
Feign Death	Red	MAG	E	VIII
Fire	Black	MAG	I	VIII
Fly	Yellow	MAG	F	VIII
Forget	Gray	MAG	F	VIII
Fortitude	White	MAG	F	VIII
Fury	Blue	MAG	E	VIII
Ghost Walking	Yellow	MAG	F	VIII
Haste	Cyan	MAG	F	VIII
Heal	White	MAG	I	VIII
Ice	Black	MAG	I	VIII
Illusion	Gray	MAG	H	VIII
Illusionary Dream	Gray	MAG	G	VIII
Images	Gray	MAG	G	VIII
Ignore	Gray	MAG	F	VIII
Invisibility	Gray	MAG	I	VIII
Invisible Wall	White	MAG	G	VIII
Lethargy	Purple	MAG	G	VIII
Levitation	Yellow	MAG	E	VIII
Lightening	Black	MAG	I	VIII
Liturgy	White	MAG	H	VIII
Locate	Blue	MAG	E	VIII
Lofty Movement	Yellow	MAG	E	VIII
Long Hand	Yellow	MAG	E	VIII
Lord of the Flora	Green	MAG	G	VIII
Lungs	Cyan	MAG	E	VIII
Matter Manipulation	Black	MAG	G	VIII
Metamorphosis	Gray	MAG	H	VIII
Mind Blast	Gray	MAG	H	VIII
Mintora's Glamour	Cyan	MAG	F	VIII
Mystical Armour	White	MAG	H	VIII
Paralysis	Gray	MAG	F	VIII
Path Lore	Green	MAG	E	VIII
Permanent	Crystal	MAG	I	VIII
Perseverance	Red	MAG	E	VIII
Plant Tell	Green	MAG	E	VIII
Poisonous Cloud	Black	MAG	H	VIII

Prophetic Trance	Blue	MAG	E	VIII
Protective Wall	Purple	MAG	F	VIII
Presence	Blue	MAG	E	VIII
Purification	White	MAG	F	VIII
Query	Gray	MAG	E	VIII
Quest	Yellow	MAG	G	VIII
Quivering Doom	Gray	MAG	I	VIII
Raise Resistance	Purple	MAG	E	VIII
Ram of Destruction	Black	MAG	G	VIII
Read Magic Scroll	Crystal	MAG	H	VIII
Remove Curse	Blue	MAG	E	VIII
Recollection	Blue	MAG	E	VIII
Resurrection	White	MAG	I	VIII
Sanctuary	White	MAG	F	VIII
Self Protection	Purple	MAG	G	VIII
Sending	Gray	MAG	E	VIII
Sentinel of Downs	Green	MAG	F	VIII
Shifty States	Gray	MAG	H	VIII
Silence	Cyan	MAG	E	VIII
Sleep	Gray	MAG	G	VIII
Sonic Disruption	Cyan	MAG	H	VIII
Speak With Animals	Green	MAG	E	VIII
Spectral Gaze	Crystal	MAG	F	VIII
Speculum	Purple	MAG	G	VIII
Springy Legs	Yellow	MAG	F	VIII
Spy	Blue	MAG	F	VIII
Stasis	White	MAG	G	VIII
Stunning Blow	Black	MAG	H	VIII
Summon	Yellow	MAG	H	VIII
Sustenance	Cyan	MAG	E	VIII
Symbol	Crystal	MAG	G	VIII
Talismanic Probe	Crystal	MAG	H	VIII
Teleportation	Yellow	MAG	H	VIII
Tetharian's Rock	Green	MAG	H	VIII
Tharda's Bane	Black	MAG	I	VIII
Time Travel	Purple	MAG	H	VIII
Transliteration	Cyan	MAG	E	VIII
Transmutation	Red	MAG	E	VIII
Tree Door	Green	MAG	G	VIII
Tridlitain's Arms	Black	MAG	I	VIII
True Skill	Cyan	MAG	F	VIII
Tunnel	Red	MAG	E	VIII

Utterance	Red	MAG	E	VIII
Valkyr's Find	Red	MAG	E	VIII
Ventriloquism	Gray	MAG	F	VIII
Vernacular	Gray	MAG	E	VIII
Vision	Cyan	MAG	F	VIII
Volth's Demise	White	MAG	H	VIII
Wall of Fog	Gray	MAG	G	VIII
Ward	Crystal	MAG	G	VIII
Weather Call	Green	MAG	F	VIII
Whirlwind	Green	MAG	F	VIII
Willpower Drain	Red	MAG	G	VIII
Write Magic Scroll	Crystal	MAG	I	VIII

SPELLS

The Masters created the spells that are known today but more are being created as the need arises. The name of the spell in the spell list is more of a technical name rather than the actual name of the spell. The name may vary from person to person and only the Master who created it knows the actual pronunciation.

BLACK SPELLS

DEADLY WEAPON

Type: any level

Range: touch

Duration: 6 phases per skill level or until used (see description)

Area of Effect: 1 item

The spell transfers mystical energy into a weapon which increases the damage it inflicts. The spell level cast gives a damage value bonus on any melee or missile weapon. The duration of the spell is a determined by one of two casting methods. Only one deadly weapon spell may be placed on an item at one time.

Bular: If each spell level cast equals the damage value, then the duration is equal to 6 phases per skill level.

Thorum: If every 5 spell levels equals 1 damage value, then the spell lasts until the weapon scores a hit.

DISINTEGRATION

Type: any level

Range: touch

Duration: permanent

Area of Effect: 1 item or surface

The sorcerer can destroy up to 1 pound per spell level. The sorcerer may also destroy a square 3" x 3" x 1" per spell level if they decide to cast the spell in this manner. Therefore a second level spell will destroy two pounds of

an object or 6" x 3" x 1" (or 3" x 3" x 2") of a surface. Magic items may not be destroyed by this spell.

FIRE

Type: any level

Range: 100 feet + 10 feet per skill level

Duration: 2 or 3 turns per skill level or instantaneous (see description)

Area of Effect: special

By casting this spell, the character summons black fire which explodes from their hands and destroys the target. Any flammable clothing which is struck by the fire spell has a 50% chance of catching fire. A person who is on fire will take 2 DV damage per movement action phase. The fire will last for 1d6 turns. For mystical armour the spell is considered to be fire damage type. The fire spell can be used in five different ways.

Kishon: A great wall of fire appears before the spell caster. The spell level cast equals the damage value (DV) of the fire wall. Anyone touching or passing through the wall will be damaged. The wall fills 5' x 5' x 1' deep cube per skill level and lasts for 3 turns per skill level. The wall may be placed horizontally or vertically.

Zaltium: A 3 foot bolt of fire forms in the magic-user's hand and then thrown at the target. The spell level cast equals the damage value (DV) of the fire bolt. The bolt attacks as an "edge" damage type and effects only one target. The duration is instantaneous.

Lokin: A 6 inch diameter fire ball forms in the sorcerer's hand and is hurled towards the target. Every two spell levels cast equals 1 damage value of the fire ball. The ball attacks as an "impact" damage type. The area effect for the ball is up to a 5 foot radius per skill level. The duration is instantaneous.

Partuin: A ring of fire encircles the magic-user and up to one additional person per skill level. The fire ring has a damage value equal to one third of the spell level. The ring lasts two turns per skill level.

Langed: This is used when a sorcerer wishes to light a torch or start a campfire. The gamemaster will decide upon the spell level needed to succeed in the required action.

ICE

Type: any level

Range: 100 feet plus 5 feet per skill level

Duration: depends on type cast (see fire spell)

Area of Effect: depends on type cast (see fire spell)

This spell operates exactly as the fire spell except the bolt spell type is treated as impact instead of edge. An ice wall is impassable and has 20 structure points per skill level of the sorcerer. The spell level when casting the wall version is 25.

LIGHTNING

Type: any level

Range: 80 feet plus 15 feet per skill level

Duration: depends on type cast (see fire spell)

Area of Effect: depends on type cast (see fire spell)

This spell operates exactly as the fire spell. If the target is wearing metal armour he or she receives an additional 1d6 damage value added to the damage value of the spell.

MATTER MANIPULATION

Type: any level

Range: 5 feet per skill level

Duration: 5 turns plus 1 turn per skill level

Area of Effect: 1 cubic foot per spell level

This spell causes a substance to change its state. Water can become ice or steam, earth turns to powder, etc. The sorcerer must stay within the laws of physics (e.g. stone cannot be turned to water).

POISONOUS CLOUD

Type: any level

Range: 100 feet

Duration: 1 turn

Area of Effect: 30' x 30' x 10' cloud

This spell creates a yellow-green cloud that is poisonous to all that are in its area of effect. For every 10 spell levels cast, 1d6 endurance damage points are taken by all who fail their health attribute saving throw. The cloud's direction of movement is determined by a 1d6 die roll using the scatter chart and travels 30 feet per movement action phase. The cloud moves first before all other movement. A strong gust of wind or a whirlwind spell will dissipate the cloud before the 1 turn duration. The cloud is heavier than air and will sink to the lowest level of ground.

RAM OF DESTRUCTION

Type: any level

Range: 200 feet

Duration: 1 hit per skill level

Area of Effect: 10' x 2' x 2' ram

This spell creates a magical battering ram. The damage value of the ram equals the level cast. The ram strikes once on the movement phase. The ram may take on any appearance limited only by the sorcerer's imagination.

STUNNING BLOW

Type: any level

Range: 10 feet per skill level

Duration: instantaneous

Area of Effect: 1 person

The recipient of the stunning blow will be struck in the head by a glowing fist 3 feet wide. The effect of the hit

will cause the victim to be stunned. For every 15 spell levels cast, the target will be stunned once. Thus, a 30th level stunning blow will cause 2 body balance or riding ability stability checks and two stun cards. When the spell ends the fist disappears.

THARDA'S BANE

Type: any level

Range: 20 feet + 15 feet per skill level

Duration: instantaneous

Area of Effect: 30 foot radius

Only those creatures specified by the sorcerer within the area of effect will suffer damage from Tharda's bane. The targets will receive a tingling sensation throughout their body prior to receiving the damage. For every 4 spell levels cast, the target(s) will suffer 1 damage value. A 40th level spell, for example, will inflict 10 DV to those people unfortunate enough to be picked by the caster.

TRIDLITAIN'S MASSIVE ARMS

Type: any level

Range: 100 feet plus 10 feet per skill level

Duration: special

Area of Effect: 30 foot radius

The caster creates fantastic seven foot tall arms that grow instantly from the ground. The arms are black with large yellow claws. The arms have a slash, thrust and hack attack types and an edge damage type. The arms attack on the base SST of the spell. The caster may create only a certain number of arms as shown below based on the caster's skill level. Also listed is the maximum number of arms per target, the minimum and maximum damage value for each arm and the body damage points of each arm. When an arm reaches zero damage points it disappears. An arm may be stunned. Treat unconscious as a stun result. An effect of severity of death causes the arm to be destroyed. All arms must have the same damage value. The spell level is determined by adding up the total damage value of all arms. The arms may be placed anywhere within the area of effect but the caster must see all the arms when they are created. The caster may not move or cast other spells while the spell is in duration. If the spell caster's concentration is broken the spell ends. Once a target is engaged with an arm, they may not retreat or disengage unless the arm is killed. The arms may not move. If a new opponent comes within 5 feet they will engage that opponent under the direction of the spell caster.

Skill Level	Number of Arms	Max Per Person	Min/Max Dam Value	BDP
1	1	1	1/2	10
2	1	1	1/4	10
3	2	1	1/6	20
4	2	1	1/8	20
5	3	2	2/10	20
6	4	2	3/12	20
7	5	2	4/14	30
8	6	3	4/16	30
9	7	3	5/18	40
10	8	4	5/20	50
+5	+1	+1	+1/+2	+10

BLUE SPELLS

ANTICIPATION

Type: level 20

Range: touch

Duration: 1 turn

Area of Effect: person touched

The spell enables the recipient to anticipate melee offensive attacks. Prior to picking a defence, the spell recipient makes an attribute saving throw against their intuition. If the AST is successful, the attacker must state their attack, allowing the defender to act accordingly.

CELESTIAL WEAVE

Type: level 20

Range: 2 feet per skill level

Duration: instantaneous

Area of Effect: 10 foot radius

Upon casting this spell the character will get a good or bad feeling as to the outcome of a particular action. For example, if the seer was to pass through a door or open a chest, the spell would tell if something good or bad was to happen.

CRYSTAL DEATH

Type: level 90

Range 40 feet

Duration: instantaneous

Area of Effect: 1 target

The seer is able to project in the target's mind its future death. The image is so powerful the target will actually begin to die. The target of the spell will take 10 damage value every movement action phase until they are dead or the spell has been dispelled. The effect of severity modifier is zero. When the target dies the body will crystallize making resurrecting the body difficult (an additional 50 spell levels should be added to a resurrection spell and

double the cost for life giving). Great care must be taken when moving a victim of a crystal death spell (you don't want to shatter them!).

FURY

Type: level 25

Range: 20 feet per skill level

Duration: 2d6 x 20 phases

Area of Effect: 15 foot radius per skill level The seer, upon casting this spell, calls forth the power of the deity of war and battles to boost the characters' morale. The effect is that the melee weapon, unarmed melee, crossbow and bow skill saving throws of all friendly targets within the area of effect are increased by one. All foes within the area of effect will have their respective skill saving throws decreased by one.

LOCATE

Type: any level

Range: 10 feet per spell level

Duration: instantaneous

Area of Effect: none

The locate spell is used to find familiar objects. If the object is within range and the spell is cast successfully, an arrow visible only to the character will point the way to the object.

PRESENCE

Type: magic resistance

Range: zero

Duration: instantaneous

Area of Effect: 10 foot radius per skill level

Upon casting the spell, the character will detect all beings whose magic resistance is equal to or less than the spell level. The area of effect is centred on the caster and radiates outwards. The spell will "see" through walls and the like. The spell does not confer type of creature found but does give location and quantities.

PROPHETIC TRANCE

Type: level 30

Range: 10 feet

Duration: 1d6 x 10 turns

Area of Effect: self

The character must have a device to look into or onto which enables them to view a prophecy of upcoming events. The device may be a crystal ball, pool of water or a mirror. When the seer is in the trance, he or she will see a vision of upcoming events. The vision is never made exactly clear and usually takes the form of riddles and pictures of places yet to be visited or images of things to come. While in the trance the character cannot be interrupted.

RECOLLECTION

Type: any level

Range: touch

Duration: 2 turns per hour recalled

Area of Effect: one person

The spell allows the character to search the target's mind to recall information up to one hour per spell level cast. The target must be living and the information extracted will be in the form of pictures of what they saw and did.

REMOVE CURSE

Type: level 60

Range: touch

Duration: instantaneous

Area of Effect: thing touched

This spell gives the caster a vision detailing how to remove a curse placed upon a person or object. Since curses are non-magical, the means for removing one is usually non-magical.

SPY

Type: any level

Range: touch

Duration: special

Area of Effect: object touched

The caster requires two objects prior to the casting of the spell. The first object (a crystal ball or pool of water) is used for viewing while the second object is used to determine the location of the place to be viewed. The character casts the spy spell on the second object, which cannot be greater than 2 pounds. Within 10 days of casting the spell the character may activate the object. Everything that could normally be seen by the seer within a 50' x 50' square centred on the object will be shown within the viewing device. The duration of spying is 5 turns per spell level. Once the second object is activated it cannot be activated again. A character may not have more than one object per skill level under the influence of a spy spell.

CRYSTAL SPELLS

DETECT MAGIC

Type: level 10 or 60

Range: 20 feet

Duration: 1 turn

Area of Effect: 5' x 5' x 5' area

This spell causes all magic within the area of effect to glow. The glow is visible only to the caster. A 60th level detect magic spell will reveal if a false magic spell has been placed on one item only. The item must be touched. A detect magic spell will also reveal if another spell is functioning on someone (e.g. metamorphosis, invisibility, charm, etc.).

DISPEL MAGIC

Type: any level

Range: 10 feet per skill level

Duration: instantaneous

Area of Effect: 30 foot cube

This spell causes all magic in a 10' x 10' x 10' cube to cease. To work successfully the level of the dispel magic spell must be greater than or equal to the target's magic spell level.

ENCHANTMENT

Type: any level

Range: touch

Duration: 1 turn per spell level

Area of Effect: 1 item

This spell will magically enchant one object with the powers from the crystal stream. The item receives no damage bonuses or other special powers but will satisfy the condition for creatures struck only by magic or enchanted weapons. The item will glow if a detect magic spell is used.

FAMILIAR (MINOR)

Type: any level

Range: touch

Duration: 10 minutes per spell level

Area of Effect: one animal

A familiar can be any animal except insects. The minor familiar will have a telepathic link to the magic-user. This enables the magic-user to control its mind and utilize its senses (the magic-user can see what the familiar sees and so on) as long as the animal remains within a 1 mile radius. A magic-user gains no power from this type of familiar. A minor familiar has 100 endurance damage points, 20 body damage points and 18 willpower damage points. The magic resistance is 30M.

PERMANENT

Type: level 200

Range: touch

Duration: permanent

Area of Effect: 1 spell

By means of this spell, the duration of a second spell will become permanent. The second spell must be cast within a half hour per skill level of the casting of the permanent spell. Only the following spells may be made permanent: animate dead, animate object, control light, elemental protection, familiar, fire (wall only), fly, ice (wall only), illusion, invisible wall, lightning (wall only), lungs, lofty movement, metamorphosis, protective wall, raise resistance, silence, Tetharian's rock (wall only), tree door, tunnel and vision.

READ MAGIC SCROLL

Type: level 20

Range: touch

Duration: instantaneous

Area of Effect: 1 scroll

This spell allows a magic-user to decipher the spell placed on a magic-scroll by another magic-user. The deciphering does not unleash the spell, it simply explains its purpose and allows the magic-user to utilize the spell at a later date. When a spell is cast from a scroll it draws no power from the magic-user and cannot be re-used. Any person may cast a spell from a scroll once it has been deciphered even if he or she has no skill in that type of spell. To use a scroll, a character must have a magic attribute score of 7 or more. If the scroll is of the character's primary colour, they need only a 5 magic affinity attribute score. There is a 1 in 6 chance that a scroll will fail when read if the spell is not of the character's primary colour. The scroll will be rendered useless if this happens.

SPECTRAL GAZE

Type: level 20

Range: 150 feet plus 10 feet per skill level

Duration: instantaneous

Area of Effect: 1 target

The caster of the spectral gaze will see the primary magic affinity colour of the target. The colour is only visible to the caster and the target will be unaware that such a spell has been cast upon them.

SYMBOL

Type: level 80+

Range: none

Duration: permanent

Area of Effect: 1 spell

The spell to be symbolized must be cast within one hour per skill level of casting the symbol spell. A symbolized spell is only triggered when someone views the symbol. Once triggered, a symbolized spell will behave exactly as per its spell description with regards to range, area of effect, and duration. The symbolized spell is not expanded but is released each time the symbol is gazed upon. There is a limit to the number of times the spell is released during a day. For every additional 20 spell level of 80, the symbolized spell will be released one additional time. For example, a symbol spell cast at 120th level can be activated 3 times per day.

TALISMANIC PROBE

Type: level 30

Range: touch

Duration: instantaneous

Area of Effect: 1 item

Upon casting this spell and touching an item, the magic-user will receive a picture in their mind of the purpose and qualities of the item. Each distinct feature requires a separate casting of the spell.

WARD

Type: any level

Range: 20 feet

Duration: special

Area of Effect: 10' x 10' area

This spell is used to create an invisible barrier designed to keep unwanted things out. The ward may be set up one of two different ways.

Jeezro: Each spell level equals the damage value of the ward. A 15th level ward spell will create a ward that inflicts 15 DV to anything touching it. Once it is touched, the ward is dissipates.

Pamger: The magic fence only allows characters whose magic resistance is greater than the spell level of the ward to pass through. A 20th level magic fence will only allow characters with a 21 or greater magic resistance to pass. This type of ward does not dissipate if someone passes through it. The duration of this ward is 10 turns per skill level.

WRITE MAGIC SCROLL

Type: any level

Range: touch

Duration: until used

Area of Effect: 1 scroll

This spell is used to bestow another spell onto a piece of paper so it may be used later at no power cost. The magic-user must have a skill level of 10 in the spell being embedded onto the paper. Thus all limitations of the written spell based on the skill level are assumed to at least 10th skill level. The spell to be placed on the scroll does not have to be cast separately it is considered to be cast simultaneously with the write magic scroll spell. Added to the base spell level of 100, is the spell level of the spell being enchanted. The final sum is the spell level of the write magic scroll spell. Any spell may be placed onto a scroll. Once written, the scroll cannot be read by anyone but the magic-user who wrote the scroll unless a read magic scroll spell is cast upon the scroll to decipher it. Paper for making scrolls may not be reused and is rendered useless after the spell is cast off the scroll. The ink needed to write the scroll is specially made and is usable only once for the 300 copper piece price. It takes a magic-user 1d6 days to write a scroll.

CYAN SPELLS

BOLSTER

Type: any level

Range: touch

Duration: 5 + 1d6 turns

Area of Effects: 1 person

This spell bolsters a character's attributes so that they may perform great feats. Every 10 spell levels cast raises an attribute score one point. No single attribute may be under the effects of more than one bolster spell. A person may have multiple bolster spells cast on them on different attributes. The character should adjust their skill saving throws based on the new attribute.

EYES OF TRUE SEEING

Type: level 15

Range: 50 feet

Duration: instantaneous

Area of Effect: special

When this spell is cast upon an object, person, 10' x 10' wall or floor, the magician will see its true form. This spell will detect poison, illusion, change (metamorphosis, were-creatures), invisibility, charm, disguises and secret doors.

HASTE

Type: magic resistance

Range: touch

Duration: half turn per skill level

Area of Effect: 1 person

The recipient of this spell is hasted for half a turn per skill level doing twice as many attacks per skill action phase. The target will also move twice as far per movement phase. When the spell ceases duration, the person will attack and move at half normal for 1d6 turns.

LUNGS

Type: any level

Range: touch

Duration: 1 turn per spell level

Area of Effect: person touched

This spell allows the recipient to breath in an atmosphere which is harmful to human life: underwater, poisonous gas, etc.

MINTORA'S GLAMOUR

Type: any level

Range: 30 feet

Duration: special

Area of Effect: 1 door or similar

This spell is used two different ways.

Keplange: If used as a magic key, the spell will open any barred or locked door, portcullis, or chest lid. The level of the spell is 10. If the device is being held by a magic wedge spell, the level of the magic key spell must be equal to or greater than the magic wedge spell level to unlock it.

Kerundge: If used as a wedge, the spell will hold open or keep closed any door, portcullis or chest lid. A person must have a strength attribute score greater than the level of the magic wedge spell to open the device. When used in this manner the duration of the spell is 1 turn per skill level.

SILENCE

Type: level 15

Range: 10 feet per skill level

Duration: 1 turn per skill level

Area of Effect: 10 foot radius

Upon casting this spell sound will not penetrate into or out of the area of effect. Since all sound is stopped, no conversation or incantations are possible and a penalty of -2 is applied to any invocation skill saving throw.

SONIC DISRUPTION

Type: any level

Range: 20 feet per skill level

Duration: instantaneous

Area of Effect: 2 foot radius per skill level

The spell creates a high pitch sound causing all who can hear inside the area of effect to suffer damage. The spell level cast equals one half the damage value of the sound blast. A 30th level sonic disruption would have a damage value of 15. Apply the random effect of severity modifier.

SUSTENANCE

Type: level 5

Range: 5 feet

Duration: until consumed

Area of Effect: 1 meal

This spell will create enough food and water to feed one person one meal.

TRANSLITERATION

Type: any level

Range: 3 feet

Duration: 1 page

Area of Effect: 1 page

By means of this spell a magician may read or write messages, pages and so on in any normal language (e.g. orcish, halfling, elvish, etc.). The magician may also create his or her own unique writing and decipher other magic writings. When the spell is cast the magician must state which of the four variations of the spell they will use. When the spell is cast a glowing quill about 10 inches long

forms in the magic-user's hand. The magic-user merely passes the quill over a blank piece of paper and the words are formed. Therefore, when reading a language and deciphering it, the magician must have an extra piece of paper to write the translated words onto. When the page is written the quill disappears.

Shundin: To read any normal language the spell level is 10 per page.

Shoohin: To write a normal language the spell level is 15 per page.

Shookun: A magician may also create a magic language readable only to themselves and possibly to others. The spell level when writing the magic language determines the amount of protection placed on it. A magician may write, for example, a 30th level magic language. The spell is good for only one page.

Souven: Any magician casting a transliteration spell on the magic writing created in Shookun version must have cast it at a level equal to or greater than the protection level to decipher the writing. Of course a magician may read their own magic writing without translating it.

TRUE SKILL

Type: any level (30)

Range: touch

Duration: 1 turn per skill level

Area of Effect: 1 person

This spell will cause a target's next skill saving throw to be increased by one for every ten spell levels cast. The spell has a maximum spell level of 30, giving a +3 bonus to the SST. A person may only be under the effect of one true skill spell at a time. The spell ends after the skill saving throw is made or the duration of the spell ends.

VISION

Type: level 10

Range: touch

Duration: 1d6 hours

Area of Effect: 1 person

This spell will give the recipient 1 of 2 vision types depending on caster's choice. The user of the spell may switch between his normal vision and the vision spell any time during its duration.

Infagon: A character is bestowed with a vision which allows them to see temperature differences (infravision). Red is hot, orange is warm, gray is cool and black is cold.

Ninagon: A character with night vision sees at night as if it were dusk. The character will not suffer any penalties for observing at night.

GRAY SPELLS

BEWILDERMENT

Type: magic resistance

Range: 30 feet plus 10 feet per skill level

Duration: 1 turn per skill level

Area of Effect: 1 creature

The recipient of the bewilderment spell begins to doubt his or her own actions. While under the affect of the spell the confused target must make a willpower attribute saving throw prior to performing any action. If successful the target may function normally for that action only. Otherwise, they will stay and think about it for 10 phases. After the 10 phases have past, the same or different action may be attempted but again a willpower saving throw is checked for.

CONTROL LIGHT

Type: level 10

Range: 40 feet

Duration: 1 turn per skill level

Area of Effect: 20 foot radius

This spell can be used to create darkness or light. If used to create darkness, normal vision, infravision, nightvision, torches and other light sources are useless within the area of effect. Only a dispel magic, another control light spell or a starburst invocation will dispel the darkness. If cast to create light, illumination equal to a lantern will fill the area of effect.

ILLUSION

Type: any level

Range: 30 feet per skill level

Duration: special

Area of Effect: 1' x 1' x 1' per spell level

This spell creates an illusion of anything the illusionist desires, although the gamemaster may place limitations to the spell. The illusion will have sound, smell, radiate heat or cold, but no substance. If the illusion was touched, the character's hand would pass through it. Thus an illusionary lightning bolt would cause no damage. A person cannot walk across an illusionary bridge or fall into an illusionary pit. The idea of an illusion is to deceive the target into believing something that is presented to them. If the spell was cast at a level less than twice the skill level, then the spell will last for five plus one turn per skill level. During this time both the magic-user and illusion may move. Otherwise, the illusionist must concentrate on the illusion. The illusion can move within the range restrictions while the illusionist concentrates and there is no limit to the duration. An attack on the illusionist or movement will cause loss of concentration and the spell ends. The illusionist may end the spell at any time.

ILLUSIONARY DREAM

Type: magic resistance

Range: 1 mile per skill level

Duration: special

Area of Effect: 1 target

The recipient of an illusionary dream must be asleep and within range of the spell caster to be affected. The dream created by the illusionist will seem real to the target in every way including interaction with other player characters. The dream may be used to forewarn, scare or give clues to an adventure. The duration of the dream is 1 hour per skill level but the dream only takes 10 minutes of real time.

IMAGES

Type: any level (35)

Range: self

Duration: 5 phases per skill level

Area of Effect: 5 foot radius

This spell creates one duplicate of the illusionist per 5 spell levels. Each duplicate image will do exactly what the illusionist does. If the image is struck in combat it will react as if it was the illusionist. The images move around the caster making it hard to determine which is the image or the actual illusionist. The more images present, the more difficult it is to hit the illusionist. The table below indicates the chance that the caster will be struck in combat. A 2d6 roll equal to or less than the chance means the illusionist was hit. The illusionist may cast spells or use invocations while engaged in combat at a -2 penalty to the skill saving throw. If a character is struck, all spell preparations are lost.

Spell Level	Number of Images	Chance of Hitting Caster
5	1	11
10	2	10
15	3	9
20	4	8
25	5	7
30	6	6
35	7	5

INVISIBILITY

Type: level 30

Range: touch

Duration: 9 turns plus 1 turn per skill level

Area of Effect: thing touched

The recipient of this spell and all their possessions will disappear from sight. An invisible person still makes noise and cannot walk through walls. If the invisible character attacks or casts a spell he or she will become visible for 10 phases.

METAMORPHOSIS

Type: any level

Range: touch

Duration: 5 turns per spell level

Area of Effect: character touched

The metamorphosis spell enables the illusionist to change the physical properties of a character. For each skill level an illusionist can vary the height and/or weight of the recipient by 10%. An illusionist with a skill level of 5 can make a 130 pound character 195 pounds (130 x 1.5) or 65 pounds (130 x .5) or any weight in between. The illusionist can only change the recipient of the spell into a creature they have seen. All physical benefits of the new creature is gained by the character. No skills are gained though.

QUIVERING DOOM

Type: level 50

Range: 5 feet per skill level

Duration: 3d6 phases

Area of Effect: 1 humanoid

The target of a quivering doom spell will see a creature appear before them so hideous and fearsome they will begin to tremble. The creature can only be seen by the recipient of the spell. While the target is quivering they can perform no actions. He or she will be so engrossed with the creature, even being struck in melee combat will not make them take their eyes off of it. After the 3d6 phases have passed, the target must make an attribute saving throw versus intuition as the creature attacks the character. A failed attribute saving throw indicates the character has died instantly from fright. A successful saving throw means the image disappears and the character returns to normal.

SHIFTY STATES

Type: any level

Range: touch

Duration: 1d6 turns

Area of Effect: creature touched

The recipient of this spell will seem blurred to all that view them. Images will phase out of time around the recipient. This blurring effect will cause a -1 to-hit or skill saving throw penalty per 15 spell levels cast.

VENTRILOQUISM

Type: any level

Range: touch

Duration: 1 turn per skill level

Area of Effect: creature touched

The illusionist can project his or her voice up to 2 feet per spell level to any place (e.g. a trunk, hallway, another person etc).

WALL OF FOG

Type: level 20

Range: 150 feet

Duration: 1 turn per skill level

Area of Effect: 20' x 20' x 10' per skill level

This spell creates a wall of fog which obscures all vision. A whirlwind spell will dissipate the fog before the duration ends.

GREEN SPELLS

CALL OF THE WILD

Type: Level 10+

Range: 100 feet

Duration: 10 + 2 turns per skill level

Area of Effect: 1 mile radius

This spell will call a wild animal within the area of effect to come to the spell caster. The animal will stay for ten plus two turns per skill level and will arrive in 1d6 x 20 phases. The type of animal is determined by a 3d6 dice roll. For every additional 10 spell levels, +1 is added to the roll. The animal will not be hostile to the character and should the animal be killed it will turn to dust. This spell may only be cast outdoors. The spell does not bestow the ability to communicate to the animal.

Dice Roll	Animal
3-5	Nothing
6-7	Rat
8	Rabbit
9	Porcupine
10	Beaver
11-12	Raccoon
13-14	Fox
15	Deer (1-4 Stag, 5-6 Doe)
16	Boar
17	Mountain Lion
18-19	Wolf
20-21	Bear
21+	Great Wolf

FALIN'S SPONGE

Type: level 15

Range: touch

Duration: 3d6 turns plus 10 turns

Area of Effect: 10' x 10' x 10' per skill level

The caster will cause the temporary evaporation of water. If the area of the water exceeds the area of the spell, the caster may part the water instead using the spell like a tunnel.

LORD OF THE FLORA

Type: level 15

Range: 100 feet

Duration: permanent

Area of Effect: 10' x 10' per skill level

This spell enables a naturalist to cause plants to grow and entangle to form a barrier. Depending on the plant a naturalist may cause it to entwine around people or to block passages. If the plant is big enough, like a tree root, then it may be used to crush rocks or the like. A plant used to block a passage will have 4 BDP per skill level of the spell. Entangling vines will have 10 BDP each. A target will get attacked by 1d6 vines and must make a saving throw versus agility for each vine to avoid being tangled.

PATH LORE

Type: level 10

Range: touch

Duration: instantaneous

Area of Effect: 1 path

Upon touching a path a naturalist can find out 1 of 2 things about the path depending on how the spell was cast.

Floranda: The exact destination of the path. The naturalist will get a vision of the point where the path ends. If a path splits into two or more new paths, the vision will be of the fork.

Faunada: The number and type of creatures who have travelled on the path. Any creature, starting with the most recent, who travelled on the path within 2 hours per skill level of the spell will be seen in the vision.

PLANT TELL

Type: any level

Range: 20 feet

Duration: 1 answer

Area of Effect: 1 plant

The naturalist may ask one plant a question which will be answered by a yes or a no. The length of the question determines the spell level cast. Each word in the question is equal to one spell level. The question will be answered to the best of the plant's knowledge.

SENTINEL OF THE DOWNS

Type: level 25 plus 5 per extra person

Range: 50 feet plus 10 feet per skill level

Duration: 1 hour per skill level

Area of Effect: 20 foot radius per skill level

The caster must choose the spot the sentinel spell is to be centred. After casting the spell on the spot, anything that comes within the area of effect will set off the sentinel. The caster will be notified as to how many things have come within the area of effect. The spell is powerful enough to awaken the spell caster if he or she is sleeping.

The character must make a roll equal to or less than their intuition on 2d6 to wake up. The sentinel will not be set off by animals. For every five extra spell levels, the caster may include another person to be notified by the sentinel. These additional people must also make an attribute saving throw versus intuition to be notified by the sentinel. All persons, including the caster, must be within the area of effect of the spell. The sentinel will most likely be in the form of some small animal or bird. Most common sentinels are owls. The spell lasts for one hour per skill level.

SPEAK WITH ANIMALS

Type: level 15
 Range: 10 feet
 Duration: 1 turn
 Area of Effect: 1 animal

This spell allows a character to converse with any animal for 1 turn including creatures with "A" for magic resistance.

TETHARIAN'S ROCK

Type: any level or 30
 Range: 100 feet
 Duration: instantaneous
 Area of Effect: 1 stone or wall

This spell creates a magic stone that forms in the caster's hand. The stone can be thrown at a target with a damage value equal to one third the spell level cast. The stone is equal to an "impact" damage type. A character may also place a stone wall that is 10' x 10' per skill level in area and 1 foot thick. The wall has 60 BDP per skill level of the spell. The wall may be placed vertically or horizontally and the level of the spell is 30.

TREE DOOR

Type: level 35
 Range: touch
 Duration: 1 day per skill level
 Area of Effect: 1 tree

This spell creates a teleport receiver or transmitter in a tree large enough to fit the caster. A second tree door spell must be cast on another tree within 300 feet to complete the teleporter. The character can then simply step "into" the tree and appear at the other tree. No more than one transmitter or receiver may be placed within a tree at a time.

WEATHER CALL

Type: level 20+
 Range: none
 Duration: special
 Area of Effect: special

By means of this spell, a character may call forth any type of weather that is suited for the season or region. The weather will arrive in 6d6 turns but certain signs (clouds, temperature change) will begin to show prior to the weather called. The weather will last up to any amount of time depending on the type. For rain, snow or similar, the naturalist must draw a magic card for their source of power once every hour that the storm persists. On average a storm lasts 6d6 hours. Roll 1d6 and consult the following table to determine the severity of the storm. For each additional 20 spell levels, add one to the die roll.

Die Roll	Severity
1	Mild
2-3	Moderate
4-5	Heavy
6	Gale
7+	Extreme

WHIRLWIND

Type: level 15
 Range: 30 feet per skill level
 Duration: 1/2 turn per skill level
 Area of Effect: 60 foot diameter

The spell causes air at the target spot to begin to blow violently. All combat, spell casting or similar must stop. Every 10 phases, anyone within the area of effect must make an attribute saving throw versus agility to remain standing. This spell can only be used outdoors.

ORANGE SPELLS

CHARM PERSON

Type: magic resistance
 Range: 75 Feet
 Duration: 1d6 days
 Area of Effect: 1 humanoid

The recipient of the charm spell will treat the mystic as a trusted friend. The charmed person will obey orders as long as they can understand the mystic. Orders which strongly oppose the creatures ethics will break the charm, as well as the mystic attacking the creature. This spell will not work on animals or creatures with animal-like intelligence.

DERANGEMENT

Type: magic resistance

Range: 10 feet per skill level

Duration: 1 hour per skill level

Area of Effect: 1 creature

The recipient of this spell will be affected by a mental disorder. The type of disorder is determined by a 1d6 die roll. When the spell ends, there is a chance the target will be permanently affected by the spell. A roll of 2 on 2d6 means the target has succumbed to a permanent derangement.

Die Roll	InsanityEffects
1	Paranoid- does not trust other people - thinks others will harm them
2	Hallucinatory- views illusionary objects
3	Idiocy - education and learning ability lowered to 2 - target has uncontrollable urge to be stupid and pass their finger over his or her lips
4	Delirium- targets talks out of control and is very excitable
5	Obsessed- target is driven to complete a specific task at all cost
6	Maniacal- target swings from one emotion to the next followed by depression - uncontrolled and violent

DISABLEMENT

Type: any level

Range: 20 feet per skill level

Duration: 1 hour per skill level

Area of Effect: 1 being

For every 5 spell levels, the observation, perception or intuition of the target will go down temporarily by one point.

FEAR

Type: magic resistance

Range: 15 feet per skill level

Duration: 3 turns

Area of Effect: 30 foot radius

Any persons within the area of effect whose magic resistance is less than or equal to the spell level cast, will begin to fear the magic-user and flee at best speed away from them.

FORGET

Type: magic resistance

Range: 30 feet

Duration: instantaneous

Area of Effect: 1 person

The recipient of the spell will forget all actions that happened to them up to 10 turns past per skill level of the spell.

IGNORE

Type: any level

Range: self

Duration: 5 turns per skill level

Area of Effect: self

Anyone viewing the caster whose magic resistance is greater than the spell level cast will normally see them. All others will simply ignore the mystic to such a point as not to even remember he or she was there. If the mystic talks to a person, that person will remember him normally. A mystic under the effect of an ignore spell can cast query spells though and not be remembered.

MIND BLAST

Type: any level

Range: 50 feet per skill level

Duration: instantaneous

Area of Effect: 1 target

The mystic sends a wave of energy so powerful that it causes damage to the target. For every two spell levels cast, the damage value of the mind blast is one (e.g. a 30th level mind blast spell will do 15 DV to a target).

PARALYSIS

Type: magic resistance

Range: 100 feet

Duration: 2 turns + 1 turn per skill level

Area of Effect: 1 person

The target of a paralysis spell will be unable to move by their own locomotion from the spot where the spell took place. The person held can perform no physical actions but can cast spells (with no incantations or hand gestures) and use psionics. A character cannot cast invocations.

QUERY

Type: any level

Range: 20 Feet

Duration: 1 answer

Area of Effect: 1 person

The mystic may ask one person a question which will be answered by a yes or no. The length of the question determines the spell level cast. Each word in question is equal to one spell level. The question will be answered to the person's best knowledge.

SENDING

Type: any level

Range: unlimited

Duration: 1 message

Area of Effect: 1 person

The mystic can send telepathic messages to any person he or she wishes. The mystic is not aware if the message was

received. Each word in the message is equal to one spell level.

SLEEP

Type: any level

Range: 20 feet per skill level

Duration: 1d6 turns per skill level

Area of Effect: 30 foot radius

For every spell level put into the sleep spell, 3 slumber points are created. Starting with the lowest magic resistance in the area of effect, this character uses up 1 slumber point for every point of magic resistance. When his magic resistance is equalled or succeeded, the character will fall into a deep sleep so powerful that only physical contact, like slapping, will awaken the person. This continues until all slumber points are used. If the slumber points do not completely equal the character's magic resistance, those points are lost.

VERNACULAR

Type: any level

Range: 30 feet + 10 feet per skill level

Duration: 1 turn per spell level

Area of Effect: 20' x 20' area

The spell enables the mystic to understand any language spoken within the area of effect. The mystic may also cast the spell on himself or others enabling them to speak and understand a specific language.

PURPLE SPELLS

ALTERATION

Type: 5+

Range: 15 feet per skill level

Duration: half a turn per skill level

Area of Effect: 1 item

This spell causes an object to temporarily change to a different form. The spell level is five plus 1 per pound.

CONVERSION

Type: any level

Range: 30 feet per skill level

Duration: special

Area of Effect: special

This spell converts the intent of any spell cast. If it is a harm spell it will heal and so on. To work successfully, the conversion spell must be cast at a level greater than or equal to the target's spell level. If the character casts the spell on themselves, it will last for 1d6 turns.

DISCOVER

Type: level 30

Range: 1 mile per skill level

Duration: instantaneous

Area of Effect: circle

This spell is centred on the spell caster and radiates outwards 1 mile per skill level. Any high or low magic zones will be discovered by the magic-user. Only the general direction and distance is given with regards to the location of the zone. The spell does not confer the amount of power gained or lost at the zone.

FALSE MAGIC

Type: level 100

Range: touch

Duration: permanent

Area of Effect: 1 item

When this spell is cast on an item, any person casting a detect magic spell on it will see it glow normally. Only a 60th level detect magic will reveal its non-magical state.

LETHARGY

Type: any level

Range: 20 feet per skill level

Duration: special

Area of Effect: 1 person

This spell draws energy from a person by draining their source of power. The source is drained 5 power points for every spell level cast. A source of power can not be driven negative by this spell. The source will recover the lost points normally.

PROTECTIVE WALL

Type: any level

Range: 10 feet per skill level

Duration: half a turn per skill level

Area of Effect: 20 square feet per skill level The protective wall spell creates a wall in which magic will only pass through if it is a greater spell level than the spell level of the wall. The wall may be cast vertically or horizontally.

RAISE RESISTANCE

Type: any level

Range: touch

Duration: 5 turns + 3d6

Area of Effect: 1 person

For every 5 spell levels cast, the magic resistance of a person will be raised by one. A person may only be under the affect of one raise resistance spell at a time.

SELF PROTECTION

Type: any level

Range: touch

Duration: 2d6 turns

Area of Effect: 1 person

The self protection forms a anti-magic film overtop of the character. This film prevents spells from affecting the person. For every 15 levels of self protection cast, a character may choose one colour to guard against. No spell of that colour will affect the caster in any way. Thus a 45th level self protection spell will allow a pick of 3 colours (e.g. blue, black, and crystal). Only one self protection spell may be placed on a person at one time. When the spell ends the film breaks releasing a small amount of smoke.

SPECULUM

Type: any level

Range: self

Duration: 1 turn per skill level

Area of Effect: self

While under the effects of a speculum spell, the character can deflect a spell cast upon them back at the caster. The chance of successfully sending the spell back is based on the spell level. A successful 2d6 roll less than or equal to the chance means the spell deflects back and the caster suffers full consequences. A failed roll means the character will suffer the effects of the spell. The magic-user may cast other spells while under the influence of the speculum. The character under the influence of this spell must consciously allow a spell to effect them.

Chance to Deflect	Spell Level
2	5
3	10
4	15
5	20
6	30
7	40
8	50
9	75
10	100
11	150

TIME TRAVEL

Type: any level

Range: self

Duration: instantaneous

Area of Effect: self

By means of this spell a character is able to touch the crystal stream and propel themselves forward or backward in time. The amount of time gained or lost is based on the level cast. For each spell level, 1 minute of time passes.

Once the level of the spell reaches 60 (i.e. the character wishes to travel 1 hour back in time) or more, the amount of time travelled increases per spell level. The new cost is 10 minutes per spell level. Thus to travel 4 hours back in time the caster must cast a 90th level time travel spell. Because of the stress placed on the body of the character, any successful spell casting will prompt a 1d6 dice roll consulting the table below. The caster takes the damage after going backward or forward in time.

Die Roll	Effect
1	The character cannot hold onto the stream and moves one second through time.
2	Character loses 6d6 willpower damage points. Spell successful.
3	Character loses 4d6 willpower damage points. Spell successful.
4	Character loses 2d6 willpower damage points. Spell successful.
5	Character loses 1d6 willpower damage points. Spell successful.
6	No damage and the spell is successful.

Gamemaster Note: Because of the paradoxes created by travelling through time, problems may arise. A simple method of handling time travel is to allow only the mind of the character to travel. Thus there will be no double characters. A character will simply begin play where his character originally was or is going to be. Example: A character is travelling in a ship across the sea. After an hour of leaving port the crew mutinies and throws the character into a cell. After successfully casting a 60th level time travel spell, the character decides to send himself backwards by one hour. Thus the character finds himself standing before the ship just before it is going to leave shore. The character knows it will be mutinied and decides not to board the ship. If a character travels forward in time and has been killed by some means (other than the willpower damage), then the spell will not function. If the character dies from the willpower damage, it will be a mystery to all who see him, as the character simply collapses to the floor and expires in the new time.

RED SPELLS

ANIMATE DEAD

Type: level 15

Range: 50 feet

Duration: 1 turn per skill level

Area of Effect: 1 humanoid

The necromancer can animate any dead humanoid as long as it is in some sort of form. The animated humanoid will obey the necromancer and fight with any weaponry they possess. The caster may have up to 1 animated creature per skill level.

ANIMATE OBJECT

Type: any level

Range: 50 feet

Duration: 2 turns per skill level

Area of Effect: 1 object

This spell is used to animate an object up to 3 pounds per spell level. The object will obey all commands given by the character. The speed at which an animated object moves depends on the type of locomotion. A chair moves 20 feet per MAP while a pedestal which rocks back and forth moves at 5 feet per MAP. If the object has appendages it may attack with a weapon. The object's weapon skill saving throw will be that of the caster's skill saving throw in the type of weapon being used.

DEATH'S TALE

Type: any level

Range: touch

Duration: 1 turn

Area of Effect: 1 body

Upon touching a corpse, the caster will get a vision of the events surrounding the victim's death. The character will notice who killed the victim even if struck from behind. The victim may be dead for only 5 turns per spell level for the tale to be told.

DEMONIC POSSESSION

Type: level 200

Range: 5' per skill level

Duration: instantaneous

Area of Effect: 1 person

The recipient of a demonic possession spell will have a demon from Netherworld possess them. Depending on the type of demon, the target will perform tasks based on the deity it serves. The tasks will be completed to the best of the target's ability. Failure to complete the task within the time allowed will result in the target taking 5d6 willpower damage points. The target can fight off the task by making a successful attribute saving throw versus willpower. The target will suffer 2d6 willpower damage points loss in the attempt. The willpower attribute score will be lowered by one. The demon may call on the target daily, weekly, monthly or yearly depending on the 2d6 die roll as shown below. Should the recipient of the spell perish while trying to complete the task, they will become a servant to that demon. A possessed person may have the demon exorcised from their body.

Dice Roll	Deity	Type Of tasks
5	Bauth	- death, killing - sacrifices
6	Dekken	- serve evil creature - aid beasts
8	Ed%	- any evil task
7	Fatalymity	- complete some evil task not covered by the other deities
9	Jurik	- destroy something of value or beauty
2,4	Rochen	- do something to harm oneself
3,11	Swarth	- destroy forests, animals - kill gnomes
10,12	Vulth	- get undead servants - serve undead masters

Dice Roll	Task Occurrence	Time Allowed
2	Daily	4d6 hours
3-6	Weekly	1d6 days
7-11	Monthly	4d6 weeks
12	Yearly	2d6 months

DETECT LIFE

Type: level 10

Range: 20 feet

Duration: instantaneous

Area of Effect: 1 person

The caster can detect life in a person. This spell will reveal life masked by the feign death spell.

FEIGN DEATH

Type: any level

Range: touch

Duration: 1 turn per spell level

Area of Effect: 1 person

The caster will appear dead when the feign death spell is cast. The necromancer can hear what is going on around them but cannot see. The necromancer may come out of the spell when desired.

PERSEVERANCE

Type: any level

Range: 15 feet per skill level

Duration: instantaneous

Area of Effect: 1 person

The recipient of the perseverance spell will regain 1d6 willpower damage points for every 25 spell levels as they regain their self-control and strength of mind.

TRANSMUTATION

Type: level 100 + MR

Range: 30 feet per skill level

Duration: permanent

Area of Effect: 1 creature

The target of a transmutation spell can be turned into stone, wood or any other solid substance (no water, sand, etc). All possessions on the target will be transmuted as well. While in the other form the person remains in suspended animation. The character has not actually died and will not age. The spell can be worked in reverse to turn a person back from stone or similar substances. After turning back to flesh, the character will suffer 5d6 willpower damage points. The person's possessions will also turn back to their normal state. The level of the spell is equal to 100 plus the magic resistance of the target.

TUNNEL

Type: any level

Range: 5 feet per skill level

Duration: 1 turn per skill level

Area of Effect: 3 foot diameter tunnel

This spell will cause any object to animate and create a hole in itself. The tunnel will extend one foot per spell level and is 3 feet in diameter. The minimum spell level is 5 although the tunnel does not have to extend five feet. The spell will not affect living things. A tunnel may not collapse around a living object and will slowly force the object at the rate of 2 feet per movement action phase back to the entrance of the tunnel.

UTTERANCE

Type: any level

Range: touch

Duration: special

Area of Effect: one item

Upon casting utterance upon an item, the item will retain a message, that when activated, will be told. The message can be any length and costs two spell levels per word. The item will animate to form a face to speak the words. By doubling the spell level, the message can be re-told a second time, tripling the spell level and the message can be re-told three times and so on. To trigger the utterance spell the character must touch the item or part of the item (a door handle for a door, a sword hilt for the sword). The spell lasts until all activations are used up.

VALKYR'S FIND

Type: any level

Range: touch

Duration: 1 answer

Area of Effect: 1 object

The necromancer may ask an object or dead body a question which will be answered by a yes or no. The length of the question determines the spell level cast. Each word in the question will be one spell level. The question will be answered to the best of the object's or body's knowledge.

WILLPOWER DRAIN

Type: magic resistance

Range: 10 feet per skill level

Duration: instantaneous

Area of Effect: 1 creature

The recipient of the willpower drain will momentarily view his surroundings as being in the worst possible situation. Friends may appear dead, all hope lost and a sudden feeling of remorse overcomes the character. If cast successfully, the destitute target will lose 1d6 from his or her willpower damage points.

WHITE SPELLS

ACHERON'S GUARDIAN

Type: level 25

Range: self

Duration: 1d6 turns

Area of Effect: 5 foot radius per skill level

When cast, guardians to the gates of Acheron are sent to surround the caster. No evil beings may enter within the circle while the spell lasts. Any evil beings within the circle will be forced out. The caster may have one additional person within the circle per skill level of the spell. The caster may move and cast spells while the spell is operating.

CURE

Type: level 15

Range: touch

Duration: permanent

Area of Effect: character touched

This spell will cure a particular type of ailment affecting a character. Ailments might be poison or diseases. Each cure spell will restore 1d6 endurance damage points caused by disease or poisons and stop the affects of any ailment.

ELEMENTAL PROTECTION

Type: any level

Range: touch

Duration: 1 turn per spell level

Area of Effect: 1 character

The elemental protection spell allows the recipient to endure temperatures ranging from -40 F to +250 F with no adverse affects. Magical flames and ice spells are lowered by 3d6 damage value while the character is under the affect of the elemental protection spell.

FORTITUDE

Type: level 10

Range: touch

Duration: 2 turns

Area of Effect: 1 person

The recipient of a fortitude spell will be unafraid and withstand some affects of combat blows. The spell prevents the recipient from being stunned by any combat result or spell for two turns. No fear, quivering doom or similar spells will affect the character.

HEAL

Type: any level

Range: touch

Duration: permanent

Area of Effect: character touched

This spell will heal a particular type of damage inflicted upon a character. When healing body damage, the amount restored is equal to the spell level cast. When healing endurance damage, the character receives one endurance point back for every 3 spell levels cast. When healing burn damage, every 10 spell levels will heal a burn degree. A third degree burn requires a 30th level heal spell. This method is also used for cold damage. When healing broken bones a 30th level heal spell completely mends the bone with no recovery time. A 100th level heal spell will restore a lost limb. A 200th level heal spell will regenerate a lost limb.

INVISIBLE WALL

Type: level 10

Range: 10 feet per skill level

Duration: 1/2 turn per skill level

Area of Effect: 20 sq.ft. per skill level

The wall, when created, will not allow any physical object to pass through it. Even elemental magic cannot go through the wall. The spell may be cast vertically or horizontally.

LITURGY

Type: any level

Range: 100 feet + 5 feet

Duration: permanent

Area of Effect: 40 foot diameter per skill level A character who casts this spell must spend the one phase incanting. Upon successfully casting the spell, any targets within the area of effect may be healed. The caster may heal up to one target per skill level. The healer counts as one target if they are in the area of effect and want to be healed. A caster may not heal endurance and body damage at the same time but may allocate different levels to each target.

Number of Targets	Cost Per BDP	Cost Per EDP
1-5	2	3
6-10	3	4
+1	+3	+2

MYSTICAL ARMOUR

Type: any level

Range: self

Duration: until destroyed

Area of Effect: self

When this spell is cast it creates an armour of particular type (see below) around the spell caster covering all hit locations. The caster has two options when casting the spell. With the first option, the armour absorbs 1 endurance point per spell level and is visible at all times. With the second option, the armour absorbs 1 endurance point for every two spell levels, but is visible only when hit. The armour glows faintly when visible alerting all who view the caster of this magical mail. No endurance loss, body damage, effect of severity or instant stun is taken by the wearer until the armour is destroyed. Should endurance loss from a hit bring the armour below zero, thus rendering it useless, the remaining endurance loss is taken by the wearer with no other effects from the damage card. No armour can be combined with another armour type. The armour has no encumbrance.

Armour Type	Absorbs
Stone	Edge attacks
Bark	Puncture attacks
Moss	Impact Attacks
Mental Shield	Mind Blasts
Deafness	Sonic Disruptions
Fire	Water/Ice Attacks
Water	Fire attacks
Lightning	Stone/Earth Attacks
Earth	Lightning Attacks

PURIFICATION

Type: level 15

Range: 10 feet

Duration: permanent

Area of Effect: 2 foot radius

When the spell is cast any contaminated food or liquid within the area of effect becomes pure. Therefore any poison, disease or other harmful substance is neutralized.

RESURRECTION

Type: 100 + magic resistance + 10 per day

Range: touch

Duration: permanent

Area of Effect: 1 person

The caster can restore life to any person that has been dead for no more than two days per skill level. For each day that the person is dead, 10 (or 5 if embalmed) is added to the spell level. The spell takes a considerable toll on both the healer and the recipient. For each day that the person was dead, they must spend a 10 days in bed resting while the caster must spend a week in bed resting. If the revived character was dead for less than a day they must spend 10 days resting.

SANCTUARY

Type: level 10+

Range: 30 feet

Duration: 2 hours per skill level

Area of Effect: 20' x 20' x 10'

By means of this spell the character may create a fortress with a base no bigger than 20 feet by 20 feet and 10 feet high. The shelter may hold only one person per skill level of the spell. For each person above the healer who will enter the sanctuary, the spell level is increased by 5. Thus a 3 person shelter requires a 20th level spell. The shelter is strong enough to withstand any weather. The fortress make take on any shape of form as long as it remains within the area of effect.

STASIS

Type: level 50

Range: 75 feet

Duration: 3d6 turns

Area of Effect: 1 target

The target of a stasis spell will feel their heart beat slow, their blood will cease to flow and their breathing will stop. The character will be unable to move or act but cannot be acted upon when in stasis. The target of the spell will not perish from the effects of the temporary stasis. A recipient of a stasis spell may resist the effects by making a successful attribute saving throw versus willpower. The target will be aware of the events taking place around them.

VULTH'S DEMISE

Type: magic resistance

Range: 50 feet

Duration: 1 turn per skill level

Area of Effect: 20 foot diameter

When the Vulth's Demise is cast, all undead creatures within the area of effect and whose magic resistance is equal to or less than the spell level, will be brought into the world of light and in doing so, will move away from the caster. The affected creatures may move out of sight of the caster and range of the spell and still be under the influence of the Vulth's Demise.

YELLOW SPELLS

BORON'S BIDDING

Type: magic resistance+

Range: 20 feet per skill level

Duration: 2 turns

Area of Effect: one target

The character, upon casting this spell, will gain control of a particular target's feet. Therefore a character may make a target come or go away from them. A creature under the influence of a Boron's Bidding spell may not make any dodge or retreat defences (unless, of course, the conjuror wishes so). If the caster adds an additional twenty spell levels atop the base magic resistance, they will gain control of the entire body except the mind. The caster could then use the body to attack (using its skills and skill saving throws) or perform other tasks.

DISPLACEMENT

Type: any level

Range: self

Duration: 10 + 3 turns per skill level

Area of Effect: self

While under the effects of a displacement spell, the character may at any time, move up to 10 feet per skill level away from the spot he or she was just standing in. For every 10 spells levels cast into the spell, the character may save up 1 displacement. The character may not be under the effects of more than one displacement spell at a time. The conjuror may not save up displacements in excess of twice their skill level.

FLY

Type: level 15

Range: self

Duration: 3 turns per skill level

Area of Effect: self

This spell enables the caster to fly at the speed of 75 feet per movement action phase. The caster may not cast spells, fire missiles or throw weapons while flying.

GHOST WALKER

Type: level 15

Range: self

Duration: 2 turns per skill level

Area of Effect: self

The caster and all their possessions become incorporeal allowing them to pass through any solid object. The caster is still visible but will leave no trace of passage. The caster may not use spells while under the effect of the ghost walker.

LEVITATION

Type: magic resistance

Range: 10 feet per skill level

Duration: 1 turn per skill level

Area of Effect: 1 person

The recipient of this spell will rise vertically at the rate of 20 feet per movement action phase. The levitated person will rise 10 feet when initially affected by the spell and automatically rises without the conjuror's concentration. A levitated person cannot be raised above 150 feet. Missile combat and spells may be performed at a -2 penalty to the skill saving throw. The spell does not confer horizontal movement. The caster may only lift 50 pounds per skill level.

LOFTY MOVEMENT

Type: level 10

Range: touch

Duration: 1 turn per skill level

Area of Effect: 1 creature

The recipient of this spell is able to move up or across surfaces which are normally unwalkable. Such surfaces could be water, quicksand, walls, ceilings, etc., but not air.

LONG HAND

Type: level 15

Range: 10 feet per skill level

Duration: 1 turn

Area of Effect: 1 hand

This spell creates a visible glowing extension of the caster's hand. The hand has the same strength as the character. The hand can open/close chests (unless locked), pull levers, get jailer's keys, etc. and can extend and contract within its range. Since the hand is magical it cannot be physically or magically harmed (unless dispelled).

QUEST

Type: magic resistance

Range: touch

Duration: until fulfilled

Area of Effect: character touched

The quested character must fulfil a service and return to the caster with proof that the quest was completed. Until the quest is completed the conjuror may only rest. The caster can cancel the spell at any time. Since the quest does not effect the mind, the recipient of the spell may decide not to fulfil the quest. At that point, the character will begin to lose 1 point of agility per day until the agility attribute drops to zero. The agility will not come back until the quest is completed. A character with a zero agility cannot move by their own means.

SPRINGY LEGS

Type: 5+

Range: touch

Duration: 1 turn per spell level

Area of Effect: 1 person

The recipient of the spell may fall or jump down from any height without suffering damage. The caster may also leap vertically to a height of 10 feet plus 4 feet/skill level. The spell level is 5 plus 1 per turn of duration.

SUMMON

Type: any level

Range: 100 feet

Duration: 10 turns per skill level

Area of Effect: 1 creature

By means of this spell a magic-user may summon forth a creature of their choosing. The character must have seen the creature before to be successful. The cost for the spell is equal to the creature's body damage points divided by 10. By doubling the spell level, twice as many creatures may be summoned. For example, to summon a skeleton the caster would cast a 5th level spell. To summon 3 skeletons simultaneously the magic-user would have to cast a 15th level spell. Summoned creatures are only sent back by death, dispel magic or when the duration of the spell ends. A summoned creature is not controlled by the conjuror and will act independently. There are however many ways to control a summoned creature. The spells charm person and boron's bidding, for example, are quite effective. If the caster triples the spell level, they will have control over the creature. The caster may also decide to control the creature by means of a magic cell. The cell is created by using magic powder. The magic-user pours the powder onto the floor making an outline of a cell. The creature is then summoned into the cell and the powder lit. The creature may not cross the freshly etched barrier. The summoner receives the extra power points of the enhancing powder. From then on the caster will lose 20

power points per hour and gain none from normal recovery. The duration of the spell is increased to one day per skill level when using the cell.

TELEPORTATION

Type: level 20+

Range: line of sight

Duration: instantaneous

Area of Effect: 10 foot diameter

This spell enables the caster to teleport to a place he or she can clearly see. The character may take up to one additional person per skill level at an increased cost of 2 spell levels per person. Thus the caster and 3 characters would be a 26th level spell.

RELIGION

Across the world are many religions with varying deities and beliefs. The majority of people and creatures believe in a deity and belong to a religion. Most religions have churches or other sanctuaries within their area of influence. The church can be a powerful force when decisions are made by governing leaders and play a vital role in keeping the common people united.

Religions are broken down into four group sizes based on the number of followers. The sizes are small, medium, large and enormous. This size is used as a guide to determine the power and influence of the church. The number of followers in each group are not given because it is all relative within the race or society. The gnomes have less people than the humans so their large group may only equal a small human group in actual number of followers. This size of the religion may change over periods of time. To reflect this change, every year a 1d6 is rolled. A roll of 1 moves the religion down on group size. A roll of 6 moves the religion up one group size. Group sizes may not exceed small or enormous by this method.

2d6 Dice Roll	Size
2-3	Small
4-7	Medium
8-11	Large
12	Enormous

LIVELIHOOD

When creating a character, players may pick clerical skills (ceremony, piety, prayer) and invocations and not follow the livelihood of a cleric (i.e. someone who is devoted to the church). For example, a character who prefers fighting skills may choose some clerical skills but concentrate their development in fighting and combat. No matter how limited a character is in clerical skills, they will have to prove some devotion to their deity to gain the benefits of those skills. Characters who do devote themselves to the church and focus their skills on clerical duties and their

deity will benefit more. This is especially true when casting clerical invocations and gaining ritual points (the power needed for invocations). It will also aid in divine intervention and guidance. It is up to player to decide how much the role of the deity will play in their character's lives.

HIERARCHY

Religions have strict hierarchies which they follow. Clerics are promoted up the standing based on service to the church and the deity. Services are detailed further. The hierarchy of most human churches is given below. The piety skill level will determine the rank of a cleric within the church.

Acolyte: Altar boy or girl. Performs chores for the church. (skill levels 1-2)

Novice: The character has yet to take his or her vows. (skill levels 3-4)

Curate/Nun/(Friar): A member of the clergy who assists the priest (monk). (skill levels 5-6)

Priest/(Monk): Officiates over the congregation. Performs ceremonies. (skill levels 7-9)

High Priest/(Abbot): Head of all the priests. (skill levels 10-14)

Bishop: Head of all high priests within an area. This area is called an diocese. (skill levels 15-29)

Archbishop: Head of all bishops within an area called an archdiocese. (skill levels 30-59)

Primate: Head of all archbishops. (skill levels 60-119)

Cardinal: The highest ranking member of the church, standing just below the deity themselves. He or she has the most contact with the deity and oversees the running of the church. (skill level 120+)

DEITIES

All characters may choose a deity to worship and follow. There are numerous deities for each race with humans having the most. Characters may only choose the deity if their race is under the deity's sphere of control. Some deities have adopted multiple races under its sphere of control. Each character will gain a certain set of skills when creating the character based on the type of deity worshipped

DIVINE INTERVENTION

Any character may call upon his or her deity to perform some task to directly or indirectly aid the character. Should the deity come to the plea for assistance, he or she will do the least amount of work necessary to help the character. The type of help received should reflect the deity's main focus (e.g. healing, combat, protection, etc.). After helping, the deity will extract a toll from the character. This payment may be in the form of a service, a showing of devotion or a personal offering. A character may only call

for his or her deity a number of times per month equal to half their piety skill level. If they have no skill in piety, they may call once every two months. A 3d6 dice roll equal to or less than the number shown in the table below means the deity will come and assist the character. A character who has ritual points may use them to raise the chance of success. For each 125 points spent, the chance is raised by 1.

- Small: 6
- Medium: 5
- Large: 4
- Enormous: 3

Once the deity has arrived and performed some miracle, 1d6 should be rolled to determine the toll the intervention has taken on the character.

- 1 The deity has sent the character on a quest. The character receives no ritual points from this type of quest. The gamemaster must decide on the details of the quest.
- 2 The character must convert/gather 1d6 people in 1d6 weeks to join the character's religion.
- 3 The character is stripped of all magic spell and invocation casting ability for 2d6 weeks. If the character has no spells or invocations he or she must lower a skill by 5d6 skill points.
- 4 All the character's attributes are halved for 1d6 plus 3 days and one attribute point is permanently lost from a random attribute.
- 5 All the character's skill saving throws are halved for 2d6 + 3 days.
- 6 The deity looks favourably upon the character. The piety skill is increased by one skill level and one other skill must be lowered by 4 skill levels.

**** EXAMPLE **** Cederick finds himself surrounded by 10 orcs. He decides to call upon his deity to assist him. He belongs to a medium sized religion with a base chance of 5. He decides to use up 125 of his 376 ritual points to raise the chance by 1. Therefore he needs a 6 or less on 3d6 to receive help.

DIVINE GUIDANCE

There are times when a character may call upon his or her deity for some guidance in completing a goal or accomplishing some great task. A character may ask for guidance whenever he or she desires, as long as they have at least 100 ritual points. The base chance for the deity to answer the character's plea for help is 2. For every additional 50 ritual points spent, the chance increases by 1. If a 2d6 dice roll is less than or equal to the chance, the deity has heard the character's call for assistance and will answer one question. The answer to the question will never be said outright but will be in some form of proverb, picture or riddle. There is no toll for this type of divine

intervention but a cleric should not bother a deity too many times fearing the wrath of the deity.

CLERICAL INVOCATIONS

Invocations are powers that the character may summon from the deity in a form similar to a magic spell. Although these invocations are comparable in design and function to magic-user spells, they are not true magic spells. They cannot be altered by purple or crystal spells and cannot be dispelled (except by the character casting them) or detected through magical means.

Invocations are skills and as so, are treated just like skills with regards to purchasing, improving, skill levels, skill points, and skill saving throw. Most invocations are picked when a character is created. A character may only learn invocations after the character has been created if the deity itself grants such skills for services or great devotion. The character may also seek out a place of worship and gain instruction by a priest who has a piety of 10 or better (see Learning Skills for more detail). A character must have a piety skill level of least one to use any invocation.

The character uses the piety skill in similar manner to the power channelling skill. All invocations are cast during a combat turn during the piety skill action phase.

The mastery name for all invocations that a character has is based on the mastery name of the piety skill.

Characters must have their hands free when casting an invocation and will usually mutter the deity's title in some awe inspiring way.

Clerics do not have a magic-user type of source of power to cast spells with. Instead they rely on ritual points gained through doing services and showing devotion to their deity.

MAXIMUM INVOCATIONS

The maximum number of clerical invocations a character can have is based on the rank of the character as shown in the chart below. A character's rank is determined by the skill level in the piety skill.

Piety Skill level	Rank	Max Invocations
1-2	Acolyte	1
3-4	Novice	2
5-6	Curate	3
7-9	Priest	4
10-14	High Priest	4
15-29	Bishop	5
30-59	Arch-Bishop	5
59-119	Primate	6
120+	Cardinal	7+

RITUAL POINTS

Characters gain ritual points from praying, performing ceremonies, completing tasks or quests for the church or deity and attending mass. The smaller the religion, the less chance a cleric will have of gaining ritual points as there are fewer churches across the lands. Only one type of point gain method may be performed at a time. The maximum ritual points a character may have is 1000, plus 20 per piety skill level over 10. A character uses up ritual points each time they cast an invocation. The amount of points used is different for each invocation. If the cost of the invocation exceeds the remaining ritual points, all points are lost and the invocation fails.

Reading Holy Scripture: Any character reading the holy scripture of a deity will receive 2 ritual points per hour. The maximum number of hours per day a character may read is equal to a 1d6 + 3 die roll. *Praying:* The character must spend one hour praying and make a successful prayer skill saving throw to gain 20 ritual points. A character may only pray for a maximum of 5 hours per day.

Ceremonies: The characters performs some type of ceremony (marriage, officiate over a congregation) that takes 1-4 hours in time.

Ceremony	Time	Points
Baptism	1 hour	20 + 1d6
Confirmation	3 hours	40 + 3d6
Communion	2 hours	20 + 2d6
Last Rites	1 hour	10 + 3d6
Ordination	4 hours	100 + d66
Matrimony	1 hour	15 + 2d6

The number of people to attend the ceremony is equal to the skill level in piety times 1d6. A successful skill saving throw in piety means the number has increased to the skill level times 2d6 + 2. At least 1d6 people will always attend. After the service, a character must make a successful ceremony skill saving throw to determine if the points are gained.

Fasting: If a character fasts for one day they will gain 10 ritual points. During this time their maximum endurance damage points will be reduced by 1d6. It takes a day of none fasting to recover the lost endurance damage points.

Attend High Mass: The cleric who attends a mass of his or her peers for not less than 4 hours receives 150 points.

Tasks: Perform a mission for the church. The amount gained is equal to the work done. Such tasks are cleaning the stables, holding candles, running errands and so on. The amount gained should not exceed 5 points per task.

Quest: The church or deity has sent the character on a quest. The amount of power gained from the quest should not exceed 1000 power points. This does not include quests sent by a deity for divine intervention. That type of quest yields no power points.

FAILED INVOCATIONS

Should a character cast an invocation and fail the skill saving throw their piety skill points are reduced by 1d6 as the character loses faith in the deity. If a character rolls a 12 they will also lose 1 willpower damage point and suffer the consequences of losing the skill points in that particular skill (see Improving Skills). The character will also lose an amount of ritual points as indicated with invocation under failed point cost.

CLERICAL SERVICES

Characters may call upon the services of clerics at a place of worship to receive invocations. The most common services being laying of the hands, remedy or blessings. The cost of such services is equal to 5 cp per ritual point spent. Exorcism is 1 sp per ritual point and life giving is 1 gp per ritual point. This offering is donated to the church.

INVOCATIONS

Every invocation has some a common set of parameters associated with it.

Name: The name of the invocation. Beside the name are the attributes used to determine the skill saving throw.

Ritual Points: The cost of the ritual if successful.

Failed Point Cost: The amount of ritual points lost if the skill saving throw failed.

Range: The maximum distance the invocation can be cast.

Duration: The amount of time the invocation will last.

Area of Effect: The character casting the invocation spell does not have to extend the area of effect to the maximum listed. If a minimum area of effect is listed, the area must be set at least to this size.

BANISHMENT (END, WIL)

Ritual Point Cost: 2 per banishment number

Failed Point Cost: 1 per banishment number

Range: 20 feet per skill level

Duration: instantaneous

Area of Effect: 2 foot radius per skill level

A character who casts this invocation will try to repel, send away or destroy undead creatures. Each undead creature has a banishment number. Using enough ritual points to exceed the banishment number will cause the creature to turn and flee from the character. The amount of fleeing is 1 turn per skill level. If the ritual points exceed double the banishment number the creature is sent back to its plane of existence and cannot return for 10 turns per skill level. If the amount of ritual points used exceeds three times the banishment number, the undead creature will be destroyed. If there are more than one type of undead creature in the area of effect, points are used up evenly between all creatures starting with the creature with the lowest points. Left over points (indicating all creature will flee), are

applied again to all creatures. Any creatures who have double their banishment points will be sent back. If all points are used up a second time (all creatures are sent back), a third distribution of points is made. Any undead creature with more than three times their banishment points are instantly destroyed. Unused points are lost.

BLESSING (EDC, DEX)

Ritual Point Cost: 30 + 1d6

Failed Point Cost: 5

Range: touch

Duration: 1/2 day per skill level

Area of Effect: one person

This invocation instills a blessing on an item. Certain items may require a blessing to attack or use against creatures that can only be effected by divinely blessed items.

BLOOD LETTING (DEX, EDC)

Ritual Point Cost: special

Failed Point Cost: 1/2 ritual point cost

Range: 20 feet per skill level

Duration: instantaneous

Area of Effect: one target per four skill levels

The recipient of this invocation will start to internally bleed. They will immediately lose an amount of body damage as indicated below. They will also lose body damage over a period of time. This body damage loss will only be stopped by a laying of the hands (200 RP), general medicine (only one attempt) or a heal spell (50th level). A target may only be under the influence of one blood letting invocation at any one time.

Ritual Points	BDP	Suffering
30	1d6	1 BDP per month
100	2d6 + 5	1 BDP every 2 weeks
300	4d6 + 10	1 BDP per day
500	d66	1 BDP per hour
1000	d66 + 10	1 per turn

CONVERSE WITH ANIMALS (PER)

Ritual Point Cost: 10 per turn

Failed Point Cost: 20

Range: 30 feet

Duration: one turn per 10 ritual points

Area of Effect: one animal

This invocation will allow the character to converse with an animal or creature with an animal type class.

EXORCISM (EDC, INT)

Ritual Point Cost: 100+

Failed Point Cost: 1000

Range: 10 feet

Duration: permanent

Area of Effect: one person

A character may perform an exorcism on a thing that has been possessed by a demon. The exorcism is an involved process that takes no less than 1d6 + 2 days to complete. The cleric must constantly be praying and performing ceremonies over the character. There is no ritual points gain from performing these tasks. After the time period the character will call upon his or her deity to rid the demon from the character's body. The cleric has a base chance of the SST in exorcism minus 10. For every 100 ritual points used by the character, the chance is increased by 1. If a successful exorcism SST is made, the demon has fled to the character. The character casting the invocation will lose 4d6 + 3 willpower damage points. The character who was exorcised will lose 2d6 + 1 willpower damage points.

EXTRACT CURSE (INT, WIL)

Ritual Point Cost: 500 + d66

Failed Point Cost: 60

Range: touch

Duration: one cure

Area of Effect: one person

This invocation will allow the character to remove a curse/hex that has been placed on a being.

FIRE SWARM (COR)

Ritual Point Cost: 5 per damage value

Failed Point Cost: 1 per damage value

Range: 10 feet per skill level

Duration: instantaneous

Area of Effect: one target per four skill levels

This invocation will create a molten glob of fire that is hurled at the target. Each glob can split in flight hitting up to one target per four skill levels. The damage value is equal to one per five ritual points and must be calculated separately for each glob. Globes may vary in damage value. The maximum amount of damage value for each glob is equal to the skill level. The damage type is impact.

GRAVE WALKER (OBS, WIL)

Ritual Point Cost: d66 X 3

Failed Point Cost: 300

Range: 20 feet per skill level

Duration: instantaneous

Area of Effect: one target

The target will lose 2d6 willpower damage points.

HEX (WIL)

Ritual Point Cost: 15 points per day duration

Failed Point Cost: 10 points per day duration

Range: 5 feet per skill level

Duration: one day per 15 ritual points

Area of Effect: one person

This invocation will place a hex on a character. The character casting the hex invocation can specify what type of attack they wish to use; physical attribute, mental attribute, magical, or a curse. A 1d6 dice roll will determine the which attribute score or curse type will be afflicted upon the character. The attribute affected will have the attribute score reduced by 1d6 for the duration of the hex. No attribute score may be reduced below 2. If a 2 is rolled while making the hex skill saving throw the effect is permanent. A remove curse spell or curse lore skill determines how to remove the hex or a extract curse invocation is used.

Physical Attribute

- 1 weakness - strength attribute
- 2 frailty - health attribute
- 3 exhaustion - endurance attribute
- 4 clumsy - dexterity attribute
- 5 spastic - agility attribute
- 6 bungler - coordination attribute

Mental Attribute

- 1 stupidity - education attribute
- 2 slowness - learning ability
- 3 feeble minded - intuition attribute
- 4 blind - observation attribute
- 5 deafness - perception attribute
- 6 hopelessness - willpower attribute

Magical Attribute/Resistance

- 1 - 3 unearthly - magic affinity attribute
- 4 dampening - magic resistance (lowered by 2d6)
- 5 - 6 no effect (invocation fails)

Curse

- 1 character smells bad (no amount of washing will make this go away)
- 2 bad breath and teeth blacken, 1d6 - 3 teeth have rotted out
- 3 hair falls out (will regrow at the end of the duration) (a roll of 1 on 1d6 means all body hair has fallen out!)
- 4 character has pox marks, and festering pustules, quite disgusting!
- 5 character's hair grows at an alarming rate (a roll of 1 on 1d6 means all body hair grows!)
- 6 rashes, character must constantly itch, this hex causes 1 willpower damage point lost per turn not itching (wow!)

INSECT PLAGUE (END, OBS)

Ritual Point Cost: 400 + d66

Failed Point Cost: 150

Range: 20 feet per skill level

Duration: 1 turn per skill level

Area of Effect: 10 + 1 foot per skill level

The character will summon insects to a specific area in an attempt to drive off or hamper the target(s). The type of insect summoned and its effect are stated below. The insects will take 3d6 phases to gather with enough force to cause the desired effect. A character may not alter the centre point of the area of effect once the invocation has been cast.

Die Roll	Insects and Effects
1	Bees, Wasps, Hornets: all combat SST are halved and characters take 1 endurance damage point and 1d6 body damage points per phase within the swarm.
2	Spiders: Characters must make a saving throw versus agility every 4th phase while in the area of effect or slip.
3-4	Crickets: All combat is hampered in the area of effect. Characters wishing to attack must make a successful willpower AST to fight.
5-6	Cockroaches: Must make a willpower save or flee for 3d6 phases.

LAYING OF THE HANDS (DEX)

Ritual Point Cost: special

Failed Point Cost: 30

Range: touch

Duration: permanent

Area of Effect: one person

A character with this skill will heal damage on another person or animal. The ritual point cost depends on the type of healing. A character restoring another person's limbs must rest for 2d6 days after the invocation is cast.

Type of HealingRitual	Point Cost
Detect Life	5
Endurance	2 / EDP healed
Body	5 / BDP healed
Willpower	30 / WDP healed
Broken Bone	100
Burns	30
Stop Blood Letting	200
Restore Limbs	700

LIFE GIVING (WIL)

Ritual Point Cost: 1000

Failed Point Cost: 1000

Range: touch

Duration: permanent

Area of Effect: one person

A character who receives a life giving invocation will lose 1 point permanently from their maximum willpower damage points. They must also rest for 3d6 days. A character casting a life giving invocation must rest for 1d6 months. A character may roll on the divine intervention table instead of having to rest for 1d6 months.

LIGHTNING CLOUD (COR)

Ritual Point Cost: 20 per damage value

Failed Point Cost: 10 per damage value

Range: 15 feet per skill level

Duration: 1 phase per 3 skill levels (minimum 1 phase)

Area of Effect: one target

This invocation will cause a cloud of lightning to envelope the target. Each phase the target is within the cloud they will receive 1 damage value for every 20 ritual points spent on the cloud. The damage type is edge and the location random. The maximum damage value is equal to the skill level.

MUSTER (WIL)

Ritual Point Cost: 40 + 2d6

Failed Point Cost: 80

Range: 20 feet per skill level

Duration: 1 turn skill level

Area of Effect: one target

This invocation will raise a specific physical attribute by 1 point. The invocation cannot be used to raise the same attribute but may be used on different attributes on the same target.

REMEDY (EDC)

Ritual Point Cost: 50 + 3d6

Failed Point Cost: 25

Range: touch

Duration: permanent

Area of Effect: one person

The recipient of a remedy invocation will have any disease cured or poison cleansed from the body.

SACRED GUARDIAN (WIL)

Ritual Point Cost: 500 + d66

Failed Point Cost: 200

Range: 30 feet per skill level

Duration: 1 day per skill level

Area of Effect: 1 foot radius per skill level

A character that steps into an area that has a sacred guardian invocation on it must make a successful willpower attribute saving throw to avoid fleeing. A character will feel cold and weak and flee for 10 phases. A character will not return to the spot that has a sacred guardian upon it. A character casting the sacred guardian can specify 1 person per skill level that is unaffected by this invocation.

STAR BURST (DEX, OBS)

Ritual Point Cost: 40 + 2d6

Failed Point Cost: 10

Range: 10 feet per skill level

Duration: 1 turn per skill level

Area of Effect: 5 foot radius per skill level

This invocation will create light. It will nullify a control light spell and most other forms of magical and non-magical darkness.

THRESHOLD (INT, WIL)

Ritual Point Cost: special

Failed Point Cost: 50

Range: 30 feet per skill level

Duration: 10 turns per skill level

Area of Effect: 1 foot radius per skill level

A being cannot pass a specific area of effect without making a successful willpower attribute saving throw. The saving throw is modified by the amount of ritual points used in the casting of the invocation. Each attempt at passing through the threshold will cost the target 1d6 willpower damage points.

Ritual Points	Modifier
5	0
10	-1
20	-2
50	-3
100	-4
250	-5
500	-6
650	-7
800	-8
1000	-9

VEXATION (WIL)

Ritual Point Cost: 170 + d66

Failed Point Cost: 100

Range: 5 feet per skill level

Duration: 1 turn per skill level

Area of Effect: 1 target

The invocation will cause the target to become annoyed and angry. In doing so they will inflict an extra 1d6 + 2 damage value (determined once when cast). At the end of the duration the target will suffer 1d6 - 2 willpower damage point loss.

VICTUALS (EDC)

Ritual Point Cost: 50 + 3d6

Failed Point Cost: 25

Range: 5 feet

Duration: Permanent

Area of Effect: n/a

This invocation will create enough food for one person for one day.

Invocation Summary Table

Skill Name	Discipline	Attribute	Skill Adv. Column	Skill Mastery
Banishment	Invocation	END, WIL	H	VII
Blessing	Invocation	DEX, EDC	E	VII
Blood Letting	Invocation	DEX, EDC	I	VII
Converse with Animals	Invocation	PER	E	VII
Exorcism	Invocation	EDC, INT	F	VII
Extract Curse	Invocation	INT, WIL	F	VII
Fire Swarm	Invocation	COR	H	VII
Grave Walker	Invocation	OBS, WIL	G	VII
Hex	Invocation	WIL	H	VII
Insect Plague	Invocation	END, OBS	H	VII
Laying of the Hands	Invocation	DEX	H	VII
Life Giving	Invocation	WIL	I	VII
Lightning Cloud	Invocation	COR	H	VII
Muster	Invocation	WIL	F	VII
Remedy	Invocation	EDC	G	VII
Sacred Guardian	Invocation	WIL	G	VII
Star Burst	Invocation	DEX, OBS	E	VII
Threshold	Invocation	INT, WIL	F	VII
Vexation	Invocation	WIL	G	VII

Victuals	Invocation	EDC	E	VII
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DEITIES AND DEMI-GODS

All the deities have a common set of parameters.

Name: Deities listed in italics are evil deities and may not be worshipped by the characters.

Title: Common names used by followers of that deity. Also shouted when the character is in need of some divine intervention.

Focus: The deity's realm of knowledge.

Sphere of Control: The deity's principle followers. Where more than one race is listed, the first race is the deity's prime followers. Other races have adopted the deity out of necessity.

Place of Worship: The place where your deity likes you to pray to him or her.

Colour: The deity's favourite colour usually worn by the characters worshipping that deity.

Symbol: As above. Also displayed on temple and garments.

Skills: The skills a character receives when creating a character. Following each skill is a d66 dice roll indicating the amount of skill points received for that skill. Any d66 dice roll adjustments will not bring the starting points below 1.

CREATING DEITIES

Gamemasters and players may design their own religions and deities using the deities found in this section as a guide. Below are example listings for the common titles, focuses, spheres of control, colours, places of worship and symbols.

ADDRESSES and TITLES

Bearer	Mage
Bringer	Maker
Brother/Sister	Master
Emperor/Empress	Prince/Princess
Father/Mother	Sage
Guardian	Son/Daughter
Hero/Heroine	Spawner
Keeper	Spirit
King/Queen	The ...
Knower	Tyrant
Lord/Lady	Wielder

SPHERE OF CONTROL

Dwarf	Halfling
Elf	Human
Half-Elf	Reptiliad
Gnome	

PLACES OF WORSHIP

Battlefields	Gardens
Fields	Meadows

COLOURS

Amber	Ivory
Blue	Light Blue
Bronze	Lime Green
Brown	Orange
Black	Purple
Crimson	Red
Cyan	Scarlet
Dark Red	Silver
Emerald	Tan
Gold	White
Gray	Yellow
Green	

SYMBOLS

Animal	Letter
Armour	Musical Instrument
Astronomy	Mythical Beast
Body Part (hand, foot, etc.)	Number
Creature	Plant
Element	Shield
Food	Tool
Herb	Weapon

FOCUS

Agriculture	Love
Air	Magic
Animals	Moon
Archery	Mountains
Astronomy	Music
Beasts	Poetry
Causes	Protection
Childbirth	Rivers
Chivalry	Rogues
Courage	Sea
Crafts	Sky
Darkness	Sleep
Death	Thieves
Destruction	Thunder
Earth	Time
Evil	Undead
Fire	Underworld
Growing Things	Vagabonds
Hate	War
Healing	Water
Hunting	Weather
Ice	Wine and Wild Behaviour
Knowledge	Wisdom
Lakes	

Life

Lightning

AFLAY

Seer Overlord, Owl's Keeper, Master of the Four Corners, Bringer of Fortunes

Focus: God of astronomy

Sphere of Control: humans

Place of Worship: temples

Colour: silver

Symbol: three stars

Skills: astronomy (d66)

AGLIN

Guardian of the Sacred Arrow of Balboa, Emperor of the Ilit Valley, Hydra's Worry

Focus: God of hunting

Sphere of Control: humans

Place of Worship: outdoors

Colour: blood red

Symbol: bow

Skills: tracking (d66 - 10), bow (d66 - 15)

ALYDUS

Knule's Daughter, Queen Alchemist, Stealer of Hearts and Minds, Breaker of Will

Focus: Goddess of love

Sphere of Control: humans, halflings

Place of Worship: temples

Colour: scarlet

Symbol: mistletoe

Skills: herb lore (d66) and alchemy (d66)

AMBYR

Holder of the Darknest Pass, Proud Leader of the League of Five, Oh Steadfast One, Builder of Synthia's Tomb

Focus: God of the cause

Sphere of Control: halflings

Place of Worship: temples

Colour: cyan

Symbol: shield

Skills: throw weapon (d66 - 20)

ARN

Lord Master of the Seven Glaciers, Hero of the Battle of Jhern, Driver of the Silver Sleigh

Focus: God of ice

Sphere of Control: humans

Place of Worship: marble temples

Colour: blue and silver

Symbol: white bear

Skills: foraging (d66)

AVITOR

Lord Spirit, Wind Master, Elevated One, Bringer of Gradual Change

Focus: God of the sky and weather

Sphere of Control: humans, gnomes

Place of Worship: any high place

Colour: blue and white

Symbol: pegasus

Skills: weather watching (d66)

BAUTH

The Great Tormenter, Deliverer of the Last Cataclysm, Mocking Wielder of the Flame Whip, Mist Killer

Focus: God of death

Sphere of Control: all

Place of Worship: temples

Colour: gold

Symbol: raven

Skills: fire storm (d66)

BULAR

Timemaster, The Passive Sage, Overlord of the Five Planes, Watcher of the Gate

Focus: God of time

Sphere of Control: humans

Place of Worship: temples

Colour: ivory

Symbol: lion

Skills: 1 education skill (d66)

CALIDBRINDAR

Forgotten Child in the House of Elterindar, Searcher for the Lands of Old, The Downfallen One

Focus: God of just battles

Sphere of Control: elves

Place of Worship: temples

Colour: dark green

Symbol: broken sword

Skills: disarming (d66 - 10)

CAPELLA

The Dexterous Player of the Seven Instruments, The Sorrowful Widow, The Peerless Soother

Focus: Goddess of music and art

Sphere of Control: humans

Place of Worship: temples

Colour: lime green

Symbol: horse

Skills: music-play (d66 - 15), music-sing (d66 - 15), artistry (d66)

CARLYSUS

Kytra, Mover of Clouds, Life's Saviour

Focus: Goddess of air

Sphere of Control: humans

Place of Worship: lofty shrines

Colour: bronze

Symbol: clouds

Skills: weather watching (d66)

CAS

Maker of Many Things, Lord of the Fourth Flame, Guider of Hands

Focus: God of crafts

Sphere of Control: elves, humans

Place of Worship: Woods

Colour: yellow

Symbol: two hands entwined

Skills: artistry (d66), 1 guild skill (d66)

CEARACINDAR

Keeper of the Fallen Star, Guider of the Lost, Mournful Mage of Terinear

Focus: God of astronomy

Sphere of Control: elves

Place of Worship: shrines

Colour: silver

Symbol: star

Skills: astronomy (d66), weather watching (d66 - 20)

CHRONIUM

Lord of the Great Hall, Bringer of the Lost Chest of Mur, Slayer of Kraken

Focus: God of war

Sphere of Control: dwarves

Place of Worship: temples

Colour: bronze

Symbol: hammer

Skills: unarmed melee (d66)

DEKKEN

Vengeful Spawner of Lesser Ones, Prime Master of the Mogantah, Ever Present Spirit

Focus: Goddess of beasts

Sphere of Control: evil things

Place of Worship: none

Colour: purple

Symbol: none

Skills: animal lore (d66), hex (d66)

DOSHINDA

The Crowning Silent One, Maker of the Conundrum, Nobles' Vexation

Focus: God of thieves and vagabonds

Sphere of Control: humans

Place of Worship: temples

Colour: dark red

Symbol: dagger

Skills: 1 special skill (d66 - 5)

DURIN

All Knowing, Bearer of the Weighted Shoulder, Fremlock's Punisher

Focus: God of wisdom

Sphere of Control: dwarves

Place of Worship: temples

Colour: gray

Symbol: mountain goat

Skills: philosophy (d66), tradition (d66)

EDE (Ed%o)

The Relentless Ruler of the Abyss, Hades Keeper, Pretentious Owner of Queven's Quill

Focus: God of the underworld

Sphere of Control: all

Place of Worship: temples

Colour: dark blue

Symbol: An "X"

Skills: hex (d66), insect plague (d66)

ENADOW

Bringer of Pleasant Thought, Restorer of Will, Swath's Worry

Focus: Goddess of sleep and dreams

Sphere of Control: humans, halflings

Place of Worship: temples

Colour: silver

Symbol: clouds

Skills: philosophy (d66)

FAIREND

Sustainer of Life, Bringer of Eternal Hope, Bearer of the Emerald Wreath

Focus: God of healing

Sphere of Control: elves

Place of Worship: wooden shrines

Colour: emerald

Symbol: nightingale

Skills: laying of the hands (d66 - 20), remedy (d66 / 2)

FATALYMITY

Master of the Three Spirits, Navigator of Acheron, The Skeletal Warrior

Focus: God of evil

Sphere of Control: all

Place of Worship: temples

Colour: none

Symbol: none

Skills: blood letting (d66), grave walking (d66 + 10)

FIRMINIUM

Digger of Tunnels, The Crusher of Stone, Father of Gurthison, Mighty Warrior of the Downfall

Focus: God of the earth

Sphere of Control: gnomes

Place of Worship: stone temples

Colour: brown and gray

Symbol: pick and shovel

Skills: caving (d66 + 10)

FORGIN

Master of the Four Realms, Lofty King of the Seven Heavens, Spirit of the Ever Change

Focus: God of the wind

Sphere of Control: gnomes

Place of Worship: temple

Colour: blue

Symbol: blue jay

Skills: weather watching (d66)

GAAVOUR

Farmer's Delight, Over Watcher of the Harvest, Keeper of the Unending Basket

Focus: God of agriculture

Sphere of Control: humans

Place of Worship: fields

Colour: yellow

Symbol: sickle

Skills: farming (d66), herb lore (d66 / 2)

GARGOTH-FORN

Mighty Wielder of the Great Halberd, Orc's Bane, Death Bringer

Focus: God of war

Sphere of Control: reptiliads

Place of Worship: great hall

Colour: emerald

Symbol: halberd

Skills: pole-arm weapon (d66 - 20)

GENINA

Bringer of the Harvest, Mother of Nature, Queen of the Hardinian Festival

Focus: Goddess of weather

Sphere of Control: gnomes

Place of Worship: outdoors

Colour: gold

Symbol: lightning bolt

Skills: weather watching (d66)

HALFINDOLIN

King of the Eastern Ones, Strong Handed Lord of the Seven Lands, Life Blood, Haroque's Ouster

Focus: God of courage

Sphere of Control: elves

Place of Worship: temples

Colour: blue and silver

Symbol: winged cat

Skills: battle cry (d66)

HOKINAL

Master of the Flora, Keeper of the Golden Leaf of Karnsoff, Tall One

Focus: God of things that grow

Sphere of Control: gnomes, elves

Place of Worship: forest

Colour: green and brown

Symbol: bundle of wheat

Skills: farming (d66), herb lore (d66 - 10)

ILITHIAN

Warrior's Delectation, The All Merciful, The Miraculous Hero of the Downfall

Focus: God of healing

Sphere of Control: humans

Place of Worship: temples

Colour: white

Symbol: wreath

Skills: laying of the hands (d66 - 10), remedy (d66 - 20)

JURIK

Father of the Exordium, The Wicked Oppressor, Sitter on the Throne of Benderium, The Dark Ruler

Focus: God of destruction

Sphere of Control: humans

Place of Worship: none

Colour: ebon

Symbol: sceptre

Skills: lightning cloud (d66), hex (d66 + 10)

KATHRINA

Holder of Lox's Balance, The Unforgotten Heroine, Wielder of the Banished Mace, Everlasting Sentinel of the Portal of Boron

Focus: Goddess of chivalry and courage

Sphere of Control: humans

Place of Worship: battlefields, shrines

Colour: deep red

Symbol: hawk

Skills: hafted weapon (d66 - 30), disarming (d66 / 2)

KORE

Brother of Jurik, The Unyielding Guardian, Builder of Roque's Ward

Focus: God of protection

Sphere of Control: humans

Place of Worship: stone temples

Colour: tan

Symbol: shield

Skills: threshold (d66), banishment (d66 - 30)

KRUME

Master of the Overwhelming Forge, Deft Craftsman of Metal, Lord of the Stone

Focus: God of fire

Sphere of Control: dwarves

Place of Worship: lava cave

Colour: red

Symbol: hand

Skills: fire storm (d66)

LANDYS

Flowing Spirit of Tel-Mimbor, Overlord of Atlantia, Seaman's Plague

Focus: God of rivers and lakes

Sphere of Control: halflings, humans

Place of Worship: temples

Colour: blue

Symbol: rainbow

Skills: fishing (d66), diving (d66), swimming (d66)

LICA-RAISH

Spirit of the Old, Lady of Life, Keeper of the Inner Circle
Focus: Goddess of life
Sphere of Control: reptiliads
Place of Worship: shrines
Colour: yellow and blue
Symbol: yellow bands
Skills: life giving (d66), laying of the hands (d66 - 10)

LOMA

Deliverer of Life, Infants' Saviour, The Peaceful Maiden
Focus: Goddess of childbirth
Sphere of Control: humans , halflings, gnomes
Place of Worship: temples, gardens
Colour: white
Symbol: two circles joined by a smaller circle
Skills: general medicine (d66), disease (d66)

LUPIEN

Solus' Bane, Master of the Canines, Thunder the Wolf
Focus: God of the moon
Sphere of Control: humans, gnomes
Place of Worship: temples
Colour: amber
Symbol: crescent moon
Skills: astronomy (d66 + 10)

LUMTHER

Quester of the Sacred Arrow of Balboa, The Enchanting
Brother of Aglin, The Great Fletcher, Master of the Bow
Focus: God of archery
Sphere of Control: humans, halflings
Place of Worship: temples
Colour: cyan
Symbol: golden bow
Skills: bow (d66 - 20), 1 general skill (d66)

MANDUKA

Slayer of Pauch's Son, The Fiery Champion of Goth-On-
Cimbor, Flagon's Helot, The Eternal Mercenary
Focus: God of war
Sphere of Control: humans
Place of Worship: battles, temples
Colour: purple
Symbol: sword and mace
Skills: weighted weapon (d66 -25)

NIMIS

Bearer of the God Cup, Maker of Pleasantries, Courtesans'
Delight, Vindera's Lover
Focus: God of wine and wild behaviour
Sphere of Control: humans, dwarves
Place of Worship: temples
Colour: cherry
Symbol: goblet or similar
Skills: conviviality (d66 +10), 1 general skill (d66)

NOREZ

The Lonely Shepherd, Father of Flocks and Herds, The
Astute Rider of Galt, Murnich
Focus: God of animals
Sphere of Control: humans, halflings
Place of Worship: temples
Colour: ivory
Symbol: quill
Skills: 1 education skill (d66), animal lore (d66 + 10)

ONYSUS

Creator of the Penultimate Tablets, The All Knowing,
Daughter of Ure
Focus: Goddess of wisdom
Sphere of Control: humans
Place of Worship: temples
Colour: emerald
Symbol: owl
Skills: 2 education skills (d66 each)

OVAK-SHAR

Bone Crusher, Death's Friend, Wielder of the Gungar's Foe
Focus: God of war
Sphere of Control: reptiliads
Place of Worship: battles, temples
Colour: brick red
Symbol: staff
Skills: quarterstaff (d66 - 10)

OVET-TAR-SHIMM

Keeper of Shaul's Bands, Forger of Weapons, Hero of
Gremdock's Demise
Focus: God of strength
Sphere of Control: reptiliads
Place of Worship: temples
Colour: bronze
Symbol: trident
Skills: moving in armour (d66 + 10)

PAXTON

Thermae The Exalted, Scintilla the Dragon, Master of the Flaming Orb

Focus: God of fire

Sphere of Control: humans

Place of Worship: temples

Colour: red

Symbol: lizard

Skills: fire swarm (d66 -30)

PEANUR

Leader of the Lost Company, Zarknok's Bane, Friend of Thurundir, Light Winged Bringer of Peace

Focus: God of air

Sphere of Control: elves

Place of Worship: temples

Colour: white

Symbol: eagle

Skills: stealth (d66), astronomy (d66)

QUEVEN

Mother of Elven Bards, Gracious Lady of Ilve-Avon, The Eternal Mourner, Scribe of Gildragon's Ballad

Focus: Goddess of music and poetry

Sphere of Control: elves

Place of Worship: halls

Colour: light blue

Symbol: harp

Skills: music-play (d66), artistry (+2d6)

REDYL

Master of the Three Oceans, Keeper of the Rancorous Siren, Thetis, The Billowy Emperor of Neptous

Focus: God of the sea

Sphere of Control: humans

Place of Worship: temples, island shrines

Colour: aqua

Symbol: mermaid

Skills: swimming (d66), seamanship (d66)

REGIMM

Hero of the Arden Tournament, Bearer of Hope and Courage, High Lord of the East, The Grand Master

Focus: God of Battle

Sphere of Control: gnomes

Place of Worship: forests

Colour: amber

Symbol: shrub

Skills: laying of the hands (d66 -40), spear (d66 - 10)

ROCHEN

Man's Worry, Slayer of Boron, The Covetous Tyrant

Focus: Goddess of hate

Sphere of Control: all

Place of Worship: temples

Colour: dark green

Symbol: puma

Skills: insect plague (d66), hex (d66), blood letting (d66)

SCANELLUM

Father of Tharda and Davin, Master of the Ten Ways, Builder of the Imperishable Structure, The Supreme Wizard

Focus: God of magic

Sphere of Control: humans

Place of Worship: towers

Colour: all magic colours

Symbol: unicorn

Skills: succour (d66 - 10), astronomy (d66)

SHULE-ANNON

Lord Jester, Master of a Thousand Ways, Maker of King's Feast

Focus: God of dance and music

Sphere of Control: reptiliads

Place of Worship: temples

Colour: dark green

Symbol: drum

Skills: dance (d66 - 10), music-play (d66)

SOLUS

Luminous, Chaser of Lupien, Bronze Footed King of Aurora

Focus: God of the sun

Sphere of Control: all

Place of Worship: open temples

Colour: bright yellow

Symbol: phoenix

Skills: 1 survival skill (d66), star burst (d66 - 10)

STROLUMIN

Lord of Metals, Maker of the Forgotten Hammer, Chosen Inscriber of the Sacrosanct Oath

Focus: God of metal and earth

Sphere of Control: dwarves

Place of Worship: caves

Colour: charcoal and red

Symbol: hammer

Skills: smithing (+2d6), runes (d66)

SWARTH

Killer of the Tromes of Boria, The Haunting Shadow, The Dark Sage

Focus: God of darkness

Sphere of Control: all

Place of Worship: black temples

Colour: dark gray or dark blue

Symbol: raven

Skills: camouflage (d66), grave walker (d66)

SYNTHINA

Visionary Daughter of Wadorin, Weilder of the Golden Thrusher, Lady of the Forever Field

Focus: Goddess of the harvest

Sphere of Control: halflings

Place of Worship: fields

Colour: green

Symbol: sickle

Skills: farming (d66), weather watching (d66 - 20)

TERRAN

Watcher of the Barrows, The Isthmus, The Earthly Prince of Faldoin, The Perennial Tiller

Focus: God of the earth

Sphere of Control: humans

Place of Worship: underground caves

Colour: brass

Symbol: triangle

Skills: caving (d66), 1 education skill (d66 - 10)

THORES

Wielder of the Forgotten Hammer, Slayer of Hoginfer, The Fearful One, Producer of Omens

Focus: God of thunder and lightning

Sphere of Control: humans

Place of Worship: temples

Colour: black and silver

Symbol: two lightning bolts crossing over a cloud

Skills: weighted weapon (d66 - 10)

TORLON

Lord of the Mighty Alpines, The Unavailing King of Redow, The Cumbrous User of Falix's Shield

Focus: God of mountains

Sphere of Control: humans, dwarves

Place of Worship: temples

Colour: amber

Symbol: eagle

Skills: mountaineering (d66), geography (d66)

URE

The Elated Driver of the Navensek, Maker of the Gratis Elixir, Bringer of Good Fortune

Focus: God of life

Sphere of Control: all

Place of Worship: temples

Colour: orange

Symbol: chariot pulled by a three lions

Skills: embalming (d66), life giving (d66 - 15)

VERGE

Grandmaster Father of Seers, Riddler's Bane, Seeker of the Great Truth Focus: God of knowledge

Sphere of Control: humans, elves

Place of Worship: temples

Colour: white and yellow

Symbol: scroll

Skills: 2 education skills (d66 each)

VULTH

Death's Acolyte, Wearer of the Crown of Doth, Ure's Nemesis, Breaker of Hurn's Circle

Focus: Ruler of the undead

Sphere of Control: undead

Place of Worship: temples

Colour: crimson

Symbol: solid half circle

Skills: hex (d66), banishment (d66 + 30), grave walker (d66 + 10)

WADORIN

Strong One of the Final Battle, Hero of the Forsaken Battle, Slayer of Korik, Filler of the Lake of Tears

Focus: God of protection

Sphere of Control: halflings

Place of Worship: temples

Colour: red

Symbol: sword, sling

Skills: threshold (d66 - 15), disarming (d66 - 30), flexible weapon (d66 / 2)

ZAR

Lady of Light, All Giving, Durin's Saviour, Gifted Child of the First One

Focus: Goddess of Life

Sphere of Control: dwarves

Place of Worship: temples

Colour: purple

Symbol: urn

Skills: life giving (d66 - 30), laying of the hands (d66)

PSIONICS

Psionic talents are powers that the character may possess in a form similar to a magic spell. Psionic talents use the character's mental power to alter and change reality. Although these talents are comparable in design and function to magic-user spells, they are not true magic spells. They cannot be altered by purple or crystal spells and cannot be dispelled (except by the character using them) or detected through magical means. Talents can only be affected by other talents. Some orange spells can alter psionic talents and are stated in the spell description.

PSIONIC SKILLS

Talents are skills and as so, are treated just like skills with regards to purchasing, improving, skill levels, skill points, and skill saving throw. Most talents are picked when a character is created and there is a chance that a character will begin the game with one free talent. A character may only learn talents after the character has been created if the characters gains instruction by a master of a skill level 10 or better (see Learning Skills for more detail). A character must have a skill level of least one to use any talent.

All talents are used during a combat turn during the specific talent's skill action phase.

The only limitation on using a talent is that the character cannot be doing anything else at the time.

USING TALENTS

Characters do not have a source of power like ritual points or magic sources to use psionic talents. Instead they rely on their own willpower and endurance. Beside each talent is the point cost for using the talent.

If the character fails the skill saving throw while trying to use a talent, they will still lose the endurance damage points and 1 willpower damage point.

TALENTS

Every talent has some a common set of parameters associated with it.

Name: The name of the talent. Beside the name are the attributes used to determine the skill saving throw.

Willpower Damage Point Cost: The cost to the character using the talent in willpower damage if the talent is successful.

Endurance Damage Point Cost: The cost to the character using the talent endurance damage whether or not the talent was successful.

Range: The maximum distance the talent can be used.

Duration: The amount of time the talent will last. The character may end the talent at any time.

Area of Effect: The character using the talent does not have to extend the area of effect to the maximum listed. If a

minimum area of effect is listed, the area must be set at least to this size.

CLAIRAUDIENCE (PER, WIL)

Willpower Damage Point Cost: 1d6

Endurance Damage Point Cost: 2d6

Range: special

Duration: 1 turn

Area of Effect: 1 thing or area

The power to hear something not present to the ear but regarded as having objective reality.

CLAIRVOYANCE (OBS, WIL)

Willpower Damage Point Cost: 1d6

Endurance Damage Point Cost: 2d6

Range: special

Duration: 1 turn

Area of Effect: 1 thing or area

Allows the user to locate or see things that are out of sight. The ability to perceive matters beyond the range of ordinary vision.

ESP (INT, WIL)

Willpower Damage Point Cost: 1d6

Endurance Damage Point Cost: 2 per turn

Range: 10 feet per skill level

Duration: 1 turn per 2 EDP

Area of Effect: 1 target

The ability to read the thoughts of another being. After the thoughts have been read, 2d6 is rolled. If a 2 is rolled the target of the ESP is aware that they are being probed.

HEMISPHERIC ANNIHILATION (END, STR)

Willpower Damage Point Cost: 3d6 + 6

Endurance Damage Point Cost: 4d6 + 3

Range: 20 feet per skill level

Duration: instantaneous and 2 phases per skill level

Area of Effect: 1 target

This psionic talent causes massive internal pain and haemorrhaging within the target's brain. If the target fails a saving throw versus willpower, they will stop all actions and fall to the ground clutching their head. The target will stay on the ground for 2 phases per skill level. The saving throw is modified by -1 per 3 skill levels in the talent. The target of the attack will also suffer 2d6 + 1 per skill level willpower damage points and lose 3d6 endurance damage points. There is a chance that if the victim survives the attack, they will become affected in some manner. Roll d66 and consult the table below.

Dice roll	Result
11	Target is a complete vegetable
12	Target becomes paranoid
13	Target becomes schizophrenic
14	Target becomes psychopathic
15	Target becomes delusional
16	Target suffers a nervous breakdown
21-26	Target loses memory of 4d6 previous weeks
31-66	Nothing

MATERIALIZATION (EDC, INT)

Willpower Damage Point Cost: 4d6 + 2

Endurance Damage Point Cost: 1d6 per turn

Range: 15 feet per skill level

Duration: instantaneous + 1 turn per 1d6 EDP

Area of Effect: 5 feet per skill level

The talent will cause any spirit to materialize. If the spirit is friendly, the character may converse and interact with the ghost. If the character is holding a seance, the willpower cost is reduced to 2d6 + 4.

MENTAL BLEND (EDC, INT)

Willpower Damage Point Cost: special

Endurance Damage Point Cost: special

Range: 1 foot per skill level

Duration: instantaneous

Area of Effect: 1 target

This talent allows the user to heal damage on a character. The amount of damage is dependant on the willpower and endurance costs.

Healing Type	Cost
Heal one Body Damage Point	1 WDP + 6 EDP
Heal five Endurance Damage Points	1 WDP + 1d6 EDP
Mend Broken Bone	3d6 WDP + 4d6 EDP
Restore 1 Willpower Damage Point	1d6 / 2 WDP + 10 EDP

MIND SHIELD (STR, WIL)

Willpower Damage Point Cost: 1d6 + 1 per hour

Endurance Damage Point Cost: 3 per hour

Range: self

Duration: 1 hour plus 1 hour per willpower damage point

Area of Effect: self

The psionic talent will stop any psionic based skill from affecting the character. If a psionic talent is used on a character with an operating mind shield, there is a 1 in 6 chance (1d6) that the target will be aware that they are under attack. The character cannot regain endurance damage points while operating the mind shield. The shield will operate for 1 hour plus 1 hour per willpower damage

point. This point cost can be spent at any time during the spell to lengthen the duration.

PREMONITION (INT)

Willpower Damage Point Cost: 1d6

Endurance Damage Point Cost: 1d6

Range: 20 feet per skill level

Duration: 1 turn per skill level

Area of Effect: 2 foot radius per skill level

The character will receive warnings and notices regarding the outcome of actions taken by them or the group. The anticipation of the event will come automatically while the talent is functioning.

PSIONIC WRACK (END, WIL)

Willpower Damage Point Cost: 2d6

Endurance Damage Point Cost: 5 plus 3 per damage point

Range: 10 feet per skill level

Duration: instantaneous

Area of Effect: 1 target

The target of psionic wrack will suffer 1d6 + 2 willpower damage points loss. If the target fails a willpower attribute saving throw, they will also suffer 1 additional willpower damage point loss per 3 endurance points spent on the attack.

PSYCHOMETRY (DEX, INT)

Willpower Damage Point Cost: 1d6 + 5

Endurance Damage Point Cost: 2d6

Range: 1 foot per skill level

Duration: 1 turn per skill level

Area of Effect: 1 object

The ability to discern facts and events surrounding an object or its owner through close contact with the object.

TELEKINESIS (STR, WIL)

Willpower Damage Point Cost: 1d6 + 1

Endurance Damage Point Cost: 1 per oz

Range: 20 feet per skill level

Duration: 1 turn per skill level

Area of Effect: 1 item

The ability to move objects and bend items without physical contact. The wielder of this talent can move 1 ounce per skill level.

TELEPATHY (INT, PER)

Willpower Damage Point Cost: 1d6 / 2 plus 1 per 5 words

Endurance Damage Point Cost: 2 per word

Range: 1 mile per skill level

Duration: special

Area of Effect: 1 target

The user of this psionic talent can send a message to another person through extrasensory means. The length of the message is dependent on the amount of willpower and endurance damage points spent. For willpower point cost, the amount required to send the message is always rounded up to the next higher level. For example, sending a 6 word message would cost (1d6 / 2) plus 2 WDP and 12 EDP.

WILL PUPPET (INT, WIL)

Willpower Damage Point Cost: special

Endurance Damage Point Cost: special

Range: 30 feet per skill level

Duration: half turn per skill level

Area of Effect: 1 target

Through the use of this psionic talent, a character can control the actions of the other being. In order to do so, they must use enough points to overcome the characters willpower attribute score. A successful intuition attribute saving throw will reveal the target's willpower attribute score prior to using this talent. The target will not perform any actions strongly against its morals (e.g. kill themselves, etc...)

Willpower Attribute Score	WDP	EDP
2-5	1d6	1d6
6-8	1d6 + 2	2d6
9	1d6 + 3	2d6 + 2
10	1d6 + 4	2d6 + 4
+1 (n)	2d6 + n	3d6 + n

Psionics Summary Table

Skill Name	Discipline	Attribute	Skill Advancement	Skill Mastery
Clairaudience	Psionic	Per, Wil	H	VI
Clairvoyance	Psionic	Obs, Wil	H	VI
ESP	Psionic	Int, Wil	H	VI
Hemispheric Ann.	Psionic	End, Str	I	VI
Materialization	Psionic	Edc, Int	H	VI
Mental Blend	Psionic	Edc, Int	I	VI
Mind Shield	Psionic	Str, Wil	H	VI
Premonition	Psionic	Int	H	VI
Psionic Wrack	Psionic	End, Wil	I	VI
Psychometry	Psionic	Dex, Int	H	VI
Telekinesis	Psionic	Str, Wil	I	VI
Telepathy	Psionic	Int, Per	I	VI
Will Puppet	Psionic	Int, Wil	I	VI

PRICE

In a medieval society, goods would primarily exchange hands through bartering or the offering of services. Coins would be scarce and too cumbersome (heavy) to carry around for practical day to day needs. In a fantasy game, we can assume coins are abundant and payment of good and services is primarily made through the use of coins. Without this, play would become too time consuming. Imagine spending the entire gaming session trying to purchase goods when the merchant has no coins and the character has to barter, perform or extract services. Then multiply this by each shop each character must visit. There would be no time for adventuring!

There is though, a limitation on coins. Gold pieces and gold sovereigns are rare indeed and not in common circulation. Merchants may be hard pressed to break (and not desire) such high domination of coins.

MONETARY SYSTEM

5 gold pieces	=	1 gold sovereign (gs)
100 silver pieces	=	1 gold sovereign (gs)
20 silver pieces	=	1 gold piece (gp)
1000 copper pieces	=	1 gold sovereign (gs)
200 copper pieces	=	1 gold piece (gp)
10 copper pieces	=	1 silver piece (sp)
2 1/2 copper pieces	=	1 copper piece (cp)

MONEY CHANGERS

Throughout kingdoms and lands, coins are usually minted by local (royal) mints. Coins from one area are usually not accepted in other areas. The exception is the gold sovereign (crown). This gold crown is accepted anywhere. Copper, silver and gold pieces will usually have to be exchanged within the kingdom or land for the currency of that land. Money changers are special merchants who will exchange foreign coins for local coins. The cost to perform this service will vary but fall between 1-5% of the amount of coins converted.

OCCUPATIONAL REWARDS

A character begins the game with basic clothing only (shirt, pants, belt and shoes). A character will also receive starting money based on a dice roll, social rank and any additional aging when character is created. This represents money and items accumulated from the characters previous occupation and past. Characters will usually make money from adventuring or completing tasks or missions of great importance. When times are tough, characters may make money by resorting to their occupational (guild) skills. Below is the rate of pay per day based on the character's guild mastery. This assumes the character can find a guildhall and sign up to work for a guild master. The cost to sign up (guild fee) is also indicated.

Mastery	Guild Fee	Base Pay per Day
Apprentice	2 cp	1/2 cp
Apprentice II	3 cp	1 cp
Apprentice III	4 cp	1 1/2 cp
Apprentice IV	5 cp	2 cp
Journeyman	6 cp	4 cp
Journeyman II	6 cp	5 cp
Journeyman III	7 cp	6 cp
Journeyman IV	7 cp	7 cp
Journeyman V	1 sp	9 cp
Master I	3 sp	1 sp
Master +1	+1 sp	+1 sp

HAGGLING

Costs for items on the price list are rough estimates. Some regions may have an abundance of items or raw materials and therefore would have lower prices. Conversely, other items may be more expensive if the shops are low on goods. The price list is rough guide and can be changed accordingly. Characters are free to haggle over the price for any item. Again, gamemasters may reduce or speed this process along or entire sessions may be spent on buying equipment. Although some amount of haggling is fun and part of the nature of role-playing games.

SELLING TREASURE

Merchants will purchase gems and jewellery at a third of the selling price. In these instances it is best to trade for other items. It is even more difficult to find buyers for magic items or potions. Magic users or alchemists usually do not advertise their locations or presence within cities. Discretion should be taken by both parties when magical objects are concerned.

PRICE LIST

The prices on the equipment list are given in copper pieces.

Armour: The price for armour is given as a number times its encumbrance value. Cross indexing the body location with the type of armour will yield the encumbrance weight. For example, a laminated stomach piece weighs 22. To purchase a plate groin piece would cost the character 300 (50 x 6) copper pieces. A chainmail half-helm would cost 200 copper pieces (40 x 10 x 1/2). Studs must be affixed to either leather or quilt. Scalemail must be sewn to cloth, padding or quilt. Ringmail must be affixed to leather, quilt or cloth. There is no encumbrance for cloth.

Weapons: Add an additional 50% on the cost of the weapon for a silver coating (e.g. a 1400 cp sword would cost 2100 cp if it was silver coated). Superior or inferior craftsmanship modifiers are figured last. The above sword of superior craftsmanship would be worth 8400 cp (2100 x 4).

Horses: The extra cost of 1000 copper pieces may be added to any type of horse to make it a warhorse.

MODIFIERS

Clothing

Average Quality	x1
Good Quality	x2
Poor Quality	x½

Weapons

Average Craftsmanship	x1
Inferior Craftsmanship	x½
Superior Craftsmanship	x4
Silver Arrow	+25 cp
Silver Bolt	+40 cp
Silver Sling Bullet	+20 cp
Silver Weapon (coating)	x1½
+1 DV	+500 cp
+2 DV	+1000 cp
+3 DV (mithril)	+2000 cp
-1 DV	-100 cp
-2 DV	-300 cp
-3 DV	-500 cp

Helmets

Coif (3/4 Helm)	x¾
Full Helm	x1
Great Helm	x2
Half Helm	x½

SUGGESTED EQUIPMENT LISTS

Below are some suggested equipment packs and bundles. Gamemasters may want to use these lists as guidelines for non-player characters.

Standard Pack: backpack, bedroll, cloak, needle and thread, pouches (2), 2 weeks rations, 50 feet of rope, sack, soap, knife, fork, plate, cup, tinder box, tinder/flint/steel, torches (5), waterskin, soap, spikes (5) (total cost: 332 cp)

Extra Clothing: shirt, pants, belt and shoes (total cost: 37 cp)

Herb Pack 1: quickheal (2), tangy leaf (2), hunder nut (1) (total cost: 315 cp)

Herb Pack 2: thyrmus (1), segna (1) (total cost: 430 cp)

Herb Pack 3: sprog (1), plute moss (1), dwarf lotus (1) (total cost: 1630 cp)

Additions

Alchemist: herbs, pouches (3), candle

Assassin: pouch, poisons

Barbarian: leather boots, hatchet, all weather cloak, scabbard, weapon

Bard: musical instrument, scroll tube, ink, inkwell, quill, paper

Brigand: scabbard, weapon

Buccaneer: scabbard, weapon

Burglar: chisel, extra rope, grappling hook, wedge, chalk, sack (2), lock pick tool

Cleric: cross, beads, vial filled with holy (blessed) water

Cutpurse: extra clothing, cloak

Druid: pouches (3), herbs, lantern

Freebooter: scabbard, weapon, extra rope, lock pick tool

Knight: shield (kite), horse, bit, bridle, reins, saddle, saddle blanket, horse (medium), surcoat

Magic-User: scroll tubes, ink, inkwell, quill, incense, vial, paper

Martialist: leather armour

Physician: pouches (2), herbs, cloth

Ranger: leather boots, bow and 20 arrows, quiver, all weather cloak, scabbard, weapon

Warrior: armour, shield (round-metal), scabbard, weapon

ARMOUR

Barding, Chainmail	13000
Barding, Leather	1400
Breast Plate (plate armour).....	2600
Buckler (metal).....	350
Chainmail (armour).....	40xEnc
Coif (chainmail).....	300
Cowl (chainmail).....	500
Fur (armour).....	8xEnc
Gauntlet (plate armour).....	150
Gorget (plate armour).....	300
Grieve, Calf (plate armour).....	600
Grieve, Lower Arm (plate armour).....	550
Habergeon (chain).....	7000
Habergeon (leather).....	690
Habergeon (padding).....	455
Hauberk (chain).....	8200
Hauberk (leather).....	830
Hauberk (padding).....	605
Helmet, Cap (plate armour « helm).....	300
Helmet, Full Helm (plate armour).....	600
Helmet, Great Helm (plate armour).....	1200
Laminated (armour).....	45xEnc
Leather (armour).....	10xEnc
Leggings, Half (leather).....	120
Leggings, Full (leather).....	340
Mithril (chain - armour).....	160xEnc
Mitten (chainmail).....	120
Padding (armour).....	5xEnc
Plate (armour).....	50xEnc
Quilt (armour).....	15xEnc
Ring (armour).....	25xEnc
Roundel (plate armour).....	100
Scale (armour).....	30xEnc
Shield, Round (wood).....	200

Shield, Round (metal).....	1300
Shield, Kite (metal).....	2600
Shield, Wall (wood).....	650
Shield, Repairing.....	55 per hit
Shirt, Long Sleeve (chain).....	5360
Shirt, Long Sleeve (fur).....	384
Shirt, Long Sleeve (leather).....	550
Shirt, Long Sleeve (padding).....	350
Shirt, Long Sleeve (plate).....	8100
Shirt, Long Sleeve (quilt).....	660
Shirt, Long Sleeve (ring/cloth).....	1115
Shirt, Long Sleeve (ring/leather).....	1650
Shirt, Long Sleeve (ring/quilt).....	1760
Shirt, Long Sleeve (scale/cloth).....	1725
Shirt, Long Sleeve (scale/padding).....	2060
Shirt, Long Sleeve (scale/quilt).....	2370
Shirt, Long Sleeve (splint).....	1860
Shirt, Long Sleeve (studs/cloth).....	335
Shirt, Long Sleeve (studs/leather).....	950
Shirt, Short Sleeve (chain).....	4560
Shirt, Short Sleeve (fur).....	320
Shirt, Short Sleeve (laminated).....	5130
Shirt, Short Sleeve (leather).....	450
Shirt, Short Sleeve (padding).....	290
Shirt, Short Sleeve (plate).....	6800
Shirt, Short Sleeve (quilt).....	540
Shirt, Short Sleeve (ring/cloth).....	910
Shirt, Short Sleeve (ring/leather).....	1350
Shirt, Short Sleeve (ring/quilt).....	1440
Shirt, Short Sleeve (scale/cloth).....	1420
Shirt, Short Sleeve (scale/padding).1700	
Shirt, Short Sleeve (scale/quilt).....	1950
Shirt, Short Sleeve (splint).....	1560
Shirt, Short Sleeve (stud/cloth).....	320
Shirt, Short Sleeve (studs/leather). 770	
Splint (armour).....	30xEnc
Studs (armour).....	20xEnc
Suit, Armour (plate).....	14400

CLOTHING

Belt.....	5
Boots, Heavy.....	95
Boots, Leather.....	60
Boots, Riding.....	115
Cape.....	12
Cloak.....	17
Cloak (all weather).....	45
Coat.....	23
Gloves.....	28
Gown.....	10
Hat.....	25
Needle.....	2
Quiver (holds 20 arrows).....	20

Pants.....	10
Pouch.....	3
Robes.....	20
Sandals.....	18
Scabbard.....	25
Sheath (dagger).....	15
Shirt.....	10
Stockings.....	9
Surcoat.....	15
Thread (100').....	1
Thread, Coloured (50').....	2
Thread, Gold (25').....	4
Thread, Silver (50').....	3
Tunic.....	13

FOOD and LODGING

Ale (barrel).....	200
Ale (pint).....	1
Barley (1 bushel).....	2
Brandy (1 oz).....	8
Bread (loaf).....	2
Cheese (6 oz).....	2
Cider (pint).....	1
Corn (1 bushel).....	2
Eggs (12).....	3
Flax (1 bushel).....	9
Flour (1lb).....	2
Hay (1 bushel).....	1
Lodging (common).....	7 per day
Lodging (room).....	20 per day
Lodging (single).....	45+ per day
Mead (pint).....	5
Meal (excellent).....	7
Meal (heavy).....	4
Meal (light).....	2
Oats (1 bushel).....	2
Oil, Cooking (1 oz).....	2
Rations (1 week).....	70
Rye (1 bushel).....	2
Salt (pound).....	2
Spices.....	1-10 per oz
Vegetables (lb).....	1-8
Wheat (1 bushel).....	3
Wine (glass).....	4
Wine (2 pints).....	15

FURNITURE

Bed.....	70
Bench.....	27
Chair.....	35
Chesterfield.....	120
Cushion, Chair.....	15
Cushion, Chesterfield.....	25

Desk	135
Table	60
Throne	800

HERBS

Achnyr (herb).....	450
Alta (herb).....	360
Car-Turn (herb).....	300
Dwarf Lotus (herb).....	700
Goldenroot (herb).....	1000
Hunder (herb).....	75
Jasperite (herb).....	360
Larin (herb).....	1500
Mistletoe (sprig).....	90
Nerak (herb).....	500
Phylamprite (herb).....	1250
Plute Moss (herb).....	430
Quick Heal (herb).....	100
Rothe Bread (herb).....	150
Sagebite (herb).....	2000
Segna (herb).....	130
Sprog (herb).....	500
Tangy Leaf (herb).....	220
Taygna (herb).....	1000
Thyrmus (herb).....	300
Toulven (herb).....	200
Vanan (herb).....	590
Water Molic (herb).....	360
Yyergin (herb).....	600
Zeredith (herb).....	275

LIVESTOCK

Bear	700
Bear (trained).....	1500
Boar.....	30
Bull.....	100+
Calf.....	75
Chicken.....	2
Cow.....	150
Dog.....	5
Dog (trained).....	100
Duck.....	4
Falcon.....	170
Falcon (trained).....	300
Goat.....	25
Goose.....	7
Monkey.....	1000
Monkey (trained).....	2500
Pheasant.....	10
Pig.....	35
Rabbit.....	3
Sheep.....	50
Swan.....	10

MAGIC

Crystal Ball.....	1250
Incense, Magic.....	45
Magic Book.....	100 per page
Magic Dust.....	300
Magic Powder.....	150
Magic Source of Power, Familiar.....	2000
Magic Source of Power, Object.....	2500
Magic Source of Power, Place.....	1000
Magic Source of Power, Rod.....	100000
Magic Source of Power, Secret.....	3500
Potion Liquid.....	1000
Scroll Ink.....	300+

MERCANTILE

Backpack.....	10
Barrel (31 gal.).....	65
Bedroll.....	25
Blanket, Linen.....	10
Blanket, Wool.....	140
Box (iron - 1'x1'x1').....	250
Box (iron - 6"x3"x3").....	100
Box (wood - 6"x3"x3").....	25
Bucket (2 gal.).....	10
Candelabra, Iron.....	50
Candelabra, Silver.....	300
Candelabra, Wood.....	35
Candle.....	1
Candle Holder (tin).....	4
Canopic Jar.....	300
Cask (20 gal.).....	90
Chain.....	30 per foot
Charcoal (pound).....	2
Chest (2'x2'x1').....	100
Cup (pint).....	2
Demijohn (1 gal.).....	30
Demijohn (5 gal.).....	120
Fishing Hook and Line.....	8
Flask (ceramic - 2 oz).....	25
Fork.....	2
Glass.....	80
Goblet, Gold.....	600
Goblet, Pewter.....	75
Goblet, Silver.....	200
Horn.....	1000
Hourglass.....	235
Incense, Normal.....	5
Key.....	30
Knife.....	2
Ladder.....	23
Lantern (6 oz).....	10
Lantern (12 oz).....	15

Lantern, Bullseye (9 oz)	45
Lock (average)	100
Lock (excellent)	300
Lock Pick Tool	40+
Mirror	100
Nails (pound)	2
Net, Fishing	30
Oil, Fuel (1 oz)	10
Pan	5
Pipe	36
Plank (2"x4"x8')	2
Plate	1
Pot (1 quart)	10
Pot (3 quart)	25
Rope	1 per foot
Sack	10
Soap	1
Spoon	3
Spoon, Wooden	2
Stone (1'x1'x1')	5
String	1 per yard
Tarp (canvas - 3'x3')	8
Tent, 1 Person	40
Tent, 2 Person	70
Tent, 4 Person	130
Tinder Box	15
Tinder/Flint/Steel	30
Tobacco (1 oz)	3
Torch	1
Vial (glass - 1 oz)	100
Waterskin (2 pints)	10

MUSICAL

Drum	750
Flute	300
Lute	1750
Lyre	1500
Rebec	2000
Harp	3000

RELIGIOUS

Beads	3 each
Cross (iron)	55
Cross (wood)	10
Holy Water	30+
Holy Scripture	400-1000
Sacred Tablet	500

SIEGE EQUIPMENT

Arbalest	4000
Ballista	6500
Catapult	10000
Onager	8000
Screw	700

Springal	6000
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TOOLS

Anvil	120
Auger	160
Axe	130
Bellows, Hand	30
Bellows, Large	125
Branding Iron	65
Brazier	210
Cauldron	270
Chisel	12
Crowbar	80
Forge	200
Grappling Hook	60
Grindstone	30
Hammer	10
Hatchet	65
Pick	110
Pitchfork	5
Plough	100
Rake	10
Saw	10
Shears	11
Shovel	90
Spade	75
Spike	1
Wedge	1

TRANSPORTATION

Anchor, Large	300
Anchor, Small	130
Bit	7
Bridle	11
Camel	850
Cart	100
Coach	2000+
Donkey	50
Elephant	1750
Harness	45
Horse, Draft	800
Horse, Heavy	1200
Horse, Light	700
Horse, Medium	900
Horse, War	+100
Horse Collar	75
Horseshoe	3
Mule	100
Nosebag (horse)	1
Oar	20
Ox	210
Ox Yoke	50
Paddle	10

Passage, Coach (land).....	10+ per day
Passage, Ship (hold)	5+ per day
Passage, Ship (room).....	100+ per day
Pony	300
Reins	12
Rowboat	400
Saddle Bag.....	45
Saddle.....	300
Saddle Blanket	25
Sail, Small (rowboat).....	40
Sail, Large (ship)	200
Ship	500+ per foot
Stabling.....	.5 per day
Wagon.....	200

WEAPONS

Arrow	2
Arrow (sliver)	27
Axe, Battle	1050
Axe, Broad.....	1050
Axe, Hand	130
Axe, Pole.....	1000
Axe, Throwing.....	80
Ball and Chain	1000
Bed De Corbin	1000
Berdiche	1350
Bill	1200
Blow Gun.....	150
Bodkin.....	200
Bola.....	200
Bolt, Crossbow	5
Bolt, Crossbow (silver).....	45
Bow, Long	800
Bow, Short	450
Bow String	5
Bullet, Sling	5
Bullet, Sling (silver)	25
Caltrop	75
Cat O' Nine Tails	300
Catch-Pole.....	350
Club.....	300
Crossbow, Heavy.....	1500
Crossbow, Light.....	1000
Cudgel	250
Cutlass.....	1000
Dagger.....	200
Dart (blow gun).....	15
Falchion	1600
Fauchard.....	1100
Flail	900
Glaive.....	1050
Halberd.....	1100
Hammer, Horseman's	1200

Hammer, Lucerne	1000
Javelin.....	200
Lance	1500
Mace	1400
Mace and Chain.....	1200
Main Gauche	400
Military Fork.....	900
Morning Star	1500
Net, Combat (throwing)	275
Pike	850
Pike-Awl.....	600
Quarterstaff.....	300
Rapier.....	800
Sap	150
Scorpion.....	1050
Scythe	1050
Sling.....	125
Spear	300
Spetum.....	1050
Sword, Bastard	1600
Sword, Broad.....	1400
Sword, Long	1600
Sword, Short.....	800
Sword, Two Handed.....	2200
Trident	900
Voulge	1200
War Hammer	1100
Whip	355

WRITING MATERIALS

Book Cover (leather).....	200
Chalk.....	2
Ink (1 oz)	10
Ink, Coloured (1 oz)	30
Ink, Gold (1 oz).....	35
Inkwell (4 oz)	25
Map, City.....	500
Map, Kingdom.....	1000+
Paper	10
Parchment	5
Quill	5
Scroll Ink	300+
Scroll Tube (bone).....	46
Scroll Tube (leather).....	20
Scroll Tube (wood).....	12
Seal	28
Sealing Ribbon (gold)	20
Sealing Ribbon (red)	7
Sealing Wax (red).....	15
Slate Tablet	50

WEIGHTS and MEASURES

Below is a list of common units. Weights are broken down using the apothecaries' system of measuring.

WEIGHT

UNIT	SYMBOL	EQUIVALENT
ton, short	t	20 short hundredweight
ton, long	t	20 long hundredweight
hundredweight, short		100 pounds
hundredweight, long		112 pounds
pound	lb	12 ounces
ounce	oz	8 drams
dram	dr	3 scruples
scruple	s	20 grains
grain	gr	0.05 scruple

CAPACITY

UNIT	SYMBOL	EQUIVALENT
bushel	bu	4 pecks
peck	pk	2 gallons
gallon	gal	4 quarts
quart	qt	2 pints
pint	pt	4 gills
gill	gi	5 fluidounces
fluidounce	fl oz	30 fluidrams
fluidramfl	dr	60 minims
minim	min	1/60 fluidram

LENGTH

UNIT	SYMBOL	EQUIVALENT
League	lg3	miles
Mile	mi	5280 feet, 320 rods, 1760 yards
Rod	rd	5.50 yards, 16.5 feet
Yard	yd	3 feet, 36 inches
foot	ft or '	12 inches
inch	in or "	1/12 foot

AREA

UNIT	SYMBOL	EQUIVALENT
Acre	a	4840 square yards, 43560 square feet

ARMS AND ARMOUR

WEAPON TABLES

Explained below are the terms found on the missile/thrown and melee weapon tables.

Weapon Name: The common name for that type of weapon.

Weapon Skill: The skill used to wield that weapon. Similar weapons are grouped by a common skill name.

Damage Value Modifier: This number is added or subtracted from the character's strength to determine the damage value for each attack type.

Attack Type: There are four types of attacks which can be used in melee combat. Not all weapons can use each type as indicated in the column.

The attack types are:

Hack (H): a nearly vertical upswing or downswing.

Slash (Sl): a horizontal attack performed by one-handed weapons or long weapons within 5 feet.

Swing (Sw): a horizontal attack performed by two-handed weapons at a range of 5 to 10 feet.

Thrust (T): an attack which comes straight towards the opponent with the point of the weapon.

Damage Type: All weapons inflict their damage by different methods. The three methods of causing damage are:

Edge: damage is caused by a sharp cutting edge.

Impact: damage is caused by a blunt striking surface.

Puncture: this type of damage is usually inflicted by arrows and bolts.

Parry Modifier: The parry modifier is a relative indication of the weapon's defensive capabilities. This number is subtracted from the weapon's skill saving throw to determine the chance of parrying.

Break Save: After a successful parry, all weapons must check for breakage. A 2d6 dice less than or equal to this number indicates the weapon has broken.

Range: A missile or thrown weapon's chance to successfully hit a target varies with range. All ranges are given in feet.

Notes: Weapons which require two hands are indicated here.

WEAPON NOTES

Bastard Sword: A bastard sword used one handed loses the swing attack type.

Bodkin: The bodkin is a long sharp thrusting weapon and ignores the resistance to damage value of metal armour.

Bola: If a bola hits a target in the legs, the target is entangled and falls down. Anywhere else results in normal damage.

Catch-Pole: A successful hit other than arm, indicates the target is caught in the catch-pole. The stronger of the attacker or defender will control the pole.

Crossbow: A light crossbow takes one complete skill action phase to reload while a heavy crossbow takes 2. The damage value of a crossbow is not adjusted using the character's strength. It uses a preset value.

Pole-Arms (P): All pole-arms have a range of 10 feet.

Quarter Staff: A quarterstaff may swing and hack a target that is ten feet away.

Two-Handed Sword: The two-handed sword may be used up to 10 feet away.

DETERMINING THE DAMAGE VALUE

All weapons have a damage value (DV) used to determine the amount of injury the target receives after a successful hit. The higher the damage value the greater the chance of injuring the defender. Regardless of how the damage value is calculated, all damage values are adjusted by the effect of severity from the hit location card prior to applying the results from the damage card. See the Card and Combat sections.

To determine the damage value a melee, missile or unarmed (punch or kick) weapon inflicts, add or subtract the damage value modifier found on the melee weapon table from the character's strength attribute score. This result is the damage value of the weapon. Secondary weapons use only half of a character's strength attribute score and two handed weapons use one and a half times the strength attribute score. For every 3 skill levels above 10, the character will inflict an additional 1 DV on all attack types.

**** EXAMPLE **** Assume that Thwuk has a 10 strength and employs an average bastard sword. The damage value modifier is +1 for hack (11 DV), -3 for slash (7 DV), and +3 for thrust (13 DV). If used two handed the DV would be: hack 16 (15 + 1), slash 12, swing 16 and thrust 18. If used as a secondary weapon the DV would be: hack 6 (5 + 1), slash 2 and thrust 8.

WEAPON QUALITY

A character may purchase weapons of varying craftsmanship. Weapons may be inferior, average or superior in construction and balance. An inferior weapon indicates the blacksmith failed his or her smithing SST. A superior weapon means the smith rolled a 2 when making the SST. To reflect this varying craftsmanship, break and parry modifiers are indicated below.

Smithing	Parry Modifier	Break Modifier
Poor	-1	+1
Average	0	0
Superior	+1	-1

A weapon forged of exceptional or inferior metal may incur bonuses or penalties to the base DV. Bonuses or penalties to the base DV may never exceed plus or minus 3. A weapon's cost increases or decreases per DV change. For example, a mithril metal sword would increase the DV of a weapon by +3 and raise the cost by 2000 cp.

Silver Coating: Weapons may be coated with silver. The reason may be ornamental and perhaps life-saving, as some creatures can only be injured from silver weapons. Arrows, bolts and sling stones may also be silver coated.

ARMOUR

Characters may place armour on any location in any combination. For example, the character may wear a breast plate piece, a chain sleeve on their right arm and leather leggings. The player will decide what is best for encumbrance, protection and cost. Presented below are some armour terms.

Barding (BA): armour for a horse or other mounts.

Breast Plate (BP): a single piece of metal armour covering the chest and stomach but not the back.

Coif (CF): a hooded shaped cap usually made of chain mail armour.

Cowl (CL): an enhanced version of the coif that extends to cover the neck.

Gauntlet (GN): a plate metal arm guard covering the lower arm and hand.

Gorget (GR): a neck piece.

Grieve (GE): covers the lower arm or shin (calf).

Haubergeon (HGN): a set of armour covering the chest, stomach, shoulders, upper arms, groin, hip and thigh.

Hauberk (HK): a set of armour that covers the chest, stomach, shoulders, upper arms, elbow, lower arms, groin, hip, thigh and knee.

Leggings (FL or HL): leather armour that covers the hip, thigh, knee and calf if full leggings and only knee and calf if half leggings.

Mittens (MI): chainmail gloves.

Roundel (RO): covers the armpit.

Shirt (LS or SS): covers the chest, stomach, shoulder, upper arm, elbow and lower arm. A short sleeve shirt does not cover the elbow and lower arm.

Surcoat: outer clothing worn over top of armour which usually displays the character's heraldry. Also worn to reduce the over-heating effect caused from wearing metal armour in hot climates.

Tunic: a cloth undergarment.

ARMOUR TYPES

There are 11 different types of armour found on the armour table, each with its own unique encumbrance and protection from damage. The purchase costs, encumbrance value and RDV of ringmail, scalemail and studs do not include the backing (e.g. leather, cloth, quilt, padding). Mithril chainmail armour had the same protective properties of chainmail (RDV) but is half the encumbrance. The types of armour are as follows:

Chainmail: small interlocking rings forming a metal mesh.

Fur: typically wolf fur.

Laminated: consists of overlapping metal strips.

Leather: hardened boiled leather.

Padding: usually placed beneath metal armour to absorb impact blows.

Plate: large pieces of metal armour. To prevent chaffing, padding, quilt or cloth is usually worn underneath plate armour.

Quilt: looks similar to a bed quilt.

Ringmail: metal rings sewn onto leather, quilt or cloth.

Scalemail: overlapping metal scales (like those of a fish) sewn onto cloth, padding or quilt.

Splintmail: vertical pieces of metal plates tied together.

Studs: small metal studs which are affixed to either leather or cloth.

RESISTANCE TO DAMAGE VALUE

The protection armour offers is based on the material as well as the damage type of the weapon striking it. Metal is good for stopping edged attacks while padding offers protection from blunt (impact) weapons. This protection is referred to as the resistance to damage value (RDV). The resistance to damage value is listed for each layer of armour for three types of attacks, edge, impact and puncture. Multiple armour layers in one location should be added together within their respected groups (impact, edge, puncture) to yield the resistance to damage value for that location.

The protection offered to the character is determined by subtracting the RDV number from the damage value (DV) of the weapon based on the weapon's attack type. If the difference is 0 or less, the armour has absorbed the damage. A damage card is drawn using a damage value of one. The character only loses endurance damage (no body damage or effect of severity), representing the force of the blow. If the difference is greater than 0, the armour did not completely absorb the damage. The unabsorbed difference represents the new damage value which is applied to your character. Subtracting the hit location modifier yields the effective damage value that is applied to the damage card.

**** EXAMPLE **** Targ hacks Nary in the chest with his mace. Nary is wearing chainmail over quilt, encumbrance 29 (22 + 7), in that location. The following are the RDVs; impact: 1 (0 + 1), edge: 9 (8 + 1), puncture: 4 (4 + 0). The mace is an impact damage type and its damage value is 7 (7 strength + 0 damage value modifier). Therefore only 6 DV affects Nary.

ENCUMBRANCE

Cross indexing the body location with the type of armour will yield the encumbrance weight as shown on the armour table, Arms and Armour page 4. For example, a laminated stomach piece weighs 22. Characters may wear any combination of the same or different types of armour on any location as long as it does not exceed the maximum encumbrance for that location. Once all armour is recorded, add up the all the weight from each location. The total, plus the shield encumbrance, are used to determine any modifiers to the body balance or riding ability numbers.

Consult the body balance and riding ability modifier table, Arms and Armour page 5. The table will determine the

maximum armour the character can wear. For example, a moving in armour skill saving throw of 5 would yield a maximum encumbrance of 410. Any body balance penalties based on the encumbrance of the armour worn and shield weight are also determined by cross-referencing the armour encumbrance and the skills saving throw.

For every five skill levels above 10 in moving in armour, the moving in armour penalty is reduced by 1.

COMBAT DATA SHEET

On the combat data sheet there is room for recording the armour types and locations covered. The maximum armour weight based on the moving in armour skill saving throw is recorded on the combat data sheet.

The total armour weight (without shield) is recorded in the box marked Armour Weight (worn). Determine any penalty for the armour weight from the body balance and riding ability modifier table. The armour weight modifier is determined by cross referencing the total armour weight that the character is wearing and the skill saving throw in moving in armour. For example, a character wearing 200 points of armour and has a skill saving throw of 3 in moving in armour has a -7 penalty. Record the armour weight and shield weight if the character is using a shield in the box provided. Determine any penalty for the armour and shield weight from the body balance and riding ability modifier table.

SHIELDS

If a character has a shield, the shield may stop the attack. The attack may be melee, missile or physical spells and invocations (e.g. lightning bolt). The size of the shield dictates its base chance to stop an attack. A roll of 2d6 equal to or less than the number indicates a successful blocking of the attack. Shield encumbrance counts towards the total armour weight a character may manoeuvre in.

A shield may also be damaged beyond use. Each time a shield stops on attack, the hits-to-destroy amount is reduced by one. When this reaches 0, the shield is destroyed beyond use.

Type	Chance	Encumbrance	Hits
Buckler	5	20	10
Round (wood)	7	30	15
Round	7	50	30
Kite	9	75	50

HELMETS

Any attack which strikes the head of a character wearing a helmet or coif has a chance of hitting the helmet as indicated below. A 2d6 dice roll less than or equal to this number indicates the attack struck the helmet.

Half Helm(cap)	5
3/4 Helm(coif)	8
Full Helm	10
Great Helm	11

The resistance to damage value of a helmet does not apply to attacks which do not hit it. The observation and perception (hearing only) attribute scores are lowered by 3 when wearing a full and great helm. Character's wearing a 3/4 helm when struck in the head from behind are fully protected by the helmet.

DAMAGING ARMOUR

All armour can be damaged beyond usefulness. If a critical attack strikes a piece of armour, a roll of 1-3 on a 1d6

means the armour is damage and is no longer effective at stopping attacks. A roll of 1 on a 1d6 will ruin armour if it takes a serious hit.

Smiths can repair damage to armour and shields. Non-Metal armour is usually discarded. The base cost to repair a piece of metal armour is half the value if purchasing it, plus 4d6 copper pieces. The cost to regain one hit on a shield is 55 cp. The smith may charge an additional 1d6 over the cost of repairing the entire shield.

ARMOUR ENCUMBRANCE

	Max Encumbrance	Fur	Chainmail*	Laminated	Leather	Plate	Ringmail	Padding	Scalemail	Quilt	Studs	Splintmail
Impact RDV		1	0	1	0	1	0	3	0	1	0	0
Edge RDV		1	8	10	1	12	6	0	7	1	2	7
Puncture RDV		0	7	4	0	4	2	0	5	0	1	4
Head	23	4	10	10	4	12	3	8	4	3	1	5
Neck	11	2	5	5	2	6	2	3	2	2	1	2
Chest	50	8	22	22	8	26	7	11	9	7	3	10
Stomach	50	8	22	22	8	26	7	11	9	7	3	10
Back	100	16	44	44	17	52	14	22	17	14	6	20
Shoulder	9	1	4	4	2	5	1	2	2	1	1	2
Upper Arm	21	3	9	9	4	11	3	5	4	3	1	4
Elbow	3	1	1	1	1	2	1	1	1	1	1	1
Lower Arm	20	3	9	9	4	11	3	5	4	3	1	4
Hand	5	1	3	3	1	2	1	1	1	1	1	1
Groin	10	2	5	5	2	6	2	3	2	2	1	2
Hip	11	2	5	5	2	6	2	3	2	2	1	2
Thigh	52	8	23	23	9	27	7	12	9	7	3	11
Knee	10	2	2	5	2	6	2	3	4	2	1	2
Calf	23	4	4	10	4	12	3	5	4	3	1	5
Foot	11	2	2	5	2	6	2	3	2	2	1	2
Cost		8x	40x	45x	10x	50x	25x	5x	30x	15x	20x	30x

*Mithril Chainmail costs 160x, weighs 1/2

BODY BALANCE/RIDING ABILITY MODIFIER

Armour Encumbrance	Moving in Armour Skill Saving Throw										
	1	2	3	4	5	6	7	8	9	10	11
10											
20											
30	-1										
40	-2										
50	-3										
60	-4	-1									
70	-5	-2									
80	-6	-3									
90	-7	-4	-1								
100	-8	-5	-2								
120	-9	-6	-3								
140	-10	-7	-4	-1							
160	-11	-8	-5	-2	-1						
180		-9	-6	-3	-2	-1					
200		-10	-7	-4	-3	-2	-1				
220		-11	-8	-5	-4	-3	-2	-1			
240			-9	-6	-5	-4	-3	-2	-1		
260			-10	-7	-6	-5	-4	-3	-2	-1	
290			-11	-8	-7	-6	-5	-4	-3	-2	-1
320				-9	-8	-7	-6	-5	-4	-3	-2
350				-10	-9	-8	-7	-6	-5	-4	-3
380				-11	-10	-9	-8	-7	-6	-5	-4
410					-11	-10	-9	-8	-7	-6	-5
440						-11	-10	-9	-8	-7	-6
470							-11	-10	-9	-8	-7
500								-11	-10	-9	-8

For every 5 skill levels above 10 in moving in armour, reduce this penalty by 1

DAMAGE VALUE MODIFIERS

Name	Skill	Hack	Slash	Swing	Thrust	Damage Type	Parry Modifier	Break Save	Notes
Axe,Battle	W	0	-5	0	-2	Edge	-3	4	2H
Axe,Broad	W	+1	0	n/a	-2	Edge	-3	4	
Axe,Hand	W	-2	-2	n/a	-2	Edge	-3	4	
Axe,Pole	P	0	-5	0	+2	Edge	-3	5	2H
Ball and Chain	F	-2	-2	n/a	-5	Impact	-3	4	
Bec De Corban	W	-1	-6	n/a	+1	Edge	-3	3	
Berdiche	P	0	-4	0	-4	Edge	-4	5	2H
Bill	P	0	-5	0	-4	Edge	-2	5	2H
Bodkin	H	-3	-4	n/a	-2	Edge	-3	3	
Caltrop	n/a	n/a	n/a	n/a	n/a	Edge	n/a	n/a	
Catch-Pole	P	-4	-7	-4	-2	Impact	-3	5	2H
Cat O' Nine Tails	F	-2	-4	n/a	-5	Impact	-4	4	
Club	W	-2	-2	n/a	-4	Impact	-3	3	
Cudgel	W	-2	-2	n/a	-4	Impact	-3	4	
Cutlass	H	0	0	n/a	-3	Edge	-4	3	
Dagger	H	-3	-2	n/a	-1	Edge	-2	3	
Falchion	H	+2	+1	n/a	-2	Edge	-2	3	
Fauchard	P	+1	-6	-1	+1	Edge	-3	5	2H
Flail	F	-2	-2	-2	-5	Impact	-4	4	
Furniture	U	-2	-2	n/a	-1	Impact	-5	5	
Glaive	P	-1	-5	-1	+1	Edge	-2	5	2H
Halberd	P	-1	-5	-1	+1	Edge	-3	5	2H
Hammer, Horseman	W	0	0	n/a	-2	Impact	-3	4	2H
Hammer, Lucerne	P	-1	-6	-2	+1	Edge	-2	5	2H
Javelin	S	0	-3	n/a	+2	Edge	-3	5	
Kick	U	-4	-5	n/a	-2	Impact	-5	n/a	
Lance	S	-8	-8	n/a	+2	Edge	-6	5	
Mace	W	0	0	n/a	-2	Impact	-3	5	
Mace & Chain	F	-1	-1	n/a	-4	Impact	-4		
Main Guache	H	-2	-6	n/a	0	Edge	-3	3	
Military Fork	P	-1	-5	-1	+1	Edge	-2	5	2H
Morning Star	W	+1	0	n/a	-1	Impact	-3	3	
Pike	P	-1	-6	-1	+1	Edge	-5	5	2H
Pike-Awl	P	-4	-7	-4	-2	Edge	-4	5	2H
Punch	U	-5	-5	n/a	-3	Impact	-4	n/a	
Quarterstaff	Q	-3	-3	-3	-1	Impact	-3	5	1/2H
Rapier	H	0	0	0	-2	Edge	-3	4	
Sap	U	-2	-3	n/a	-1	Impact	-4	n/a	
Scorpion	P	-1	-5	-1	+1	Edge	-2	5	2H
Scythe	P	-2	-6	-2	0	Edge	-3	5	2H
Shield Smash B	U	-2	-2	n/a	0	Impact	n/a	n/a	
Shield Smash K	U	-1	-1	n/a	+1	Impact	n/a	n/a	
Shield Smash R	U	0	0	n/a	+2	Impact	n/a	n/a	
Spear	S	0	-3	n/a	+2	Edge	-3	5	1/2H
Spetum	P	0	-4	0	+2	Edge	-2	5	2H
Sword, Bastard	H	0	-3	+1	+3	Edge	-2	3	1/2H
Sword, Broad	H	+1	-3	n/a	+3	Edge	-2	3	
Sword, Long	H	+2	-2	n/a	+4	Edge	-2	3	
Sword, Short	H	0	-4	n/a	+2	Edge	-2	3	
Sword, 2 Handed	H	+2	-2	+1	+3	Edge	-3	3	2H
Trident	T	0	0	n/a	+2	Edge	-3	4	1/2H
Voulge	P	+1	-6	+1	+3	Edge	-2	5	2H
War Hammer	W	-1	-1	n/a	-3	Impact	-2	4	2H
Whip	Wh	-3	-3	-3	-5	Impact	-5	3	

Name	Skill	DV Modifier	Damage Type	Point Blank	Range in Feet				Maximum
					Short	Medium	Long		
Axe	Tw	-2	Edge	5	15	30	45	60	
Bola	Bo	-2	Impact	5	15	30	45	60	
Blow Gun	Bg	-4	Edge	5	15	30	45	60	
Bow, Long	Bow	+1	Puncture	30	135	270	510	750	
Bow, Short	Bow	-1	Puncture	30	135	270	435	600	
Crossbow, Heavy	CB	15	Puncture	15	75	150	510	750	
Crossbow, Light	CB	10	Puncture	15	60	120	435	600	
Dagger	Tw	-3	Edge	5	15	30	45	60	
Furniture	Tw	-5	Impact	5	10	15	20	25	
Javelin	S0	Edge	10	30	60	90	120		
Net	Ne	-6	Impact	10	15	30	40	50	
Sling	Sl	-2	Edge	15	75	150	225	300	
Spear	S0	Edge	10	20	60	90	120		
Trident	T	+1	Edge	10	25	40	60	80	
Weapon	Tw	-5	Edge	5	10	20	30	50	

Skill:

- Bg blow gun
- Bo bola
- Bow bow
- CB crossbow
- F flexible
- H hafted
- Ne net
- S spear
- Sl sling
- P pole-arm
- T trident
- Tw throw weapon
- U unarmed
- W weighted
- Wh whip

Notes:

- 2H two handed
- 1/2H one or two handed

End of the Player's Handbook

THE GUIDE TO ADVENTURE

Gamemaster's Handbook

Version 5.1

ADVENTURING

Dungeons

Players should indicate on a piece of paper or by using miniature figures, the order of the party as it proceeds through a dungeon complex. This will help visualize where the party is in relation to each other and their surroundings.

Players should also map out the dungeon as they journey down passageways and through rooms. The gamemaster will describe what the character's see and the players will draw a map based on this. It may be useful at times for the gamemaster to take the map and draw complicated areas.

Light

To successfully light a torch or lantern, a character must roll a 1 or a 2 on 1d6 when using tinder, flint and steel. A character may only attempt this during a random action phase. If the phase sequence cards are not being used, then no die roll is needed. Characters may have a variety of lights sources. Below is the duration of the light source and the amount of light they shed. For every ounce of oil, a lantern will burn 20 minutes. The durations listed below are for full lanterns.

LIGHT SOURCE	DURATION	AREA LIT
Torch	1hr	40' diameter
Lantern - 6 oz	2hrs	30' diameter
Lantern - 12 oz	4hrs	30' diameter
Lantern – bullseye	3hrs	250' x 10' beam
Magic Weapon	Infinity	5' diameter

Setting The Watch

The event calendar has room for daily events, encounters and specials dates. Moon phases may also be recorded in the event calendar. Players should record the order that their characters will stand watch (if they so desire). Depending on the amount of characters in the party, the time for each watch will vary. The most common length of time for a watch is two hours. A gamemaster should make note of characters that stay on watch for long periods of time. The character may become tired affecting their skills and abilities.

Outdoor Movement

The following table indicates the movement rate in miles per hour for different modes of travel. Following the miles per hour is the speed in kilometres per hour. A common unit of measuring distances is the league. A league is equal to the distance a human can walk in one hour (about 3 miles or 5 kilometres). A character might say, "the next town is five leagues from here". This would be equal to 18 miles, 25 kilometres or a 5 hour walk. Travelling through the forest, while not on a road, halves the movement rates.

	FOOT	HORSE	WAGON
Road	3/5	6/10	5/8
Open	2/4	5/8	3/5
Hills	2/3	4/7	1/2
Mountainous	1/1.5	1/1.5	0/0
Forest	half	half	half

Ship Travel

The rate of travel for ships are as follows. The most common ship is the merchant (round) ship averaging 100-140 feet. Some races use long ships while others use uniremes and biremes to patrol the seas. The speed for a sailing ship at full sail and a ship with oars is 4 mph (7 kph) at 25 feet long and an additional 1 mph (1.5 kph) for every 25 feet above that (a 125 foot ship travels 8 mph/13 kph).

Seasickness: Characters may become seasick while travelling on ships. Every day, each character must make a seamanship skill saving throw. If they fail, the character is seasick for that day. While sick the character will lose 1d6 endurance damage points. These points will not be recovered until the character makes a successful seamanship skill saving throw the next day. All fighting is at a -1 to-hit chance penalty while seasick and all skill saving throws are reduced by 1. Once a successful seamanship skill saving throw is made, the character does not have to roll again for that voyage and regains all penalties and endurance damage.

CARDS

Hit Location Card

Whenever damage inflicted on a character, non-player character or creature requires the knowledge of a hit location, this card is drawn. Each player and the

gamemaster should have a deck of these cards. The cards are shuffled and a single card is drawn each time a hit location is called for. After the hit location is determined, the drawn card is placed back in the deck.

Hit location cards are numbered 01 to 60. Only cards 01 to 53 are used. Cards 54 through 60 are extra cards. Players may design their own hit location cards or unique combat results with these cards.

High, Central or Low: When a hit from a melee attack or an attack which is aimed at a specific level occurs, this section of the card is used to determine the location of the hit.

Random/Missile: This section of the card is used for random melee attacks, missile strikes or other undirected hits.

Four Legged: This section is used to determine hits (random and melee) on four legged animals. If the creature attacked does not have that location (e.g. tail or wings), use the hit location in parenthesis.

Effect of Severity Modifier: Following each hit location is a number which is used to modify the effective damage value. For example, if the high melee hit location result (left upper arm) has an effect of severity modifier of -3, the attack's damage value is lowered by 3.

Stun: If a stun follows the hit location the recipient is automatically stunned.

Damage Card

Whenever a character, non-player character or creature receives damage from combat, spells or other mishaps, they must draw a damage card. Each player and the gamemaster should have a set of these cards. The cards are shuffled each time prior to drawing. After the damage is determined, the drawn card is placed back in the deck.

Damage cards are numbered 01 to 30. Only cards 01 to 27 are used. Cards 28 through 30 are extra cards. Players may design their own damage cards or unique combat results with these extra cards.

Severity: Each card has the severity of the injury expressed as 'L' light, 'M' moderate, 'S' serious or 'C' critical.

Description: A few lines describing the seriousness of the wound. Players and gamemasters may embellish this.

EDP: This represents the amount of endurance loss a character will receive. If the number has a + EDV following it, then add the effect damage value to determine the total amount of endurance damage points the target loses. The effective damage value is determined by subtracting hit location modifiers,

resistance to damage value from armour and any other modifiers to the DV.

BDP: This column represents the amount of body damage a character receives. If the number has a + EDV following it, then add the effect damage value to determine the total amount of body damage points the target loses. The effective damage value is determined by subtracting hit location modifiers, resistance to damage value from armour and any other modifiers to the DV.

Effect of Severity: Due to the severity of the wound, characters may be stunned, knocked unconscious or killed. Take the final adjusted body damage a character received and apply it to the table.

Stun: The effect causes the character to make a stability check and draw a stun card.

Unconscious: A character is knocked unconscious for 2d6 turns. The target has the option of making a willpower attribute saving throw. If successful, they will not fall unconscious. Regardless of the outcome of the saving throw, the target will lose 1d6 willpower damage points for the attempt.

Death: The character expires in 1d6 turns. The character is unconscious for this period. The target may decide to make a willpower attribute saving throw to stay conscious. Regardless of the outcome of the saving throw, the target will lose 2d6 willpower damage points for the attempt. A heal spell, mental blend or laying of the hands used at a level equal to the number of body points taken from the card which caused the effect will save the character. Any character knocked unconscious from an effect of severity and fails a willpower saving throw (or decides not to make one), can try a willpower attribute save on any 'M' movement action phase. The saving throw can be made anytime during the movement phase. Failure to make any willpower attribute saving throw while trying to regain consciousness will result in a 1d6 or 2d6 (if dying) willpower damage points loss. A character may never lose more than the 1d6 or 2d6 per attempt.

****EXAMPLE**** Marc strikes an orc high with his longsword. The sword has a damage value of 12 (based on the attack type and Marc's strength). Hit location card #24 is drawn, a head hit. The effect of severity modifier is +2. The orc has a natural resistance to edge attacks of -2 for edged weapons. The effective damage value is 12 (12 + 2 - 2). The orc is also stunned from the hit location as shown on the card. Damage card #21 is drawn. Critical. The amount of endurance damage points taken is 3 + 12 = 15. The orc takes 18 body damage points (6 + 12 = 18). Consulting the effect of severity table, the orc is unconscious (18 falls between the range of 14 to 23). The orc can decide to make an attribute saving throw versus

willpower to stay conscious. The orc rolls a 12, a failure, and suffers 1d6 willpower damage and fails unconscious. The orc must wait until a movement phase to try to regain consciousness.

Magic Power Point Card

Whenever a character, non-player character or creature casts a spell, they must draw a magic power point card. Each player and the gamemaster should have a set of these cards. The cards are shuffled each time prior to drawing. After the point loss is determined, the drawn card is placed back in the deck.

Magic cards are numbered 01 to 30. Only cards 01 to 29 are used. Card 30 is an extra card. Players may design their own magic cards or unique magic outcomes with this extra card.

Severity: Each card has the severity of the point loss expressed as 'L' light, 'M' moderate, 'S' serious or 'C' critical.

Power Point Loss: Expressed as a formula. The SL is the spell level used when casting the spell. For example, a 10th level spell using the card on the right would be 50 power points.

Endurance: If a magic-user decides to cast the spell using their endurance as a source of power, the amount of endurance damage points lost is indicated here. This amount is for every 10 spell levels. When determining the multiplier, round up to the next higher level. For example, a 43rd level spell would be 5 times the amount of endurance damage shown (5 x 2d6 in the above card).

Phase Sequence Cards

Whenever the sequence of events must be regulated (e.g. combat) the phase sequence cards are used. Only the gamemaster has this deck of cards. The cards are shuffled at the beginning of each turn and a single card is drawn. The gamemaster announces the number, M or R and all characters, non-player characters and creatures may react. The drawn card is placed in a discard pile. When all the cards are drawn, one turn has passed. The cards are shuffled and again drawn one at a time until combat has ended.

Each card is considered one phase and is one second in duration. Each deck of cards is 1 turn and is one minute in duration. There is no time or actions for R cards.

Phase sequence cards are numbered 01 to 75. Only cards 01 to 66 are used. Cards 67 through 75 are extra cards. Players may design their own cards these extra cards.

Numbered Cards: These numbers are used to determine when a character can perform a skill or random action. This is called a skill or random action phase. The skill saving throw of the skill is the skill action phase number. For example, a skill saving throw of 7 in hafted weapon means a character may use that skill whenever a 7 is drawn from the phase sequence deck. There is only one 11 card. Skill action phases based on an 11 skill saving throw, do all their actions on the 10 cards and the single 11 card. The random action phase number is the dexterity attribute score of the character. Gamemaster should use logic and flexibility in determining the amount of actions a character can take during one action phase. For example, a character has a melee weapon drawn and is engaged in melee. The gamemaster should not allow the character to be picking locks, attacking and deciphering runes all on the same action phase regardless of skill saving throw numbers.

M Cards: Movement. This represent when characters may move during a turn.

R Cards: Recovery. This is a special card. The only thing done on this card is that combatants may move their body balance up one level, from prone to kneeling or kneeling to standing.

Stun And Body Balance Cards

Whenever damage inflicted on a character, non-player character or humanoid creature results in a stun, a stun card is taken. Each player and the gamemaster should have a deck of these cards. Stun cards are numbered 01 to 10.

If a character is on their knees or prone from a failed stability check, they can use the body balance card to indicate the position. The cards are numbered 01 to 05. Each player should have a at least 5 of these cards. The gamemaster should have about 30 of these cards.

DAMAGE

Endurance Damage Points

Endurance damage points (EDP) indicates the loss of energy caused by bruises, exhaustion, cuts or hunger. It also represents damage taken from poisons and diseases. Magic spells can be powered from a character's endurance damage points. The character's maximum endurance damage points is equal to the endurance attribute score multiplied by 2 and adding the health attribute score. Elves add 4 to this total. Any endurance damage sustained by the character is subtracted from this number. If the character's endurance damage points fall to a negative number, he

or she will fall unconscious. They may also die of shock. The chance of surviving is shown on the table below. A 2d6 dice roll less than or equal to this number indicates the character has not died from shock. If the character's endurance damage points fall below -19, the character will die instantly from shock. A character may not be healed above their maximum endurance damage points.

ENDURANCE	SURVIVAL CHANCE
-10	11
-11	10
-12	9
-13	8
-14	7
-15	6
-16	5
-17	4
-18	3
-19	2

Body Damage Points

Each race has a certain amount of body damage points. Add the strength attribute score to the base number shown below. This will yield the maximum body damage points a character has. These points represent the amount of physical damage a character may receive in terms of bleeding, wounds and broken bones. Any body damage received should be subtracted from this number. When these points reach 0 or less the character will die in 1d6 turns. A character is unconscious during this period. No healing can increase the body damage points above the maximum.

RACE	BASE BODY DAMAGE POINTS
Dwarf	97
Elf	73
Gnome	35
Half-Elf	85
Halfling	46
Human	95
Reptiliad	170

Willpower Damage Points

A character has 3 times their willpower attribute score in willpower damage points (WDP). Halflings have 4 times the willpower attribute score.

Effect of Severity: If a character is knocked unconscious from an effect of severity of 'unconscious', they will be knocked out for 2d6 turns. The target has the option of making a willpower attribute saving throw. If successful, they will not fall

unconscious. Regardless of the outcome of the saving throw, the target will lose 1d6 willpower damage points for the attempt. If the severity is death, the character will expires in 1d6 turns. The character is unconscious for this period. The target may decide to make a willpower attribute saving throw to stay conscious. Regardless of the outcome of the saving throw, the target will lose 2d6 willpower damage points for the attempt.

Negative Endurance: Should a character fall unconscious from negative endurance, he or she may use their willpower attribute to regain consciousness. If a successful attribute saving throw against willpower is made, the character becomes conscious regaining all negative endurance plus 5. The character then loses 1d6 willpower damage points. Failure of the saving throw will still reduce the willpower damage points by 1d6 and the character remains unconscious.

Any character that is knocked unconscious from negative endurance, or an effect of severity and fails a willpower saving throw (or decides not to make one), can try the willpower attribute save on any 'M' movement action phase. The saving throw can be made anytime during the movement phase. Failure to make any willpower attribute saving throw while trying regain consciousness will result in a 1d6 or 2d6 (if dying) willpower damage points lose. A character may never lose more than the 1d6 or 2d6 per attempt.

A character instantly dies when the willpower damage points reach 0 or less.

Characters may also lose willpower damage points from psionic talents. Some spells, skills and invocations will also affect the willpower damage points.

Recovering Damage Points

Characters may heal naturally, by spells or by herbs. Whatever the type of healing, no character may have their damage points raised above the maximum damage points.

Certain skills will add bonuses to the normal healing process. Only one try per skill per day on wounds received that day is allowed. Additional healing by medical aid is not cumulative. A character cannot receive first-aid and general medicine and gain the +1 and +2 per day. In that case, only the general medicine bonus would apply as it is the more effective type of treatment. A character recovers naturally or with the help of medical aid as per the following schedule.

Normal

Endurance: 1 endurance damage point per 10 turns of resting

Body: 1 body damage point per day
Willpower: 1 willpower damage point per day

Medical Aid

First-aid: +1 body damage point per day.
General Medicine: +1d6+1 body damage points at the end of the first day (when the skill is performed) plus an extra +2 per day.
Disease: +1d6 endurance damage points per week.

WOUNDS

Wounds must be bound or they will continue to bleed. Characters with open wounds will lose 1, 2, 3 or 4 body damage points per hour from a light, moderate, serious or critical wound respectively. Wounds may also become infected. If a character was wounded from an attack, then a health attribute saving throw should be made at the end of the week. Failing the saving throw indicates the character loses 2d6 from the maximum endurance damage points. This reduction can only be removed by curing the disease.

BROKEN BONES

If a character receives a critical or serious wound from an attack which physically strikes the character, (e.g. a mind blast and sonic disruption spells do not strike the character), there is a chance a bone will break. If damage card #27 is drawn, and a second damage card is a critical, the hit location's bone is broken. A 30th level heal spell will mend a bone with no recovery time. Laying of the hands will also mend a broken bone instantly if 100 ritual points are used. If a character uses general medicine or first-aid (with a -3 penalty) successfully, the bone will mend in 5-8 weeks with 3d6 days of recovery. If an unsuccessful setting occurs (failed the SST), the character will lose 1 point from the attribute which best suits the area of the break (legs agility, hand dexterity).

DISEASE AND SICKNESS

For a character to avoid sickness or disease a successful attribute saving throw against health must be made. The severity of the ailment will modify this chance. Certain diseases or ailments will temporarily lower the maximum endurance damage points. Any reduction to the maximum endurance damage points from a disease can only be cured by the disease skill, cure spell, remedy invocation or through the use of herbs. Depending on the type and duration of the sickness, the gamemaster may apply any amount of damage to a character. A list of a few common

diseases are provided as a guide when designing other diseases.

Green Fever: Characters may receive this disease from a mosquito bite. The character will turn green and have a high fever. The disease lasts 3 weeks and the character will lose 2d6 from their maximum endurance damage points per week until cured. To avoid this disease, a character must make a successful attribute saving throw versus health with a -3 modifier to the attribute score.

Plague: A dreaded disease in medieval times. The source of the disease is from unsanitary conditions usually spread by rats. A character affected with the plague will be at half endurance damage points for one month. The character will suffer 6d6 endurance damage points at the end of the month if the saving throw versus health failed. There is a -3 modifier to the attribute score when making the save.

Atchim: If a character consumes contaminated water lilies, they could contract atchim if they fail their health attribute saving throw. The character will have a rash and itch for one month. The character also loses 1d6 endurance damage points mid way through the duration of the disease.

Typhoid: Spread by contaminated food or by contact with an infected person, typhoid causes a fever, headaches and red spots to appear on the character. The duration of the disease is 6 weeks and the character will lose 1d6 + 2 from the maximum endurance damage points per week. To avoid typhoid, a character must make a successful attribute saving throw versus health.

Typhus: Spread by fleas, typhus will last for 2 weeks and inflict 4d6 + 5 endurance damage points at the end of the period. The character will have a fever, headaches and a rash. The character may avoid the disease by making an attribute saving throw versus health modifying the attribute score by +1.

Dungeon Cough: A character that is exposed to cold damp places for a period of time may catch dungeon cough. A character will constantly cough uncontrollably for 2d6 days. There is no endurance damage from this disease and a character may avoid it by making a successful attribute saving throw versus health modified by +2.

POISONS

Certain poisons attack the characters endurance damage points until the character dies or they have a cure, remedy or antidote. Other poisons may reduce the maximum endurance damage points and will remain in affect until cured by the above means. The

Herb section details the effects of different types of poisons.

FALLING

If a character falls over five feet they may be injured. A character suffers 1/2 damage value per foot fallen above five feet. A hit location card is drawn using the random result effect of severity modifier. A fall from a mount is a 1d6 DV random attack. Falling is impact damage type unless the character lands on something to dictate otherwise (e.g. spikes).

DROWNING

Characters will lose willpower damage points when they are held under water or tire from swimming. The amount of damage should not exceed 6d6 WDP per turn.

FIRE

Any flammable clothing that is struck by flames has a 50% chance of catching on fire. A person who is on fire will take 2 DV attack per movement action phase. The hit location card is drawn using the level of attack where the fire is concentrated. A 30th level heal spell will heal all burn related damage. Laying of the hands will also heal burn damage if 30 ritual points are used. Mental blend cannot heal burn damage.

LIGHTNING

If a target is struck by lightning from magical or invocations, they will receive an additional 1d6 DV if the hit location is covered by metal armour.

DEATH OF A CHARACTER

A character may expire from many circumstances. All is not lost though as a character may be revived by magical means, herbs, clerical invocation, or divine intervention. However the character is resurrected, he or she will lose one to four points permanently for his or her maximum willpower damage points. These points can never be recovered.

MAXIMUM WILLPOWER DAMAGE POINTS REDUCTION

Resurrection Spell or Life Giving Invocation:	
death from effect of severity	1
death from negative body points	1
death from shock	2
death from negative willpower damage	3
Resurrection by item, herb, potion or any other instantaneous method	
	4
Resurrection by Divine Intervention	1d6 / 2

Embalming: If a character has been successfully embalmed, the length of time a character may be dead is increased by ten for purposes of spells or items. Thus a character who is embalmed may be dead for 20 days per skill level of a resurrection spell instead of 2 days per skill level.

AGING

Characters will age throughout the play of the game. Characters do not age within real time, but age as their characters adventure and live in their campaign world. Some characters may have been aged already when they were created receiving extra starting wealth and skill points.

Race	Starting Age
Dwarf	75 + 2d6
Elf	200 + d66
Gnome	60 + 2d6
Half-Elf	50 + d66
Halfling	40 + 1d6
Human	15 + 1d6
Reptiliad	25 + 1d6

Race	Aging Intervals	Skill Points	Wealth	Max Years Added
Dwarf	2 years	8	70 cp	24 years
Elf	13 years	8	60 cp	130 years
Gnome	2 years	9	65 cp	20 years
Half-Elf	5 years	10	55 cp	50 years
Halfling	1 year	7	45 cp	14 years
Human	1 year	10	50 cp	10 years
Reptiliad	1 year	9	80 cp	11 years

As characters age, attributes scores change. Most physical attributes are reduced. Some mental attributes are increased. When an attribute score reaches 0, the character is permanently dead. No magical or divine means can keep a character alive when an attribute score reaches 0 through aging.

Race	Approx Max Age
Dwarf	250 years
Elf	1000 years
Gnome	200 years
Half-Elf	400 years
Halfling	120 years
Human	80 years
Reptiliad	100 years

Dwarf	Elf	Gnome	Half-Elf	Halfing	Human	Reptiliad	Aging
95	375	75	150	45	30	40	1
125	500	100	200	60	40	50	2
160	625	125	250	75	50	65	3
190	750	150	300	90	60	75	4
220	825	175	350	105	70	85	5
250	1000	200	400	120	80	100	6
+4	+10	+3	+5	+2	+1	+1	7

Aging Level	Attributes Affected
1	END -1
2	HLH -1, EDC +1, INT +1
3	STR -1, OBS -1, END -1, DEX -1, AGL -1, LAB +1
4	PER -1, STR -1, HLH -1, AGL -1, COR -1, EDC +1
5	OBS -1, PER -1, STR -1, END -1, WIL -1
6	PER -1, HLH -1, END -1, COR -1, AGL -1, STR -1
7	HLH -1

TIME AND ACTIVITY

There are two types of time that occur within a gaming session. The first is real time and the second is game time. Real time is the time that passes for the player of the game. Game time is the time that passes for the characters. For example, a group of characters encounter a party of orcs and a battle ensues. From the character's point of view the battle may only have taken two minutes but to the players, an actual half hour has passed. Each game turn is one minute in duration and is divided into 60 phases of 1 second each. Each character is capable of performing a number of actions during a turn as described below.

ACTION PHASES

There three types of actions that may occur during a turn: skill actions, moving actions and random actions. Each action takes one complete phase to perform and all action within a phase is simultaneous. Recovery phases take up no time and no actions may be performed during a recovery phase.

PHASE SEQUENCE CARDS

Mass confusion can occur during a turn due to characters and non-player characters performing a variety of activities, especially during combat. To alleviate this problem The Guide to Adventure utilizes phase sequence cards to regulate the sequence of actions during a turn. The phase sequence cards consist

of numbers, M and R cards. Each number and "M" represents one second (phase). R (recovery) cards are special phases. When a card with a number is drawn and it equals a character's skill or random action phase number, he or she may use that skill or perform a random action. When an "M" is called out creatures may move. When the last card is drawn from the deck, one turn has passed. The deck is shuffled and the cards are again drawn until all actions have stopped.

RECOVERY PHASE

This is a special phase used to remove a single stun card from all characters and non-player characters involved in combat, etc. No actions can be performed.

SKILL ACTION PHASE

The points during a turn in which a character may perform an attack, cast a spell or utilize a skill is called a skill action phase (SAP). A character's skill action phase number is different for each skill and is equal to the skill saving throw number. All magic spell's skill action phase is equal to the power channelling skill saving throw. Certain skills (such as draw weapon, swimming, climbing, riding) are not performed on their skill action phase but used in conjunction with another action phase.

MOVEMENT ACTION PHASE

The points during a turn in which a character may only execute movement is called the movement action phase (MAP). All things may move up to their maximum rated distance when an "M" card is drawn from the phase sequence deck. The order of movement is based on the intuition attribute score plus a 1d6 die roll. Characters move in order from the lowest number to the highest. A character retains this intuition movement number for one week, at which time he must reroll for a new number. If a character is being chased by something with a faster movement rate, the character will be caught. Common sense will dictate

when to ignore the intuition movement number restriction.

If the character is kneeling or prone and not engaged in melee combat, may, after standing up, move half of their movement allowance for that phase.

Some skills may be performed on a movement action phase if they involve movement. Such skills are acrobatics, swimming, diving, riding, climbing, and stealth (moving silently only).

Swimming: A character swims 15 feet per movement action phase. Multiply the endurance attribute score by the skill saving level to determine the number of turns a character may swim for.

Climbing: A character climbs sheer surfaces at a rate of 10 feet per movement action phase. Climbing ropes is faster at 15 feet per movement action phase.

RANDOM ACTION PHASE

There are times during a turn when a character wishes to perform a non-skill, non-movement related action. These random actions are performed whenever the character's dexterity attribute score is called on the phase sequence chart. Such random actions include: quaffing a potion, throwing magic dust, using an action item, reading a scroll, untying a rope or pulling a lever. If a character's random action phase number falls on a skill action phase, they can perform both the skill and the random action in any order such as opening a door and casting a spell.

Verbal Actions: A character may utter command words for magic items once every second action phase regardless of the card drawn.

SURPRISE

It is up to the gamemaster to determine advantages gained from surprising a target due to a superior tactic (such as sneaking up from behind). If the gamemaster feels the attacker has the advantage, then the turn will begin on their skill action phase number.

COMBAT

This section covers missile and melee combat and the rules of engagement. Although most situations are covered in this section, players (and gamemasters) will come up with unique tactics and approaches not entirely presented herein. The rules should not disallow heroic play or override logical decision making and actions. The combat rules are designed to combine realistic, yet playable battles. Combat takes into consideration the skill of the player, not just the skills of the character.

MINIATURES AND SCALE

It is highly suggested to use miniature figures (25mm) and a playing surface that has squares or hexes drawn on it when conducting combat. The square should be 3/4 of an inch (20mm) in size and each humanoid figure occupies one square. The game scale is 5 feet to the square. Thus if two miniatures are beside each other they are engaged. If one of the combatants has a two handed weapon, quarterstaff or pole-arm then being one square away is still considered engaged.

WEAPON READINESS

It can be assumed that all combatants will have a weapon ready when they engage in combat. If they are engaged in melee combat and must produce a weapon (surprise, fumbled previous weapon, etc), they must use their draw weapon skill. When a character's weapon skill action phase card is drawn, they can use the draw weapon skill to pull out a weapon and ready it. If the skill saving throw is successful, the weapon is ready and can be used to attack. If the saving throw fails, the attacker suffers a -2 penalty on the to-hit chance.

Drawing a weapon and having it ready also applies to missile weapons. Missile weapons incur a -2 penalty on the draw weapon skill saving throw.

A character can draw a weapon during a movement action phase if they are not engaged in melee combat and not have to make the draw weapon skill saving throw.

A character may also draw a weapon without having to use the draw weapon skill, if the gamemaster indicates the situation does not warrant such pressured readiness.

MISSILE COMBAT

Combat involving any type of weapon which leaves the attacker's hand, for example arrows, sling stones or thrown axes, are resolved as follows. The weapon must be ready and the attacker's weapon skill action phase card is drawn from the phase sequence deck. To hit the target, the attacker must make a successful skill saving throw in the type of weapon being employed, modified for range or other applicable bonuses or penalties. All successful missile/thrown skill saving throws require a hit location card to be drawn using the random/missile section to determine the hit location. There should be no penalties to the skill saving throw for cover. If the location hit is behind impenetrable cover, such as a stone wall or similar material, the attack misses. Consult the Objects and Siege section for the resistance to damage value (RDV) of materials. After drawing the hit location card, the attacker draws a

damage card and the results are applied to the defender.

An attacker may choose to fire "general" or "aimed" instead of the "random" method above. If an attacker chooses the "general" method, they may pick the level of attack, high, central or low, and if the skill saving throw is successful, scores a hit at that level as shown on the hit location card. This method incurs a -3 penalty. If the attacker chooses the aimed method, he incurs a -5 penalty. If successful, he or she may choose the exact hit location and rolls 1d6 + 1 to determine the positive effect of severity modifier.

If the target has a shield facing the attacker, then it may stop a missile. The chance to stop the attack is based on the shield size and any shield modifiers in effect. The RDV of the shield should be taken into consideration if the missile strikes the shield.

Should a player rolls a 12 when making a skill saving in bow or crossbow the string breaks. The shot does not go off.

A character may not fire or use a missile weapon if they have been attacked (successful or not) in melee combat.

For every 5 skill levels above 10, an attacker may add +1 to the skill saving throw chance. This bonus does not alter the skill saving throw with regards to action phases (i.e the maximum of 11).

Missile and thrown weapon skill saving throw modifiers are as follows:

Point Blank Range	+3
Short Range	+1
Medium Range	0
Long Range	-1
Maximum Range	-3
Random Hit	0
General Hit	-3
Aimed Hit	-5
Per attacker stun card	-1
Per attacker 5 skill levels above 10	+1

MELEE COMBAT

When all movement during a movement action phase is completed, a character is considered engaged in melee combat when an attacker is capable of using armed or unarmed attacks at a range of approximately five feet. Pole-Arms and other long weapons (two-handed swords, quarterstaves, etc..) have a range of ten feet and thus a character may, at certain times, attack

and not be attacked by a character without such a weapon.

For example, a character is using a glaive and moves up to an enemy using a shortsword but remains ten feet away. The enemy has already performed their movement for that phase. The enemy is held (engaged) in melee combat even though they cannot attack the character with the glaive.

RESOLVING THE TO-HIT

If a character is engaged in melee, within weapon range, has their weapon ready and it is their weapon's skill action phase, they may attack the target. Consulting the Combat Reference Sheet, the attacker picks a level of the attack, high, central, low, or random and cross indexes the attack type, hack, slash, swing, or thrust to yield a base to-hit chance. For example, a hack high has a base to-hit chance of 5 against humanoid defenders. This chance may be modified based on actions of the attacker, defender and other factors in effect. For example, a character who slashes central (base chance of 8) who is kneeling (reduced to 7) and the defender successfully dodges would have the base chance reduced to 5 (7 - 2). A 2d6 dice roll less than or equal to this modified to-hit chance indicates a successful hit at that level of attack. The base to-hit chance cannot be adjusted below 2 or above 11 regardless of modifiers.

Certain attack types yield different damage values as indicated in the Arms and Armour section. Therefore, it is up to the attacker to determine the best combination of attack types and level for their desired combat outcome.

It can be assumed that the defender is doing everything to avoid being hit (ducking, leaping, pivoting, dancing around, etc.). A defender can choose some special defences to reduce the chance of being struck. These are dodging, retreating, parrying, disarming and using a shield. The defender may also try to disengage from the attacker. These rules are covered later.

If the attack to-hit roll is successful, the attacker draws a hit location card to yield the exact location of the hit under the high, central, low or random section. After drawing the hit location card, the attacker draws a damage card and the results are applied to the defender.

PRIMARY AND SECONDARY WEAPONS

It is assumed that a character will attack with the weapon in their primary handiness. Characters may

choose to attack with a weapon in their off hand or choose to attack with a weapon in each hand.

Off-Hand weapon attacks occur on half the skill action phase of the primary weapon. They also incur a to-hit modifier of -1.

If a character is fighting with a weapon in both hands, the each weapon will incur a -2 to hit penalty (a total of -3 for the off-handed weapon). The primary weapon skill action phase is unaffected but the secondary weapon still attacks at half the primary weapon skill action phase.

LONG WEAPONS

Any weapon that has the swing attack type listed, is considered to have a range of 10 feet. This provides advantages for engaging targets at a range that may be out of reach for their weapon. This also produces greater damage from two handed strength bonuses. The disadvantage to a two-handed or long weapon is that the must use the slash attack type if the defender is within five feet. They will also lose the slash attack type when the defender is from six to ten feet away.

UNARMED COMBAT

A character may opt to kick an opponent or use their hands during their unarmed skill action phase. Only one type of unarmed attacked may be performed on the unarmed skill action phase.

Grapple and tackle are a special type of unarmed melee attack. Grapples are holding manoeuvres applied to some part of a defenders body. The type of hold is depended on the melee hit location card result. A head hit yields a head lock, a stomach hit yields a bear hug, etc. If the character being held makes a successful skill saving throw in unarmed melee they have freed themselves. A successful tackle hit indicates the defender has a chance of being knocked over. The defender must make a successful attribute saving throw versus agility with a minus 2 penalty to remain standing.

If a character has the martial arts skill, they may use their feet like a secondary (off-hand) weapon. All the rules for primary secondary weapons apply when using martial arts.

APPLYING DAMAGE

If the attacker has successfully struck a target, they will draw a damage card. Beside each hit location is an effect of severity modifier. Subtract this modifier from the base damage value of the weapon for the attack employed (missile, slash, hack, thrown, etc.). The base damage value is determined by the strength of the

attacker and modifiers based on the weapon. The Arms and Armour section covers the damage value of weapons. From this modified damage value, subtract the resistance to damage value of the armour where the attack hit. This total yields the effective damage value.

If the effective damage value is 0 or less, the defender takes one endurance damage point. If the effect damage value is greater then 0, a damage card is drawn. Consulting the damage card there are three things that will happen to the defender; endurance and body damage loss, and an effect of severity result.

If the endurance or body damage loss is a number, the target will lose that number of damage points. If the number has a +EDV following it, the target will lose the amount of points indicated plus the effective damage value.

Using the total amount of body damage points taken, look this number up on the effect of severity table.

Stun: The effect causes the character to make a stability check and draw a stun card.

Unconscious: A character is instantly knocked unconscious for 2d6 turns.

Death: The character expires in 1d6 turns. The character is unconscious for this period. A heal spell, laying of the hands invocation or mental blend used at a level equal to the number of body points taken from the card which caused the effect will save the character.

**** EXAMPLE **** Marcus strikes an orc high with his longsword. The sword's damage value is 12. Hit location card #13 reveals left shoulder, with a -3 effect of severity. The orc's natural armour has a resistance to damage value of 2 for edged weapons. Therefore the effective damage value is now 7 (12 - 3 - 2 = 7). Drawing damage card number 20, a critical, the orc takes 10 endurance damage (3 + 7), 15 body damage (8 + 7) and is knocked unconscious as 15 falls between 15-25 on the effect of severity table.

SEVERING LIMBS (optional)

A character must have a skill level of 10 in the weapon to inflict this type damage. The base chance to sever a limb is 2. For every 5 skill levels above 10, the chance is increased by 1. A 2d6 dice roll less than or equal to this chance severs the limb. This special rule comes into affect when a critical damage card is drawn on a vulnerable hit location. The areas that can be severed are hands, lower arm, elbow, upper arm, should (arm), foot, calf and knee. If the hit location is neck or head and the severe dice roll is successful, the defender is instantly killed.

If a defender has a limb removed they must make a willpower attribute saving throw to remain conscious. If successful they will lose 2d6 willpower damage points. The injured character will also lose 3 body damage points and 1d6 endurance damage points per turn. The target will probably die from system shock after losing a limb.

STUN

A character may be stunned from combat hit locations, damage effect of severity, spells and other mishaps. When a character is stunned they take a stun card. All modifiers and effects from being stunned are applied immediately. All modifiers are cumulative.

To remove a stun card, an 'R', recovery card must be drawn from the phase sequence deck. There can be no actions taken during an 'R' recovery phase.

The following modifiers are applied for each stun card.

Attacker to-hit chance	-1
Shield base defence chance	-1
Body balance checks	-1
Missile SST	-1

When a character is stunned they must make a body balance stability check. If they fail this 2d6 dice roll, they will fall to their knees. If the character is already at their knees, they will fall prone. Should a character fall prone as a result of a failed body balance check, they are still considered engaged in melee if within weapon reach of the attacker. The attacker is also considered engaged in melee as well.

BODY BALANCE

Body balance is the character's ability to remain stable while fighting. It is used to determine if a character is knocked to their knees or fallen prone from stuns. It also used to determine successful dodges, retreats, advances and if the character disengages from combat.

There are body balance numbers for each type of body balance checks. Each body balance number is based on the moving in armour skill saving throw minus a modifier as indicated below. A character must also subtract the moving in armour modifier based on their skill and amount of armour (encumbrance) worn. This information and table is found in the Arms and Armour section.

Stability	Moving in Armour SST
Dodge	Moving in Armour SST - 1
Retreat/Advance	Moving in Armour SST - 2
Disengage	Moving in Armour SST - 3

When forced to make a body balance check, the character must roll 2d6. A total equal to or less than the body balance number will indicate the character has succeeded in that type of body balance manoeuvre. This chance may be modified from stuns and other situations. There is space on the combat data sheet to record these body balance numbers.

RIDING ABILITY

Once aspect of the skill riding ability is the character's ability to remain stable while fighting on a mount. It is used to determine if a character is disadvantaged or 'unhorsed' from stuns or other combat results. It also used to determine successful dodges, retreats, advances and if the character disengages from combat.

There are riding ability numbers for each type of riding ability checks. Each riding ability number is based on the riding ability skill saving throw minus a modifier as indicated below. A character must also subtract the moving in armour modifier based on their skill and amount of armour (encumbrance) worn. This information and table is found in the Arms and Armour section.

Stability	Riding Ability SST
Dodge	Riding Ability SST - 1
Retreat/Advance	Riding Ability SST - 2
Disengage	Riding Ability SST - 3

When forced to make a riding ability check, the character must roll 2d6. A total equal to or less than the riding ability number will indicate the character has succeeded in that type of body balance manoeuvre. This chance may be modified from stuns and other situations. There is space on the combat data sheet to record these riding ability numbers.

All rules regarding body balance numbers and checks also apply to riders. The only exception, a rider will not fall to their knees but will suffer the penalties imposed by this disadvantage. If the rider falls prone, they will be 'unhorsed' and fall to the ground. The rider will receive a 1d6 DV attack to a random hit location from the fall.

The example below shows a character with a moving in armour skill saving throw of 5, a riding skill saving throw of 10, total armour encumbrance of 140 and a wooden round shield (30 encumbrance).

STABILITY

This type of body balance check occurs when a character is stunned. The first time a character fails a stability check they will fall to their knees. If the character fails a stability check while they are already on their knees, they will fall prone. There is a card to

help keep track of a characters stability during combat. A prone character may move to kneeling during a recovery action phase. A character may move to standing from kneeling during a recovery action phase.

DODGE

Dodge is a special defensive tactic that moves the character 5 feet (one square) to the right or left of the attack. When a character is defending, they can announce they are going to dodge. If the defender makes a successful dodge body balance check (with modifiers) the attacker will suffer a -2 penalty to the to-hit chance. If they fail, the defender is disadvantaged, and the attacker gains a bonus of +2 to the to-hit chance.

In order to use the dodge defence, the defender must have ample room on either side to accommodate the character. Thus dodging on a narrow ledge is probably not a good idea.

ADVANCING AND RETREATING

There are two cases where a character may move from his or her position even though it is not a movement action phase. These are advances and retreats.

An advance move can be performed when a character is not engaged in melee combat and wishes to move to engage another enemy. He or she can only advance on their primary or secondary weapon's (i.e. weapon in hand) skill action phase. For every five feet the character moves, they must make an advance body balance check. The movement must be made to a specific target insight and every five feet travelled will prompt a body balance stability check. As soon as the character fails the check, they must stop moving and may not try again until their next skill action phase.

As a defence in melee combat, a character may retreat. A character may only call the retreat defence when attacked. Like advance, every five feet a character retreats will prompt a retreat body balance check. The retreat must be in a straight line away from the attacker and will prompt a body balance check for each five feet moved. The primary reason for retreating is to better position the attacker for using a pole-arm or similar lengthy weapon. If a character fails to retreat, attack are considered disadvantaged and the attacker gains a +2 to-hit chance bonus.

DISENGAGE

For a character to be considered not engaged in melee combat, they must be five feet or more for short weapon and ten feet or more for pole-arms, two-handed and quarterstaves away from the attacker. A

character may not move during a movement action phase or cast spells during a skill action phase unless he or she is disengaged from the attacker.

To disengage the character must announce they are doing so. They do not have to wait until being attacked to initiate this type of manoeuvre. When disengaging, the character must make a disengage body balance check. If successful, the character will move 15 feet away from the attacker. If they fail the disengage, the character is considered disadvantaged for the next attack only. The opponent gets to attack the defender while they are disengaging. It does not have to be the attackers weapon's skill action phase to initiate this type of attack. Opponents may still advance and retreat once a character has made the successful 15 foot disengage to re-engage each other.

**** EXAMPLE **** After a movement phase, Alderock, with longsword drawn, finds himself 13 feet away from an orc. The gamemaster draws an 8 from the phase sequence deck which happens to be his longsword skill saving throw. He must make two advances to bring him within weapon range and engage the orc. He has an moving in armour SST of 8 and must roll less than 6 (8 - 2) for each five feet travelled. If he fails either roll he must stop his advance. If he makes both rolls he can attack the orc with a -2 modifier.

SHIELDS

If a character is using a shield, they may choose to block the attack. The chance to block an attack is based on the size of the shield. This base chance is modified by -1 per stun card the defender has. If the attacker is using a flexible weapon the base chance is lowered by -3. A 2d6 dice roll is made and if the total is less than or equal to the modified base shield block chance, the defender has successfully blocked the attack. In doing so, the defender must make a stability body balance check. If the defender fails the shield block check, the combat proceeds as normal with the attacker using the to-hit chance.

Each time a blow strikes a shield, it will become damaged. The number of strikes a shield can take before becoming useless is indicated below

Shield	Base Chance	Hits to Destroy
Buckler	5	10
Round (wood)	7	15
Round (metal)	7	30
Knight	9	50

PARRY

If a weapon is ready, an defender may choose to parry. The chance to successfully parry is equal to the weapon's skill saving throw minus the parry modifier as found on the melee table. This chance may never exceed 9 regardless of the character's skill saving throw. A 2d6 dice roll equal to or less than the parry chance indicates the parry was successful and the attacker suffers a -4 penalty to-hit. If a defender fails his or her parry dice roll, the attacker gains a +2 bonus on the to-hit chance.

After the parry the defender's weapon must check for breakage. A 2d6 dice roll is made and if the total is less than or equal to the weapon's break number, it shatters. If a 12 is rolled the attacker must roll to see if their weapon breaks.

DISARMING

A character may wish to disarm an opponent. This can be used as a defence or an offence.

Defence: When attacked, the defender must make a skill saving throw in disarm. A successful dice roll means the attacker's weapon may become dislodged from their hand. Should the character being disarmed make a successful dexterity attribute saving throw, they will not drop the weapon. The saving throw is reduced by one for every five disarm skill levels. The weapon will land 1d6 x 5 feet away in a direction determined from the scatter table. An attacker using a two-handed weapon induces a -4 penalty to the disarm skill saving throw. If the disarm saving throw fails, the to-hit chance is raised by +3 and the attack proceeds as normal. The defender trying the disarm may not use a parry, dodge, retreat or disengage defence for the attack in which an disarming attempt was made. Shields blockage will still be in effect.

Offence: A character may opt to disarm their opponent instead of attacking them on their weapon skill action phase. The base chance to do this is the disarm skill saving throw. All to-hit modifiers are applied to this chance. A successful skill saving throw means the defender's weapon may become dislodged from their hand. Should the character being disarmed make a successful dexterity attribute saving throw, they will not drop the weapon. The saving throw is reduced by one for every five disarm skill levels. The weapon will land 1d6 x 5 feet away in a direction determined from the scatter table. An defender using a two-handed weapon induces a -4 penalty to the disarm skill saving throw. If the disarm saving throw fails, the attacker misses their next weapon skill action phase.

MOUNTED ATTACKS

If the attacker is on a mount they gain a +1 bonus to strike any target on the ground. Any attack on the ground has a -1 penalty to strike at a defender on a mount. An attacker on the ground may choose to attack the mount instead on their weapon skill action phase.

If the character is riding a warhorse, the warhorse can also attack on the horse's 'hooves' attack skill action phase.

SPECIAL COMBAT RULES

Ambush: If a target is struck unknowingly from behind, the attacker may use his or her ambush skill. A successful SST in ambush indicates the defender receives double the normal endurance and body damage. The damage value of the weapon is increased by 3 when determining the effect of severity only.

Attacks from behind: Any character attacked from behind uses the stand defence unless he or she is aware of the attacker. To turn around outside a movement action phase requires a successful advance body balance/riding check.

Multiple Attackers: When more than one attacker is attacking a target within a skill action phase, the defender resolves each attack separately.

SCATTER TABLES

Use these tables to determine random directions (e.g. for disarming, fumbles, etc.) The distance an object will Travel is equal to 1d6 X 5 feet (1d6 squares).

EXAMPLE OF COMBAT

Matlock the halfling thief and Dagor the human barbarian decide to rescue Sarb the magician. After searching through the dungeon complex, they come across a room 50 foot square. There is a passageway directly across from their entrance. On the left wall about 25 feet away is Sarb. Sarb's feet are shackled to the wall with a chain and are locked and his hands are bound by rope. Before the two could act, an orc enters through the opposite passageway. The gamemaster decides to use the phase sequence cards to regulate the actions of the characters and non-player characters. Below are all pertinent data required for the battle.

NAME	MOVEMENT	SKILL	SL	SST
Matlock	9/40	Hafted Weapon	6	7
		Pick lock	10	8
		Draw Weapon	5	7
Dagor	10/55	Hafted Weapon	9	10
		Moving in Armour	8	9
Sarab	8/40	Power Channelling	8	9
		Sonic Disruption	5	6
Orc	12/40	Pole-Arm Weapon	5	6
		Moving in Armour	4	7

Dagor already had his longsword drawn and shield ready while the orc is carrying a halberd. Matlock does not have his shortsword drawn but gets his lock picking kit out instead. The gamemaster starts drawing cards from the phase sequence deck. A "5" is drawn.

Since nobody can perform an action, he continues. An "M" is drawn next. This is a movement action phase and the person with the lowest movement number reacts first. Thus Sarab would move first because of his 8 but cannot as he is tied to the wall. Matlock will move with his 9 and proceeds to Sarab. Matlock easily makes the 25 feet with his 40 feet per MAP movement. Dagor moves next and crosses the 50 foot room and stands in front of the orc (this does not engage the orc as all movement is simultaneous). The orc makes his move last because of his 12 and backs up ten feet out of the reach of Dagor's longsword but still within range of his halberd. Dagor is held engaged in melee combat. All movement is completed and the gamemaster continues drawing cards from the phase sequence each.

Next number drawn is an "8" and Matlock can use his pick lock skill because of his 8 skill saving throw. He rolls a 5 on 2d6 and successfully picks the lock holding Sarab's legs. Since the metal is removed from Sarab, he is free from that restriction for casting spells.

A "9" is drawn and since this is Sarab's power channelling SST, he can cast a spell (all spells are cast on the power channelling skill saving throw). He decides to spend that phase preparing to cast sonic disruption. Sarab has a power channelling SST of 9 and rolls a 3 and 4, total of 7, and gains the +1 bonus. He may not cast the spell in this phase and had he failed the roll, no bonus would be gained.

A "6" comes next and the orc attacks. He chooses to thrust central. There are no modifiers to the to-hit chance so it remains unchanged at 3. Dagor has a shield (round-metal) and decides to block the attack. He needs a 7 or less on a 2d6 dice roll to block the

thrust. He rolls 7 and the halberd strikes the shield. The shield's 'hits to destroy' number is reduced from 30 to 29 from the hit. Since the attack hit the shield, Dagor must make a stability check. His moving in armour skill saving throw is 8. Consulting his body balance section, he needs an 8 for this type of 'stability' check (Dagor has enough skill in moving in armour to negate the weight of the shield). He rolls a 5 on 2d6 and does not fall to his knees.

A "3" is drawn next, then a "10", Dagor's longsword skill saving throw. Dagor must advance towards the orc to get within his weapon's range. He only needs to move five feet, prompting an advance body balance check. His moving in armour skill saving throw is reduced by 2 for this type of check. The chance is 8 (10 - 2) and he rolls a 6 on 2d6, and makes the check. Dagor decides to slash high. The to-hit chance is 6 but reduced to 4 because of the advance (-2 modifier). He rolls an 8 and fails.

The next number drawn is "7", Matlock's skill saving throw in shortsword. Since he is drawing the weapon in a pressure situation, he must use the draw weapon skill. He rolls 11 on 2d6 failing the skill saving throw of 7. Since he is not engaged in melee, the -2 failed draw weapon modifier does not come into effect. The next number drawn is an "8".

A "4" then "9" is drawn and Sarab decides to cast his sonic disruption spell. He cannot use gestures (his hands are tied) and with no incantations has a -3 penalty. He does gain the +1 bonus for the one skill action phase of preparation. He needs a 4 (6 - 2) on 2d6 to cast the spell. Since Sarab is using his endurance as a source of power, he only casts a 16th level spell. He rolls a 1 and 3 making the skill saving throw and inflicts 8 damage value on the orc. Since it is an undirected attack, he must use the random portion of the hit location card to find the effect of severity. He draws card #29, and uses the -3 effect from the right calf hit location. This lowers his effective damage value to 5. He draws a serious, card #18, and inflicts 8 endurance damage points, 12 body damage points, and stuns the orc as 12 falls between 0 - 15 on the effect of severity table. Dagor was not affected by the spell because Sarab centred it on the orc with only a 6" radius. Because of the stun, the orc takes a stun card. The orc must also make a stability check. He needs a 7 or less to remain standing and rolls a 6 when making his body balance check.

A "10" is called next and Dagor can attack the orc. Dagor picks thrust high but the orc decides to parry. The orc must roll a 3 or less (his weapon SST minus the parry modifier) to successfully parry the thrust. The gamemaster rolls a 7 and the parry fails. Dagor's chance for the thrust high is raised from 2 to 4 from the

+2 modifier for failed parries. Dagor rolls a 4. The successful hit! A hit location card is drawn, #32, and the high location is used. This is a neck hit plus 3 effect of severity modifier. Dagor draws card #23 for damage and critically hits the orc with his 10 DV sword. The adjusted 10 damage value to 13 is reduced to 11 from the orc's natural resistance to damage value for edged attacks. The final 11 effective damage value is applied to the damage card. The orc receives 15 endurance damage points, 20 body damage points and the effect of severity is unconscious. The orc fails the willpower attribute saving throw and falls to the ground unconscious. The orc loses 1d6 willpower damage points for the attempt. A 7 is drawn which is Dagor's random action phase number on he bounds and gags the orc.

Since all combat has ceased the gamemaster stops using the phase sequence deck. All drawn cards are placed in the deck and the deck reshuffled.

Matlock unties Sarb's hands and Dagor searches the orc for treasure. The three continue on to find their captured friend Skylar. They hope that their ranger friend Gilbert is having no difficulty guarding the entrance to the dungeon complex.

SIEGE EQUIPMENT AND OBJECTS

SIEGE EQUIPMENT

For siege equipment to successfully strike their target, a siege engineer must make a successful SST in his or her siege engineer skill. This save is modified by -4 for the first shot, -3, -2, -1, for each subsequent shot and finally no modifier for all shots thereafter. Even if a siege device successfully strikes a target, a SST in siege engineer must still be made for each shot. Battering rams and screws always strike their targets. Siege equipment must be manned by a certain number of crew. Should the crew fall to half its original value, double the rate of fire. Siege equipment cannot operate with less than half the normal amount of crew. All siege equipment have a damage value similar to melee weapons. There is no modifier to this damage value.

Breaches may also be accomplished by mining under the walls and burning away the supports. The time needed to mine is equal to 1d6 days for normal ground and 1d6 months for stone ground. The fire will take an additional 1-2 days to burn through the wood. If the leader makes a successful siege engineer SST the wall will suffer a 300 damage value attack. If the save failed, the wall will suffer only a 70 DV attack.

Name	Crew	DV	Range (yds)	Rate of Fire
Arbalest	1	20	400	1 shot / t
Ballista – arrow	3	30	400	1 shot / 2 t
Ballista - stone	3	50	300	1 shot / 5 t
Battering Ram	16	100	touch	1 hit / t
Boat Ram	-	100/ft	touch	1 / 30 t
Catapult (light)	6	100	300	1 shot / 4 t
Catapult (heavy)	10	200	300	1 shot / 5 t
Onager	6	80	400	1 shot / 5 t
Screw	10	70	touch	1 attack / t
Springal	6	40	300	1 shot / 5 t
Trebuchet	12	1000	300	1 shot / 15 t

DAMAGING OBJECTS

Objects can be damaged by physical and magical attacks. All inanimate objects have structure points. When struck by physical or magical means, a damage card is drawing and the body damage is subtracted from the structure points. There is no effect of severity modifiers for objects. When an object's structure points reach zero, it is destroyed beyond use. The following list is a guideline for structure points of various objects.

Battering Ram	650	Lock	30
Boat	70/foot	Mantelet	200
Catapult	320	Onager	360
Chair	20	Portcullis	625
Door, Iron	575	Siege Tower	1300
Door, Wooden	65	Stone Wall	250/foot
Door, Wooden (bound)	200	Table	60
Gate	600	Trebuchet	500

****EXAMPLE**** Skylar the sorceress is trapped in a room and decides to use a fire bolt spell to destroy the door leading to the exit. The door is wooden therefore Skylar must inflict 65 structure points to destroy it. She successfully casts a 30th level fire spell and draws damage card #24, a critical, and inflicts 40 body damage, reducing the door to 25. Since the power loss from the spell was more than she expected, Skylar decides to use her battle axe to chop herself out. The axe does 11 DV and she drew card #13 which does +5 BDP. She hits the door and inflicts 16 more points of damage. The door has only 9 points left. She hits the door again and draws card #23. The axe inflicts 20 damage points destroying the door. Skylar can now make her escape.

RESISTANCE TO DAMAGE VALUE OF OBJECTS

All materials will have a resistance to damage value. The following is a guide to determining the RDV of an object. Use this table for missile weapons.

Material/Item	RDV
Buckler	10
Creature/Human	11 + 1 per strength AS above 10
Knight Shield	15
Metal	10 per inch
Round Shield (wood)	7
Round Shield (metal)	12
Straw (baled)	1 per inch
Table	7
Wood	3 per inch
Wood (bound)	5 per inch

CREATURES

A gamemaster should make encounters with creatures exciting, challenging and different each time. By using creatures sparingly and having each encounter well thought out, the level of role-playing and game play will greatly increase.

The best method of accomplishing this is to place yourself in the creature's position. Give the creature a purpose, goals, a personality, habits, flaws, and so on. Try to treat each creature as an individual being. Although this can be hard during large encounters, you only have to look at any party of characters to see that they do not always act with similar motives, in unison and with perfect timing. All creatures of the same species do not act the same. One hobgoblin may surrender while another who is fanatically loyal to his master will fight to the death.

When planning encounters, do not make the creatures simple cannon fodder. In doing so, the players gain a level of arrogance and power that will alter the balance of play. If a party was simply thrown orcs to kill with ease at every turn of an adventure, this may diminish a great climax or forgo a chance for role-playing. When the orc king is discovered, characters may simply blunder in with swords and wands blazing. Unknown to the party, the orc king is under pressure from above and within his own troops. With this sudden attack he must defend himself and prove his worth to the clan. The characters, not taking the time to properly assess this more powerful orc, fail to notice the orc king has a wand of metamorphosis (with 6 charges) and a garrison of 30 orcs down the hall loyal to his cause. The party may find themselves in a worse

position had they not thought out and respected the power of the creatures.

Creatures do not always fight to the end. Animals retreat and lick their wounds while intelligent creatures may surrender. Animals will rarely attack a large group of people.

Intelligent creatures should have a goal they are trying to accomplish. These goals could be: patrols simply reporting all they find but no contact, searching looking for food, lodging, money, information, or they play a larger purpose (they are part of the character's enemy force whose purpose is to slow down or defeat the party).

Powerful monsters should only be encountered on special occasions. As powerful as a dragon is, meeting one over every hill, will get a little ridiculous.

Sometimes a direct encounter is not always desirable. Tracks and occasional sightings keeps player on their toes just as effectively as needless combat. Legends and the evidence of a creature should be enough to place the characters on edge.

By being creative with the encounters and creatures the scenario and campaign will be more enjoyable.

THE CREATURE TABLE

After each monster and animal is a common set of parameters describing each creature's abilities.

Encounter: This is an indication of how often a creature may be encountered by the characters. A 2d6 dice roll equal to or less than the number indicates the group has found tracks, the lair, sighted or actually encountered the creature.

Very Rare (VR)	3
Rare (R)	5
Uncommon (UC)	7
Common (C)	10

Number Encountered: This indicates the number of creatures usually encountered.

Type: Defines what type of magic attacks will affect the creature. There are four types: animal (A), humanoid (H), monster (M) and undead (U). This is important as certain spells (e.g. charm, speak with animals, banishment) can only affect certain types of creatures. This is also an indication of how the creature should be role-played.

Attribute Scores: The average attribute score for each of the 13 attributes. Some attribute scores may be 0 reflecting this attribute does not apply to the type of creature.

Magic Resistance (MR): The average magic resistance for that type of creature. This number may vary.

Movement: The land, air and water movement rates given in feet per movement action phase.

Movement Number: The average movement number for that type of creature.

Attack Level: Determines which row on the combat reference chart to-hit table under the humanoid heading to use when attacking. Random means the creature uses the random row. All means the creature has some intelligence and may pick the level of attack (high, central, low or random).

Defence: Determines which row the creature will use when defending. Extraordinary, fierce, average and weak creatures use that row when being attacked. Humanoid creatures defend normally (i.e. the attacker may pick the level of attack, high central, low or random).

Effect Modifier: The effect of severity given on the damage cards are for human-sized opponents. Due to the size or mass of some creatures, they can lower or ignore the effects of the severity on the damage card.

Normal: The creature takes the effect as stated on the damage card.

Lower: The creature takes the next lower effect (dead becomes unconscious, unconscious becomes stun, stun becomes no effect).

Ignore: The creature ignores all effect of severities.

RDV: The impact, edge and puncture RDV of the creature's natural skin, hide, shell, etc. Certain creatures may wear armour which will add to their natural resistance to damage value.

Damage Points: Almost all creatures have endurance (EDP), body (BDP), and willpower (WDP) damage points.

Attacks: The first number is the amount of attacks, followed by the attack type, the damage value, the damage type (edge, impact, puncture) and the skill saving throw. For example:

1xclaw 10DV edge 8

Skills: A list of possible skills the creature may have. Following the skill name is the skill level and skill saving throw. Example, foraging 8/9 has a skill level of 8 and a 9 skill saving throw.

Banishment Points: Used only for undead creatures. This is the average banishment points.

CREATURE SHEET

A reference sheet is provided to record most of the data and scores for a creature. On the top of the next column is an example of a sheet for a troglodyte. Space

is available for weapons and skills. Additional information like armour and spells may be recorded on a separate piece of paper.

CREATURES IN COMBAT

Creatures that are humanoid or beasts with great intelligence will fight to the best of their abilities. All creatures, where applicable, will use the same combat rules as found in the combat section.

Creatures, whether they are using natural weaponry or a weapon, attack using the standard to-hit table found on the combat reference chart. Creatures that use weapons pick their attack type based on the weapon. Those creatures without weapons may attack unarmed or with natural weaponry. Natural weapons have the following attack types.

Weapon	Attack Type
Bite	Hack
Branch	Swing
Claw	Slash
Hooves	Hack
Horn	Thrust
Tail	Swing

The 'Attack Level' parameter determines what row to use. All means the attacker may choose the level (high central, low or random). Random indicates the attacker must use that row. For example, a tiger (cat, wild) bite attack would be a random 'hack', to-hit chance of 7.

Like other skills, there is a skill saving throw for each attack indicating when a creature may utilize their weapons in combat. A creature may perform as many attacks per turn as it desires (e.g. a creature that bites, uses claws and has a tail may employ any of these attacks per turn when the skill action phase number is drawn). Creatures with multiple attacks can strike multiple times (e.g. 2xClaw can strike twice) within the same action phase and may attack different opponents with each attack.

The 'Defend As' parameter determines what row the creature will use when being attacked by a humanoid (e.g. the player characters). There are five types of defences a creature may be classed as: humanoid, weak, average, fierce and extraordinary. Creatures defending as humanoids use the humanoid column. Therefore, the attacker can pick the level of attack. If a creature is not humanoid, it will use the row based on the toughness (weak, average, fierce and extraordinary). The attacker need not pick a level (high, central, low or random), but simply uses the appropriate row to determine the to-hit chance. Monsters do not have to make body balance track

number checks when advancing or retreating (backing off).

When determining the hit location area on the hit location card, creatures of extraordinary, fierce, average and weak toughness will use the Creature section. All other humanoid creatures will use the section depending on the level of attack. A creature section that has a second hit location in parenthesis will use this alternate hit location if the first location given does not exist for that type of creature.

Some creatures are larger and more tenacious than the characters and can withstand the effect of being damaged to a greater degree. To reflect this, the effect of severity may be lowered to the next effect or totally ignored. Listed in the creatures statistics under effect modifier, is normal, lower or ignore.

Normal: The creature takes the effect as stated on the damage card.

Lower: The creature takes the next lower effect (dead becomes unconscious, unconscious becomes stun, stun becomes no effect).

Ignore: The creature ignores all effect of severities.

Stun: If a creature is not humanoid, then the result of stun means it will forfeit its next attack.

Unconscious: Creatures may use their willpower to regain consciousness. They lose 1d6 willpower damage points every attempt.

COMBAT EXAMPLE

After completing a movement action phase, Gilbert the warrior finds himself engaged with a bear. Gilbert's skill saving throw in longsword is 9. Drawing a card from the phase sequence deck, the gamemaster announces a 3. Drawing another card, the gamemaster announces a 5. The 5 is the bear's bite skill saving throw. The bear attacks using the random row (Attack Level: random) and a bite is a hack attack type. The to-hit chance is 7. The gamemaster rolls a 5 on 2d6 and hits Gilbert. Drawing hit location card #33, the random result is left lower arm with -3 effect of severity modifier. The bear's bite inflicts 10 damage value but is lowered to 7 from the -3 effect modifier. Damage card #01 is drawn and Gilbert is lightly wounded. He loses 1 endurance damage point and 7 (0 + 7) body damage points. The effect of severity is none as 7 falls between 0 and 24 on the effect of severity table. The next number drawn is "6", the bear's claw skill saving throw. The claw attack type is slash, therefore the to-hit chance is 9 using the random row. Gilbert decides to parry. The chance to parry is equal to the skill saving throw of the weapon minus the parry modifier. Since Gilbert is using a longsword the chance to parry

is equal to 7 (9 - 2). He rolls a 4 on 2d6 and successfully parries the blow. The weapon does not break on a 2d6 dice roll of 9. An "8", "10", and "9" is drawn. Nine is Gilbert's weapon skill saving throw. Since the bear is an average (Defend As: average) creature we use that row of the to-hit table to determine the outcome of the strike. Gilbert slashes and the chance is 8 or less. He rolls a 5 and hits the bear. The sword inflicts 8 damage value (10 for his strength attribute score and -2 for the damage value modifier for slash). Hit location card #43 is drawn and yields a head +4 hit under the creature heading. Four is added to the damage value bringing the total to 12 before drawing the damage card. Card #74 is a critical hit. The bear loses 17 endurance damage points (5 + 12) and 22 body damage points (10 + 12). Normally the creature would be killed on this attack but the bear's effect modifier lowers the result to unconscious instead.

BESTIARY

BEAR

Bears vary from brown to black and weigh 500-1500 pounds. They usually eat berries or small game, but when pressed for food will attack a human. Bears are found in every clime, except the desert, and are active for only half of the year. Bears mate yearly with 1-2 cubs commonly encountered with a parent.

Encounter: UC Number Encountered: 1-2 Type: animal
STR: 10 HLH: 7 END: 9 WIL: 5 COR: 6 DEX: 5 AGL: 7
OBS: 6 PER: 10 INT: 7 LAB: 4 EDC: 0 MAG: 1 MR: 15
Move (ft/MAP) Land: 50 Air: Water: 25 Move Num: 13
Attk Lvl: random Defend As: average Effect Modifier: lower
I-RDV: 0 E-RDV: 1 P-RDV: 0 EDP: 40 BDP: 350 WDP: 12
1xbite 10DV edge 5
1xclaw 10DV edge 6
foraging 10/8

CAT, WILD

This description represents only the big cats which pose a threat to the characters. Such felines include tigers, lions, panthers and cougars. Each has a specific area in which they inhabit. A lion on plains or grasslands, tigers in forests and cougars in mountains or arid places. If a cat makes a successful ambush SST, they will receive 4 claw attacks instead of 1 for the first attack. Cats mate yearly with 1-6 kittens Cly encountered in the spring.

Encounter: UC Number Encountered: 1-2 Type: animal
STR: 9 HLH: 7 END: 10 WIL: 4 COR: 8 DEX: 6 AGL: 10
OBS: 10 PER: 10 INT: 7 LAB: 5 EDC: 0 MAG: 1 MR: 15
Move (ft/MAP) Land: 90 Air: Water: 15 Move Num: 15
Attk Lvl: random Defend As: average Effect Modifier: lower
I-RDV: 0 E-RDV: 0 P-RDV: 0 EDP: 20 BDP: 150 WDP: 6
1xbite 11DV edge 7
1xclaw 8DV edge 6
ambush 10/10 tracking 9/9
foraging 10/8 camouflage 7/6

CAVNAR TREE

Within almost every forest this peculiar tree grows. The tree stands approximately 40 feet tall and is quite indistinguishable from other trees that size. When something passes within 20 feet of the trunk, there is a 6 or less (on 2d6) chance the tree will attack. When it does, the roots quickly lash out from under the ground entangling the person. From 1d6 + 2 roots may attack a person and successful agility attribute saving throw is required to avoid each root. Once trapped, the victim is automatically injected with a poison from barbs on the roots. To avoid the affects of the poison, a successful AST versus health must be made. Failure indicates the victim falls unconscious for 3d6 turns. The character will lose 5 body damage points automatically per root when a six is drawn from the phase sequence deck. Once the victim is dead, the root releases it. A 1 on a 1d6 die roll indicates there is a body (humanoid or animal) already at the base of the tree.

Encounter: R Number Encountered: 1-20 Type: monster
STR: 10 HLH: 8 END: 10 WIL: 8 COR: 0 DEX: 0 AGL: 0
OBS: 0 PER: 6 INT: 0 LAB: 0 EDC: 0 MAG: 0 MR: 200
Move (ft/MAP) Land: 0 Air: 0 Water: 0 Move Num: 0
Attk Lvl: none Defend As: weak Effect Modifier: ignore
I-RDV: 4 E-RDV: 5 P-RDV: 3 EDP: 100 BDP: 600 WDP: 0

CENTAUR

Centaur are a cross between a man and a horse. They despise all other races and will attack on site. Centaurs usually roam in herds raiding small villages and caravans. Within their forest retreats they escape knights who hunt them down. A centaur can employ any weapon. Centaurs tend to be warriors, rangers, druids and physicians. Centaurs speak their own language and may know others as well.

Encounter: UC Number Encountered: 1-10 Type: monster
STR: 8 HLH: 7 END: 9 WIL: 8 COR: 9 DEX: 7 AGL: 10
OBS: 8 PER: 7 INT: 7 LAB: 8 EDC: 7 MAG: 7 MR: 30
Move (ft/MAP) Land: 75 Air: Water: 25 Move Num: 12
Attk Lvl: all Defend As: humanoid Effect Modifier: lower
I-RDV: 0 E-RDV: 0 P-RDV: 0 EDP: 50 BDP: 250 WDP: 21
2xhooves 8DV impact 6
melee weapon 0/9 tracking 10/9
bow 10/10 wilderness skills

CHIMAERA

These monsters have a dragon's tail, a goat's body and a lion's head and retain all the colouring of their animal counterparts. When sitting upright a Chimaera stands 10 feet tall. Chimaeras inhabit lower caverns of mountains and are encountered by dwarves and orcs who accidentally tunnel into their home. Although the bite of a Chimaera inflicts huge wounds, it is their breath weapon that keeps the best warriors at bay. The breath weapon can be used 1d6 times a day and inflicts 20 DV damage to all in its path. The area of effect is equal to a cone 50 feet long by 20 feet wide at the end. The flame lasts for 2d6 phases and the Chimaera may move its head while breathing every breath weapon skill action phase. These creatures are extremely smart and live for decades.

Encounter: VR Number Encountered: 1 Type: monster
STR: 15 HLH: 8 END: 10 WIL: 4 COR: 7 DEX: 7 AGL: 8
OBS: 8 PER: 9 INT: 7 LAB: 4 EDC: 0 MAG: 1 MR: 40
Move (ft/MAP) Land: 55 Air: Water: 25 Move Num: 13
Attk Lvl: random Defend As: extraordinary Effect Modifier: ignore
I-RDV: 1 E-RDV: 2 P-RDV: 1 EDP: 60 BDP: 500 WDP: 20
1xbite 14DV edge 8

1xclaw 10DV edge 7
1d6xbreath 20DV impact 7
foraging 5/7 caving 8/8

CRAB, GIANT

These giant crustaceans can be found in deep cavern pools, inland bodies of water and seas. Giant crabs grow up to ten feet in diameter and are tenacious foes.

Encounter: VR Number Encountered: 1 Type: animal
STR: 10 HLH: 8 END: 7 WIL: 6 COR: 6 DEX: 6 AGL: 6
OBS: 4 PER: 5 INT: 5 LAB: 2 EDC: 0 MAG: 1 MR: 20
Move (ft/MAP) Land: 50 Air: Water: 70 Move Num: 11
Attk Lvl: random Defend As: fierce
Effect Modifier: ignore
I-RDV: 5 E-RDV: 10 P-RDV: 3 EDP: 40 BDP: 300 WDP: 20
2xclaw 17DV edge 7
melee weapon 6/6 caving 10/7

CYCLOPS

A cyclops stands roughly 20 feet tall and weighs 6000-8000 pounds. They prefer to employ only simple weapons and refrain from using missile weapons. Cyclops dwell in secluded areas in the mountains. Cyclops are carnivorous, favouring orcs and elves. Cyclops are dim witted and speak only a crude form of C.

Encounter: R Number Encountered: 1 Type: monster
STR: 30 HLH: 8 END: 20 WIL: 7 COR: 5 DEX: 6 AGL: 9
OBS: 5 PER: 9 INT: 9 LAB: 5 EDC: 4 MAG: 7 MR: 18
Move (ft/MAP) Land: 70 Air: Water: 50 Move Num: 14
Attk Lvl: all Defend As: humanoid Effect Modifier: ignore
I-RDV: 0 E-RDV: 0 P-RDV: 0 EDP: 300 BDP: 1000 WDP: 40
unarmed melee 10/10 melee weapon 10/10
foraging 10/6

DEMON

Demons are summoned to the world by powerful clerics or magic-users. They may also be sent by an evil deity. Demons come in many forms but are generally humanoid in shape and very powerful. All demons may cast the fire spell twice per turn on a 9 action phase. The chance to cast the spell is 10. The demon need not prepare, gesture or incant for this spell and receives no penalties in doing so. Demons have 1000 power points and are limited to a 100th level spell. Demons may also return to their plane of existence if they feel they are finished their task or to heal and recover from battle. A demon takes 15 phases to plane shift. During this time they may not attack but can be attacked. A demon will usually throw up a protective ring of fire around themselves to avoid being attacked. Demons are immune to fire attacks. They have a natural 40 points of type 'fire' mystical armour. This armour takes 24 hours to regenerate. All demons can see in the dark as well as they can see in the light.

Encounter: VR Number Encountered: 1 Type: humanoid
STR: 18 HLH: 14 END: 12 WIL: 15 COR: 10 DEX: 10 AGL: 10
OBS: 11 PER: 11 INT: 11 LAB: 11 EDC: 11 MAG: 11 MR: 120+
Move (ft/MAP) Land: 70 Air: 50 Water: 30 Move Num: 17
Attk Lvl: all Defend As: humanoid Effect Modifier: ignore
I-RDV: 8 E-RDV: P-RDV: 8 EDP: 150 BDP: 500 WDP: 50
1xbite 17DV edge 10
2xclaws 15DV edge 9
melee weapon 10/9 power channelling 40/11
detect resistance 10/11 tracking 10/11
curse lore 10/11 ambush 10/11

climb sheer surf.	10/11	stealth	10/11
illusion	10/11	quest	20/11
control light	15/11	derangement	20/11
fear	30/11	willpower drain	15/11
hex	10/11	blood letting	10/11

DRAGON

Dragons are giant winged reptiles that are fierce fighters and tenacious opponents. Dragons are also intelligent and wise. It is these two factors which enables dragons to live for centuries. Fortunately for the residents of the world, only a handful of these serpents exist. Because dragons have armour-like skin and can breath fire, they are nearly impossible to kill. All dragons have an Achilles heel. The weak spot can be a personality or physical flaw. Such imperfections are greed, laziness, drowsiness or more direct soft spots, like a scale in the armour missing. This flaw, if discovered, can be used against the dragon to aid in its downfall. Dragons automatically detect all magic that come within 200 feet of them. This is a conscious effort and does not work while sleeping. Dragons may breath fire 1d6 + 2 times a day. The fire inflicts 20-30 damage value and lasts for 2d6 phases. The fire is 100 feet long and widens to 30 feet at the end. If a breath weapon skill action phase comes before the duration is over, the dragon may "fan" the flame 45 degrees to the left or right. Dragons speak C on occasion. There is a slim chance that a dragon will have 2-4 eggs or baby dragons in the den.

Encounter: VR Number Encountered: 1 Type: monster
STR: 40 HLH: 14 END: 20 WIL: 11 COR: 8 DEX: 7 AGL: 10
OBS: 9 PER: 11 INT: 11 LAB: 12 EDC: 6 MAG: 16 MR: 100
Move (ft/MAP) Land: 45 Air: 180 Water: 20 Move Num: 10
Attk Lvl: all Defend As: extraordinary Effect Modifier: ignore
I-RDV: 5 E-RDV: 16 P-RDV: 3 EDP: 3000 BDP: 5000 WDP: 30
1xbite 25DV edge 8
breath 25DV impact/fire 7 (1d6 + 2 times)
2xclaw 12DV edge 5
1xtail 10DV impact 3
history 10/10 philosophy 10/10

EAGLE, GIANT

Giant eagles are found nesting upon the high mountains ranges. Eagles have a wing span of 60 to 100 feet and can easily lift a man. Although they tend to ignore the affairs of gnomes and elves, they sometimes will aid them in times of strife. Giant eagles once inhabited most of the great mountains but were driven away by orcs hunting them for pure pleasure.

Encounter: VR Number Encountered: 1-2 Type: animal
STR: 15 HLH: 8 END: 20 WIL: 11 COR: 10 DEX: 7 AGL: 7
OBS: 15 PER: 8 INT: 12 LAB: 8 EDC: 8 MAG: 10 MR: 25
Move (ft/MAP) Land: 30 Air: 170 Water: Move Num: 14
Attk Lvl: random Defend As: fierce Effect Modifier: ignore
I-RDV: 0 E-RDV: 1 P-RDV: 4 EDP: 80 BDP: 250 WDP: 24
1xbite 18DV edge 4
21claw 14DV edge 8
foraging 8/9 some (10%) speak eleven or gnomish

FROG, GIANT

Giant frogs average 7 feet in height and weigh hundreds of pounds. If a character is struck by the tongue of a frog they will travel 5 feet per 8 action phases towards the frog. The tongue has a range of 20 feet. The tongue can take 40 body damage points before the frog will

release the target. The target may break free if they successfully make a strength attribute saving throw with a -6 modifier. They may make this attempt on a random action phase. If a character is swallowed they will begin to take 10 damage value attacks per movement action phase.

Encounter: UC Number Encountered: 1-3 Type: animal
STR: 12 HLH: 12 END: 10 WIL: 6 COR: 9 DEX: 5 AGL: 6
OBS: 7 PER: 7 INT: 7 LAB: 2 EDC: 0 MAG: 1 MR: 25
Move (ft/MAP) Land: 50 Air: Water: 60 Move Num: 11
Attk Lvl: random Defend As: average Effect Modifier: lower
I-RDV: 6 E-RDV: 3 P-RDV: 2 EDP: 40 BDP: 300 WDP: 18
1xtongue 5DV impact 8 (sticky)
foraging 7/6

GARGOYLES

Gargoyles are human-like stone creatures that can fly limited distances. They tend to wait for their prey atop buildings blending in with fake gargoyles and pounce on unsuspecting victims with great deftness. Gargoyles are intelligent and very independent. Gargoyles speak their own language and C.

Encounter: R Number Encountered: 1-10 Type: monster
STR: 12 HLH: 12 END: 12 WIL: 8 COR: 9 DEX: 10 AGL: 11
OBS: 8 PER: 7 INT: 8 LAB: 4 EDC: 2 MAG: 10 MR: 25
Move (ft/MAP) Land: 40 Air: 60 Water: 0 Move Num: 12
Attk Lvl: all Defend As: humanoid Effect Modifier: lower
I-RDV: 2 E-RDV: 10 P-RDV: 5 EDP: 30 BDP: 130 WDP: 21
2xclaws 9DV edge 9
trident 10/9

GHOST

A ghost is a spirit of a dead person. Ghosts are incorporeal and appear as a pale, dim shadowy form. Any person viewing a ghost must make a successful willpower attribute saving throw to avoid falling unconscious for 1d6 turns. Ghosts may pass freely between walls and can use a limited telekinesis to move objects up to 5 pounds (there is no power loss for the talent). A ghost may be released from its eternal state by either completing a goal left undone, righting a wrong it committed or destroying something of value associated with it. Ghosts are encountered on special occasions and are immune to all physical and spell attacks except vult's demise.

Encounter: special Number Encountered: 1+ Type: undead
STR: 0 HLH: 0 END: 0 WIL: 0 COR: 0 DEX: 0 AGL: 0
OBS: 0 PER: 0 INT: 0 LAB: 0 EDC: 0 MAG: 0 MR: 35+
Move (ft/MAP) Land: 40 Air: 40 Water: 40 Move Num: 12
Attk Lvl: all Defend As: n/a Effect Modifier: n/a
I-RDV: n/a E-RDV: n/a P-RDV: n/a EDP: n/a BDP: n/a WDP: n/a
1xtouch 0DV none 8 (1d6 willpower damage points)
Banishment: 400

GHOUL

These evil creatures devour carcasses left to rot. Ghouls stand 5 feet tall, are humanoid in appearance and are pale green in colour. They wear tattered and decaying clothing. Ghouls have long claws and sharp teeth. When a ghoul touches a character with its claw, they will lose 1d6 - 2 willpower damage points. If a character is struck by the ghoul's bite, they will lose 1d6 + 1 endurance damage points and 1d6 - 2 willpower damage points. There will usually be more than one ghoul found when encountered. The origin of ghouls is unknown but they may have entered this world from another plane.

Encounter: R Number Encountered: 2+ Type: undead
 STR: 10 HLH: 0 END: 8 WIL: 6 COR: 7 DEX: 7 AGL: 7
 OBS: 6 PER: 8 INT: 8 LAB: 0 EDC: 0 MAG: 1 MR: 30
 Move (ft/MAP) Land: 35 Air: Water: 10 Move Num: 11
 Attk Lvl: all Defend As: humanoid Effect Modifier: normal
 I-RDV: 2 E-RDV: 2 P-RDV: 0 EDP: 30 BDP: 100 WDP: 15
 1xbite 10DV edge 5 (+ 1d6 + 1 EDP, 1d6 - 2 WDP)
 1xclaw 11DV edge 8 (+ 1d6 - 2 WDP)
 Banishment: 150

GIANT

Giants weigh 800-25000 pounds and come in all shapes, sizes and appearances. Giants stand 10-30 feet tall and are classified by the location they inhabit (e.g. hill, cave, forest, mountain, ice). Most giants live alone and but a few can be found together living in fortresses, castles or other strongholds far away from civilization. Giants usually venture forth on monthly raids to capture livestock and at times people. Some giants have been friendly but few people believe so. On R occasions giants have been known to cast spells (possibly a captured magic-user exchanged the spells for their release). Giants enjoy tossing rocks and employ large clubs or maces. Giants speak their own languages and may know others as well.

Encounter: R Number Encountered: 1 Type: monster
 STR: 30 HLH: 8 END: 15 WIL: 7 COR: 7 DEX: 7 AGL: 8
 OBS: 8 PER: 8 INT: 7 LAB: 3 EDC: 2 MAG: 3 MR: 30
 Move (ft/MAP) Land: 65 Air: Water: 40 Move Num: 14
 Attk Lvl: all Defend As: humanoid Effect Modifier: ignore
 I-RDV: 0 E-RDV: 0 P-RDV: 0 EDP: 65 BDP: 900 WDP: 26
 1xfist 25DV impact 7
 melee weapon 15/10 unarmed melee 14/11
 wilderness skills 10/9 some general skills 8/9

GOBLIN

Goblins are short, ugly, mischievous creatures. Standing only 3 1/2 feet tall and weighing 40 pounds, goblins tend to look like halflings from a distance. A closer inspection will reveal their purple, green or lime coloured skin. Goblins live within forests and caverns in bands of 2 - 12. Goblins avoid direct combat preferring to use spells and missile weapons to confuse and panic their foes. Each goblin has an item for their source of power. Goblins may be purchased to perform tasks. They usually succeed in completing the goal and demand payment in gold. Goblins do not kill their targets, but if pressured, they will fight to the death. Goblins speak their own language as well as one other (usually C).

Encounter: R Number Encountered: 1-12 Type: humanoid
 STR: 7 HLH: 12 END: 14 WIL: 11 COR: 6 DEX: 9 AGL: 8
 OBS: 11 PER: 11 INT: 9 LAB: 8 EDC: 9 MAG: 15 MR: 18
 Move (ft/MAP) Land: 45 Air: Water: 35 Move Num: 15
 Attk Lvl: all Defend As: humanoid Effect Modifier: normal
 I-RDV: 0 E-RDV: 0 P-RDV: 0 EDP: 30 BDP: 40 WDP: 25
 melee weapon 9/9 tracking 10/8
 power channelling 10/11 illusion 10/11
 fear 10/11 bewilderment 10/11
 teleportation 8/10 silence 6/8
 control light 7/10

GORILLA, CARNIVOROUS

This powerful animal stands six feet tall, has huge shoulders, a broad chest and weighs 400 pounds. Black or brown hair covers the

entire body except for its face, palms and bottom of the feet. Gorillas travel in rain forests in groups of 2-30 and one adult male always leads. This dominant male will protect the group against danger. Gorillas live 25 years on the average.

Encounter: R Number Encountered: 2-30 Type: animal
 STR: 14 HLH: 10 END: 12 WIL: 7 COR: 6 DEX: 6 AGL: 11
 OBS: 8 PER: 9 INT: 6 LAB: 2 EDC: 0 MAG: 1 MR: 17
 Move (ft/MAP) Land: 50 Air: Water: 15 Move Num: 11
 Attk Lvl: random Defend As: humanoid Effect Modifier: normal
 I-RDV: 0 E-RDV: 0 P-RDV: 0 EDP: 35 BDP: 225 WDP: 20
 1xbite 8DV edge 8
 2xclaw 8DV impact 6
 foraging 8/9

GREENDEATH

Greendearth grows in cold damp places and resembles the fungus Cly found in dungeons. Only a successful attribute saving throw versus observation, at a -3 penalty, will reveal the true nature of the fungus. Any person walking within 5 feet of the greendearth will cause the spores to release a poisonous gas. Those within a 5 'x 5' area of effect must make a successful AST versus health to avoid taking 1d6 endurance damage points per hour. Only a cure spell or remedy invocation will prevent the damage loss. Greendearth may only be destroyed by fire and is encountered UCly in dungeons. The fungus may fill any amount of area.

GRIFFIN

A griffin is a cross between an eagle and a lion. They stand 5 feet tall at the shoulders and weigh 800 pounds. The front half is that of the eagle and the griffin has wings enabling it to fly. Griffins inhabit almost all mountain ranges on which they build their lofty nests. Griffins are carnivorous, often raiding farms for sheep and cattle. It is only the height of their nesting grounds which enables them from being hunted to extinction. Griffins mate once every five years, thus maintaining a low population.

Encounter: VR Number Encountered: 1 Type: monster
 STR: 15 HLH: 11 END: 12 WIL: 7 COR: 7 DEX: 4 AGL: 10
 OBS: 7 PER: 9 INT: 6 LAB: 2 EDC: 0 MAG: 1 MR: 33
 Move (ft/MAP) Land: 45 Air: 140 Water: 20 Move Num: 14
 Attk Lvl: random Defend As: fierce Effect Modifier: lower
 I-RDV: 0 E-RDV: 2 P-RDV: 3 EDP: 55 BDP: 300 WDP: 20
 1xbite 16DV edge 9
 1xclaw 12DV edge 8

HARPY

Harpies are hideous winged monsters with the head of a woman and tail, legs and talons of a bird. Harpies stand about 5 feet tall. Harpies usually steal food from their victims and Rly fight. Some have been reported digging up graves and stealing the bodies. A harpy can release a poisonous gas that fills a 15 foot radius circle. All inside who fail a attribute saving throw versus health suffer 4d6 endurance damage points. Harpies inhabit all of the world and speak their own language as well as C.

Encounter: R Number Encountered: 1-3 Type: monster
 STR: 9 HLH: 11 END: 11 WIL: 9 COR: 8 DEX: 8 AGL: 8
 OBS: 8 PER: 9 INT: 7 LAB: 4 EDC: 2 MAG: 7 MR: 25
 Move (ft/MAP) Land: 40 Air: 80 Water: 10 Move Num: 13
 Attk Lvl: all Defend As: humanoid Effect Modifier: normal
 I-RDV: 0 E-RDV: 1 P-RDV: 0 EDP: 25 BDP: 110 WDP: 20
 2xclaw 8DV edge 8
 foraging 6/6

HIPPOCAMPUS

These gentle giants of the sea are the most sought after marine steeds. The front is that of a horse while the rear is a fish. A hippocampus can carry a rider and will often aid sailors in times of distress. Oceanids often ride these graceful beasts on regular intervals.

Encounter: R Number Encountered: 106 Type: animal
STR: 12 HLH: 11 END: 12 WIL: 11 COR: 5 DEX: 5 AGL: 9
OBS: 7 PER: 8 INT: 7 LAB: 4 EDC: 2 MAG: 1 MR: 25
Move (ft/MAP) Land: Air: Water: 70 Move Num: 13
Attk Lvl: random Defend As: average Effect Modifier: lower
I-RDV: 0 E-RDV: 0 P-RDV: 0 EDP: 40 BDP: 300 WDP: 20
1xbite 16DV edge 9
2xclaw 10DV edge 6
foraging 10/10

HIPPOGRIFF

A hippogriff is a cross between a horse and an eagle (the eagle being the front half). At 600 pounds and 4 1/2 feet at the shoulders, hippogriffs are often mistaken for griffins. Hippogriffs prefer caves high in the mountains in which they build their nests. Their diet is mostly grass and mosses although chickens or sheep are occasionally consumed. Hippogriffs mate once every 2 years producing 1-2 eggs.

Encounter: R Number Encountered: 1-2 Type: monster
STR: 14 HLH: 12 END: 12 WIL: 8 COR: 7 DEX: 4 AGL: 8
OBS: 9 PER: 9 INT: 7 LAB: 3 EDC: 0 MAG: 1 MR: 28
Move (ft/MAP) Land: 60 Air: 130 Water: 30 Move Num: 14
Attk Lvl: random Defend As: fierce Effect Modifier: lower
I-RDV: 0 E-RDV: 1 P-RDV: 2 EDP: 40 BDP: 250 WDP: 20
1xbite 12DV edge 8
1xclaw 10DV edge 7
foraging 8/9

HOBGOBLIN

Hobgoblins are creatures of great strength and endurance. They resemble orcs in many aspects but are more intelligent and wicked and often lead them into battle. Hobgoblins stand 6 feet tall and weigh 250 pounds. Their hairy hides range from dark brown to black. Their eyes are yellow and their teeth are sharp and dirty. Hobgoblins speak their own language and sometimes goblin, orcish or C as well. Hobgoblins hate almost everything and thrive on battle and cruelty. It is not UC to see jealous tribes feuding unless a strong non-hobgoblin leader prevails. Hobgoblins employ a variety of weapons and armour. There are no magic using hobgoblins.

Encounter: UC Number Encountered: 1-20 Type: humanoid
STR: 12 HLH: 12 END: 13 WIL: 9 COR: 8 DEX: 8 AGL: 8
OBS: 7 PER: 9 INT: 7 LAB: 4 EDC: 3 MAG: 7 MR: 27
Move (ft/MAP) Land: 45 Air: Water: 40 Move Num: 15
Attk Lvl: all Defend As: humanoid Effect Modifier: normal
I-RDV: 0 E-RDV: 2 P-RDV: 0 EDP: 40 BDP: 200 WDP: 24
melee weapon 20/11 combat skills 9/8
wilderness skills 8/8

HORSE

Horses provide the most common mode of transportation on the world. Horses are easily panicked by loud noises, sudden movement and strange spells. War horses do not panic as quickly. Horses also remember punishment and events that frighten them. A light horse weighs 1000 pounds and can carry 300 to 500 pounds. A medium horse weighs 1500 pounds and can easily carry up to 600 pounds. A

heavy horse weighs 2000 pounds and can carry 500 to 750 pounds. Horses eat 3 times a day and require water and salt. In combat a normal horse cannot attack a defender on the ground. A war horse can attack a defender on the ground and still allow the rider to attack a different target. A character who rides a warhorse gains a +1 stability modifier all riding ability checks. The movement listed is for a heavy horse. Add 15 feet and 25 feet to the base movement per action phase for a medium and light horse respectively. The damage points are as listed below.

	<u>Draft</u>	<u>Light</u>	<u>Medium</u>	<u>Heavy</u>	<u>War</u>
EDP	50	30	40	60	+100
BDP	300	150	200	400	+50

Encounter: C Number Encountered: 1+ Type: animal
STR: 18 HLH: 12 END: 10 WIL: 7 COR: 7 DEX: 0 AGL: 5
OBS: 5 PER: 9 INT: 5 LAB: 6 EDC: 0 MAG: 0 MR: 15
Move (ft/MAP) Land: 55+ Air: Water: 30+ Move Num: 11
Attk Lvl: random Defend As: weak Effect Modifier: lower
I-RDV: 0 E-RDV: 0 P-RDV: 0
2xhooves 5DV Impact 4

HYDRA

Hydra are large serpents that have 6 to 20 heads. Hydra are brown and gray with a lighter coloured under belly. They make their homes in every terrain type, swamps, grasslands, and mountains. Each head may attack a different target up to 15 feet away from the main body. If a hydra's head is killed or stunned, it does not affect the other heads. The EDP and BDP listed is for each head.

Encounter: VR Number Encountered: 1 Type: monster
STR: 25 HLH: 14 END: 20 WIL: 8 COR: 11 DEX: 4 AGL: 9
OBS: 12 PER: 12 INT: 12 LAB: 3 EDC: 2 MAG: 1 MR: 25
Move (ft/MAP) Land: 60 Air: Water: 50 Move Num: 13
Attk Lvl: random Defend As: extraordinary Effect Modifier: ignore
I-RDV: 2 E-RDV: 6 P-RDV: 0 EDP: 30 BDP: 80 WDP: 20
1-20xbite 20DV edge 5
foraging 6/7

MEDUSA

A medusa is a half woman, half snake creature 10 feet long. Atop of the head are many smaller snakes which are poisonous. Any being bit by these snakes must make a successful health AST or suffer 1d6 endurance damage points per turn. Medusa may employ melee and missile weapons and often do. These offenses are shadowed by the major consequences of viewing a medusa turning to stone. If a character directly views a medusa without taking precautions, he or she and all their possessions will turn to stone automatically. If a character is in combat with a medusa and takes precautions not to look, every 20th phase a character must make a successful AST versus observation to avoid accidentally looking at her. Once turned to stone, only a transmutation spell will bring a character back to life. Medusa speak their own language and C (20%).

Encounter: VR Number Encountered: 1 Type: monster
STR: 8 HLH: 7 END: 8 WIL: 8 COR: 9 DEX: 9 AGL: 10
OBS: 8 PER: 6 INT: 7 LAB: 6 EDC: 5 MAG: 3 MR: 25
Move (ft/MAP) Land: 30 Air: Water: 15 Move Num: 11
Attk Lvl: all Defend As: humanoid Effect Modifier: normal
I-RDV: 0 E-RDV: 1 P-RDV: 0 EDP: 23 BDP: 175 WDP: 15
2d6xbite 3DV edge 4
melee weapon 7/7 bow 10/11

MINOTAUR

A minotaur is a creature with a bull's head and a man's body. Standing 7 feet tall, minotaurs weigh 290 pounds. Minotaurs live in complex labyrinths in which they use to separate groups and conquer their prey individually. Minotaurs use a variety of weapons and prefer crossbows to shoot down long corridors. Minotaurs speak their own language. Minotaurs have secrets for sources of power.

Encounter: R Number Encountered: 1 Type: monster
STR: 12 HLH: 10 END: 14 WIL: 9 COR: 9 DEX: 8 AGL: 9
OBS: 7 PER: 8 INT: 7 LAB: 8 EDC: 7 MAG: 10 MR: 25
Move (ft/MAP) Land: 60 Air: Water: 20 Move Num: 16
Attk Lvl: all Defend As: humanoid Effect Modifier: normal
I-RDV: 0 E-RDV: 0 P-RDV: 0 EDP: 50 BDP: 1700 WDP: 30
melee weapon 8/10 caving 9/10
crossbow 8/10 power channelling 6/8
illusion 6/8 bewilderment 7/9
trap lore 9/10

MOGANTAH

These evil beasts are servants of the netherworld. Created to serve one master, a mogantah will fight to the death defending its lord and are afraid of nothing. Mogantahs stand 15 feet tall and are humanoid in shape. They have brick red coloured skin and drip lava. These beasts have yellow cat-like eyes and large fangs and claws. Mogantahs are immune to fire attacks but ice attacks inflict an additional 1d6 damage value to them. A mogantah may throw a 30th level fire ball inflicting 15 damage value to all within a 40 foot radius. The ball can be thrown 180 feet. A mogantah may only use this special ability on a 7 action phase and needs a 8 or less to be successful in forming the ball. Mogantahs have a unique ability to tunnel underground. It takes only 4 phases to prepare to go underground and once there, they move at 50 feet per movement action phase. A mogantah may not attack during this preparation time. While underground they cannot be attacked. When travelling underground they will leave a burn mark on the ground and push up 6 inches of earth in a one foot wide path. A mogantah may exit the ground on any action phase and may attack if it is a weapon action phase. Mogantahs can only travel for half a turn in this manner and are limited to once every 3 turns.

Encounter: VR Number Encountered: 1 Type: monster
STR: 19 HLH: 12 END: 12 WIL: 12 COR: 12 DEX: 9 AGL: 14
OBS: 11 PER: 11 INT: 11 LAB: 15 EDC: 9 MAG: 12 MR: 55
Move (ft/MAP) Land: 65 Air: Water: 40 Move Num: 17
Attk Lvl: all Defend As: humanoid Effect Modifier: ignore
I-RDV: 4 E-RDV: 5 P-RDV: 3 EDP: 600 BDP: 500 WDP: 40
1xbite 16DV edge 9
2xclaw 18DV edge 8
ambush 9/10

MUD MONSTER

Mud monsters are humanoid shaped beings made of mud, grass, twigs and leaves. They have two arms and legs and a barely recognizable head. Mud monsters fear very few things and are summoned by powerful forces. Mud monsters can be found in the forest, swamps or large mud pools. Mud monsters ignore stun effects. Unconscious and dead effects are treated as an additional 4 and 6 body damage points damage respectively. Magic weapons inflict an additional 1 DV.

Encounter: R Number Encountered: 1+ Type: monster
STR: 12 HLH: 8 END: 12 WIL: 7 COR: 5 DEX: 5 AGL: 8
OBS: 6 PER: 6 INT: 7 LAB: 2 EDC: 0 MAG: 1 MR: 25

Move (ft/MAP) Land: 45 Air: Water: 30 Move Num: 11
Attk Lvl: all Defend As: humanoid Effect Modifier: special
I-RDV: 4 E-RDV: 3 P-RDV: 5 EDP: 30 BDP: 250 WDP: 0
2xclaw 12DV edge 8
ambush 8/10 camouflage 9/10
stealth 7/9

MUMMY

These undead beings are brought to life by disturbers of their graves. When a mummy strikes an opponent they will lose 1d6 endurance damage points. They also have a chance of catching slow rot disease. If the character fails a health attribute saving throw, they will begin to lose 1d6 - 1 endurance damage points per hour until the disease is cured or the character dies. Mummies are extremely strong, having a strength attribute score of a 12. A mummy receives an additional 1d6 damage value from fire attacks. Orange spells do not affect a mummy.

Encounter: VR Number Encountered: 1 Type: undead
STR: 12 HLH: 0 END: 12 WIL: 7 COR: 7 DEX: 6 AGL: 5
OBS: 5 PER: 6 INT: 7 LAB: 0 EDC: 0 MAG: 0 MR: 30
Move (ft/MAP) Land: 40 Air: Water: Move Num: 10
Attk Lvl: all Defend As: humanoid Effect Modifier: ignore
I-RDV: 3 E-RDV: 2 P-RDV: 0 EDP: 40 BDP: 250 WDP: 20
2xclaw 15DV impact 9
Banishment: 170

NYPH

The gods created lovely creatures to protect the different realms of nature. Dryads watch the forest. Oceanids guard the ocean. Nereids are protecting the rivers, brooks, streams and lakes. The Oreads are the Nymphs of hills and mountains while the Nereids watch the inland sea. Nymphs are friendly and kind and often help lost or forlorn travellers. They do however take revenge on those who harm the things under their protection. Nymphs have 1000 power points to cast spells and suffer no affect if it goes negative. The source recovers 50 points per hour. Nymphs speak all 6 racial languages and can converse freely with the plants and animals within their domains.

Encounter: VR Number Encountered: 1 Type: monster
STR: 7 HLH: 12 END: 14 WIL: 12 COR: 7 DEX: 7 AGL: 8
OBS: 9 PER: 9 INT: 9 LAB: 11 EDC: 8 MAG: 12 MR: 75
Move (ft/MAP) Land: 55 Air: 200 Water: 70 Move Num: 15
Attk Lvl: ALL Defend As: HUMANOID Effect Modifier: IGNORE
I-RDV: 4 E-RDV: 4 P-RDV: 4 EDP: 30 BDP: 120 WDP: 30
power channelling 20/11 bewilderment 10/11
sleep 10/11 heal 30/11
cure 15/11 fly 10/11
sustenance 10/11 invisibility 30/11
camouflage 9/10

OGRE

Ogres are ugly human-like creatures standing 8 feet tall and weighing 440 pounds. They have bumpy skin that is purple and brown in colour. Their hair is dark brown and they have yellow eyes. Ogres wear furs or skins and use any combination of weapons and armour. Their lair usually is foul smelling an odour that seems to follow them. Ogres live almost anywhere and move their lairs weekly to avoid depleting food stock. Ogres speak a simple form of C.

Encounter: UC Number Encountered: 1-6 Type: monster

STR: 13 HLH: 10 END: 9 WIL: 8 COR: 9 DEX: 7 AGL: 9
 OBS: 7 PER: 8 INT: 7 LAB: 3 EDC: 2 MAG: 1 MR: 15
 Move (ft/MAP) Land: 45 Air: Water: 20 Move Num: 10
 Atk Lvl: all Defend As: humanoid Effect Modifier: lower
 I-RDV: 0 E-RDV: 2 P-RDV: 0 EDP: 40 BDP: 200 WDP: 20
 melee weapon 15/10

ORC

These hideous creatures are the most destructive race on the world. Orcs stand 4-6 feet tall and weigh 70-240 pounds. They have thick hides and sometimes have short body hair. Their skin is dark brown or black and they have grotesque faces. They have tremendous endurance and often run for days without rest. Orcs are highly skilled in mining and metal work. Orcs produce excellent warriors but no magic-users (they fear magic). Orcs speak their own language and sometimes C or hobgoblin.

Encounter: C Number Encountered: 1-50 Type: humanoid
 STR: 10 HLH: 10 END: 12 WIL: 7 COR: 8 DEX: 8 AGL: 9
 OBS: 9 PER: 9 INT: 7 LAB: 4 EDC: 2 MAG: 1 MR: 26
 Move (ft/MAP) Land: 50 Air: Water: 25 Move Num: 12
 Atk Lvl: all Defend As: humanoid Effect Modifier: normal
 I-RDV: 0 E-RDV: 2 P-RDV: 0 EDP: 30 BDP: 150 WDP: 20
 melee weapon 9/10 caving 10/10
 smithing 7/9 combat skills 7/8

PEGASUS

These beautiful winged horses are found only in remote hideaways. They are very hard to train but sometimes can be turned into trustworthy mounts. A pegasus fights with its two fore hooves and teeth. Pegasi build nests on high plateaus and there will be 1-2 young for every pair.

Encounter: R Number Encountered: 1-2 Type: animal
 STR: 20 HLH: 12 END: 11 WIL: 8 COR: 7 DEX: 0 AGL: 9
 OBS: 9 PER: 7 INT: 7 LAB: 7 EDC: 0 MAG: 1 MR: 25
 Move (ft/MAP) Land: 70+ Air: Water: 20+ Move Num: 13
 Atk Lvl: all Defend As: average Effect Modifier: lower
 I-RDV: 0 E-RDV: 0 P-RDV: 0 EDP: 70 BDP: 300 WDP: 20
 1xbite 6DV impact 7
 2xhooves 8DV impact 6
 foraging 10/10

RAT, GIANT

Giant rats average 4 feet in length and weigh 120-130 pounds. Giant rats can be found anywhere normal rats inhabit. A bite from a giant rat inflicts 12 damage value and causes the target to lose 1d6 - 1 endurance damage points.

Encounter: UC Number Encountered: 3+ Type: animal
 STR: 6 HLH: 9 END: 7 WIL: 4 COR: 4 DEX: 2 AGL: 6
 OBS: 6 PER: 9 INT: 9 LAB: 8 EDC: 0 MAG: 1 MR: 20
 Move (ft/MAP) Land: 55 Air: Water: 30 Move Num: 11
 Atk Lvl: random Defend As: weak Effect Modifier: normal
 I-RDV: 0 E-RDV: 0 P-RDV: 0 EDP: 30 BDP: 80 WDP: 20
 1xbite 12DV edge 8
 foraging 9/10

SEA SERPENT

These giant water reptiles roam the oceans of the world in search of the boats which carry their favourite meal. Their ability to sink ships by coiling themselves around it and crushing the supports is most

fearful by sailors. A sea serpent can inflict 4 body damage points per foot to any ship each turn (a 150 foot sea serpent inflicts 600 body damage points). A sea serpent can also attack survivors at the same time. Some specimens have grown to 300 feet but most sea serpents are 100 to 200 feet in length. The damage points listed below are for a 100 foot sea serpent.

Encounter: VR Number Encountered: 1 Type: animal
 STR: 20 HLH: 12 END: 15 WIL: 8 COR: 7 DEX: 4 AGL: 8
 OBS: 6 PER: 7 INT: 5 LAB: 2 EDC: 0 MAG: 1 MR: 25
 Move (ft/MAP) Land: 10 Air: Water: 60 Move Num: 10
 Atk Lvl: random Defend As: extraordinary Effect Modifier: ignore
 I-RDV: 2 E-RDV: 4 P-RDV: 1 EDP: 80+ BDP: 300+ WDP: 15
 1xbite 20DV edge 7
 foraging 7/9

SHADE

A shade is an being trapped between planes and is stuck in this plane of existence. Shades resemble humans in shape and are completely black making them void of any distinguishing features. A shade is corporeal but can pass through solid objects at will. A shade has the power to drain the attribute of a victim it touches. A roll of 1d6 will determine which attribute is drained. If the shade scores a hit with its claw, a successful roll of 6 on 2d6 means the victim's attribute is permanently lowered by 1. Silver coated weapons inflict an additional 3 damage value to a shade.

Roll Attribute

- 1 Observation
- 2 Willpower
- 3 Strength
- 4 Coordination
- 5 Agility
- 6 Magic Affinity

Shades have 200 points of power to cast spells with. A shade regenerates this power at a rate of 20 points per hour.

Encounter: VR Number Encountered: 1 Type: monster
 STR: 10 HLH: 0 END: 10 WIL: 11 COR: 7 DEX: 8 AGL: 8
 OBS: 7 PER: 8 INT: 11 LAB: 9 EDC: 3 MAG: 9 MR: 40
 Move (ft/MAP) Land: 65 Air: 30 Water: 30 Move Num: 15
 Atk Lvl: all Defend As: humanoid Effect Modifier: normal
 I-RDV: 3 E-RDV: 3 P-RDV: 3 EDP: 40 BDP: 100 WDP: 30
 1xclaw 10DV edge 6 (drains AS)
 ambush 7/9 power channelling 10/10
 illusion 10/10

SHADOW

These undead beings are similar to ghosts but are mere shadows of their former self. A shadow is trapped in this world until it can be released. To release a shadow they must be killed by a blessed weapon. A shadow may pass through solid objects at will. If a shadow passes over the shadow of a character, they will lose 1d6 willpower attribute points and feel a cold shiver pass down their spine. A successful willpower attribute saving throw means the character takes no damage. A shadow may once per turn send a chilling fear. The chilling fear acts like a 6 + 4d6 fear spell. The area of effect is 15 foot radius around the shadow. A shadow can be damaged by normal weapons but will regenerate 5 body damage points per movement action phase unless the weapon is blessed. A shadow that has been reduced to 0 body damage points by a none blessed weapon will vanish and reappear 1d6 hours later with full damage points. An effect of stun or unconscious is counted as no

effect. An effect of death means the shadow is reduced to half of its remaining body damage points (if the weapon is blessed the shadow is released).

Encounter: VR Number Encountered: 1 Type: undead
 STR: 14 HLH: 0 END: 0 WIL: 0 COR: 0 DEX: 0 AGL: 0
 OBS: 8 PER: 8 INT: 8 LAB: 0 EDC: 0 MAG: 0 MR: 25
 Move (ft/MAP) Land: 50 Air: Water: Move Num: 14
 Attk Lvl: all Defend As: humanoid Effect Modifier: normal
 I-RDV: 0 E-RDV: 0 P-RDV: 0 EDP: 0 BDP: 200 WDP: 0
 2xclaw 13DV edge 7
 Banishment: 300

SKELETON

A skeleton only suffers half damage from edged weapons (e.g. a longsword that scores a hit only inflicts 1/2 DV). Skeletons cannot be knocked unconscious by endurance points and if effect of severity calls for instant unconsciousness that hit location bones are dismembered instead. Skeletons cannot be stunned and are unaffected by orange spells or illusions. All missile attacks or thrown weapons have a -3 penalty to hit.

Encounter: C Number Encountered: 1+ Type: undead
 STR: 8 HLH: 0 END: 0 WIL: 7 COR: 8 DEX: 7 AGL: 8
 OBS: 5 PER: 7 INT: 6 LAB: 0 EDC: 0 MAG: 0 MR: 25
 Move (ft/MAP) Land: 45 Air: Water: 10 Move Num: 11
 Attk Lvl: all Defend As: humanoid Effect Modifier: special
 I-RDV: 0 E-RDV: 0 P-RDV: 0 EDP: 0 BDP: 50 WDP: 0
 melee weapon 8/9
 Banishment: 100

SKELETON LORD

A skeleton lord is a being that inhabits a skeleton and uses it as a host. When the skeleton "dies", the being is banished back to its world. A skeleton lord only suffers half damage from edged weapons. Skeleton lords cannot be knocked unconscious by endurance points and if effect of severity calls for instant unconsciousness that hit location bones are dismembered instead. Skeletons cannot be stunned and are unaffected by orange spells or illusions. All missile attacks or thrown weapons have a -3 penalty to hit. A skeleton lord can cast a lightning bolt 2 times per turn on a 6 action phase. The chance to succeed is equal to 8 or less on 2d6. The bolt has a 20 damage value. Skeleton lords have been known to use weapons and favour the falchion.

Encounter: VR Number Encountered: 1 Type: undead
 STR: 12 HLH: 0 END: 0 WIL: 8 COR: 8 DEX: 8 AGL: 9
 OBS: 7 PER: 7 INT: 7 LAB: 0 EDC: 0 MAG: 0 MR: 35
 Move (ft/MAP) Land: 50 Air: Water: 15 Move Num: 12
 Attk Lvl: all Defend As: humanoid Effect Modifier: special
 I-RDV: 0 E-RDV: 0 P-RDV: 0 EDP: 0 BDP: 200 WDP: 0
 1xbite 7DV impact 8
 1xclaw 10DV edge 7
 melee weapon 10/9
 Banishment: 200

SLUG, GIANT

These are giant versions of the C garden slug. A giant slug averages 20 feet in length and stands 10 feet high. A slug will leave a trail of slime and moves only 20 feet per movement action phase. A giant slug may excrete an acid from its mouth. The acid spit has a range of 40 feet and inflicts 20 damage value and 5 damage value per turn until it can be washed off. Any metal armour is instantly ruined from

the acid. A slug may perform this attack instead of biting. The bite inflicts an additional 1d6 of acid damage. Any metal coming in contact with the slug's mouth has a 50% chance of being ruined.

Encounter: VR Number Encountered: 1 Type: monster
 STR: 15 HLH: 12 END: 12 WIL: 8 COR: 7 DEX: 0 AGL: 7
 OBS: 4 PER: 11 INT: 3 LAB: 0 EDC: 0 MAG: 1 MR: 27
 Move (ft/MAP) Land: 20 Air: Water: 10 Move Num: 10
 Attk Lvl: random Defend As: average Effect Modifier: ignore
 I-RDV: 5 E-RDV: 2 P-RDV: 2 EDP: 30 40BDP: 0 WDP: 30
 1xbite 17+1d6DV edge 7
 foraging 6/7

SNAKE, GIANT

Like their smaller cousins, there are many varieties of giant snakes. Some bite or poison while others constrict inflicting 10 endurance damage points per its skill phase (7) and successfully hit a target on a 6 or less (using 2d6). Poisonous snakes vary greatly with minor or major poison strengths and effects. The damage can be set (e.g. 3d6 endurance damage) or varying (e.g. 1d6 endurance damage per turn) depending on the snake. Giant snakes do not always attack and can go months without food.

Encounter: R Number Encountered: 1 Type: animal
 STR: 14 HLH: 10 END: 10 WIL: 6 COR: 6 DEX: 0 AGL: 8
 OBS: 5 PER: 10 INT: 7 LAB: 2 EDC: 0 MAG: 1 MR: 17
 Move (ft/MAP) Land: 50 Air: Water: 30 Move Num: 10
 Attk Lvl: random Defend As: average Effect Modifier: ignore
 I-RDV: 2 E-RDV: 2 P-RDV: 2 EDP: 50 BDP: 350 WDP: 10
 1xbite 15DV edge 4
 foraging 3/5

SPHINX

Sphinxes inhabit only the warm climes like those of the desert. Sphinxes come in a variety of forms and stand 8 feet tall at the shoulders. All forms have a lions body but either a head of a man, woman, hawk or ram. Some sphinxes have wings enabling them to fly. Sphinxes make excellent guards as they riddle all who pass before them. Those failing to answer are eaten.

Encounter: VR Number Encountered: 1 Type: monster
 STR: 18 HLH: 11 END: 12 WIL: 12 COR: 6 DEX: 5 AGL: 8
 OBS: 7 PER: 7 INT: 7 LAB: 8 EDC: 9 MAG: 6 MR: 35
 Move (ft/MAP) Land: 50 Air: 125 Water: 20 Move Num: 12
 Attk Lvl: all Defend As: fierce Effect Modifier: ignore
 I-RDV: 0 E-RDV: 0 P-RDV: 0 EDP: 40 BDP: 300 WDP: 21
 1xbite 12DV edge 8
 2xclaw 7DV edge 7
 philosophy 10/10 History 10/9

SPIDER, GIANT

Lurking within dark forests or hanging within caverns, giant spiders are a serious threat to all who tread beneath them. Giant spiders average 6 feet in length and resemble their smaller cousins. Not all spiders are poisonous. Those that are, inflict sleep or endurance damage (1d6, 2d6, 3d6 endurance damage points or 1d6 endurance damage points per turn). The web of the spider is very sticky. Those walking in it are slowed by one fifth and if wrapped in it, only a strength of 12 or better is sufficient to free oneself.

Encounter: UC Number Encountered: 1 Type: animal
 STR: 4 HLH: 4 END: 7 WIL: 6 COR: 7 DEX: 9 AGL: 8
 OBS: 8 PER: 8 INT: 5 LAB: 2 EDC: 0 MAG: 1 MR: 15

Move (ft/MAP) Land: 60 Air: Water: 5 Move Num: 14
 Attk Lvl: random Defend As: average Effect Modifier: normal
 I-RDV: 0 E-RDV: 1 P-RDV: 2 EDP: 30 BDP: 170 WDP: 12
 1xbite 11DV edge 8
 ambush 10/8

TROGLODYTE

Troglodytes resemble reptiliads in many ways but are shorter, only 6 feet tall. They have human-like builds with reptile features and weigh about 180 pounds. Being green and brown in colour, they are hard to find when camouflaged. About 30 inhabitants make up the clan. Troglodytes produce no spell casters but prefer fighting skills instead. Troglodytes are strong willed individuals and very knowledgeable of history and local events. Troglodytes are neutral towards all. Troglodytes speak their own language plus reptiliad and C.

Encounter: R Number Encountered: 1-3 Type: monster
 STR: 10 HLH: 8 END: 10 WIL: 9 COR: 8 DEX: 8 AGL: 8
 OBS: 7 PER: 8 INT: 7 LAB: 6 EDC: 3 MAG: 1 MR: 30
 Move (ft/MAP) Land: 50 Air: Water: 20 Move Num: 11
 Attk Lvl: all Defend As: humanoid Effect Modifier: normal
 I-RDV: 0 E-RDV: 1 P-RDV: 0 EDP: 30 BDP: 120 WDP: 27
 1xbite 3DV edge 2
 2xclaw 7DV edge 9
 melee weapon 10/9 combat skills 7/9
 education skills 5/5 wilderness skills 8/8

TROLL

A troll averages 10 feet and weighs 700-900 pounds. They have large limbs and bodies and sturdy stances. A thick black or dark brown hide enhanced by short stubby hairs, covers their body. A troll will sometimes wear furs or armour and can use weapons and shields. Trolls are stupid and enjoy fighting their way out of situations. They tend to live alone or in groups of 2 or 3 in caves and forests. A troll will not hesitate to raid small villages or farms and wanderers into their territory are never heard from again. It is their lack of direction which prevents them from any meaningful expansion. Trolls will travel with orcs and hobgoblins. Trolls speak orcish, hobgoblin as well as their own language. Magically enchanted weapons inflict an additional 1d6 DV. This number is rolled once for each troll.

Encounter: R Number Encountered: 1-3 Type: monster
 STR: 25 HLH: 12 END: 14 WIL: 9 COR: 9 DEX: 8 AGL: 8
 OBS: 7 PER: 7 INT: 7 LAB: 3 EDC: 2 MAG: 5 MR: 30
 Move (ft/MAP) Land: 40 Air: Water: 20 Move Num: 10
 Attk Lvl: all Defend As: humanoid Effect Modifier: ignore
 I-RDV: 3 E-RDV: 4 P-RDV: 0 EDP: 60 BDP: 250 WDP: 18
 melee weapon 8/9

TROME

Tromes are gnome servants who defend the kingdoms of the gnomes. On occasion they have been encountered outside the gnome kingdoms searching for lost masters. Tromes can speak C but prefer gnome or their own language when conversing. Tromes average 10-20 feet tall and resemble the tree which they grew from. Their bark skin provides protection from almost all forms of attack.

Encounter: VR Number Encountered: 1+ Type: monster
 STR: 16 HLH: 12 END: 12 WIL: 14 COR: 6 DEX: 3 AGL: 4
 OBS: 5 PER: 8 INT: 9 LAB: 7 EDC: 6 MAG: 12 MR: 35
 Move (ft/MAP) Land: 30 Air: Water:
 Move Num: 10

Attk Lvl: random Defend As: humanoid Effect Modifier: ignore
 I-RDV: 4 E-RDV: 4 P-RDV: 2 EDP: 30 BDP: 300 WDP: 30
 2xbranches 17DV impact 7
 history 10/9 herb lore 8/10
 camouflage 8/9

TURTLE, GIANT

These twenty foot long creatures inhabit almost all regions of the world. They are green, brown and yellow in colour and large white spikes project outwards from their shells, head and tail. Giant turtles are extremely aggressive carnivores constantly searching for food in swamps, lakes, rivers, and on land. Reptiliads have managed to train these behemoths and are often seen riding them on patrols or into battles.

Encounter: UC Number Encountered: 1 Type: animal
 STR: 24 HLH: 12 END: 10 WIL: 6 COR: 4 DEX: 3 AGL: 7
 OBS: 6 PER: 8 INT: 7 LAB: 5 EDC: 0 MAG: 1 MR: 30
 Move (ft/MAP) Land: 40 Air: Water: 30 Move Num: 9
 Attk Lvl: random Defend As: fierce Effect Modifier: ignore
 I-RDV: 5 E-RDV: 9 P-RDV: 4 EDP: 70 BDP: 200 WDP: 12
 1xbite 21DV edge 7
 1xtail 15DV edge 3
 foraging 6/7

UNICORN

Unicorns are medium horses with a single gold horn protruding from their forehead. They avoid all other creatures if they can. The reason for this mistrust stems from the legend that states the horn of a unicorn is magical and one who possesses it will become magically powerful. Although there is no solid proof to confirm this belief, fortune hunters still seek to destroy the horse. Unicorns dwell in secluded areas well away from aggressive races. Unicorns mate for life and produce a single offspring once every ten years. A unicorn who's mate has been killed will stay behind mourning for 1-2 weeks. Nymphs will often protect unicorns and can be seen riding them.

Encounter: VR Number Encountered: 1-2 Type: animal
 STR: 17 HLH: 14 END: 14 WIL: 10 COR: 6 DEX: 3 AGL: 9
 OBS: 6 PER: 11 INT: 11 LAB: 5 EDC: 2 MAG: 10 MR: 50
 Move (ft/MAP) Land: 100 Air: Water: Move Num: 12
 Attk Lvl: random Defend As: average Effect Modifier: lower
 I-RDV: 0 E-RDV: 0 P-RDV: 0 EDP: 60 BDP: 250 WDP: 30
 1xbite 6DV impact 3
 2xhooves 6DV impact 6
 1xhorn 10DV edge 4
 foraging 6/7

WIGHT

These evil creatures are found lurking around burial mounds and graveyards. Wights shun daylight, preferring to attack at night instead. A wight stands 5 feet tall and appears human like. They have long arms equipped with sharp claws and grotesque faces. When a wight successfully strikes an opponent, they drain 1d6 willpower damage points as well as inflicting damage. A wight will carry its victim to a lair and perform ceremonial rituals before consuming the body. These rituals take several hours or even days. Wights also use spells to assist in capturing its prey. The wight receives 300 points from the mounds in which the ceremonies take place. They will always sleep victims (even if already unconscious), but the duration is unlimited. This sleep spell only gives one slumber point per spell level cast. Only destroying the wight's source of power can the sleep spell be broken. Destroying this mound will

awaken the sleeping people. Wights are undead and thus unaffected by orange spells. A blessed item inflicts an additional 5 damage value.

Encounter: R Number Encountered: 1-6 Type: undead
 STR: 10 HLH: 0 END: 8 WIL: 6 COR: 8 DEX: 6 AGL: 8
 OBS: 8 PER: 11 INT: 9 LAB: 4 EDC: 3 MAG: 9 MR: 30
 Move (ft/MAP) Land: 45 Air: Water: 10 Move Num: 11
 Attk Lvl: all Defend As: humanoid Effect Modifier: normal
 I-RDV: 0 E-RDV: 4 P-RDV: 0 EDP: 3 BDP: 12 WDP: 20
 1xbite 4V edge 6
 2xclaw 10DV edge 7
 melee weapon 6/7 power channelling 6/9
 sleep 9/9 vision 10/10
 ward 5/7 willpower drain 7/8
 Banishment: 250

WILL-O-THE-WISP

A will-o-the-wisp appears as a floating ball 1 foot in diameter flying over marshes and swamps. A person viewing the ball must make a successful attribute saving throw versus willpower to avoid following it. The will-o-the-wisp will then lead the person through the swamp to quicksand where they will sink in 2d6 turns. Many legends state the will-o-the-wisp are fallen Nymphs. Will-o-the-Wisps cannot be killed by any physical or magic means and are encountered on special occasions only. They have a magic resistance of 75 (monster).

WOLF, GREATER

These are larger counterparts of the typical timber wolf. Greater wolves stand 3-5 feet at the shoulders and are sometimes ridden by orcs. Wolves usually follow potential victims for days disturbing their sleep by howling.

Encounter: UC Number Encountered: 1-8 Type: animal
 STR: 10 HLH: 9 END: 12 WIL: 9 COR: 7 DEX: 7 AGL: 7
 OBS: 5 PER: 10 INT: 9 LAB: 5 EDC: 0 MAG: 1 MR: 20
 Move (ft/MAP) Land: 60 Air: Water: 10 Move Num: 10
 Attk Lvl: random Defend As: average Effect Modifier: lower
 I-RDV: 0 E-RDV: 0 P-RDV: 0 EDP: 35 BDP: 250 WDP: 12
 1xbite 11DV edge 8
 foraging 10/9

WRAITH

Wraiths are evil spirits that haunt the world. Their true origin is unknown but they have endured for centuries. Wraiths can shift between being corporeal and incorporeal. While incorporeal people can still view them. They must stay in one form or another for a minimum of 1d6 turns. When corporeal, their chilling touch inflicts 2d6 willpower damage points. Wraiths also utilize weapons that are sometimes tipped with poison. Wraiths can produce a powerful shrill that causes all to hear to succumb to fear (treat as a 10+3d6 level fear spell). Wraiths have secrets for sources of power and historians believe unlocking the secret to their origin or purpose will destroy their source of power and them. Only weapons that are magically enchanted may harm a wraith.

Encounter: VR Number Encountered: 1-6 Type: undead
 STR: 12 HLH: 0 END: 10 WIL: 8 COR: 9 DEX: 7 AGL: 7
 OBS: 5 PER: 11 INT: 11 LAB: 7 EDC: 5 MAG: 10 MR: 40
 Move (ft/MAP) Land: 55 Air: Water: Move Num: 13
 Attk Lvl: all Defend As: humanoid Effect Modifier: ignore
 I-RDV: 0 E-RDV: 0 P-RDV: 0 EDP: 50 BDP: 200 WDP: 30

1xclaw 15DV edge 7 (willpower drain)
 melee weapon 7/8 power channelling 30/10
 fire 7/9 sleep 8/9
 charm 7/9 boron's bidding 6/8
 Banishment: 500

WYVERN

These are smaller cousins to the great dragons. Wyverns average 15 feet high and have a wingspan of 40 feet. The tail is abnormally long, averaging about 15 feet in length. Wyverns are not as intelligent and wise as dragons and cannot speak. These fell beasts are often used as flying mounts.

Encounter: R Number Encountered: 1 Type: monster
 STR: 30 HLH: 14 END: 15 WIL: 9 COR: 9 DEX: 6 AGL: 7
 OBS: 9 PER: 8 INT: 6 LAB: 3 EDC: 0 MAG: 1 MR: 30
 Move (ft/MAP) Land: 60 Air: 190 Water: 10 Move Num: 11
 Attk Lvl: random Defend As: extraordinary Effect Modifier: ignore
 I-RDV: 2 E-RDV: 5 P-RDV: 2 EDP: 150 BDP: 900 WDP: 30
 1xbite 17DV edge 9
 2xclaw 12DV edge 6
 1xtail 10DV impact 7
 foraging 7/9

ZOMBIE

Zombies cannot be knocked unconscious and therefore have no endurance damage points. Zombies cannot be stunned and are unaffected by orange spells.

Encounter: C Number Encountered: 1-12 Type: undead
 STR: 7 HLH: 0 END: 0 WIL: 4 COR: 8 DEX: 5 AGL: 7
 OBS: 6 PER: 6 INT: 6 LAB: 4 EDC: 0 MAG: 1 MR: 18
 Move (ft/MAP) Land: 30 Air: Water: Move Num: 10
 Attk Lvl: all Defend As: humanoid Effect Modifier: normal
 I-RDV: 0 E-RDV: 0 P-RDV: 0 EDP: 0 BDP: 100 WDP: 0
 1xclaw 6DV edge 8
 melee weapon 7/8
 Banishment: 80

HERBS

The herb list provides reference for a few of the many herbs that are found in the world. Information concerning their form, preparation, application, and effect is given.

POISONOUS HERBS

A character who consumes a poisonous herb must make an attribute saving throw versus health, modified for the type of poison, to avoid its effects. A poison followed by an (N) may be noticed by a character. A successful attribute saving throw versus observation or perception (whichever is applicable), should be made. Success in the saving throw will alert the character. Damaging type poisons usually affect the character's endurance damage points and act with varying speeds and intensities.

The following is a cost guide for poisons in copper pieces.

Effect	
sleep	25
death	100/1d6 EDP
other	50
Form	
liquid	100
powder	50
Health AST Modifier	100/-1
Unnoticeable	160
Speed	
per day	x1
per hour	x2
per turn	x3
instantaneous	x5

HERB LORE AND FORAGING

Characters wishing to find their own herbs must first know what to look for by identifying the plant with the herb lore skill. Then they must find them using foraging. Finally the herb must be prepared using the alchemy skill. Failing the alchemy skill saving throw will cause the herb to be ruined. The foraging skill saving throw is modified by the rarity number. This rarity number can also be used to determine if a herb is in stock at an alchemist shop. A 2d6 dice roll of 7 or less modified by the rarity number indicates the herb is in stock. When this roll fails the alchemist is out of stock. Alchemists will purchase herbs for 1/4 the selling cost.

HERBS AND PLANTS

ACHNYR

Type: miscellaneous
 Description: red flower, trifoliate leaf, 2 feet high
 Location: river banks
 Rarity: -1
 Prepare: none
 Application: eat bulb
 Health AST Modifier: na
 Effect: raises the character's strength by 1 for 1d6 hours, the effects are not cumulative

ALTA

Type: poison
 Description: red flower, 2 feet high, sagittate leaves
 Location: temperate forests

Rarity: -3
 Prepare: brew flower for 3 hours
 Application: mix in food or drink
 Health AST Modifier: 0
 Effect: causes the person to lose 1d6 endurance damage points per turn

CAR-TRUN

Type: poison (N - perception: acidic taste)
 Description: root of yellow flower, 1 foot high, cordate leaves
 Location: swamps
 Rarity: 0
 Prepare: brew root for 4 hours
 Application: mix in food or drink
 Health AST Modifier: +1
 Effect: sleep instantly for 1d6 hours per dose

DWARF LOTUS

Type: curative
 Description: green flower, brown leaves, 1 feet high
 Location: mountains
 Rarity: +1
 Prepare: boil leaves without flower
 Application: inhale fumes
 Health AST Modifier: na
 Effect: cures dungeon cough if inhaled for 1d6 hours

GOLDENROOT

Type: antidote
 Description: gold grass
 Location: high forests
 Rarity: -1
 Prepare: boil grass for one hour, drain
 Application: drink
 Health AST Modifier: na
 Effect: antidote for sage bite (may be prepared and stored)

HUNDER

Type: curative
 Description: small bush with brown nuts
 Location: anywhere
 Rarity: +2
 Prepare: none
 Application: eat nut
 Health AST Modifier: na
 Effect: heals 1d6 body damage points

JASPERITE

Type: curative
 Description: moss
 Location: found in trees
 Rarity: +1

Prepare: boil for 1-2 hours
Application: drink
Health AST Modifier: na
Effect: restores 15+2d6 body damage points, there is a 1 in 6 chance that the drinker will also lose 1d6 endurance damage points

LARIN

Type: poison (N - perception: salty taste)
Description: orange and red flower, palmate leaves
Location: cool climate forests
Rarity: 0
Prepare: brew for 1 hour, add salt
Application: drink or eat
Health AST Modifier: -1
Effect: lose 3d6+2 endurance damage points

NERAK

Type: miscellaneous
Description: small plant, purple flowers, runcinate leaves
Location: warm climate forests
Rarity: -1
Prepare: boil roots then mix with flower pedals
Application: mix in food only
Health AST Modifier: 0
Effect: if the person who consumes the nerak plant, fails a health attribute saving throw, they will fall hopelessly in love with the first person of the opposite sex they see

PHYLAMPRITE

Type: curative
Description: resin extract for the bark of the phylam tree
Location: temperate wooded areas
Rarity: -2
Prepare: cook for 2 hours, make a thick paste
Application: apply to wounded areas
Health AST Modifier: na
Effect: cures 50+6d6 body damage points (can be split into two applications, healing 25 body damage points each)

PLUTE MOSS

Type: curative
Description: cyan coloured lichen
Location: coastal regions
Rarity: 0
Prepare: none
Application: chew
Health AST Modifier: na
Effect: restores 4d6 EDP's

QUICK HEAL (BERIDIN)

Type: curative
Description: small vine, purple berry, deltoid leaves
Location: damp, dark places

Rarity: 0
Prepare: none
Application: eat berry
Health AST Modifier: na
Effect: restores 10 BDPs

ROTHER BREAD

Type: miscellaneous
Description: elven bread made of fungus
Location: na
Rarity: +1
Prepare: none
Application: eat
Health AST Modifier: na
Effect: rothe bread is equivalent to one weeks rations but is only the size of a small loaf of bread

SAGEBITE

Type: poison
Description: amber coloured moss
Location: jungles
Rarity: -3
Prepare: brew for 2 days
Application: drink or eat
Health AST Modifier: -3
Effect: person will lose 4d6 endurance damage points per turn

SEGNA

Type: curative
Description: green fern, 3 feet tall, pinnate leaves
Location: mild climate forests
Rarity: -1
Prepare: brew for 1 day, save leaves
Application: eat leaves
Health AST Modifier: none
Effect: restores 25 body damage points caused by cold damage

SPROG

Type: curative
Description: dark red berry, tree
Location: hot climates
Rarity: -2
Prepare: none
Application: eat berry
Health AST Modifier: na
Effect: if the character makes a successful willpower attribute saving throw, they will regain 1d6 willpower damage points

TANGY LEAF

Type: curative
Description: yellow orbiculate leafed plant
Location: fields and meadows

Rarity: 0
 Prepare: burn
 Application: eat ashes
 Health AST Modifier: na
 Effect: restores 5 endurance damage points

TAYNGA

Type: curative
 Description: large plant about 4 feet in diameter with large reniform leaves
 Location: forests
 Rarity: +1
 Prepare: none
 Application: eat the stalks
 Health AST Modifier: none
 Effect: restores 3d6 body damage points and 10+2d6 endurance damage points

THYRMUS

Type: curative
 Description: 4 foot high cactus
 Location: deserts
 Rarity: -2
 Prepare: extract milk
 Application: pour on wounds
 Health AST Modifier: na
 Effect: restores all damage caused by fire

TOULVEN

Type: hallucinogenic
 Description: a tall perennial plant with cuneate leaves
 Location: mild temperate forests Rarity: -4
 Prepare: boil plant bulbs for 2-3 hours
 Application: chew bulb
 Health AST Modifier: -1
 Effect: cause the person to hallucinate, effect lasts for 3d6 hours

VANAN

Type: poison (N - observation)
 Description: 1 foot high, silver flower, lyrate leaves
 Location: forests
 Rarity: -2
 Prepare: grind pedals into fine powder
 Application: sprinkle on food and drinks
 Health AST Modifier: -2
 Effect: causes paralysis for 2d6 hours

WATER MOLIC

Type: poison
 Description: water lily, peltate leaves
 Location: shallow water
 Rarity: 0

Prepare: grind leaves into powder
 Application: mix in drinks
 Health AST Modifier: -2
 Effect: causes blindness for 3d6 hours, if a 1 on 1d6 is rolled, the person is permanently blinded

YYERGIN

Type: miscellaneous
 Description: blue flowers, 1 foot high, palmate leaves
 Location: forests
 Rarity: -3
 Prepare: grind flower into fine powder
 Application: sprinkle on food and drinks
 Health AST Modifier: -1
 Effect: person will lose all sexual drive for 3d6 days

ZEREDITH

Type: miscellaneous
 Description: red flowers, 1 foot high, runcinate leaves
 Location: meadows
 Rarity: -1
 Prepare: grind flower into powder, let brew for 3 days
 Application: pour on body
 Health AST Modifier: n/a
 Effect: embalming herb

HERB SUMMARY TABLE

NAME	RARITY	COST (cp)
ANTIDOTE		
Goldenroot	-1	1000
CURATIVE		
Dwarf Lotus	+1	700
Hunder	+2	75
Jasperite	+1	360
Phylamprite	-2	1250
Plute Moss	0	430
Quick Heal	0	100
Segna	-1	130
Sprog	-2	500
Tangy Leaf	0	220
Taynga	+1	1000
Thyrmus	-2	300
HALLUCINOGENIC		
Toulven	-4	200
MISCELLANEOUS		

Achnyr	-1	450
Nerak	-1	500
Rothe Bread	+1	150
Yyergin	-3	600
Zeredith	-1	275

POISONS

Alta	-3	360
Car-Trun	0	300
Larin	0	1500
Sagebite	-3	2000
Vanan	-2	590
Water Molic	0	360

TREASURE

As a reward for completing a mission or items found within a creature's cave, characters will accumulate treasure. Treasure found is proportionate to the size or number of creatures or to the danger of the mission. A cyclops lair may have 30 gold pieces and 1-2 items of worth, a troll lair may have 10 gold pieces, 5 silver pieces and a slim chance of an item. The older the creature the more items it will have. A dragon a few centuries old will certainly have more treasure than a 60 year old orc. Payment for providing services will also vary. Rescuing the king's daughter will definitely pay more than guarding a caravan.

When deciding where animals keep their treasure it is most likely to be spread out over its territory (from dragging victims back to its home) or in the lair itself. More intelligent creatures will gather it up and store it in chests, guarded rooms or carry some of it with them. Smart creatures may use the items they have found, especially when faced with a large, well organized party.

Never give the characters too much treasure this will quickly unbalance the campaign in favour of the characters who will have become too powerful. If this happens or the characters are becoming out of control, there are actions to rectify the situation. Items of magic may wear out and the local thieves' guild could always use some practice on treasure laden people.

Characters should not concentrate their treasure gathering on magical items and precious things. A room may be full of items like pewter cups and mugs, silverware, candleholders, and the like. A kitchen or pantry may hold fresh food or livestock. Any encounter with an enemy will leave the party with a heaping amount of weapons, armour, shields, and other personal items. A good broadsword is worth far more than a gold goblet.

GEMS AND JEWELLERY

Many people believe that certain gems have mysterious powers, bringing good fortune and possibly influencing their personalities. People also believe if they wear the stone they symbolize, no harm will come to them and they will be strengthened by the trait associated with each stone. Below is the legends surrounding various gems and stones and their relative (average) worth in copper pieces.

Agates: reduce fever. 50 cp

Amethyst: sincere, cure headaches and toothaches. 10 cp

Aquamarine: courageous. 60 cp

Diamond: innocent, cure leprosy and madness and prevent nightmares. 200 cp

Emerald: loving and successful. 250 cp

Garnet: firm and steadfast, keep the wearer free of injury. 5 cp

Jade: protection from harm. 70 cp

Opal: hopeful, guard the wearer's life. 130 cp

Pearl: healthy, ward of evil spirits. 170 cp

Peridot: happily married. 100 cp

Sapphire: clear thinker, protect from evil spirits and darkness. 150 cp

Topaz: faithful. 110 cp

Turquoise: prosperous, prevent the wearer from falling off a horse. 120 cp

Some typical jewellery and items of worth.

Diamond Broach (cost: 600 - 2500 cp)

Diamond Ring (cost: 400 - 1500 cp)

Emerald Ring (cost: 450 cp)

Gold Bracelet (cost: 400 cp)

Gold Goblet (cost: 600 cp)

Gold Necklace (cost: 700 - 3000 cp)

Gold Ring (cost: 350 cp)

Pearl Necklace (cost: 650 cp)

Pearl Ring (cost: 200 cp)

Ruby Necklace (cost: 1200 cp)

Sapphire Ring (cost: 630 cp)

Silver Goblet (cost: 200 cp)

Silver Necklace (cost: 20 - 200 cp)

MAGIC ITEMS

Magic items are rare and most characters find them only on special occasions. Magic potions and scrolls

may be purchased from a magic shop. Even magic shops are limited to what is available. Any character may use a magic-item, except scrolls, regardless of magic affinity or primary colour(s).

All prices for magic items are given in gold pieces.

A gamemaster may wish to expand on the magic items presented within. Use the cost of the magic items provided as a guideline when determining the worth of the item. A staff or rod will usually have a limit to the number of charges (10 - 50 uses). There may be multiple spells found on a scroll. Each spell will require a read magic scroll spell. Most magic items will change size to fit the person wearing the item. Magic boots will adjust to the size of the character's feet, a ring will expand or contract to fit the person's finger. Listed are some considerations and ideas for creating magic items.

Cost Guide

Base Item

item (sword, ring, rod)
 paper
 potion
 scroll ink

Enchantment

variable spell level
 fixed level spell
 +1 bonus
 -1 penalty

Functions

per day
 per week
 per charge
 per power point
 per turn duration
 unlimited

Trigger

action
 automatic
 none
 verbal

Miscellaneous

potion/scroll
 power item (charges, points)

AMULET OF PROTECTION

The wearer of this amulet is under the guard of Kathrina and has a chance of not dying from a mortal combat wound. When a "dead" effect of severity is taken from a damage card, the wearer has a 50% (1-3 on 1d6) of lowering the effect to unconscious. (cost: 300 gp)

ARMBANDS OF DEFLECTION

The magical armbands will deflect any arrow or bolt fired at the wearer. The chance to successfully deflect the missile is equal to 8 or less if the missile strikes the front of the character, 7 or less from the side and 6 or less from the rear on 2d6. (cost: 150 gp)

ARROW OF SLAYING

Bauth created these arrows to instantly kill its target. There is no saving throw to avoid this death and the creature dies immediately. Roll d66 to determine the type of arrow. (cost: 200 gp)

11 Dwarf	24 Elf	41 Half-Elf	54 Reptiliad
12 Human	25 Gnome	42 Halfling	55 Orc
13 Goblin	26 Bear	43 Wyvern	56 Cat
14 Trome	31 Centaur	44 Cyclops	61 Eagle
15 Wolf	32 Unicorn	45 Troll	62 Giant
16 Gorilla	33 Wyvern	46 Harpy	63 Hippogriff
21 Horse	34 Hydra	51 Ogre	64 Hobgoblin
22 Medusa	35 Minotaur	52 Snake	65 Mud Monster
23 Pegasus	36 Spider	53 Slug	66 Gargoyle

BACKPACK OF PLENTY

This unique backpack has eleven different coloured patches on it. When a patch is removed, the item will appear. When all patches are removed the backpack will vanish. (cost: 80 gp)

Red: bag of 10 gp

Blue: wooden box (1'x6"x6")

Green: portal (10'x10'x2')

Purple: 20' ladder

Pink: mule with saddle bags

Yellow: heal 30 body damage points

Orange: pit (10'x10'x15')

Checkered: window (2'x4'x2')

White: spade and hoe

Gray: 3 weeks rations

Plaid: rope (50')

Black: 5 torches

BOLT OF DEATH

This crossbow bolt looks rather normal, but delivers incredible damage. The bolt inflicts an additional 5 damage value when it strikes the target. The bolt will then inflict 5 damage value per movement action phase for 1d6 + 1 'M' phases. The bolt is usable once and cannot be removed until all damage is taken. (cost 75gp)

BREASTPLATE OF WONDROUS MIGHT

The wearer of the breastplate of wondrous might will suffer no encumbrance value. The breastplate protects the chest and stomach (front and back) of the character. The armour has a resistance to damage value of 5 for impact, 8 for edge and 4 for puncture. The breastplate may not be combined with other metal armour in the same hit locations. (cost: 175 gp)

BROAD AXE OF PROTECTION

The broad axe of protection inflicts one additional damage value, can destroy a wooden and metal door (once each) and chop through 10 feet of stone (once). If the wielder of the axe falls unconscious while fighting the axe will continue to fight for 1d6 + 1 x 20 phases. It will fight with the character's skills and attributes. It cannot be injured, stunned or harmed in any way. The axe will not break. (cost: 250 gp)

BELT OF STRENGTH

When worn, the belt of strength will increase the strength attribute score of the character by one. (cost: 120 gp)

BOOTS OF LOFTY MOVEMENT

These boots work exactly like the lofty movement spell. The wearer will be able to move up or across surfaces which are normally unwalkable. (cost: 150 gp)

BORLUND'S HORN

When this horn is blown it will summon Borlund, a fighter from the days before men and elves. Borlund fights with a longsword and inflicts 11 damage value. He cannot be stunned or knocked unconscious but can be instantly "killed" by an effect of severity. If his 115 body damage points are reduced to zero or less, or he is "killed", Borlund will just disappear. He has no endurance or willpower damage points. His skill saving throw in hafted weapon (longsword) is 9 and his moving in armour SST is 10. He has an overall protection of 4 resistance to damage value in impact, edge and puncture. Borlund will protect and fight for the master of the horn for 3 turns or until he is killed. There is a chance that Borlund will never come again when the horn is blown. After he serves a master, roll

3d6. A roll of 3 or less indicates Borlund has found another person to serve and the horn is useless. Each time he is summoned and serves the horn master, the chance is increased by 1 (e.g for the second time a 4 or less, for the third time a 5 or less, and so on). (cost: 250 gp)

BOW OF THE IMMORTALS

The bow of the immortals can fire a 30 damage value lightning bolt instead of a regular arrow. The bow has 600 power points to use for this spell. If the points go negative the bolt is not fired and the points are reduced to zero. The bow can create light in a 30 foot radius. The light lasts for 3d6 turns and can be employed 4 times before it is used up. The bow can also fire a rope 400 feet which will anchor itself to the place of impact. The bow string will not break if a 12 is rolled. (cost: 270 gp)

CLASP OF COMMUNICATION

The wearer of this clasp may cast a sending spell at any level (as per the spell description). The clasp has 500 power points and receives power loss exactly as a source of power. When the power points reach zero or less, the clasp ceases to function and the message is not sent. (cost: 200 gp)

CLOAK OF MANY THINGS

The cloaks acts as armour and provides 3 resistance to damage value for each of the three damage types. The cloak can also stop a character's fall 3 times (as per the springy legs spell). When the hood of the cloak is pulled over the character's head, he or she will turn invisible. This can be done 5 times. (cost: 270 gp)

DAGGER OF RETURNING

This unique throwing dagger will return to the thrower if it misses the target. The dagger also inflicts an additional damage value. (cost: 150 gp)

DOSHINDA SOLUTION

This solution will allow the user to detect secret and hidden doors and find traps. This item requires a shallow silver pan (cost: 2 gp) to hold the solution. A silver ring (cost: 1gp), 3 inches in diameter is slipped in the solution. When the ring is removed the solution forms a film on it. Looking through the film will reveal traps, secret and hidden doors. The solution will only allow a 10'x10' area to be examined before it breaks. The film will not last in strong winds. (cost: 5 gp per use)

DUST OF LIFEGIVING

Sprinkle dust of lifegiving on a dead person, and they will be restored to life. The person may not be dead for more than a week or 10 weeks if they have been

embalmed. A character's willpower damage points will be permanently lowered by 4 when using the dust. (cost: 160 gp)

EYE OF THE EAGLE

When looking through this crystal, the person will be able to see miles just like an eagle. They will be able to pick out accurate features up to a mile. (cost: 100 gp)

FIRE BERRIES

When these special berries are thrown, they will explode. The explosion is equal to a 20 damage value fire ball (impact damage type). The explosion will fill a 20 foot radius. (cost: 38 gp)

GLOVE OF SPEED

The wearer of this glove will gain an additional melee attack per turn. The attack will come on a "1" action phase. The glove cannot be damaged and provides no protection. No other armour types may be combined with the glove. (cost: 160 gp)

GUNTHER BEANS

These magical beans, when eaten, will raise an attribute 1-2 points (1 - 3 = 1, 4 - 6 = 2 on 1d6). The increase lasts for 1d6 hours. Roll d66 to determine which type of bean is found. (cost: 45 gp)

Dice Roll	Attribute
11-13	STR
14-16	HLH
21-23	END
24-26	WIL
31-33	OBS
34-36	PER
41-43	INT
44-46	DEX
51-53	AGL
54-56	COR
61-62	MAG
63-64	LAB
65-66	EDC

HEADBAND OF COMPREHENSION

The wearer of this headband may use it to understand foreign or magic languages. The headband may be used only once per day. When used, roll 1d6. To decipher a magic scroll, a 1-2 must be rolled. To read a foreign language, a 1-4 must be rolled. To understand a foreign language a 1-3 must be rolled. (cost: 170 gp)

HELM OF TRUE SEEING

While wearing this helm the character will see all secret doors, poisons in food and drink, person's under

the influence of a charm or metamorphosis spell and detect illusions. The helm is only usable once per day. (cost: 125 gp)

LUTHRE ARROWS

Luthre arrows are enchanted to inflict an additional two damage value. These arrows will not break. (cost: 60 gp)

MAGIC FLINT

This nifty item is constantly sought by adventurers. Magic flint will always light on the first strike and can even be used underwater. (cost: 50 gp)

MYSTICAL SHEATH

When a sword is placed in the mystical sheath, it will become magically enchanted. The enchantment causes the sword to inflict one additional damage value. It takes 8 hours to charge a sword and the enchantment lasts for 1 day. The sheath may only charge 20 swords before the power is used up. (cost: 150 gp)

NOREZ HORN

When this horn is blown a wild animal within the area of effect will come to the character. The animal will stay for ten plus two turns per skill level and will arrive in 1d6 x 20 phases. The type of animal is determined by a 3d6 dice roll. The animal will not be hostile to the character and should the animal be killed it will turn to dust. The animal will only stay for 30 turns. This horn may only be used outdoors. The spell does bestow a limited ability to communicate with the animal. The horn may be used once per week. (cost: 200 gp)

Dice Roll	Animal
3,4	Rat
5	Rabbit
6	Porcupine
7	Beaver
8	Raccoon
9	Hawk
10	Fox
11	Owl
12	Deer (1-4 Stag, 5-6 Doe)
13	Horse
14	Boar
15	Mountain Lion
16	Wolf
17	Bear
18	Great Wolf

ORB OF POWER

When thrown above a spell caster's head, the orb of power will orbit above the caster giving additional power points. The orb will give power points based on the die roll as shown below. These extra points are usable only when the orb is circling the magic user and are used first when taking power loss. When all the power is used, the orb returns to the owner's pocket. The orb may only be used once / week. (cost: 500 gp)

Die Roll	Power Points
1	20
2	30
3	45
4	60
5	80
6	100

PHRODON'S CHAMBER

When this magic item is encountered, it will appear as a black cube measuring 5' x 5' x 5' and floating 2 feet in the air. When a character steps into the cube they will see a diamond sitting on a pedestal. When the diamond is removed, all persons within the cube will be entombed. The cube will disappear and a diamond will be left on the floor in its place. The characters inside the diamond will notice no difference and still see the pedestal and the sides of the cube. The diamond that was left in the real world may be moved. To release the character's from inside the diamond, the diamond inside the cube must be replaced back on the pedestal. The cube will reappear and the character's may step back out. The character's inside the cube will not be aware of the events taking place outside the cube and will not notice if they are being transported. The cube can hold 3 people. (cost: 300 gp)

REDYL CREAM

Applying this cream to the user's face will bestow unto them the power to swim underwater for 20 turns. The character's swimming skill level is increased to 10. (cost: 25 gp per use)

RING OF ELEMENTAL PROTECTION

The wearer of the ring will be protected from cold and fire. The wearer will be able to withstand temperatures ranging from -40 to +250 F. All fire and cold attacks will be reduced by 3d6 damage value. (cost: 110 gp)

RING OF FREE ACTION

The wearer of this ring cannot be affected by boron's bidding or paralysis and cannot be slowed. The character can freely pass through webs and is not entangled by vines or plants. (cost: 100 gp)

RING OF INVISIBILITY

The wearer of this ring may turn invisible when the proper command word is spoken. This ring causes all the character's possessions to turn invisible too. The character continues to make noise and gains no other powers while invisible. If the character casts a spell or attacks, he or she will become visible for 10 phases. The invisibility lasts 20 turns. The ring may used 20 plus 2d6 times before the power is gone. (cost: 85 gp)

ROD OF LIGHTNING BOLTS

This rod will fire a 15 damage value lightning bolt 150 feet when the proper command word is spoken. The rod usually has 20 + 2d6 uses before it becomes useless. (cost: 150 gp)

ROD OF RATIONAL ACTION

This rod has many powers. Each power is useable once. (cost: 200 gp)

Cast a 40th level dispel magic

Open any lock

40th level body damage heal spell

Cure 1 poison or disease

Restore 2d6 willpower damage points

Give 200 extra power points

Speak with animals for 10 turns

Cast a 30th damage value fire bolt

Cast a 30th damage value ice bolt

Cast a 30th damage value lightning bolt

Create a bridge that is 100 feet long by 20 feet wide

Fly for 30 turns and 75' per movement action phase

Cast a lungs spell that lasts 15 turns

SCANELLUM'S RING

The wearer of this ring will have their magic resistance raised by one. (cost: 120 gp)

SLING OF TRUE HITTING

The sling of true hitting will add a +2 bonus to the sling skill saving throw of the character. The bonus does not increase the skill saving throw with regards to the skill action phase. (cost: 140 gp)

STAFF OF GUIDANCE

This staff inflicts an additional one damage value and will not break. When the staff is tapped on the ground it will create enough light to fill a 20 foot radius. The light lasts 10 turns and may be invoked twice per day. (cost: 188 gp)

SWORD OF GOODLY MIGHT

The sword of goodly might inflicts 1 additional damage value above the normal damage value. The sword will inflict an additional 3 damage value if it strikes an undead creature. The sword cannot break and will glow if it comes within 40 feet of an undead being. (cost: 200 gp)

SWORD OF THE NORTH

This unique longsword can cast an ice bolt spell once per day. The ice bolt will have a damage value of 20 and a range of 200 feet. The sword also offers the wearer protection from cold and ice. When the sword is in the user's hand, they will be under the affect of an elemental protection spell. The sword also has a +1 damage value bonus. (cost: 175 gp)

UBAR'S SWORD

This specially enchanted broadsword will inflict one additional damage value. This sword will glow when it is used in battle. This weapon will not break. (cost: 130 gp)

POTIONS

Magic Potions come in a variety of spells and appearances. No two potions are identical in looks and smell even if they are of the same spell. When a character finds a potion a d66 roll should be made on the colour table to determine the potion's appearance. A second 2d6 roll on the special table will reveal any unique features the potion possesses. If a character takes a sniff or taste of the potion make a d66 roll on the taste/odour table.

An identify spell will reveal the exact nature of the potion. A character may, by tasting a small amount of the potion, deduce its magical properties. Not all potions may be found out by this method. For example, there is no effect if a true skill potion is tasted because the entire potion must be drunk to gain the magical power.

POTION - COLOUR

11 Clear	24 Violet	41 Peach	54 Navy Blue
12 Silver	25 Tan	42 Green	55 Clear
13 Cream	26 Copper	43 Lime	56 Orange
14 Black	31 Maroon	44 Ashen	61 Blue/Green
15 Gray	32 Red	45 Yellow	62 Azure
16 Dun	33 Rust	46 Purple	63 Light Green
21 Brown	34 Magenta	51 Amber	64 Light Blue
22 Clear	35 Pink	52 Gold	65 Red/Brown
23 Bronze	36 Cherry	53 Blue	66 Dark Brown

POTION - SPECIAL

2	Cloudy
3	Fizzing
4	Flecked
5	Syrupy
6	Normal
7	Normal
8	Normal
9	Syrupy
10	Flecked
11	Bubbling
12	Vaporous

POTION - TASTE/ODOUR

11 Acidic	21 Vinegary	31 Rotten	41 Perfumed
12 Tart	22 Rancid	32 Musty	42 Garlic
13 Sweet	23 Balmy	33 Stale	43 Burning
14 Spicy	24 Scented	34 Honey	44 Oily
15 Bitter	25 Stinking	35 Salty	45 Watery
16 Sour	26 Foul	36 Flat	46 Cool
51-66 Otherwise quite normal			

****EXAMPLE**** Seth dips his finger in an invisibility potion and it turns invisible (only for a few seconds). Seth then takes a sip of a healing potion. He begins to feel better although no healing occurs.

MISUSE

A person who consumes a potion while under the effects of another potion will lose 6d6 endurance damage points. The outcome of the mixture is determined by rolling 1d6 and consulting the table below.

1	Both potions function normally
2,3	First potion consumed functions normally
4,5	Second potion consumed functions normally
6	Neither potions function at all

THE POTIONS

Presented below are examples of the types of potions found. Each potion has only enough power for one person and once drunk takes effect immediately. Following each potion description is the cost to purchase the potion from a magic shop.

ANTICIPATION

When drunk, this potion enables the character to anticipate melee attacks. If, when choosing a defence, the character makes a successful intuition saving throw the attacker will have a -2 penalty on the to-hit chance. The potion lasts for 5 turns. (cost: 10 gp)

BOLSTER

Each bolster potion affects a different attribute. Upon quaffing the potion the attribute will be raised by 3. The bolster potion lasts 5 + 1d6 turns. (cost: 20 gp)

CHARM PERSON

The drinker of this potion is instantly charmed if their magic resistance is less than or equal to 30. The first person they see will be treated as a trusted friend. The charmed character will not obey the friend if the orders oppose his or her ethics. If the "friend" attacks the character the charm is also broken. The charms lasts 1d6 days. This potion is sometimes called a Love Potion. (cost: 20 gp)

CURE

This potion has the power to heal back 1d6 endurance damage points caused from disease or poisons. The potion will stop any ailment affecting a character. Ailments might be poison, disease or sense loss. (cost: 12 gp)

CLAIRVOYANCE

This potion bestows to the drinker the power to project all three senses 80 feet away from his body. All information gained from the senses is relayed back to the drinker. The potion lasts for half a turn. (cost: 25 gp)

DISCOVER ZONE

When drunk, the character may detect any high or low magic zones within a 10 mile radius. The direction and distance to the zone is given but exact points gained or lost is not. Once all zones are discovered in the area the potion wears off. (cost 20 gp)

DIVINATION

This potions bestows to the drinker the power to foresee the outcome of a particular action. The character will get a positive or negative feeling towards the action based on the what he or she asks. (e.g. a character is about to open a chest. He drinks the foresee potion and asks, "If I open this chest will something good come of it?" He may get a feeling of no if the chest is trapped.) The potion effects have a range of 20 feet. (cost: 15 gp)

ELEMENTAL PROTECTION

The resistance potion allows the character to withstand temperatures ranging from -40 F to +250 F. As a result of the resistance, magical fire and ice spells are lowered by 3d6 damage value. The resistance lasts for 15 turns. (cost: 13 gp)

ELIXIR OF LIFE

Pouring this potion over a dead character will restore life to their body. There is no recovery period and all the damage points will be at half. This type of resurrection lowers the character's maximum willpower damage permanently by 4. (cost: 100 gp)

EYES OF TRUE SEEING

This potion bestows to the drinker the power to see things in their true form. The character can detect poisons, illusions, changes (metamorphosis, were-creatures), charms, disguises and secret doors. The potion only lasts long enough for the character to look at a 10' x 10' area. (cost: 13 gp)

FEIGN DEATH

When drunk this potion will make the character appear dead. The character will hear what is happening around them but cannot see. The character may come out of the feign death prior to the hour duration. (cost: 35 gp)

FORGET

Upon consuming this potion the character will forget the last 100 minutes. The potion only affects characters with a magic resistance less than 18 + 2d6. (cost: 18 gp)

FORTITUDE

This potion has the power to prevent the character from being stunned in melee combat and wards of the effects of fear spells. The potion lasts for two turns. (cost: 10 gp)

FLY

The potion grants the power of flight. The character may travel up to 75 feet per movement action phase. While flying the character cannot cast spells, fire missiles or throw weapons. The flight lasts for 30 turns. (cost: 12 gp)

FURY

When consumed, this potion brings on the might of the gods. The character and all friendly targets within 150 foot radius centred on the character will gain a +1 bonus to all combat skill saving throws. All foes within the area of effect will have their combat skill saving throws reduced by 1. The fury lasts for 2d6x20 phases. (cost: 17 gp)

HASTE

The character who drinks this potion whose magic resistance is less than 31 will perform twice as many attacks per skill action phase and move twice as far per movement action phase. The haste lasts for 5 turns.

When the duration ends the person will attack and move at half normal for 1d6 turns. (cost: 20 gp)

HEALING

There are three types of healing potions. If 3-6 is rolled on 2d6 a type I potion was found, 7-11 a type II potion was found and a Fantastic Healing potion was found if a 2 or 12 is rolled.

3-6	Type I:	Once drunk, this potion will heal 9 endurance damage points. (cost: 20 gp)
7-11	Type II:	When consumed, this potion will heal 30 body damage points. (cost: 20 gp)
2,12	Fantastic Healing:	The potion will heal 7 endurance damage points and 25 body damage points. (cost: 34 gp)

IGNORE

Any creature whose magic resistance is less than 31 and views the character under the effects of the ignore potion will not remember seeing the character. Although, if the character talks to the person he will remember him. A character may cast the query spell on a target and not be remembered. The ignore potion lasts 50 turns. (cost: 20 gp).

IMAGES

When drunk, 1 to 5 (1d6 - 1) exact duplicates of the character will appear within a 10 foot radius. The image will mimic the character and any one viewing them will be unable to distinguish between the image and the character. When the character is attacked, there is only a 1 in 3 chance of getting struck. The images last for 25 plus 3d6 phases. (cost: 18 gp)

INVISIBILITY

This potion causes the character and all their possessions to turn invisible. The character continues to make noise and gains no other powers while invisible. If the character casts a spell or attacks, he or she will become visible for 10 phases. The invisibility lasts 20 turns. (cost: 10 gp)

LANGUAGE

This potion bestows to the drinker the ability to speak another specific language. Common language potions are orcish, elvish, common, halfling, dwarvish, gnome and reptiliad. The potion lasts for 50 turns. (cost: 30 gp)

LEVITATION

The potion allows the drinker to rise vertically 20 feet per movement action phase with a maximum height of 150 feet. The character will rise 10 feet initially when the potion is consumed. Missile combat and spells may be performed with a -2 penalty to the skill saving throw. The potion does not confer horizontal

movement. The levitation lasts 10 turns. The potion will only affect characters with a magic resistance less than 30. (cost 20 gp)

LOCATE

This potion gives the character the ability to find a familiar object. If the object is within 500 feet an arrow visible only to the character will point the way to it. (cost 30 gp)

LOFTY MOVEMENT

This potion bestows the power of lofty movement. While under the effects of the potion the character may walk across surfaces which are normally impassable. Such surfaces are water, quicksand, walls, ceilings, but not air. The potion lasts for 10 turns. (cost: 10 gp)

LUNGS

When consumed, the characters lungs become magically altered to allow breathing in unsuitable atmospheres. Such places may be underwater, poisonous gases and so on. The lungs last 40 turns. (cost: 25 gp)

METAMORPHOSIS

When quaffed, the character has the power to alter his or her physical properties so as to appear as something else. The character may vary their height and weight by $\pm 95\%$ and only turn into creatures they have seen. The change only lasts for 35 turns. (cost: 22 gp)

PERSEVERANCE

This potion will restore 1d6 willpower damage points. (cost: 19 gp)

PRESENCE

Upon drinking this potion, the character will detect all beings surrounding him whose magic resistance is less than or equal to 30. The effect will pass through walls but will not confer the type of creature found. The area of the detection is a 200 foot circle centred on the character. Once all beings are discovered in the area the potion wears off. (cost: 20 gp)

RAISE RESISTANCE

When consumed, this potion raises the character's magic resistance by 8. The potions lasts for 5 plus 3d6 turns. (cost: 25 gp)

SELF PROTECTION

The character who drinks this potion will be protected from a certain colour of magic. No spell from that colour will affect the character. Popular protection potion colours are black, orange and gray. The protection lasts 2d6 turns. (cost: 15 gp)

SENDING

This potion bestows to the drinker the power to send a telepathic message to one person. The message may be no greater than 20 words. The sender will not know if the target has received the message. (cost: 15 gp)

SHIFTY STATES

The drinker of this potion will seem blurred to all who view them. Multiple images will shift around the character making it difficult for anyone to strike them. All melee or missile attacks which would normally hit the character, have a -2 penalty to SST's and the to-hit table. The images last 1 turn. (cost: 10 gp)

SPEAK WITH ANIMALS

This potion grants the drinker the ability to speak with one animal for 1 turn. This includes creatures with animal (A) for magic resistance. (cost: 12 gp)

TRUE SKILL

After drinking this potion, the character will gain a bonus of +2 on the next skill saving throw. If no saving throw is made within 10 turns the potion wears off. (cost: 20 gp)

VISION

Two thirds (1-4 on 1d6) of all vision potions are type I.

1-4	Type I Infravision	When this potion is quaffed, the drinker is bestowed with the power of infravision. Hot things appears red, warm orange, cool gray and cold black. Illumination from torch light or other light sources spoils infravision. A character may switch between infravision and their normal vision at will. The vision lasts for 1d6 hours. (cost: 10 gp)
5-6	Type II Night Vision	The drinker of the potion will gain the ability to see at night as if it were dusk. The enhanced vision lasts for 1d6 hours. (cost: 10 gp)

VAPOROUS STATE

Upon drinking this potion the character and all their possessions will turn into a green gas cloud. The character may travel 30 feet per movement action phase without restrictions unless passage is blocked. The state lasts for 15 turns. (cost: 14 gp)

SCROLLS and TABLETS

Character's may use a magic scroll created by another spell caster or a sacred tablet created by a high level cleric. Characters should not be allowed to purchase these valuable magic items too freely. Certain types of scrolls or tablets may be hard, if not impossible, to acquire. When searching through treasure hoards, characters should never find too many magic scrolls or sacred tablets. Other types of special writings that may be found are cursed scrolls and tablets, treasure maps or important documents. A 2d6 dice roll on the table

below will indicate what type of special writing the character has discovered. A cost estimate is listed by each type.

Dice Roll	Special Writings	Cost
2,3	Scroll	5+ gp
4	Sacred Tablet	3+ gp
5	Cursed Writing	10 gp
6	Treasure Map	3+ gp
7-10	Legal Document	10 sp
11-12	Other Important Writing	5 - 15 cp

SCROLLS

Magic scrolls are created by spell casters who enchant a spell onto a piece of special 'magic' paper. This is done for a number of reasons; the spell may be cast from the scroll at a later date, spells cast from scrolls require no magic power and scrolls may be sold.

Creating: The spell write magic scroll is used to cast another spell onto a piece of paper creating a magic scroll. The ink needed to write the scroll is specially made and is usable only once for the 300 copper piece price. It takes a magic-user 1d6 days to write a scroll and at the end of the period, the spell is cast. The magic-user must not be interrupted during this process nor be in the presence of another being, except for their familiar. The magic-user must have a minimum skill level of 10 in the spell being embedded onto the paper. Thus all limitations of the written spell based on the skill level are assumed to at least 10th skill level. The spell to be placed on the scroll does not have to be cast separately it is considered to be cast simultaneously with the write magic scroll spell. Added to the write magic scroll base spell level of 100, is the spell level of the spell being enchanted. The final sum is the spell level of the write magic scroll spell. Any spell may be placed onto a scroll. Paper for making scrolls may not be reused and is rendered useless after the spell is cast off the scroll. If the write magic scroll spell fails, the ink and all writings are rendered useless.

Deciphering: Once written, the scroll cannot be read by anyone but the magic-user who wrote the scroll. A read magic scroll spell cast on the scroll will decipher another magic-user's scroll. The deciphering does not unleash the spell, it simply explains its purpose and allows any character to utilize the spell at a later date. Using a Scroll: Character's must have a 7 magic affinity attribute score to use a scroll. If the scroll spell is of the character's primary colour, then only a 5 attribute score is required. When a spell is cast from a scroll it draws no power from the magic-user. When completed, the scroll paper crumbles and the scroll cannot be re-used. A person may cast a spell from a scroll once it has been deciphered even if he or she has

no skill in that type of spell. If a spell cast from a scroll is not of the character's primary colour, there is a 1 in 6 chance the spell will fail and the scroll destroyed.

Costs: The cost of a scroll is equal to the half the level of the spell in gold pieces. For example, a scroll that contains a 30th level presence spell will cost 15 gold pieces.

SCROLL EXAMPLES

ANTICIPATION

The scroll enables the recipient to anticipate melee offensive attacks. Prior to picking a defence, the recipient makes an attribute saving throw against his or her intuition. If successful, the attacker must state their attack allowing the defender to act accordingly. (cost: 10 gp - based on the 20 power points used to make the scroll, the magic-user's skill level is not used)

DETECT MAGIC

This scroll causes all magic within the a 10' x 10' area of effect to glow. The glow is visible only to the caster. The range is 20 feet. This scroll will detect if a false magic spell has been placed on one item. The item must be touched. A detect magic scroll will also reveal if another spell is functioning on someone (e.g. metamorphosis, invisibility, charm, etc.). (cost: 30 gp - based on the 20 power points used to make the scroll, the magic-user's skill level is not used)

DISPEL MAGIC

This scroll causes all magic in a 10' x 10' x 10' cube to cease. To work successfully the level of the target's magic spell must be less than 30. The range is 150 feet. (cost: 15 gp - based on the 30 power points used to make the scroll, the magic-user's skill level is 15 in dispel magic)

FIRE BOLT

Upon reading this scroll the character will cast a fire bolt spell that inflicts 20 damage value. The range is 130 feet. (cost: 10 gp - based on the 20 power points used to make the scroll, the magic-user creating the scroll has a skill level of 20 in fire)

SACRED TABLETS

Sacred tablets are created by high level clerics and are thought to have the power of the Gods themselves bound within the stones. The tablets are about 6 inches by 6 inches, by half an inch deep. The tablets are inscribed with religious writings and are made from a special stone. The stone is brittle enough so that most characters can break them. By breaking a sacred tablet, the character releases the invocation contained therein.

Creating: Blank tablets cost 500 copper pieces. A character must have a minimum skill level of 30 in piety and 10 in the invocation. The cleric must spend one day in solitary prayer for every 5 ritual points of the invocation being placed in the tablet. For random ritual point cost invocations, use the highest possible point cost (rounding up). After the proper amount of time has passed, the cleric makes a piety skill saving throw. If successful, the invocation is stored in the tablet. The skill level of the invocation in the tablet is based on the skill level of the invocation of the cleric. All other effects of the invocation are based on the amount of ritual points used to create the desired effect. The cleric will lose 3d6 willpower damage points when creating the tablet. The cleric will also lose 3d6 piety skill points as a test of faith.

Using: Any character, upon finding a sacred tablet, must make a successful piety SST to reveal the tablet's invocation and strength. Each character may only attempt this once per tablet. To release the invocation the tablet must be broken. To break a tablet the character must make a successful attribute saving throw versus strength. If they fail they may not try again. Upon breaking the tablet the invocation is released and the character loses 1d6 willpower damage points. There is no ritual point cost to the user of the tablet.

Costs: Tablets will vary greatly in price and are rare. A good guide for determining the worth of a tablet, is divide the ritual points of the invocation stored in the tablet by 20. This would yield the purchasing amount in gold pieces. Gamemasters may alter the cost of any tablet to reflect rare or powerful invocations.

****EXAMPLE**** Davin decides to create a sacred tablet that contains the extract curse invocation. His skill level in piety is 45 and the skill level of 15 in extract curse is more than enough. The cost in ritual points for the invocation is 500 + d66. The d66 is converting to 70 points. It will take Davin 115 days (570 / 5) to create the tablet. At the end of the period of time, Davin makes a successful skill saving throw in piety and the tablet is created. He loses 14 willpower damage points and 11 skill points in piety from the 3d6 dice rolls.

****EXAMPLE**** Davin will make a converse with animals tablet. The ritual point cost varies so Davin decides on 3 turns of duration for the invocation. The total ritual point cost is 30. Davin would only have to spend 5 days creating the tablet but would lose another 3d6 willpower and piety skill points.

TABLET EXAMPLES

BANISHMENT

Upon breaking this tablet, 240 banishment points are released within a 30 foot circle. The breaker of the tablet may centre the circle on a spot up to 300 feet away. The tablet works exactly like the invocation banishment with regards to effects on undead creatures. (cost: 24 gp - based on the 480 ritual points used to make the tablet, the cleric creating the tablet has a skill level of 15 in banishment)

BLESSING

A blessing is placed on an item or being by breaking the tablet and then touching the target with a piece of the tablet. The blessing will last 5 days. (cost: 2 gp - based on the 36 ritual points used to make the tablet, the cleric creating the tablet has a skill level of 10 in blessing)

BLOOD LETTING

Three targets within 280 feet of the breaker of this tablet will lose 2d6 + 5 body damage points. They will also lose 1 BDP every 2 weeks. Only a laying of the hands invocation (200 rp), general medicine (only one attempt) or a 50th level heal spell will stop the blood letting. (cost: 5 gp - based on the 100 ritual points used to make the tablet, the cleric creating the tablet has a skill level of 14 in blood letting)

GRAVE WALKER

The target of this tablet will lose 2d6 willpower damage points. The range is 400 feet. (cost: 10 gp - based on the 198 (66 x 3) ritual points used to make the tablet, the cleric creating the tablet has a skill level of 20 in grave walker)

LAYING OF THE HANDS

After breaking this tablet and sprinkling the dust onto the wound, the injured character will be healed. There are 200 ritual points of healing stored in the tablet and may be used for any type of healing as described in the laying of the hands invocation. (cost: 10 gp - based on the 200 ritual points used to make the tablet, the cleric's skill level in laying of the hands is not used)

REMEDY

The recipient of this tablet breaking will have any disease cured or poison cleansed from their body. The tablet must touch the target once broken for the remedy to work. (cost: 3 gp - based on the 68 ritual points used to make the tablet, the cleric's skill level is not used)

VICTUALS

When this tablet is broken, enough food for one person will be created. (cost: 3 gp - based on the 68 ritual points used to make the tablet, the clerical skill level for this invocation is not used)

CURSED ITEMS

Any item, scroll, tablet or other writings may be cursed.

Magic Items: A character who has found a cursed magic item will always use that item, even if they know it is cursed. A character may never simply throw away a cursed item nor 'accidentally' leave it somewhere. The item will always return to the character. A cursed item will always be used over another item. For example, a cursed sword will somehow always be drawn when a fight starts, no matter how hard the character tries to avoid this. A cursed magic item is very difficult to destroy. A clerical invocation, extract curse, will work if a 1 is rolled on 1d6. A remove curse spell has a 2 in 12 chance of removing the cursed item. Only one attempt for each of these methods may be used. Otherwise, only divine intervention or some other super-magical means may rid the character of a cursed magic item. Some example curses:

- item sings when frightened (annoying but not really a curse)
- item has a negative damage value (e.g. a sword that inflicts minus 2 damage value)
- item tries to take over the character (controlled by some evil deity?)
- item brings bad luck to character or party
- a bow that breaks its string every third shot
- character is unable to cast spells
- character is unable to use psionic talents
- character is unable to use invocations
- item remains glowing at all times
- item lowers maximum BDP, WDP or EDP
- item slowly kills wearer (e.g. headband of crushing!)
- weapon that suffers a -1 penalty to-hit
- attribute score is lowered by 1d6
- character is followed by group of rats
- throwing item has 1 in 6 chance of attacking thrower
- dust of sneezing

- orb of reduction (power points are reduced by 200)
- ring of tanglement (wearer has -1 to all body balance)
- horn of poisoning (when blown, the character loses 3d6 endurance damage points, character must blow horn once every 2d6 hours)

Scrolls and Tablets: Cursed scrolls look like normal scrolls or other writings when discovered. It is not until they are read that their true nature is revealed. Cursed tablets will appear to act like a real invocation but when broken, will release a curse. Use the following table below to determine the curse placed on a scroll, tablet, or other writing. If an attribute is affected, the attribute score will be reduced by 1d6 for the duration of the curse. No attribute score may be reduced below 2. The curse will last for 3d6 days. If a 2 is rolled on 2d6 when the curse is released, the effect is permanent. A remove curse spell or curse lore skill will determine how to remove the curse. The invocation extract curse will remove a curse.

Dice Roll	Type of Curse
1	Physical
2	Mental
3	Magical
4-6	Curse

Physical Attribute

- 1 weakness - strength attribute
- 2 frailty - health attribute
- 3 exhaustion - endurance attribute
- 4 clumsy - dexterity attribute
- 5 spastic - agility attribute
- 6 bungler - coordination attribute

Mental Attribute

- 1 stupidity - education attribute
- 2 slowness - learning ability
- 3 feeble minded - intuition attribute
- 4 blind - observation attribute
- 5 deafness - perception attribute
- 6 hopelessness - willpower attribute

Magical Attribute/Resistance

- 1 - 3 unearthly - magic affinity attribute
- 4 dampening - magic resistance (lowered by 2d6)
- 5 draining - power points reduced by half
- 6 no spell casting

Curse

- 1 character smells bad (no amount of washing will make this go away)
- 2 bad breath and teeth blacken, 1d6 - 3 teeth have rotted out

- 3 hair falls out (will regrow at the end of the duration) (a roll of 1 on 1d6 means all body hair has fallen out!)
- 4 character has pox marks, and festering pustules, quite disgusting!
- 5 character's hair grows at an alarming rate (a roll of 1 on 1d6 means all body hair grows!)
- 6 rashes, character must constantly itch, this hex causes 1 willpower damage point lost per turn not itching (wow!)

CONVERTING TO OTHER SYSTEMS

To convert other gaming systems to The Guide to Adventure, use the following guidelines presented below.

PROFESSIONS

It is important to remember that The Guide is a skilled based system, with emphasis on the character's abilities, not the profession level. A 'ranger' class from one gaming system can easily be converted to The Guide by using the Livelihood section to find the appropriate skills. Any unique abilities derived from a profession or character class can be converted with either a skill, spell, psionic, or invocation replacement. For example, a paladin's laying of hands can easily be a mental blend or a laying of hands invocation. The level of a profession will also give you an idea of how many skills, skill points and skill levels. A first level fighter would be equivalent to a beginning character with about 300 skill points. A 10th level fighter will have about 600 skill points.

ATTRIBUTES

To convert the attributes, use the following as a guide.

The Guide	Other Systems
Agility	Dexterity
Coordination	Dexterity
Dexterity	Dexterity, Quickness
Education	Intelligence, Reasoning
Endurance	Constitution
Health	Constitution, Presence
Intuition	Wisdom
Learning Ability	Intelligence, Memory
Magic Affinity	Intelligence, Empathy
Observation	Intelligence
Perception	Intelligence
Strength	Strength
Willpower	Constitution, Self Discipline

ATTRIBUTE SCORES

The table presented lists the equivalent attribute scores for the 2-12 (2d6) system used in The Guide versus a 3-18 (3d6) or a 1-100 (1d100) system.

2d6	3d6	1d100
2-12	3-18	1-100
2	3,4	3
3	5,6	9
4	7	17
5	8	28
6	9	42
7	10,11	59
8	12	73
9	13	84
10	14	92
11	15,16	98
12	17,18	100

CREATURES

If the module or scenario calls for a certain type of creature, simply substitute the creature with the same or similar qualities from The Guide To Adventure. By doing this substitution, you will not have convert their statistics and data for each parameter (e.g. hit points, level, class). For example; the party encounters 3 orcs as described in the module. Instead of trying to convert the orcs' parameters, use 3 orcs from The Guide bestiary. Take caution with the number of creatures encountered. The Guide has a more violent and unforgiving combat system than most games. Creatures in the bestiary are not as weak or easily made inferior by veteran characters as found in other gaming systems. A group of 15 orcs may pose quite a threat to a party of 3 to 5 characters, regardless of the character's experience, skills and abilities.

End of the Gamemaster's Handbook