

PERILOUS JOURNEYS

SKILL BASED FANTASY ROLE PLAYING



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PREFACE

Perilous Journeys is a skill based role-playing game that attempts to mimic the feel, but not the mechanics, of OD&D. Over the 30 years of gaming, rules have become complicated, partly out of necessity, to address many issues that have come out during that time. Perilous Journey's hopes to be a game that is simple like OD&D, but at the same time, offers players more options than what they have in their current favorite game.

Perilous Journeys' goal is to have a simple and easy skill-based game that will appeal to those who are a fan of skill-based games, as well to those who are not. This game has streamlined and flexible mechanics. Rules exist in a rpg to facilitate game play, not hinder it. They are the arbiter of fairness to resolve disputes. There is no question of if one 'hits' or 'misses' with an attack. While rules exist for this reason alone, in many games, rules have become a hindrance to facilitating game play. Perilous Journeys hopes to give the players just enough rules to serve the function of facilitating game play, but does so in a way that does not tie the hands of the players or the GM. It is meant to spur one's creativity and desire to play not to confine one's imagination.

Perilous Journeys provides a list of skills that are used to build characters. The skills are broad in nature as well as methods to limit the breadth of skills if the GM desires. The game provides archetypal types of characters as templates. These archetypes closely match the abilities of classes that are found in class-based games. At the same time, players can choose any set of abilities they want to build unique characters if they so choose. Like other skill-based games, character creation is done with points, although there is a random die option. There is an "edges and flaws system." There are rules for creating contacts. Perilous Journeys uses standard rpg terminology whenever possible to make playing the game a smooth transition instead of a game that is lost in translation.

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TERMINOLOGY

Ability: An Ability refers to the skill and/or knowledge bundle that's used in the game to simulate a character's capabilities and knowledge. These are sometimes referred to as skills.

Ability, Excluded: Non-humans are sometimes prevented from possessing certain abilities. A character playing a race with an excluded ability is never able to learn those abilities.

Ability, Restricted: Non-humans are restricted in what abilities they begin play with. These are referred to as restricted abilities. A character can learn a restricted ability during play.

Ability Score: This is sometimes referred to as Score or Rating. Ability Score refers to the total number of points a character has in an ability. Checks are made against the Ability Score to determine the outcome of an attempted action or knowledge check. A check against an ability is often modified by situational circumstances. For example, cover during combat results in a penalty to a weapons check for a character attempting to hit someone that has cover.

Agility: The Core Attribute that governs the characters manual dexterity and accuracy.

Core Attribute (CA): This game uses four statistics to define certain broad characteristics of each character. They are Health (H), Agility (A), Mind (M) and Speed (S).

d4, d6, d20, etc.: This refers to the type of die used. Sometimes half points are used. In these cases divide the result in 2

Endurance Points (EP): Endurance points are an optional rule that allows characters to use these points to perform special moves in melee combat.

Experience Points (XP): Experience points are awarded by the Gamemaster to players for use in increasing the capabilities of their characters. The better the character/player has performed, the more experience points are awarded.

Fate Points: Refers to points that may be used to alter the fate of a character.

Gamemaster (GM): The player that creates the game world and adventure the characters adventure in. The GM has the final ruling over any game rule. He plays all of the NPC roles and presents the game world to the players.

Guild: An organization that has members of a certain profession, or a category of professions. Guilds provide benefits for their members—including player characters.

Health: This Core Attribute refers to the overall physical health of a character. It also represents how much damage a body can take before death.

Mana Pool: The Mana Pool refers to the energy that's necessary to cast a spell. The Mana Pool is given a numerical value. When spells are cast, points are deducted from the Mana Pool. Mana points are replenished over time.

Mind: This Core Attribute refers to the character's overall strength of mind. It's not the same as intelligence, it refers to the characters mental speed, power, mental endurance, will, spiritual energy, and the like.

Non-Player Character (NPC): This refers to characters that are controlled by the Gamemaster and not the players.

Player Character (PC): A Player Character is often referred to just as a Character or PC. A PC is an imaginary persona controlled by a player.

Power: This is sometimes referred to as level or grade. Power measures of the strength of magical items or spells. Power ranges from 1 to 12 in rating, but 10 is the highest for spells.

Profession: Characters that have identifiable occupations and certain sets of skills are capable of belonging to a Profession. A Profession represents a certain character archetype that often (although not always) is similar to a "Class" in other games. For example, those characters having the skills that identify them as being mages can belong to the Enchanter's Profession. Characters are not required to belong or join a Profession. Professions have guilds that provide training and other benefits, as well as requirements for membership. For example, religions set up temples and monasteries that characters can belong to if they meet the requirements of the Cleric profession.

Rank: Characters that belong to a Profession have a Rank within their Profession. There are three Ranks—apprentice, journeyman, and master. Ranks measure the power and potential influence the character has within the Profession. Characters without a Profession do not have a Rank. Having earned a specific Rank by meeting certain requirements does not necessarily mean the Character has a more important position within the Guild.

Round: A Round is a measurement of time. It's equal to 6 seconds or 2 segments. Combat is broken up into rounds. Five Rounds equal one Turn.

Saving Throw: This term is used to describe a character's (or creature's) attempt to avoid damage or some effect, such as attempting to resist a magical effect or avoid a hazardous situation by diving out of the path of a falling rock. Saving Throws are usually made against a Core Attribute.

Segment: A Segment is a measurement of time equal to 3 seconds. Three segments make one round.

Speed: This Core Attribute governs the characters physical and mental response time. It includes reflexes, quick judgment, movement, and overall observation.

Turn: A turn is a measurement of time, that equals 30 seconds or 5 rounds.



CHARACTER CREATION

First, players should print a copy of the character sheet. Character creation involves the allocation of points instead of using of dice. The power curve of characters is different from a level-based game. The consequence of this is that characters don't begin as weaklings. They are at an appropriate power level for characters that would be adventuring in a dangerous world. Before players begin creating their character, they should form a mental image of the character they want to play. This should be more than 'I want to play a thief.' Players should decide on the personality of the character. What abilities is this type of character likely to have? How did he learn those abilities? Why is the character out adventuring? In short, flesh out some of the background of the character and his current motivations.

After this is done, the player can begin the nuts and bolts of creating the character. For simplicity, here is the outline of how to create a character

Each beginning character begins with a set amount of design points determined by the race of the character. More advanced characters or NPCs begin with more design points as determined by the GM.

1. Select a race for the character.
2. Allocate points to the core attributes, staying within the racial guidelines.
3. Select five abilities that are neither excluded nor restricted. One of the abilities *must* be Weapons.
4. Add bonuses to the core attributes for every chosen ability. This can push the character's attributes above the racial maximum.
5. Add any additional points to your core attributes if desired, but you must stay within racial guidelines. Deduct any additions from your design point total.
6. Select Edges and Flaws and either add or subtract from the design point total.
7. If the character is going to join a guild, then deduct the appropriate design points.
8. Allocate points to your skills. Each point taken costs one point, e.g. 45 in Enchantment costs 45 points. The highest rating an ability can have without using extra design points at character creations is determined by the associated attribute. For example, Weapons is based on Agility. If the character has 55 in Agility, selecting Weapons at 55 would cost 55 design points. If the character goes beyond 55 in Weapons if he spends 2 design points for every point above the attribute rating, e.g. a 56 in costs 57 design points. A character may not have more than one ability at any given value and there must be at least a 5-point difference between each ability. A character may not take any ability at lower than 20.
9. If there are any remaining design points, they

should be used or converted to experience points.

10. Calculate the Character's Mana Pool if the character possesses an ability that requires the use of Mana. The Mana Pool is equal to the Character's Mind rating. The amount of Mana may increase by the selection of certain abilities or race. If this is the case, then add those bonuses at this time.

11. If design points are spent on joining a guild, consult the guild section now and record the character's rank and level. Also, select a benefit and record that on the character sheet. If the benefit selected would raise the character's abilities to qualify for a higher rank, the character cannot advance. He must acquire the gold and experience points necessary to advance in rank.

12. The player selects his character's equipment. If the character has spells, then spell selection should also be done.

13. If the optional Strength attribute is used, that should be calculated now. Every character begins with a 40 rating in Strength. Every 10 points in Health above 40 adds 1 point to strength. Every 10 points in Athletics adds 2 points to Strength. For example, a character with 50 in Health and 30 in Athletics would have a 47 Strength.

14. If Advanced Combat rules are used, calculate endurance and select special moves.

Design Points and Edge Limit Per Race

Human: 225 (Max 2 Edges, 1 Flaw)
 Dryad: 205 (Max 1 Edge, 2 Flaws)
 Dwarf: 210 (Max 1 Edge, 1 Flaw)
 Elf: 205 (Max 1 Edge, 2 Flaws)
 Fomorian: 210 (Max 1 Edge, 1 Flaw)
 Gnome: 215 (Max 1 Edge, 0 Flaw)
 Lurikeen: 200 (Max 0 Edges, 2 Flaws)
 Wild Elf: 210 (Max 1 Edge, 1 Flaw)

Design Point Cost

Edge: 5 design points each
 Flaw: gives an additional 5 design points each.
 Guild Membership: 5 design points.
 Additional attribute increase: 5 design points per one point increase

Initial selection of abilities: Every point costs 1 design point up to associated attribute's value. Going above that value costs 2 design points per one point added to the ability.

New ability: 50 design points. The new ability will be at a value of 10.
 Fate Point (Optional Rule): 5 design points for each Fate Point. Maximum of 2 may be purchased at character creation.

Experience Points: Every 1 design point equals 2 experience points.

RACES

Humans: Humans in the game are much like humans here on Earth. They come in a variety of shapes and sizes, eye color, hair color, and skin tone. It's assumed that human characters fall into the varieties found on Earth, but the GM is free to make additional changes. The average height of a human male is 5'10" (178 cm) and for females is 5'7" (170 cm).

Initial Core Attribute guidelines. At character creation, players allocate 185 points to the following four attributes but must stay within the guidelines. During the course of game play, these core attribute ratings may fall outside of these ranges.

Health: 40-90
Agility: 20-60
Mind: 35-60
Speed: 35-55

Optional Rule: Allocate 160 points to the four attributes and then add 1d20 to Health, 1d10 to Agility, 1d10 to Mind, and 1d12 points to speed. If the amount added by the die would raise the value above their racial limits, then the value is recorded as the highest value within the racial limit.

Excluded Abilities: none
Restricted Abilities: none
Racial Traits: none

Dryad: Dryads are a type of tree nymphs. They have a faint resemblance to the trees in which they inhabit. One can tell the type of Dryad by the type of trees they live in or near. The majority of Dryads resemble Oak Trees. Those that resemble Oak trees and known as Sylvans. Dryads are humanoid, with bark-like skin. They are slightly taller than the average human. Males and females tend to be around the same height. They have a frame similar to an Elf but with broader shoulders. They have long slender appendages. Sylvans have leaf-like hair that is colored in appropriately leafy colors: red, green, yellow, and orange. In some very rare cases, a Sylvan will have their hair color change with the seasons and will go "bald" in the winter. For Sylvans, their leaf-like hair will grow on their head and shoulders. Sylvans cannot grow facial hair. The eye color of Dryads can be, red, orange, yellow, blue, green, or violet. Meliai resemble Ash trees and are not available as a player race due to their secretive nature.

Initial Core Attribute guidelines. At character creation, players allocate 200 points to the following four attributes but must stay within the guidelines. During the course of game play, these core attribute ratings may fall outside of these ranges

Health: 45-90
Agility: 25-60
Mind: 45-65
Speed: 40-55

Optional Rule: Allocate 160 points to the four attributes and then add a roll of 2d12 to Health, add a roll of 1d10+4 to Agility, add 1d10 to Mind, and 1d10+2 points to Speed. If the amount added by the die would raise the value above their racial limits, then the value is recorded as the highest value within the racial limit.

Excluded Abilities: Psionics, Theurgy
Restricted Abilities: Commerce, Games, Marining, Metallurgy, and Streetwise

Racial Traits:

- 1) Sylvans have a natural affinity with normal animals. Check against Mind to see if a single specimen can be called, calmed, or controlled so as to prevent attack or flight.
- 2) Sylvans visual capacity is equivalent to human, but they are able to see in total darkness as if illumination were equal to dusk.
- 3) Sylvans have the ability to pass without trace in any forest-like area.
- 4) A successful check against stealth allows Sylvans to blend into the forest background and will not be noticed. Any search for the Sylvan by visual means will suffer a 50% penalty.
- 5) Sylvans have a limited resistance to fire and will suffer 25% more damage when hit by fire based attacks. This has to be actual flame, not heat.
- 6) Sylvans tend to avoid urban areas.
- 7) Sylvans have a positive view of Elves and Wood Elves, but have a generally negative view of humans.
- 8) Sylvans suffer 50% less damage from "crush" attacks or weapons

Dwarf: Dwarves look much like they do in folklore. They are short with the height range for an adult being 3'6" to 4'6" (107-137cm). Most Dwarves average around 4' for both genders. Dwarves have muscular shoulders and arms, and large hands/feet. They tend to have brows and slightly large heads. Dwarves tend to prematurely wrinkle and go bald. Both males and females grow facial hair. Their hair and eye color stays within earth tones such as brown, black, and grey and their skin is often tan, although some are fairer.

Initial Core Attribute guidelines. At character creation, players allocate 190 points to the following four attributes but must stay within the guidelines. During the course of game play, these core attribute ratings may fall outside of these ranges

Health: 50-95
Agility: 25-60
Mind: 35-55
Speed: 30-50

Optional Rule: Allocate 160 points to the four attributes and then add 3d6+6 to health, 1d10 to Agility, 1d8 to Mind, and 1d8 points to speed. If the amount added by the die would raise the value above their racial limits, then the value is recorded as the highest value within the racial limit.

Excluded abilities: Chivalry, Psionics

Restricted abilities: Ranging, Survivalist, and Marining

Racial Traits:

- 1) Dwarves heal at double the normal human rate.
- 2) Dwarves can see in total darkness. Their vision is equivalent to a human's vision at twilight.
- 3) Dwarves have a 50% chance to know what direction they are traveling underground.
- 4) Dwarves are unable to hear high pitched sounds. This results in high-pitched voices being difficult for the Dwarf to understand. This does not make them immune to sonic effects.
- 5) Dwarves can hear quiet whispers at double the range a normal human can.
- 6) Dwarves have limited immunity to toxins and poisons. Therefore, the toxins cause only half the normal damage.

Elf: Elves are approximately the same height as humans, but have slender builds. Elves are known for their strength and agility, and their complexions vary by sub-type. The most common elves have complexions that run from pale to olive tones.

Initial Core Attribute guidelines. At character creation, players allocate 200 points to the following four attributes but must stay within the guidelines. During the course of game play, these core attribute ratings may fall outside of these ranges.

Health: 40-80
Agility: 35-65
Mind: 45-65
Speed: 40-60

Optional Rule: Allocate 160 points to the four attributes and then add 2d12+2 to health, 1d10+4 to Agility, 1d12 to Mind, and 2d6 to Speed. If the amount added by the die would raise the value above their racial limits, then the value is recorded as the highest value within the racial limit.

Excluded Abilities: None.

Restricted Abilities: Commerce, Evaluation, Mechanics, Metallurgy, Planning, and Streetwise.

Racial Traits:

- 1) Elves are 90% resistant to sedatives of any type including those of magical origins.
- 2) Elves can see in total darkness. In total darkness, their vision is equivalent to 50% of normal.
- 3) Elves lack self-discipline, tend to be disorganized and are prone to making rash judgments.

Fomorian: Fomorians are a semi-giant like race, although they are not related to giants. Their closest kin would likely be brownies, pixies, and sprites. Male Fomorians average 7'(213 cm) in height, while females average 6'7" (200cm). Fomorians are naturally muscular that is most noticeable in their arms. Compared with human ratios, their arms are slightly too long for their frame. Their hands are large and pudgy. They have human colored hair in ranges of black, brown, and red. Their hair will go grey and white in old age. Only male Fomorians can only grow facial hair, but it is limited to the chin and around the mouth. Fomorians cannot grow body hair. Their skin pigmentation ranges from light to medium brown making them look like they have a nice tan. Fomorians eye color ranges from black, brown, blue, grey, green, hazel, and red with wide variations in the actual color.

Initial Core Attribute guidelines. At character creation, players allocate 185 points to the following four attributes but must stay within the guidelines. During the course of game play, these core attribute rat-



ings may fall outside of these ranges

Health: 50-90
Agility: 30-60
Mind: 35-55
Speed: 30-45

Optional Rule: Allocate 160 points to the four attributes and then add 3d6+2 to health, 2d8 to Agility, 2d6 to Mind, and 1d10 points to speed. If the amount added by the die would raise the value above their racial limits, then the value is recorded as the highest value within the racial limit.

Excluded abilities: Psionics, Theurgy
Restricted abilities: Commerce, Necromancy, Scholarship, and Sorcery

Racial Traits:

- 1) Fomorian are naturally strong and gain 4 points of damage when hitting a target with a melee weapon.
- 2) Fomorian can use two-handed weapons in one hand.
- 3) Fomorian have a natural 1 point of armor protection that stacks with armor.
- 4) Fomorian have a natural affinity for nature magic. If Shamanism or Alchemy is selected at character creation, the character gains a 10-point bonus to those skills.
- 5) Fomorian are 90% resistant to suggestion or charm spells.
- 6) Fomorian are vegetarians, although they can eat some animal products. Eating of meat will cause the Fomorian to be ill due to their inability to digest the meat.
- 7) Fomorian have an undeserved reputation for being stupid or slow-witted.
- 8) Fomorian trust easily and tend to be gullible. However, breaking a Fomorian's trust can send a Fomorian into a violent rage against the offender.
- 9) Fomorian have no sense of direction underground and are generally uncomfortable in subterranean settings.

Gnome: Gnomes are the cousins of Dwarves. They are slightly shorter than Dwarves with the average height of both males and females being 3'10", but the range is from 3'6"-4' (107-122cm). Babies are born with wrinkles, but they are slight. By adulthood, they will have the wrinkled face of an elderly human. After this time, no additional wrinkling happens (or is at least noticeable.) Gnomes have small chubby hands. Their skin is a dark olive tone, and their eyes are typically brown or black, but in rare cases can be green. Gnomes have pointed ears. Only male gnomes are capable of growing facial hair, which does not begin until puberty.

Initial Core Attribute guidelines. At character creation, players allocate 190 points to the following four attributes but must stay within the guidelines. During the course of game play, these core attribute ratings may fall outside of these ranges.

Health: 40-90
Agility: 30-60
Mind: 35-60
Speed: 35-50

Optional Rule: Allocate 160 points to the four attributes and then add 2d8 to health, 3d6 to Agility, 2d6 to Mind, and 1d12 points to speed. If the amount added by the die would raise the value above their racial limits, then the value is recorded as the highest value within the racial limit.

Excluded abilities: Chivalry, Psionics
Restricted abilities: Marining, Minstrelsy, Ranging, Survivalist, and Improvised Fighting



Racial Traits:

- 1) Gnomes are able to climb at twice the human rate when using their hands.
- 2) Gnomes are able to dig through earth at 5 feet per minute. This rate may be doubled for loose earth or sand. They can dig for 5 rounds before requiring rest.
- 3) Gnomes can see in total darkness. Their vision is equivalent to a human's vision at dusk. their skill check.

- 4) When attempting a repair or tinker (but not a full engineering effort), Gnomes gain a 10 point bonus to their skill check.
- 5) If barefooted and walking underground, Gnomes have an 50% chance to sense vibrations in the ground including the direction it came from and the relative distance. They have a 10% chance of detecting vibrations generated by those walking unless the one being detected is moving in a stealthy manner.
- 6) Gnomes tend to cheat in financial matters to gain material advantages.
- 7) One in four humans discriminate against Gnomes because of the Gnomes' perceived ugliness.

Lurikeen: Lurikeens are related to Fairies, and Leprechauns. Lurikeens are between 4'4" and 4'8" (132-142cm) in height, with small bone structure and slender build. Their facial features are a cross between a Human and an Elf, with an almost childlike appearance. Their complexions are pale to fair with some having green or blue tint as undertones. Eye colors can range from blue, green, grey, or brown, and hair color ranges from blonde, red, brown, black, green, and blue.



Initial Core Attribute guidelines. At character creation, players allocate 200 points to the following four attributes but must stay within the guidelines. During the course of game play, these core attribute ratings may fall outside of these ranges.

Health: 40-75
 Agility: 40-65
 Mind: 40-65
 Speed: 45-70

Optional Rule: Allocate 160 points to the four attributes and then add 2d6+2 points to Health, 1d12+2 points to Agility, 1d10+4 points to Mind, and 1d12+2 points to Speed. If the amount added by the die would raise the value above their racial limits, then the value is recorded as the highest value within the racial limit.

Excluded Abilities: Chivalry, Psionics

Restricted Abilities: Commerce, Mechanics, Metallurgy, Planning, Pastoral, and Marining.

Racial Traits:

- 1) Lurikeens have two attacks/round if their speed is 42 or greater, but each hit only does half damage.
- 2) Lurikeens can hold their breath for twice as long as a normal human, because of their large lungs.
- 3) Lurikeens have twice the visual capacity of a normal human.
- 4) Lurikeens gain an extra 10 points to their Mana Pool for possession of any magical ability that requires the use of Mana Points.
- 5) Lurikeens tend to be greedy and untrustworthy – especially in business dealings.
- 6) Lurikeens tend to be abrasive and narcissistic.
- 7) Lurikeens tend to be extreme risk takers, especially if wealth or power is to be gained.
- 8) Approximately half the human population discriminates against Lurikeens due to their behavioral reputation.

Wild Elves: Wild Elves are slightly taller than the average human, but with the same average height disparity between human females and males. Their skin tones range from tan to dark brown, and their hair color range from white, brown, orange, grey, and black. They have a small bone structure with a slender, muscular build.

Initial Core Attribute guidelines. At character creation, players allocate 195 points to the following four attributes but must stay within the guidelines. During the course of game play, these core attribute ratings may fall outside of these ranges.

Health: 40-80
 Agility: 40- 70
 Mind: 35-60
 Speed: 40-65

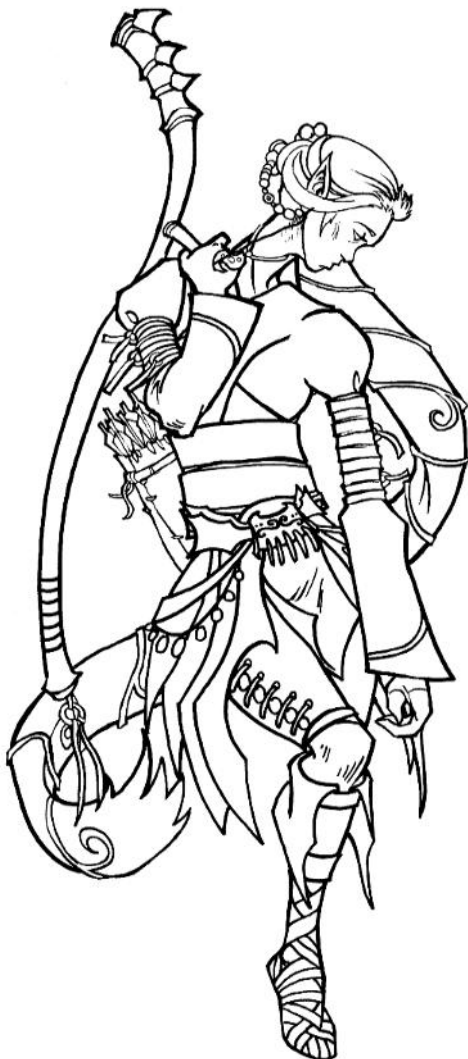
Optional Rule: Allocate 160 points to the four attributes and then add 1d12 to Health, 2d10+2 to Agility, 1d8 to Mind, and 1d6+1 points to Speed. If the amount added by the die would raise the value above their racial limits, then the value is recorded as the highest value within the racial limit.

Excluded Abilities: none

Restricted Abilities: Arcanum, Chivalry, Commerce, Marining, Mechanics, Metallurgy, and Streetwise.

Racial Traits:

- 1) Wild Elves have a strong connection to the natural world and the animals that live in it. Because of this, the character may attempt to calm or control a normal animal to prevent an attack of flight. The check is against the Mind rating.
- 2) Wild Elves gain a bonus of 10% to their Archery score when using a Long Bow. For example, if the character has an Archery rating of 50, then when using a Long Bow, the check would be made at 55.
- 3) Wild Elves are most active at night or in heavily shaded areas. As a consequence, they are able to see in total darkness or shaded conditions as though it was full sunlight. In full sunlight or other bright light their vision decreases to the range that a human would have during twilight.
- 4) Wild Elves are xenophobic and suspicious of outsiders. They are uncomfortable in urban settings and crowds and try to avoid these situations whenever possible.



CORE ATTRIBUTE RATINGS

Generating core attribute ratings involves the allocation of points to the four core attributes. The ratings must fall within each race's guideline. Each race has a set amount of points, or 160 points are allocated and random dice rolls determine the additional points for each attribute. The method a player uses is determined by the GM.

ABILITY SELECTION

Abilities are selected based on the racial guidelines. Excluded abilities mean the character may never learn that ability. Restricted abilities mean that the character cannot begin play with any of those abilities, but may learn them during the course of game play.

Each ability has a corresponding core attribute it is connected with. This serves two purposes. The first is for the generation of additional core attribute points. This addition simulates improvements of an attribute based on its use via an ability, e.g. weapon use will improve agility. For every ability selected at character creation, bonus points are added to the core attributes. These are listed in the ability section. The second reason is that skill ratings are character selection cannot go above the associated attribute without costing additional design points.

GENERATING ABILITY RATINGS

After all abilities have been selected, design points are allocated to each of the abilities. No ability may be selected less than 20. There must be at least a 5-point difference between each ability. Each point given to an ability costs one design point up to the associated attributes rating. Going above the attribute rating costs 2 design points per point increase in the skill. For example, if a character has 55 in Agility, selecting weapons at 55 would cost 55 design points. Having the ability at 60 would cost 65 design points.

RECORDING ABILITY RATINGS

After generating all values for the abilities, they are then recorded on the character sheet. The ability with the highest value is the first ability. This ability determines your starting social class and what guilds are available. For purposes of guilds, your first ability is always going to be considered your first ability even if during the course of game play, another ability becomes numerically higher.

DETERMINING MANA POOL.

If a player selected a magical ability that requires the use of Mana, it's necessary to determine the amount of Mana a character has. This value is determined by the character's Mind rating. For every 5 points in Arcanum, the character gains an additional 1 point of Mana. For example, if a character has 60 in Mind, the amount of Mana the character has is 60. If this character also has Arcanum skill at 50, then this adds an additional 10 points of Mana bringing the total to 70 points.

EDGES, FLAWS, AND CONTACTS

During character creation, a player may select edges, flaws, or contacts. Edges are slight advantageous, flaws are disadvantageous, and contacts are NPC contacts that can provide help to the character. Edges cost 5 design points. Taking a flaw gives a character 5 additional design points. Contacts take a minimum of 10 design points. These values can be adjusted by the GM either up or down, depending on how much of a benefit/hindrance he believes a particular selection is.

EDGES

Ambidexterity – This grants the ability to use either hand with equal skill. It does not permit two-weapon use without a penalty.

Ambushing – The character adds a bonus of 10 to his ambush checks when using Waylaying.

Animal Attraction – The character has a 50% chance to calm a wild animal in order to avoid attack. The character also has a 20% chance to attract an animal as long as the character has no ill will towards that animal.

Cat's Eye – The character is able to see in darkness as though he were a cat.

Cat Fall – The character can fall double the normal distance without suffering damage.

Decreased Metabolism – The character only needs to eat/drink 50% of the normal amount for his race.

Double Healing – The character heals at double the normal rate.

Fast Learner – The character selects one ability that will improve faster. Any XP that is awarded to this specific ability gains an additional 10%.

Fast Regeneration – The character's mana regenerates at double the normal rate.

Hidden Reserves – When a character's Mana falls below 20% of its total normal value, the character is able to double that amount, e.g. a character has 40 mana and its value has dropped to 8, the character is able to double that to 16. This ability can only be used once per week.

Hold Breath – The character can hold his breath for double the normal time for his race.

Improved Vision – The character's vision capacity is double that of his race.

Improved Hearing – The character is able to hear twice as well as a normal member of his race can.

Likeability – When meeting a new NPC, the character is immediately liked. This disposition changes in accordance to the character's behavior.

Luck – Once per week, the character is allowed to re-roll a failed action.

Mimicry – The character can mimic sounds he has heard. This can either be animal sounds or humanoid voices, but not both.

Moving Target – When using throwing weapons, there is no penalty for trying to hit a moving target.

Open Eyes – The character is able to sleep with his eyes open.

Performance – When attempting to perform or deceive, 10 points are added as a bonus when making a skill check.

Quick Hands – The character receives a 10 point bonus when attempting to pick pocket or perform a similar action.

Quick Observer – When entering a place, the character is able to survey the room and memorize all physical details he sees. This information can be recalled for up to one hour, after which the character's memory fades to normal recollection.

Repairing – The character has a bonus of 10 when attempting to repair an item. If repairing damage, the amount repaired per day is doubled.

Reflexes – The character receives a bonus of one to his initiative roll.

Sense Direction – The character has a 90% chance of knowing what direction he is heading regardless of the time of day or environment.

Soft Foot – The character receives a bonus of 10 to move silently checks.

Sprinter – The character is able to run at twice his run speed for up to one minute.

Survivalist – The character receives a bonus of 10 when making checks to construct shelter, find water, find food, etc.

Thick Skin – The character's skin is thicker than normal and provides a natural bonus of 1 to his armor when being attacked by a cutting or piercing weapon.

Toxin Immunity – The character is 50% resistant to all natural toxins and poisons.

Trick Shot – The character receives no penalty when performing a trick shot with a bow provided that it is a non-combat situation.

FLAWS

Abrasiveness – The character's personality is such that NPCs have an immediate dislike to the person. With interaction, the NPC attitude may change over time.

Alcoholic – The character is a drunk. When alcohol is available, he is 90% likely to drink in excess. In such a condition, he has a 50% chance of passing out while drinking.

Allergies – The character selects a common item to be allergic to, such as dust or pollen. The character will then be subject to sneezing and breathing problems when encountering these items.

Bad Vision – The character's vision is 50% of normal.

Brawler – The character has a 50% chance of picking fights in a bar regardless of the odds. In fact, he usually picks the person or persons who look the strongest.

Bloodlust – The character has a desire to kill all enemies in combat. There is a 90% chance he is unable to control himself and will not retreat or spare targets that have surrendered.

Cat Attractor – The character has a 90% chance to attract any and all felines within 1000 feet. The cats will demand attention from the character. The character, while often disliking the cats, cannot bring himself to be cruel to the cats nor allow others to be that way.

Color Blindness – The character is unable to see color.

Friend Zone – The character has no luck with members of the opposite sex, but an intense desire to be in an intimate relation with one. The result is that the character always becomes a close "friend" or "like a brother." However, the character refuses to acknowledge this and instead thinks that if he does whatever the other person wants, he'll finally convince her to date him.

Gabby – In stressful situations, the character has a 50% chance of talking uncontrollably.

Gambler – The character is unable to pass up a game of chance. He has a 90% chance of stopping to gamble and forgets what he was doing if he comes across people gambling.

Gas – The character has a 20% chance on any given day to have stinky farts. He will fart 1-4 times an hour. The smell will last at minimum 5 minutes per fart. Each session lasts for one hour with a limit of three episodes per day. Stress is known to agitate the condition.

Generosity – The character gives away most of his money without paying attention to his own needs. This is done by giving directly to charities, but often to beggars on the street, paying too much for an item, giving excessive tips, etc.

Gullibility – The character is 90% likely to believe what he is told, regardless of how outrageous it is.

Honesty – The character is 90% likely to always tell the truth, regardless of the consequences.

Impulsiveness – The character hates debate/ planning and is likely to charge into action.

Hypermetabolism – The character must eat twice the normal amount per day. Failure to do so results in a 10% of loss to his health per day, with no increase for his health from resting.

Klutz – In stressful situations, the character has a 50% chance to trip, drop an item, make a loud noise, etc.

Lost – The character has a belief that he always knows what direction he is going, but is 90% likely to be wrong. This results in him becoming lost, but unable to admit it. Such characters have a tendency to avoid using a compass or other directional device.

Miser – The character hoards money and is loathe to spend it, even when necessary.

Night Blindness – The character is unable to see in low light conditions. Things appear as though they're completely dark.

Noticeable – Regardless of how the character appears, he has a 90% chance of being recognized by any NPC that has seen him.

Pacifism – The character hates to kill. When using lethal force, the character suffers a 10% penalty to hit. There is a 90% chance he'll avoid taking a killing blow.

Phobia – The character has a severe fear of some object, location, or thing, e.g. necrophobia – fear of the dead, agoraphobia – fear of the outdoors, claustrophobia – fear of small places, etc.

Racism – The character has a severe hatred towards another sentient race, e.g. dwarf, elf, etc.

Sweaty Palms – In stressful situations, the character's palms become sweaty to such an extent that items held have at least a 10% chance of slipping from his hands.

Tree Hugger – The character believes that nature and its flora/fauna are of the highest value and places protecting nature above his or societies needs.

Vegan – The character won't eat or wear any animal products nor help others secure animal products. Because of this, unless very special precautions are taken, the character's health has a 10% penalty.

Vendetta – The character has made an important enemy in his past, that he may or may not know about. The enemy will seek to harm the character or foil his plans.

Weakness – The character heals at half the normal rate.

CONTACTS

Contacts are important, powerful, and/or useful NPCs that a character has access to. There will be a particular relationship between the character and this contact. The contact can take a myriad of forms. The contact could be a member of the towns guard, a contact within the thieves guild, or something like a powerful noble or enchanter that the PC has sworn loyalty to. The contact provides information and other assistance from time to time. The more help and/or the more often help is provided, the more strained the relationship will become, requiring the PC to perform actions to maintain the relationship. A minor contact such as a town guard that only provides information, might require the occasional payoff. On the other hand, if one is receiving a significant amount of gold and supplies from a noble, the PC might be required to

perform a great service at the behest of the noble. The cost of a contact begins at 10 design points. The player should discuss the contact with the GM prior to making this selection to decide the type of contact, the relationship with that contact, and the background story of how the PC came to have this contact. The GM then selects a final design point value.

STARTING EQUIPMENT

A character's starting equipment is determined by their starting social class, which is determined by the first ability selected. Consult the abilities chart to determine the equipment list a character begins with. This gives the character a set of starting equipment and money. The money can be used to purchase additional equipment.

SPELL SELECTION

Spell selection is part of the equipment picking process. Characters will have picks for Spell Books, materials, and spells. Each selection counts as one pick. All casters are required to have a spell book. See the Game Play section for further details. Each spell ability grants one pick plus one for every 10 percentage points the casting ability is taken at. For every 20 points in Arcanum, one additional pick may be chosen from the magical list at character creation. E.g. 40 in Arcanum gives two additional picks.

For example, if Theurgy is taken at 65%, then the character has 7 picks (1+6). One pick can be used for a Spell Book, then 6 spells can be selected.

Psionic Abilities (Optional Rule)

Psionics are more suited to science-fiction than fantasy, but some fantasy games do employ Psionics. It is for this reason that psionics is added. Psionic abilities reside in the mind. Use of these abilities costs Mana, but they do not require spell books. To determine the number of Psionic powers a character has, refer to the character's ability score. Every 10 points in the ability score gives the character 1 Psionic ability. Raising the Psionic score allows more powers to be acquired. For example, a character has Psionics of 47 and raises the rating to 50. The character has 4 Psionic powers, but when it is raised to 50, the character's mind awakens and he is able to learn one new power.

PROFESSIONS

Professions represent the vocation of a character. In Medieval societies, guilds formed between members of the same profession. The guilds represented the interests of the guild members, and are the principle

means of providing training to its members. In a fantasy world, guilds were also created for the same purpose. In *Perilous Journeys*, these guilds expanded beyond the typical tradesmen. Magic users, thieves, assassins, soldiers, etc. all formed some type of professional association. These associations, at the very minimum, provide the same benefits that Medieval guilds provided for tradesmen.

The use of “guild” is a loose term. It applies to any organization that can fulfill the same function. A temple might be a “guild” for a Cleric while a military camp will work for a fighter. Further, there may be more than one “profession” that belongs to a guild. For example, a criminal organization might have members who are thieves, assassins, and bandits.

Detailing and creating guilds and similar organizations is left up to the GM. Characters that belong to a Profession also belong to some guild-like entity. Guilds are part of the world and if the character belongs to a guild, he is embedded within the world as well. Professions are not purely a game mechanic of advancement. It should be noted that the use of Professions only makes sense within a certain type of game world. If the game world that is being used would not have guilds, then chances are Professions make little sense. If this is the case, Professions should be used as archetype examples for character creation. Characters do not need to belong to a profession. Even if they qualify for one, they do not have to belong to a guild.

A list of Professions, as well as details of guilds, are provided later in the game manual.

QUALIFYING FOR A PROFESSION

What profession a character can belong to is determined by that first ability (the one with the highest value). Professions denote a certain set of skills. It does not denote that one has to be better at one skill or another, just that a certain level of competency is required. The only requirement is that the character has the required first ability. This permits the character to join the guild—at least as an apprentice. To qualify as a full member, the first ability must have a minimum rating of 50 and all of the other required abilities must have a numerical score of at least 20. It is also permitted for a character to have non-required abilities at a numerically higher value after the character has become a full member of the guild.

PROFESSION VS. NON-PROFESSION

Belonging to a profession gives the character many benefits. As the character gains ranks in his

profession, he'll receive certain benefits and bonuses. In order to receive these bonuses, the character must belong to a guild or guild-like entity that can provide training for the character. Belonging to one of these organizations involves paying dues and expending experience points to advance ranks. Professions provide training at little to no cost. They also can provide casting materials, spells, Spell Books, etc. if you belong to the required type of guild.

However, for all of the benefits gained by belonging to a Profession, you sacrifice flexibility. Players have the freedom to create any type of character they want — they just won't receive guild benefits. This is a trade off between belonging to a Profession or not belonging to one. First time players are encouraged to select a Profession. Once becoming familiar with the rules and abilities the player can better create and play a character that does not belong to a Profession.

MONETARY SYSTEM

It is recommended that the GM create his own monetary system. Such a system will use names like “crowns, pounds, yen, won, bezels, etc” The GM can then say, “that sword will be *100 crowns*” instead of *1 gold piece*. Each country should have its own coinage. Converting currency between kingdoms is one method the GM can use to reduce the amount of treasure that the characters have.

To make things as generic as possible, basic metals are used for coinage. Historically, a country may have only used silver but the size of the coin and purity determined its value. This would also generate a different name such as a shilling or pence to refer to a specific coin value. In this game, copper, silver, and gold are used because these are common terms that most fantasy gamers are familiar with. Coin values do not reflect the current value of these metals. Metal values fluctuate. The values listed are provided as a tool for the GM to use for estimating prices. Each coin is 1 *troy* ounce in weight. To help judge the price of goods, the following estimates are provided: 1 copper = \$1, 1 silver= \$10, 1 gold = \$100

1 gold = 10 silver = 100 copper.

Some items that are listed will seem extremely expensive. This is because those items are labor intensive, require expensive material for the time period, and/or are highly desirable. For example, cats are given away for free, but during the colonization of America, British farmers would import and breed cats that cost on average \$100,000 in today's money. This is why some items are more costly than one might assume.

Determining Equipment List

Consult the following ability list to determine what equipment list to select from.

Ability	Associated Core Attribute	Equipment List
Alchemy	Mind	Middle
Arcanum	Mind	Middle
Archery	Agility	Low
Artistry	Agility	Middle
Athletics	Health	Low
Chivalry	Health	High
Commerce	Health	High
Deception	Agility	Middle
Dimensionology	Mind	Magical
Elementalism	Mind	Magical
Enchantment	Mind	Magical
Espionage	Agility	Low
Evaluation	Speed	Middle
Foretelling	Mind	Low
Games	Speed	High
Improvised Fighting	Speed	Low
Jury-rig	Speed	Low
Marining	Health	Low
Martial Arts	Health	Low
Mechanics	Health	Middle
Metallurgy	Health	Low
Minstrelsy	Agility	Low
Necromancy	Mind	Magical
Pastoral	Health	Low
Planning	Speed	Middle
Psionics	Mind	Magical
Ranging	Agility	Middle
Scholarship	Health	High
Sorcery	Mind	Magical
Scrutiny	Speed	Middle
Shamanism	Mind	Magical
Stealth	Agility	Low
Survivalism	Speed	Low
Theurgy	Mind	Magical
Thieving	Agility	Low
Streetwise	Agility	Low
Waylaying	Speed	Low
Weapons	Agility	Middle

EQUIPMENT PICKS

A character’s starting equipment is determined by their starting social class. A character’s starting social class is determined by the ability with the highest value. Players are to consult the abilities chart on this page to determine their starting money and equipment limitations. Each character receives a set amount of money based on their social class and 15 free equipment picks. Players should consult the equipment list when choosing items. Players are allowed to select a maximum of 1 set of personal armor (shields do not count towards this limitation), 2 animals, and 4 weapons.

Low

100 silver pieces

Restrictions: Only cloth or Leather armor may be selected. Animals are limited to a mule or donkey. Barding may not be selected. Any item 30 g.p. or greater costs two picks instead of one.

Middle

500 silver pieces

Restrictions: Cannot select plate armor. May not select a War Horse. Barding is restricted to leather or cloth.

High

2500 silver pieces

Restrictions: None. Permitted 2 sets or armor and up to 4 animals and 6 weapons.

Magical

300 silver pieces

Restrictions: Only cloth, Leather, or Scale mail armor may be selected. May not Select a War Horse. Barding may not be selected. Limited to 3 weapon selections.

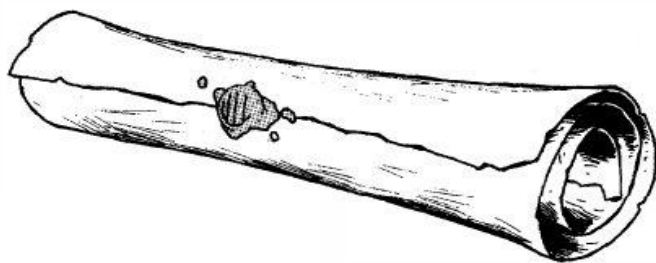


SPELL LIST (RESTRICTED)

This list requires the character to possess an ability that permits spell use. The selection of items does not use equipment picks. Please consult the rules under Spell Selection for how to determine the number of picks a character has from this table

- Spell Book, blank
- Propitiation materials (incense, prayer book, herbs, paint, etc.)
- Divine Summoning materials (holy object, icons, herbs, bells, candles, etc.)
- Foretelling material (crystals, candles, paint, inks, tarot cards, bones, dice, etc)
- Spell — each spell selected counting for one pick

Arcane Summoning and Creation materials
(powders, gems, inks, herbs, charcoal, candles, etc.)



EQUIPMENT LIST

Armor& Shields

Armor, cloth	9 g.p
Armor, padded	6 g.p
Armor, leather	13 g.p
Armor, ring mail	18 g.p.
Armor repair tools, kit	5 g.p.
Armor, chain mail	30 g.p.
Armor, scale	25 g.p.
Armor, full plate	50 g.p.
Armor, plate mail	40 g.p.
Shield, large (metal)	5 g.p.
Shield, regular (wood)	2 g.p.

Armor & Equipment, Riding Animal

Barding, cloth (4pts protection)	20 g.p
Barding, leather (6 pts protection)	25 g.p.
Barding, chain mail (8 pts protection)	100 g.p.
Barding, plate mail (12 pts protection)	200 g.p.
Harness, single	25 s.p.
Harness, team (2 animals)	5 g.p
Saddle	2 g.p.
Saddle, war	5 g.p.
Saddle bags, pair, leather	1 g.p.

Weapons

Arrows, 24 count	5 s.p.
Axe	5 g.p.
Axe, battle	10 g.p.
Axe, belt	2 g.p.
Bow, short	5 g.p.
Bow, Long	10 g.p.
Bow, Composite	30 g.p.
Bullets, sling (20 count)	2 s.p.
Club	5 s.p.
Club, great	2 g.p.
Club, spiked	1 g.p.
Crossbow, heavy	8 g.p.
Crossbow, light	5 g.p.
Dagger, long	5 g.p.
Dagger, short	2 g.p.
Dagger, throwing (pair)	5 g.p.
Fighting Staff	1 g.p.

Flail,	3 g.p.
Hammer	1 g.p.
Javelin,	1 g.p.
Lance (14-foot shaft)	8 g.p.
Mace	5 g.p.
Pike	3 g.p.
Pole-arm	3 g.p.
Quarrel box (holds 40)	5 s.p.
Quarrels (40 count)	2 g.p.
Quiver (holds 24)	1 g.p.
Scythe, great	3 g.p.
Sling	2 s.p.
Spear, throwing	1 g.p.
Spear	2 g.p.
Staff,	2 s.p.

Swords: *All swords come with a scabbard*

Broadsword	30 g.p.
Falchion	25 g.p.
Long Sword	35 g.p.
Rapier	25 g.p.
Scimitar	40 g.p.
Short Sword	20 g.p.
Two-handed Sword	50 g.p.

Animals

Camel, eastern	30 g.p.
Camel, western/racing	45 g.p.
Dog, guard	5 g.p.
Dog, hunting/tracking	10 g.p.
Donkey	10 g.p.
Horse, riding	35 g.p.
Horse, pack	20 g.p.
Horse, war	80 g.p.
Mule, pack	10 g.p.
Mule, riding	15 g.p.

Miscellaneous Supplies

Acid, 1 pint flask	1 s.p.
Alkaline, 1 pint flask,	1 s.p.
Alcohol, wood, 1 quart flask	5 s.p.
Backpack, leather	1 g.p.
Bell, silver, small	3 g.p.
Blanket	5 s.p.
Caltrops, dozen	2 s.p.
Candle	2 s.p.
Canteen, 1 quart	5 c.p.
Chain, 100 ft	1 g.p.
Chalk, 2 sticks	1 c.p.
Charcoal, 2 sticks	1 c.p.
Chisel	1 g.p.
Disguise kit	3 g.p.
(makeup, brushes, false hair, etc. – no clothing)	
Fur, animal skin, ordinary	5 g.p.
Incense, stick	1 c.p.
Kettle, large	1 g.p.
Lamp, oil	5 s.p.
Lock Pick & thieves tools	5 g.p.
Looking glass, hand	5 s.p.

PERILOUS JOURNEYS

Mirror	2 g.p.
Nails, 1 score	1 s.p.
Oil, lamp, one-gallon jug	1 s.p.
Pan, iron	5 s.p.
Paper, white, sheet	1 c.p.
Parchment, sheet	2 c.p.
Pen, quill	1 c.p.
poison antidote, 1-dose bottle	1 g.p.
Pouch, belt, leather	8 s.p.
Rope (per 10 feet)	1 s.p.
Sack, large, heavy cloth	2 s.p.
Sack, large, leather	8 s.p.
salve, healing—5 applications (double healing rate)	5 s.p.
Shovel	3 s.p.
Tent, 5 man	5 g.p.
Tinder box	2 s.p.
Torch, wood (30 min burn time)	1 c.p.
Wax, 5 pound block	3 s.p.

Instruments

Drum	5 s.p.
Flute, silver	4 g.p.
Lyre	4 g.p.
Mandolin	2 g.p.

Clothing

Belt, leather	4 s.p.
Boots	1 g.p.
Cap	5 s.p.
Cape	1 g.p.
Cloak	1 g.p.
Cloak, fur-trimmed	10 g.p.
Clothing, poor	5 s.p.
Clothing, common	1 g.p.
Clothing, wealthy	10 g.p.
Gloves	1 s.p.
Sandals	3 s.p.

Food & Beverages

Ale, pint	4 c.p.
Ale, gallon jug	1 s.p.
Beer, pint	2 c.p.
Beer, one gallon jug	8 c.p.
Black Pepper (ounce)	1 c.p.
Brandy, 1 quart flask	3 s.p.
Bread, loaf	2 c.p.
Fish, dried, pound	1 s.p.
Fruit, dried, pound	5 c.p.
Fruit, fresh, pound	2 c.p.
Honey Mead, 1 quart	2 s.p.
Wine, 1 bottle	5 s.p.
Rations, 1 week	5 s.p.
Salt, pound	8 s.p.
Spices (various)/ounce	10 s.p.-1 g.p.
Sugar, pound	15 s.p.

Transportation (not able to be selected at character creation)

Carriage, 4 wheel	500 g.p.
Wagon, 4 wheel	80 g.p.
Boat, rowing	20 g.p.
Boat, small barge	150 g.p.
Ship, small	500 g.p.
Ship, large	1000 g.p.
Galley, large	5000 g.p.
Gallery/Ship, war	10,000 g.p.



SAMPLE CHARACTER CREATION

The player decides he's going to play an alcoholic knight of Elven descent. Choosing to be an Elf, the player has 205 design points. Being an Elf allows for 200 points to be distributed between the core attributes. The player allocates 65 points to health, 50 to Agility, 45 to Mind, and 40 to Speed. The player then spends 25 DP to raise Agility to 55, leaving the player with 180 DP to spend. The player chooses Chivalry, Weapons, Ranging, Athletics, and Theurgy for his abilities. He then adds the bonus points for those abilities to his attributes. The player spends 5 design points to join a guild, leaving 175 DP remaining to spend. Wanting additional design points, the player selects Bloodlust and Alcoholic as flaws. This raises the DP to 185. Chivalry is taken at 60, Weapons at 50, Ranging at 30, Athletics at 25, and Theurgy at 20, Athletics gives the character two more points of health (1 point for every 10 points in Athletics) The character at this point will look like this:

Cavalier, 2nd Level Journeyman

H: 71 A: 59 M: 47 S: 40

Chivalry: 60 (+6 to hit/+3 damage), Weapons 50, Ranging 30, Athletics 25 (+2 damage), Theurgy 20

The player looks at the Guild Benefits chart. The player selects the Reflex Edge as his benefit. This gives the player a bonus of one to his initiative.

Chivalry is on the “high” list for item picks. He begins play with 2500 silver pieces. The player then consults the equipment tables and makes his final selections. A few pieces of silver are spent on a few adventuring supplies. These are all recorded on the character sheet. The player has two spell picks. One is for the spell book, and the other for one general spell.

The player also makes note of the fact that his chivalry gives him a bonus of 6 to hit and 3 to damage. Athletics gives him an additional 2 points of damage when using a melee weapon. His effective weapons score is 58 with a melee weapon, and he does an additional 5 points of damage.

ABILITY DESCRIPTIONS

Players choose abilities from the abilities described below. Each ability allows a character to perform a functional role. Sometimes those skills are narrow like the ability to wield weapons. On the other hand, sometimes in order to fulfill a type of action, more than one “skill” is needed. For example, being a successful thief would include a bundle of skills — picking pockets, picking locks, removing traps, etc. For simplicity, instead of making a skill for each action a thief might take, those most connected with the act of stealing are put into a skill-bundle. A thief simply requires these skills so it only adds needless complication to separate them each into its own skill. The following list includes examples and descriptions, but do not include every possible action that is permitted under an ability. Player’s should use these as a guide for permissible actions covered by an ability and not a definitive list of what is permitted by an ability. Sometimes, only part of an ability will be possessed by a character. For example, a thief-acrobat would need Minstrelsy for acrobatics. On the other hand, he would not have the ability to sing. In cases like these, simply limit the ability. If the name is confusing, then rename it Acrobatics, but there is no need to create additional abilities that are just subsets of current abilities.

Psionics is an optional ability provided as a resource for those GM’s that want to allow psionics. GM’s can create their own spell-like effects for psionics if the GM wishes to use them.

Alchemy:

When initially selecting this ability, add two points to the PC’s Mind attribute. This ability gives the PC all knowledge necessary for the creation of dyes, dusts, powders, potions, poisons, healing balms, tonics, medicines, and other similar items created by primarily mixing together chemical and herbal ingredients. More powerful items that go beyond the minor magical effects that the ingredients have require the use of powerful magic to

bring forth the full potential of the ingredients and/or infuse the potion with specific properties. For example, if a PC wanted to create a powerful healing potion, it would require the mixing of appropriate healing herbs, the use of magic to bring forth its full healing powers, and finally the actual casting of a healing spell into the potion. On the other hand, a healing balm, poison, or minor healing potion would only require the use of ingredients. Alchemists know the properties of ingredients they use including the taste factor making them great cooks.



Arcanum:

When initially selecting this ability, add two points to the PC’s Mind attribute. This skill covers knowledge relating to ancient myths, hidden knowledge, lost languages, secret societies, and the nature of magic. This includes possible detection of magical items, spell effects, knowledge of the items’ abilities, knowledge of monsters, lore, folk tales, riddles, puzzles, reading of arcane and magical languages, etc. Being in touch with such knowledge gives the possessor additional Mana. Each five points in this ability adds 1 point to the PC’s Mana Pool.

Archery:

When initially selecting this ability, add two points to the PC’s Agility attribute. Archery gives the possessor the knowledge of and the ability to use any type of item that qualifies as an “archery” item. Such items consist of bows, crossbows, hand catapults, and foot bows. If a PC does not possess the Archery ability, he makes his check at 50% of his weapons score. In rare cases where 50% of weapons is higher than the PC’s Archery score, then the PC may roll against 50% of weapons + 10% of his Archery score. If Archery is equal to or higher than 50% of the weapons score plus 10% of Archery, then the PC must make his check against the Archery ability. Archery above 100 allows the PC, at the GM’s discretion, multiple shots. In addition, for every point above 100, one extra damage is done when using a weapon covered by the Archery ability.

Artistry:

When initially selecting this ability, add two points to the PC’s Agility attribute. This ability covers knowledge of artistic works and the ability to create them. Artistic works cover paintings,

sculptures, literature, poetry, plays, etc. Artistry does not need to be limited to the “arts.” The ability can be used to create forgeries, counterfeit money and documents, duplicate signatures, copy paintings, etc. Because of the characteristics of this ability, add 10% of the Artistry rating when determining success: Deception, Jury-rig, Metallurgy, Minstrelsy, and Planning.

Athletics:

When initially selecting this ability, add two points to the PC’s Health attribute. This ability gives knowledge of fitness, exercise, physiology, and the like. This ability modifies the character’s overall fitness level including muscle development, endurance, carrying heavy weight, and overall strength. All characters are assumed to be in “adventuring” shape even if they may be a skinny twig or portly fighter. As such, they are able to carry on their body weight equal to 150 pounds. Further, they can lift and carry weight up to twice a normal human’s weight. How far, how high, and overall success in doing so is left up to the GM. For every point of Athletics, add 1 pound of carrying capacity and 2 pounds to lift, e.g. 10 points in Athletics means 10 pounds additional can be carried and 20 pounds lifted.

Every 10 points in Athletics gives a bonus of one point to damage when striking with a melee weapon or using a bow that can take advantage of the character’s extra strength. Essentially, any weapon where extra strength can be transferred into the weapon will cause more damage to the target.

Every ten points in Athletics adds one point to Health. These points affect the cap level of all Health-based Abilities selected after Athletics, but not any of the previously selected health related abilities. Athletics is not recalculated based on the new Health rating.

Chivalry:

When initially selecting this ability, add two points to PC’s Health attribute. This ability governs knowledge and activities dealing with armor use, command, courtly behavior, manners, dancing, diplomacy, leadership, persuasion, precedence, heritage, fortifications, siegecraft, mounted combat, management of estates, etc. Every 10 points in this ability adds plus one (+1) to the Weapons ability and every 20 points add plus one (+1) damage inflicted by the use of melee weapons by the individual.

Commerce:

When initially selecting this ability, add two points to the PC’s Health attribute. This ability covers all activities and knowledge on how to run a business and engage in trade. This includes such things as barter, trade, accounting, acquisition, banking, commodities, finance, investing, negotiation, real estate, speculation, and any other

business related activity.

Deception:

When initially selecting this ability, add two points to PC’s Agility attribute. This ability governs all forms of “pretending” whether it is being an actor, thief, spy, assassin, etc. This ability grants knowledge of and how to do the following: theatrics, acting, assuming identities, deception, imposture, lying, fast talk, seduction, hiding one’s identity, anonymity, disguise and anything similar.

When attempting to impersonate or create an alternative identity, possession of relevant abilities will give a bonus. For example, if pretending to be a Noble, Chivalry will be most useful, while pretending to be a wealthy businessman, commerce would be useful. In these cases, 50% of the relevant ability score is added to Deception when making checks. If attempting to impersonate a specific person, the GM adds certain bonuses and penalties depending on the physical resemblances and other factors. For example, if the character looks like a specific Noble and is attempting to pretend to be that Noble, then 50% of Chivalry is added to the chance of success and the GM may add additional bonuses for checks given the physical similarity.

Dimensionology:

When initially selecting this ability, add two points to the PC’s Mind attribute. This ability governs the use of dimensional magic and all knowledge having to do with other dimensions, time travel, parallel universes, alternative environments, creatures from other dimensions and their abilities, detection of portals to other dimensions, and the like. Travel to any of these places that are not guided by a device made specifically for transportation to/from the specific location requires possession and successful use of this ability.

Elementalism:

When initially selecting this ability, add two points to the PC’s Mind attribute. This ability governs the use of elemental magic and recognition of its effects.

Enchantment:

When initially selecting this ability, add two points to the PC’s Mind attribute. This ability governs the use of enchantment spells, enchanting objects, enchantment effects, etc.

Espionage:

When initially selecting this ability, add two points to the PC’s Agility attribute. This ability governs actions and knowledge dealing with information gathering and assassination. It includes such things as creating distractions, cheating, embezzlement, fraud, setting traps, disarming traps, hiding weapons, concealing objects on one’s body,

sleight of hand, quick grab, palming, creating false evidence, planting evidence, planting devices, intimidation, interrogation, torturing, causing pain without leaving a mark, poisoning, attacking from hidden a hidden position without being noticed, climb walls without rope, backstabbing, spying, infiltration, assassination by *indirect* means etc.

Because of specialized knowledge of certain weapons, this ability grants plus one (+1) damage for every 10 points possessed when using a short sword or something smaller. Espionage can be used to surprise a group or avoid being surprised if the character suspects the presence of others and has the time to use it. The GM can add modifiers, as necessary, for determining success

At very high skill (81+) it is possible, with the GM's permission, to directly assassinate a target using a small bladed weapon. The optional rule for assassination is described in the combat section of the rules.

Evaluation:

When initially selecting this ability, add two points to the PC's Speed attribute. This ability allows the possessor to evaluate persons, creatures, and objects. In regards to persons, this includes the assessment of potential threats, the type of threat, motivation, honesty, ingenuity, social class, wealth, etc. For object evaluation, this includes the condition, conformation, craftsmanship, materials, potential purpose, quality, value, etc.

Foretelling (Fortune Telling):

When initially selecting this ability, add two points to the PC's Mind attribute. This ability governs all knowledge and activities dealing with foretelling, fortune telling, prophecy, divination, astrology, etc. This ability allows the character to ask and receive a definite and correct answer to a yes/no question. Such use is limited to one use per ten points in Foretelling per day. Questions poorly phrased receive a misleading answer. A PC can have more than one means of Foretelling, although this has no affect on success.

Some possible means of Foretelling are bones, cards, dice, rune casting, tea leaves, dreams, turtle shells, astrology, aura reading, numerology, visions, entrails, and omens. Each use of a Foretelling costs 10 Mana Points.

At very high skill (81+) it is possible, with the

GM's permission, to ask questions that are specific in nature that are not yes/no questions. The answers will be short – usually only a few words.

Games:

When initially selecting this ability, add two points to the PC's Speed attribute. There are two aspects to a game – skill and chance. Possessing the Games ability increases both. Because of its connection with chance, this ability governs all activities dealing with luck, fortune, avoidance of misfortune, increased odds at games of chance, lucky hits, avoiding severe harm, etc. This ability governs both legitimate and 'con' games. The ability covers how to play, cheat, and create games as well as assessing probabilities of outcomes, computing odds, game theory, wagering etc. The Games ability covers board games, cards, chess, gambling, pachinko, guessing games, Three Card Monty, carnival games, hustling, billiards, bowling, dice games, riddles, etc.

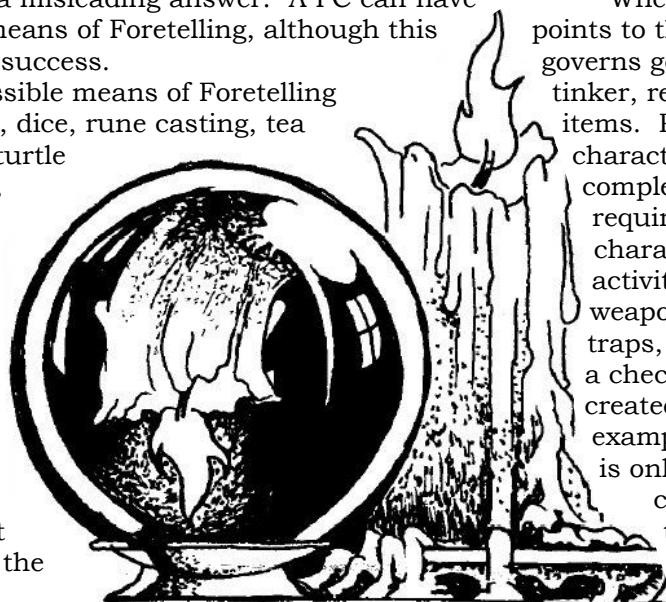
Improvised Fighting:

When initially selecting this ability, add two points to the PC's Speed attribute. The ability governs the use of unorthodox fighting such as acrobatics, climbing, diving, ducking, jumping, swinging, improvising weapons, etc. Successful use of this ability requires the character to wear armor with a speed penalty of 4 or less and use of a light weight and fast weapon.

This Ability grants the equivalent of one point of armor protection per 10 points possessed and 1 point to the chance to parry for every five points possessed as long as the character is wearing armor that has no speed penalty. For example a character with 65 in Improvised Fighting would have the equivalent of 6 points of protection and a bonus of 13 to parry an attack.

Jury-rig:

When initially selecting this ability, add two points to the PC's Speed attribute. This ability governs general shallow knowledge of how to tinker, repair, jury-rig, or create makeshift items. Possession of this ability allows the character to be a 'jack of all trades.' More complex creation and/or repair of items requires the possession of Mechanics. A character with this Ability can attempt activities such as the repair any sort of armor, weapons, or other devices as well as building traps, etc. The device will appear to work and a check should only be made when the device created/repared is actually used. For example, armor appears to be repaired, but it is only during combat when the Jury-rig check would be made for determining if the armor really is repaired. If Mechanics is possessed, 10% of Mechanics is added



to Jury-rig checks.

Marining:

When initially selecting this ability add two points to PC's Health attribute. This ability governs activities and knowledge dealing with diving, holding one's breath, tying knots, rope climbing, swimming, aquatic flora and fauna, ship identification, boarding actions, navigation, chart reading, mapping, sailing, ship maneuvers, ship repair, etc. This ability covers all types of water crafts whether it is on fresh water or marine environments.

Martial Arts:

When initially selecting this ability, add two points to the PC's Health attribute. This ability governs the use of using one's body as a weapon in areas such as boxing, grappling, Kung Fu, etc. Every ten points in Martial Arts adds 1 point of damage when using the body as a weapon. The character also gets two attacks per round using this ability.

If a character lacks Martial Arts, he can still use his weapon's score at 50% for determining a hit, but limited to one attack.

Wearing armor with a speed penalty greater than 4 incurs a 50 point penalty to Martial Arts.

Mechanics:

When initially selecting this ability, add two points to the PC's Health attribute. This ability governs all activities dealing with tinkering, repair, construction, design, forging, etc. of items, buildings, items, machines, siege engines, weapons, wagons, fortifications, and the like. This ability allows the character to work with virtually any type of material ranging from bone and wood to metal and stone. If Jury-rig is possessed, 10% of its rating is added to Mechanics when making checks against Mechanics.

Metallurgy:

When initially selecting this ability, add two points to the PC's Health attribute. This ability governs knowledge of metal, ores, alloys, minerals, crystals, and the like. The ability allows the character to prospect for materials and mine. It permits working with and forging items out of these compounds as well as wood, leather, and cloth (primarily for armor/weapon making). When combined with a magical ability, it provides the character with the knowledge of how to forge magical items and/or imbue magic into an item. Metal is the easiest to work with, while wood the most difficult.

Minstrely:

When initially selecting this ability, add two points to the PC's Agility attribute. This ability

governs all activities dealing with traveling performance troops, such as acrobatics, balancing, climbing, clowning, contortion, gymnastics, knife throwing, juggling, singing, sleight of hand, training of performance animals, musical instruments, ventriloquism, trick riding, etc. Minstrely may be used in combat to deduct harm from incoming physical attacks. With GM's permission, and declared ahead of time, Minstrely may be used to dodge incoming blows. If a Minstrely check is successful, the character only suffers half damage from one attack, but the PC's next attack is made at a 50% penalty.

When using hand thrown weapons such as knives, axes, darts, etc. one may either use the Minstrely score or their weapons score. 10% of the other ability is added to determine success. For example, having Minstrely at 80 and weapons at 20, gives the character an 82 for determining success while using throwing knives. The use of Minstrely in this way assumes that the weapons are designed for throwing. When using weapons not balanced for throwing there is, at minimum, a 50% penalty, depending on the type and quality of the weapon.

An ability score greater than 51 allows the PC to use two weapons – one for attack and one for parry. An ability score greater than 81 allows the use of two weapons for attacking.

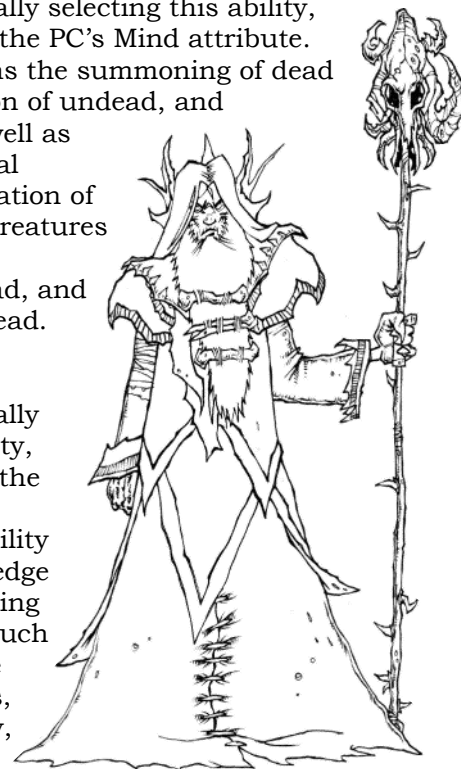
Necromancy:

When initially selecting this ability, add two points to the PC's Mind attribute. This ability governs the summoning of dead spirits, the creation of undead, and related spells as well as knowledge of burial customs, identification of bones types, the creatures they belonged to, preserving the dead, and knowledge of undead.

Pastoral:

When initially selecting this ability, add two points to the PC's Health attribute. This ability governs all knowledge and activities dealing with country life such as farming, village life, rural customs, animal husbandry, livestock, practical astronomy, etc.

This ability gives the capacity to be relatively self-sufficient if living in the country. It includes



such capacities as making crude items for personal use as well as mending and sewing—including leather and cloth armor, fishing, hunting, trapping, flora knowledge, cooking, medical uses of herbs, etc.

Planning:

When initially selecting this ability, add two points to PC's Speed attribute. This ability governs all knowledge and activities dealing with Military Command. Such activities include preparation for action, exploration, mapping, logistics, military strategy, attacking with an army, military ambush, constructing fortifications, building camps, laying roads, etc. This ability is also necessary for the operation of all siege weapons.

Psionics*:

When initially selecting this ability, add two points to the PC's Mind attribute. This ability governs the use of psychic powers.

Ranging:

When initially selecting this ability, add two points to PC's Health attribute. This ability governs all knowledge and activities dealing with hazardous travel in uncivilized areas, scouting, ambushing, smuggling, temporary survival in the outdoors, camouflage, concealment, camping, hiding in wooded areas, climbing trees, wilderness navigation, mapping, deadfalls, pits, traps, tracking, hunting, etc. If Survivalism is possessed, 10% of that score can be added to Ranging when locating game. Ranging can be used in wilderness areas to surprise a group or avoid being surprised if the character suspects the presence of others and has the time to use it. The GM adds modifiers as necessary for determining success.

Scholarship:

When initially selecting this ability, add two points to the PC's Health attribute. This ability governs all academic knowledge such as astronomy, mathematics, geography, history, law, philosophy, religion, medicine, languages, etc.

Scrutiny:

When initially selecting this ability, add two points to the PC's Speed attribute. This ability governs activities dealing with observation and searching such as observation of people, gathering information, noticing the unnoticed, reading lips, interpreting body language, searching for objects and places for traps or hidden doors, searching people for hidden items, etc. This ability can be used to attempt to avoid being surprised if the character would have had a reason to have been using scrutiny in that situation. The chance of success in avoiding surprise is modified by circumstances and other factors as determined by the GM.

Shamanism:

When initially selecting this ability, add two points to the PC's Mind attribute. This ability governs all knowledge of, spells related to, and activities that deal with nature's power, nature spirits, deities, ancestor worship, appeasing nature spirits, cleansing the natural world of malign spirits, etc.

Sorcery:

When initially selecting this ability, add two points to the PC's Mind attribute. This ability governs the use of spells that summon and control demons, devils, spirits, as well as knowledge related to these creatures.

Stealth:

When initially selecting this ability, add two points to PC's Agility attribute. This ability governs activities dealing with hiding in shadows, blending into a crowd, going unnoticed, evasion, lurking, following without being noticed, detect noise, listening to quiet conversations, climbing walls, silent movement, being perfectly still, backstabbing or sudden attacks, avoiding detection while in a situation one can be observed, etc. This ability can be used to surprise a group if the character suspects the presence of others and has the time to use it. The GM adds modifiers as necessary for determining success.

Streetwise:

When initially selecting this ability, add two points to the PC's Agility attribute. This ability governs activities and knowledge dealing with cities and the societies living within the cities. This includes interpreting body language, knowledge of street crimes, thieves cant (the language of thieves), gangs, government workings and officials, cliques, etiquette, influential individuals, how to influence, places to hideout, law enforcement procedures, evaluation of evidence, laws, political situation, situation analysis, slang, slums, street-smarts, tracking in the city, etc.

Survivalism:

When initially selecting this ability, add two points to the PC's Speed Attribute. This ability governs all knowledge and activities needed for survival in non-civilized and primitive areas. It includes the knowledge of primitive forms of communication, e.g. hand gestures, knowledge of primitive tribes and customs, the ability to find water, determine direction, mapping, climbing, mountaineering, spelunking, swimming, tracking game, setting traps, building temporary shelter, canoeing, identification of flora and fauna, etc. If Ranging is possessed, 10% of Ranging can be added to Survivalism when locating game.

Theurgy (Thaumaturgy):

When initially selecting this ability, add two points the PC’s Mind attribute. This ability governs activities and spells dealing with celestial deities, summoning of celestial beings, appeasing the gods, healing magic, etc.

Thieving:

When initially selecting this ability, add two points to PC’s Agility attribute. This ability governs activities necessary for theft and infiltration such as climbing walls, pick pocketing, cutting purses, lock picking, breaking and entering, disarming traps and alarms, palming, and similar abilities related to theft.

Waylaying:

When initially selecting this ability, add two points to PC’s Speed attribute. This ability deals with hijacking, kidnapping, armed robbery and similar activities. It gives knowledge of how to conduct small ambushes and raids, intimidation, bribery, decoying, hiding tracks, creating decoy tracks, evasion, climb trees, hiding weapons, faking death or injury, concealment, deadfalls, pits, etc.

Every 10 points in Waylaying adds one point to hit and damage when using a ranged weapon.

Waylaying can be used to surprise/ambush a group or avoid being surprised if the character suspects the presence of others and has the time to use it. The GM adds modifiers as necessary for determining success.

Weapons:

When initially selecting this ability, add two points to PC’s Agility attribute. This ability governs the use of armor and personal weapons, small arms, melee weapons, and the like. This ability governs maintenance, but not repair on construction.

A high Weapons rating (81+) allows for the capacity of multiple attacks or the use of two weapons. The following are suggested:

Two Weapons:

Main Hand—15 point penalty

Off Hand—30 point penalty

Two Hits with a Single Weapon:

Weapons 81-100 incurs a 50 point penalty. Weapons 101-140 incurs a 25 point penalty

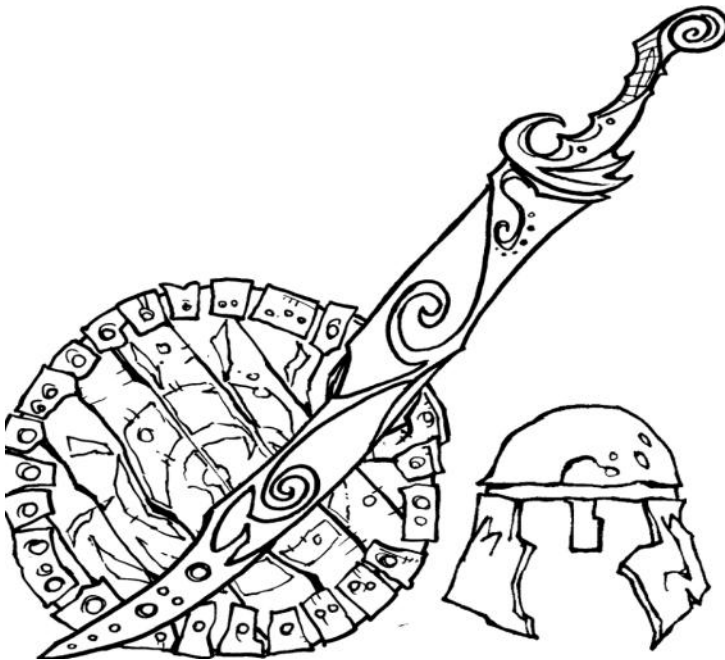
Weapons 141+ no penalty

For every 1 point in excess of 100 in Weapons, one point of harm is added to damage when successfully hitting the enemy when using an appropriate weapon. If a person is using their

weapons ability and when using weapons governed by archery, or martial arts, the character suffers a 50% penalty to his checks when using such weapons. This would include items such as bows, crossbows, blowguns, brass knuckles, etc.

If the PC does not have either the required weapons or chivalry ranking, then a penalty is applied to weapon use and casting. Refer to page 96 for additional information.

Armor Type	Weapons	Chivalry
Shield	0	0
Padded	0	0
Cloth	10	0
Leather	20	0
Spidersilk	20	0
Ring Mail	30	10
Scale	40	20
Chain Mail	50	30
Plate Mail	60	40
Full Plate	80	50



Specialization (Optional Rule)

To readers familiar with other role-playing games, it might seem that this game lacks as much specialization as other games. Looking at other skill-based games, the amount of skills in this game might appear small. Why is it that a character is as good at picking locks as he is at pick pocketing or forgery? There are a myriad of reasons for this decision, but the best reason is game play. With that said, there may be some skills where a GM and his players might want to have a way to easily represent differences of ability within a skill set. Presented here are a few ways that specialization can easily be handled with the current mechanics.

Simple Method:

The simplest method of specialization is to treat one skill in a skill bundle as a specialization and that the character can only specialize in that skill. That skill gains a 10% bonus and everything else loses 10%. Advances in the base skill modify the specialization. For example, you want a thief to be better at pick pocketing and your Thieving skill is 60. Pick pocketing would be at 66 and all of the other abilities would be at 54. When Thieving is raised to 70, pick pocketing would be 77 and the other skills would be 63.

Diverse Method:

To generate a wider range in abilities and diversification between them, it is suggested that a tier approach is used. We suggest a 5-tier approach. The first tier is 120% of the base skill rating, then 100%, 80%, 60%, 40%. Returning to our thief with a 60 in Thieving, this would generate 72, 60, 48, 36, and 24 for the respective tiers. You can assign a specific skill or your own created sub-skill set to each tier. For example, Locking Picking could be at 72, followed by find/remove traps at 60, climb walls at 48, pick pocketing at 36, all other Thieving skills will be at 24.

To raise skills under this method, you can either have the base skill raise and it raises everything. Or, for every point the base skill is raised, the character receives 5 points to allocate between the tiers with no more than 2 points going to any tier and the bottom tier must be given at least 1.

Skills are suitable for specialization

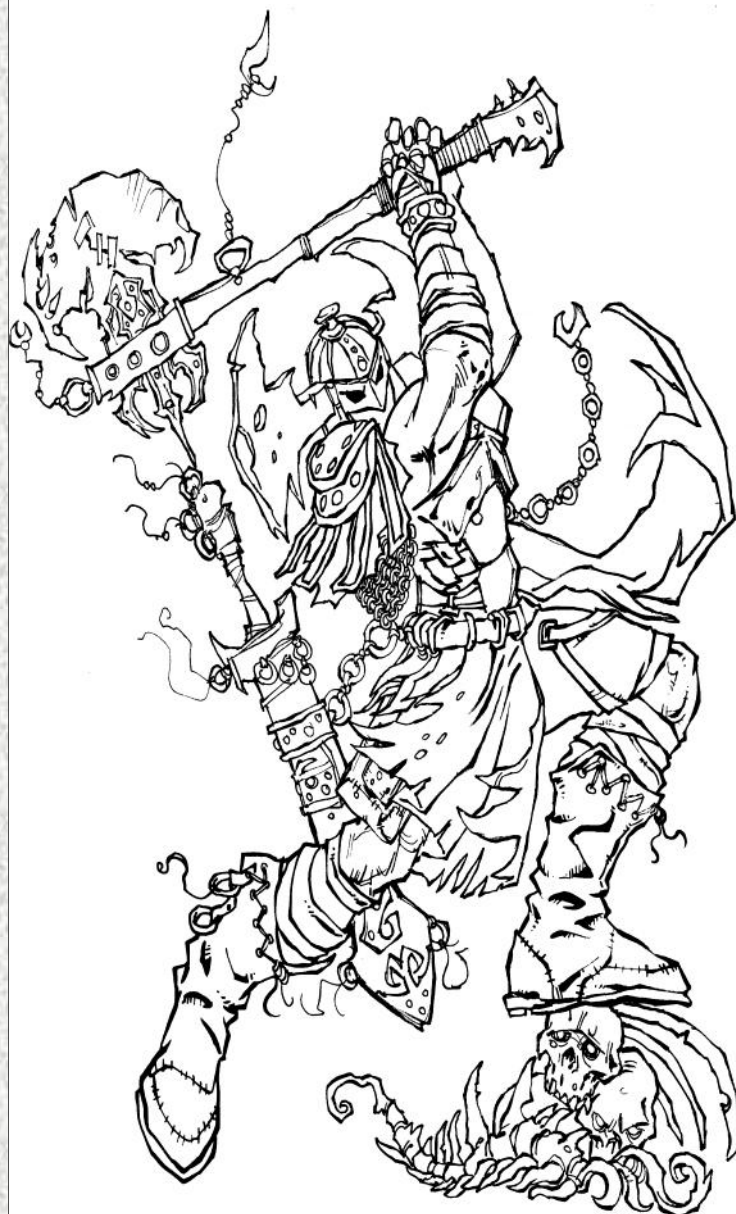
It might turn out that one or both methods need to be used depending on the skill and the type of character that is involved. In theory, either method could be used with any of the skills we have listed. The following skills seem 'best' for specialization:

Artistry, Scholarship, Minstrelsy, Thieving, Theurgy, Streetwise, Marining, and Weapons.

Using Specialization

While the previous examples have focused on Thieving, there are a variety of ways they can be used. Suppose the GM wants weapon specialization. For every 20 points in weapons, the PC is able to specialize in one weapon. At 60 points, this means three weapons. It is up to the GM on the implications of this. Each of these three weapons could be treated at 110%, or *they could be the only ones treated at 100%*. Other weapons would be treated at 50% of the weapon's rating. This would be more like proficiency than specialization.

Theurgy is a great ability for specialization based on the god worshiped. The character could receive a 10% bonus on those spells or could have varying degrees of proficiencies in different types of spells.



PROFESSIONS

Profession, in this game, refers to specific character archetypes that would have guild-like organizations in a fantasy world. Members of professions must belong to guilds. Characters are not required to belong to a guild, but lack of membership means they do not belong to a profession. Guilds provide benefits to characters, but also have costs. Suggested rules for guilds are presented after the profession's list. If a player does not intend to belong to a profession, the professions listed can be used as a guide for creating certain types of characters. The skills listed below, represent the core abilities that these types of characters would have. Alternative builds are certainly possible and subject to the GM's approval. In the case of Clerics, three types are presented to represent alternative builds depending on the gods worshiped. In addition, the suggestion social class is listed for role-playing purposes.

Cleric Profession

Priests, Clerics, and other clergy belong to this Profession. Clerics are found in all areas and may be part of a larger hierarchy, or smaller organizations. They are easily recognized, in such states as their deities are honored. They may or may not be recognized and/or respected in other states, depending on that cultures particular view of the pantheon worshiped by the Cleric.

Upper Lower to Upper Society

Cleric of Rejuvenation

First ability: Theurgy

Additional Required Abilities: Alchemy, Pastoral, and Scrutiny.

Cleric of Purification

First ability: Theurgy

Additional Required Abilities: Athletics, Scholarship, and Scrutiny.

Cleric of Retribution

First ability: Theurgy

Additional Required Abilities: Athletics, Scrutiny, And Weapons.

Shaman Profession

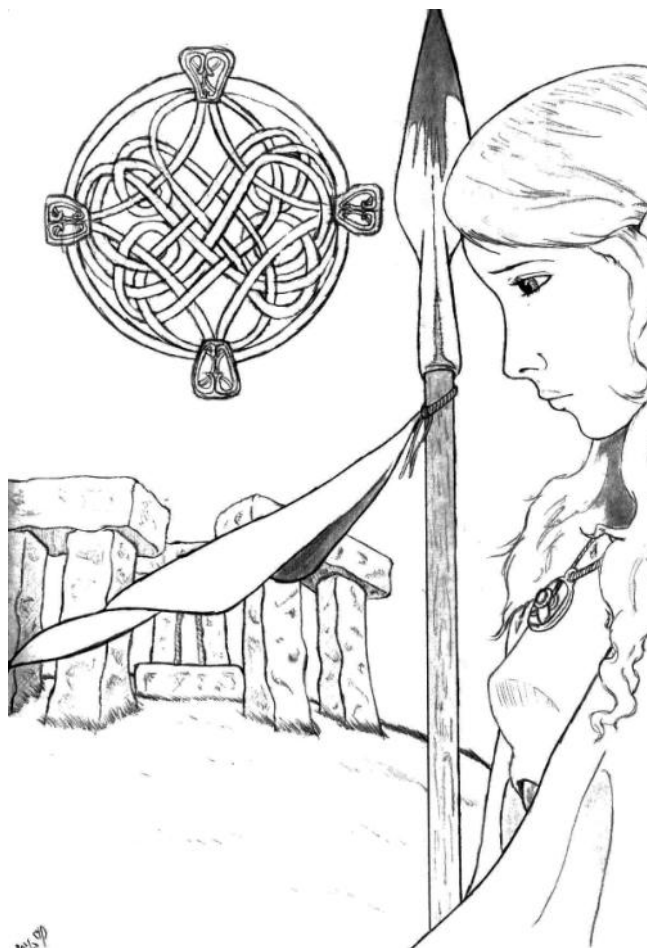
Shamans are witch doctors, druids, nature priests, etc. Unlike Clerics, Shamans worship nature spirits and nature gods. Their spells deal directly with nature. Shamans attempt to use natural forces to benefit their tribe and advance their religion's

goals. Shamans live in remote regions and nomadic tribes. These need not be primitive societies. In cases where there's a civilized state that worships nature spirits and pantheons (e.g. Shinto), Shamans replace Clerics. Shamans tend to worship at small shrines instead of larger temples that Clerics prefer.

Upper Lower to Low Middle Society (Upper Society)

First Ability: Shamanism

Additional Required Abilities: Athletics, Foretelling, Survivalist (or Pastoral), and Weapons.



Cavalier Profession

Cavaliers are sometimes known as Knights. They are typically nobility who are also highly trained warriors that typically fight on horseback. In some cases, they lack formal title or rank of nobility, but would have has access to training in chivalry. The later is moretypical for player characters. Cavaliers can be found at castles, palaces, major military installations, etc.

Upper Middle to Uppermost Society

First Ability: Chivalry

Additional Required Abilities: Athletics, Ranging, and Weapons.



Fighter Profession

Fighters exist in all part of the world. They serve in the military, as guards, mercenaries, etc. They can potentially move up the social ladder by achieving renown or rank within a military organization. Fighters are often found at lower class taverns in urban areas, forts and other military establishments, mercenary encampments, etc.

Middle to Low Upper Society

First Ability: Weapons

Additional Required Abilities: Archery, Athletics, and Planning.

Ranger Profession

Rangers are outdoor woodsman, hunters, and scouts. Rangers tend to be found in rustic locations and some even in jungle settings. Many are a part of small military fortifications or settlements that exist on the frontiers of a country that are near wooded areas. The typical places of association are lodges, trading establishments, explorer societies, etc.

Lower to Middle Society

First Ability: Ranging

Additional Required Abilities: Archery, Pastoral, and Weapons.

Minstrel Profession

These are wandering entertainers that are sometimes referred to as **Bards** or **Troubadours** and are found nearly everywhere in civilized lands. Typical places of association are tent camps, traveling carnivals, playhouses, lower-class taverns, etc. Minstrels tend to travel in the same social circles as thieves and con artists. (In Celtic societies, they aren't known as Bards because the Bard refers to a class of individual that would be more like a Spellsinger and not just a performers. However outside of such societies, 'Bard' may be used to refer to Minstrels.)

Low Society

First Ability: Minstrelsy

Additional Required Abilities: Athletics, Deception, and Games.



Bandit Profession

Bandits, rebels, street thugs, and hijackers fill the ranks of this profession. Although they are typically amoral or malign criminals, some are good

intentioned, “Robin Hood” types, or rebels fighting for the common folk.

Low Society

First Ability: Waylaying

Additional Required Abilities: Archery, Ranging (or Streetwise), and Weapons.

Assassin/Spy Profession

This profession is for Assassins and/or Spies. Assassins are professional killers hired to kill for money. Some are simply “man-slayers,” which means they use stealth to surprise their target and then the assassin kills his target using a weapon. Others prefer to use poison, kill the target while he is asleep, use traps, etc. Assassins typically belong to guilds. However, some assassins work for and are trained by various governments. Given that the same skills used for assassination can also be used for intelligence purposes, Assassins are hired as spies. In the case of larger states, they are part of the state's secret service and are trained spies working for the government. In any case, members of this profession are masters of stealth, disguise, and subterfuge. Assassins are not easily identified by any segment of society, and only other trained assassins would have a chance to recognize one. Assassins/Spies would likely have a cover identity, especially if it's a NPC. Assassin/Spy organizations tend to only be in large cities, or sometimes, a secret stronghold.

Middle to Lower Upper Society

First Ability:

Deception

Additional

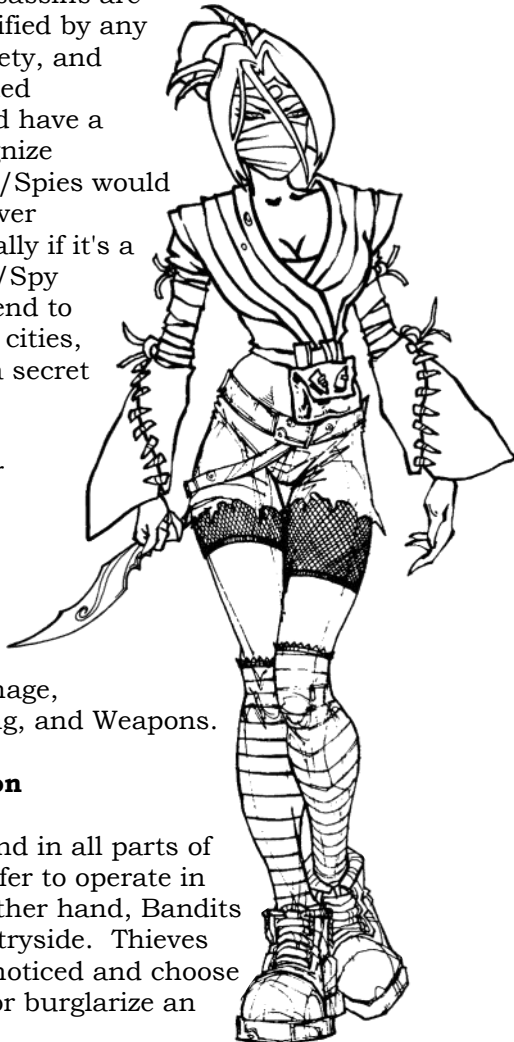
Required

abilities: Espionage,

Stealth, Thieving, and Weapons.

Thief Profession

Thieves are found in all parts of society, but prefer to operate in cities. On the other hand, Bandits prefer the countryside. Thieves prefer to go unnoticed and choose to pick pocket or burglarize an



empty house instead of engaging in violent confrontations like mugging.

Low Society

First Ability: Thieving

Additional Required Abilities: Evaluation, Scrutiny, and Streetwise.



Elementalist Profession

Elementalists are likely the rarest form of magic user. They specialize in elemental magic. Elementalists tend to specialize in one of the four elements. They are typically found in small rural communities where they can be near nature. Organized guilds are located in large towns or cities. Not all Elementalists share the desire to be near nature. They find being in the city affords them the opportunity to associate with other casters and conduct research. Local guilds may specialize in only one type of magic. Thus, Elementalists might have to travel in order to master all of the elements. While other casters recognize an Elementalist, the more common folk often mistake them for a poor Enchanter—much to the annoyance of the Elementalist.

Middle Society

First Ability: Elementalism

Additional Required Abilities: Arcanum, Marining (or pastoral), and Metallurgy.

Enchanter Profession

Enchanters are the most common magic user. They are most commonly referred to as Enchanters, but are sometimes called Mages or simply Magic-Users. Enchanters are typically found in cities and towns, but can sometimes be found in small rustic villages. Only larger communities have organized guilds. Smaller communities are likely to have chapters of the guild if a larger community is near,

or if there's something to be gained by the guild for keeping a chapter there.

Upper Society

First Ability: Enchantment

Additional Required Abilities: Arcanum, Scholarship, and Metallurgy.



Necromancer Profession

Necromancers are magic users that specialize in the dead. Necromancy is the “dirty” secret in much of the world. They are thought to be rare, but in reality are pervasive throughout society. Organized groups only are found in large cities, but there are many small local groups throughout the world. Many of these smaller groups tend to be involved in the darker side of necromancy. Unknown to much of society, many Necromancers are employed and trained by the state or nobility. Typical Necromancer gathering places are guilds halls or temples near large burial grounds.

Low to Upper Middle Society

First Ability: Necromancy

Additional Required Abilities: Arcanum, Deception, and Scrutiny.

Sorcerer Profession

Sorcerers are magic users that specialize in summoning demons, devils, and other beings of the netherworld. They are not servants of these beings, but rather they use the netherworldly creatures to do their biddings. The ability to summon these creatures has allowed Sorcerers to connect with the

powers of that dimension. A consequence of this is that they can all upon the same powers and energy that demonic beings can. Some sorcerers may seek out greater power in two ways. The first is by finding out the true name of a being of the netherworld. It is believed that knowing this gives the caster great power over the creature. A second method is to become a servant for a malign and powerful being. Neither is common and is only attempted by the most skilled Sorcerers. Sorcerers are rare and tend to be amoral and self-severing, but some are benign seeking to use demonic beings to better humanity. Sorcerers tend to not associate with other Sorcerers after their training. Training is usually done in small, organized groups, typically found in large cities or universities.

Low to Upper Middle Society

First Ability: Sorcery

Additional Required Abilities: Arcanum, Evaluation, and Scholarship.



GUILDS

A guild is an association of people dedicated to a certain type of trade or craft. They were an important part of the economy, society, and politics in Medieval Europe. Guilds are a combination of professional association and union. They are dedicated to advancing their craft and protecting their members. Given that fantasy worlds are typically based on Medieval Europe, to some extent, it would make sense that there would be guilds in a fantasy world. *Perilous Journeys* assumes this to be the case, but if the GM has a different vision for his game world, he can ignore this section.

While historical guilds were dedicated to crafts such as masonry and stonecutting, *Perilous Journeys* expands this to include adventuring guilds. If we assume that guilds exist, and that there are skilled adventures using weapons and magic, it only makes sense that these adventurers would form their own associations. These associations exist to provide aid to its members and to train new members.

Guilds typically do not like competition. Consequently, there will usually be only one type of guild per location. Guilds regulate the prices charged for its services. Rules exist to prevent guild members from competing with each other, and prevent non-guild members from practicing a trade. The lack of competition generated by such policies tend to raise prices. Guilds try to use legal means to secure their monopoly, but there is nothing to prevent more forceful means being taken – especially from guilds dedicated to illegal services. However, not all of these activities would necessarily apply to adventuring type guilds. An Assassin's guild in a large city would fight to protect its monopoly. It would prevent non-members from committing assassinations within its territory and take care of any non-members who broke the rules. An Assassin's guild would coordinate jobs, and set fees. On the other hand, a Fighter's guild is less likely to take such steps. While there may only be one Fighter's guild in town, they are far less likely to use violence or the law to stop a non-member from using his sword while in town. Large towns are more likely to have more than one type of Fighter guild. A Fighter's guild

may operate more like a fraternal organization for its members than a trade guild.

How a guild operates, its relation to its members, and the greater society is up to the GM. It's important to note that the term "guild" is a generic and loose term. While thieves may have a guild and a guild hall, clerics would not. Instead, clerics belong to a religion. The religion serves as the cleric's "guild." The religion would have its own hierarchy. Instead of guild halls, clerics would meet at shrines, temples, monasteries, abbeys, and cathedrals.

Guild Structures and Locations

Most guilds exist in large cities. Only those that prefer rustic locations would not have a guild in a large city, e.g. rangers. There will be fewer guilds in smaller towns. Small villages would be lucky to have a religious guild, however there may be a nearby bandit group or hidden sorcerers guild.

While the typical guild will have a guild hall, this is not the only type of place that can serve a guild's



Assassin: Guild Hall, Government installation ("Intelligence" Agency of the state.)
Bandit: Bandit Camps, Guild Hall
Cavalier: Guild Hall for an organization of Knights, Castle, Keep, Military Installation
Cleric: Shrines, Monasteries, Temples, Cathedrals
Elementalist: Guild Hall, Universities, Small Tower in rustic location
Enchanter: Guild Hall, Universities
Fighter: Military Installation, Guild Hall
Minstrel: Traveling Carnival, Playhouses, Guild Hall
Necromancer: Guild Hall, Universities
Ranger: Guild hall, Explorer Society, Woodland Lodges
Shaman: Shrines, Temples
Sorcerer: Guild Hall, Universities
Thief: Guild Hall

needs. Some guilds do not have permanent locations at all, but have traveling camps. Below you'll find a sample list of possible places that can serve as a guild hall.

Joining a Guild

A player can have his character join a guild at character creation or after the character has been created. In order to join at character creation, the player must spend design points. He won't be required to expend any money or complete a quest. This is assumed to have been done by the character prior to the beginning of play. If a character joins a guild after character creation then he'll be required to complete the requirements due for the rank he would be joining at and pay dues. The player selects the benefit appropriate for his rank and level upon joining even if this is done at character creation.

For example, a thief begins play with Thieving at 60 and the other required abilities at 20. This qualifies the character to join as a 2nd rank journeyman. He'll not need to complete any tests or pay any fees since it's assumed this was done in the character's past. However if the character begins play and then decides to join the thieves guild, the character would be required to demonstrate competency in his skills, expend the required experience point cost, pay for journeyman initiation, pay the level advancement fee, and pay the annual membership dues.

Character Advancement

Character advancement within the guild is based on competency in required abilities. Each profession has a set of required abilities. The first ability is the primary ability of this type of character, e.g. Thieving for thieves. The remaining abilities supplement the

primary function of the type of character. Typically, there are four required abilities, but in some cases there are five.

There are three ranks within a guild: apprentice, journeyman, and master. Each rank is further divided into three levels. Apprentices are those who are learning a trade. They learn at the guild house or under the direct supervision of a master. Joining the guild at the apprentice rank first requires the character have the primary ability for the profession as his first ability. Second, the character must either pass an initiation quest or make a large donation to the guild. This is to prove the character's worthiness and dedication to the guild. If a character begins play as an apprentice, the GM is not required to keep the character at the guild. Instead, his master could be with him or send him out to improve his skills.

Journeyman are full members of the guild and full practitioners of their arts. To advance to this rank requires a certain level of competency. This means the first ability must be at a rank of at least 50 and the other required abilities are at least 20. For adventuring guilds, these members are typically required to actually journey. They are to improve their skills by real world practice and spread the guild's reputation.

Masters are masters of their craft. Advancement to such rank is rare, and requires a high level of skill. This skill must be demonstrated in some manner that provides a great service to the guild e.g. some important quest that requires a high degree of skill. Masters are permitted to teach apprentices skills and acquire followers. They are also permitted to construct guild houses in new locations.

Advancement requires expending money and experience points for training. Each rank and level costs a set amount of money and experience points. In exchange, characters are provided training of their primary skills without a monetary cost. They are also permitted benefits as they rise in level. Of course simply belonging to the guild provides many additional benefits.

None of this should be taken as belonging to a guild is "better" than not belonging to a guild. There are alternative ways of learning and advancing skills. It simply requires a longer period of time and the inconvenience of finding teachers. There are fewer benefits for those not belonging to a guild. On the other hand, those not belonging to a guild have more experience points to use for improving their abilities. It is a trade off the player must make. Would a player prefer his character expend experience points on the guild to rise in rank and secure additional benefits that are not available to

non-guild members, or would that player rather miss out on those benefits and spend the experience points on other things. For further details of learning new skills and improving current skills, see the game play section of this manual.

Players are permitted to select what benefit they want when advancing.

Apprentice Ranks:

Joining: Complete initiation quest or make a 100 g.p. donation.

Advancement between levels: 1 g.p and 250 XP

Benefits: only one per level. Once a benefit has been selected from the appropriate list, it cannot be selected again.

Requirements per Level:

3rd Level - Required first ability

2nd Level - First ability plus one additional required abilities

1st Level - First ability plus two additional required abilities

Journeyman Ranks:

Joining: complete competency requirements and pay 10 g.p. initiation dues.

Advancement between levels: 10 g.p and 500 XP

Benefits: only one per level. Once a benefit has been selected from the appropriate list, it cannot be selected again.

Requirements per Level:

3rd Level - First ability at 50, each required ability at 20 or higher

2nd Level - First ability at 60

1st Level - First ability at 70

Master Ranks:

Joining: complete guild service quest and pay 100 g.p. advancement fee.

Advancement between levels: 50 g.p and 1000 XP

Benefits: only one per level. Once a benefit has been selected from the appropriate list, it cannot be duplicated.

Requirements per Level:

3rd Level - First ability at 90, plus all other required at 30 or higher.

2nd Level - First ability at 100, plus service to the guild.

1st Level - First ability at 110, significant service to the guild, and other required abilities at 40.

Benefits List by Profession

Apprentice Benefits

Assassin: disguise kit, leather armor, short sword, required ability at 10, one point to each required ability

Bandit: long bow, leather armor, required ability at 10, one point to each required ability

Cavalier: long sword, plate armor, required ability at 10, one point to each required ability

Cleric: spell (I-III), spell book, weapon, required ability at 10, one point to each required ability

Elementalist: spell (I-III), spell book, staff, required ability at 10, one point to each required ability

Enchanter: spell (I-III), spell book, staff, required ability at 10, one point to each required ability

Fighter: long sword, shield, required ability at 10, one point to each required ability

Minstrel: disguise kit, throwing knives, instrument, required ability at 10, one point to each required ability

Necromancer: spell (I-III), spell book, staff, required ability at 10, one point to each required ability

Ranger: bow, crossbow, required ability at 10, one point to each required ability

Shaman: spell (I-III), spell book, weapon, required ability at 10, one point to each required ability

Sorcerer: spell (I-III), spell book, staff, required ability at 10, one point to each required ability

Thief: thief picks, leather armor, short sword, required ability at 10, one point to each required ability

Journeyman Benefits

Assassin: disguise wardrobe, add 2 points to each required ability, gain minor contact, gain one edge, add one point to a core attribute, add scrutiny at 10, add evaluation at 10, add Streetwise at 10

Bandit: long sword, chain mail armor, add 2 points to each required ability, gain minor contact, gain one edge, add one point to a core attribute, add 5 to archery, add stealth at 10

Cavalier: war horse, add 2 points to each required ability, gain minor contact, gain one edge, add one point to a core attribute, add planning at 10, add ranging at 10

Cleric: spell (I-VI), spell book, add 5 points to weapons, add 2 points to each required ability, gain minor contact, gain one edge, add one point to a core attribute

Elementalist: spell (I-VI), spell book, add 2 points to each required ability, gain minor contact, gain one edge, add one point to a core attribute, add alchemy at 10, add pastoral at 10

Enchanter: spell (I-VI), spell book, add 2 points to each required ability, gain minor contact, gain one edge, add one point to a core attribute, add alchemy at 10, add evaluation at 10

Fighter: chain mail, add 2 points to each required ability, gain minor contact, gain one edge, add one point to a core attribute, add jury-rig at 10, add scrutiny at 10

Minstrel: add 2 points to each required ability, gain minor contact, gain one edge, add one point to a core attribute, add Espionage at 10, add Thieving at 10

Necromancer: spell (I-VI), spell book, add 2 points to each required ability, gain minor contact, gain one edge, add one point to a core attribute, add foretelling at 10

Ranger: chain mail, add 2 points to each required ability, gain minor contact, gain one edge, add one point to a core attribute, add survivalist at 10, add waylaying at 10, add alchemy at 10

Shaman: spell (I-VI), spell book, 2 points to each required ability, minor contact, edge, one point to core attribute, add ranging at 10, add pastoral at 10

Sorcerer: spell (I-VI), spell book, add 2 points to each required ability, gain minor contact, gain one edge, add one point to a core attribute, minor magical item (I-IV),

Thief: add 2 points to each required ability, gain minor contact, gain one edge, add one point to a core attribute, add 5 points to weapons, add games at 10, add deception at 10, add commerce at 10,

Master Benefits

Free to all when they achieve Master Rank: can construct an official guild hall, can attract followers (1 per every ten points in first ability)

Assassin: add scrutiny at 20, add archery at 20, add martial arts at 20, add evaluation at 20, add alchemy at 20, add 3 points to each required ability, add two points to a core attribute, gain an edge, gain a contact

Bandit: add stealth at 20, add planning at 20, add athletics at 20, add jury-rig at 20, add 3 points to each required ability, add two points to a core attribute, gain an edge, gain a contact

Cavalier: add planning at 20, add survivalist at 20, add scholarship at 20, add games at 20, add 3 points to each required ability, add two points

Cleric: spell (I-X), spell book, religious artifact (magical item I-V), add 10 to weapon, add arcanum at 20, add chivalry at 20, add 3 points to each required ability, add two points to a core attribute

Elementalist: spell (I-X), spell book, magic item (I-V), add alchemy at 20, add evaluation at 20, add ranging at 20, add 3 points to each required ability, add two points to a core attribute

Enchanter: spell (I-X), spell book, add evaluation at 20, add alchemy at 20, add mechanics at 20, magic item (I-V), add 3 points to each required ability, add two points to a core attribute

Fighter: add ranging at 20, add jury-rig at 20, add scrutiny at 20, add games at 20, add chivalry at 20,

add 3 points to each required ability, add two points to a core attribute, gain an edge, gain a contact

Minstrel: add scrutiny at 20, add Espionage at 20, add Thieving at 20, add chivalry at 20, add 3 points to each required ability, add two points to a core attribute, gain an edge, gain a contact

Necromancer: spell (I-X), spell book, add enchantment at 20, add foretelling at 20, add games at 20, magic item (I-V), add 3 points to each required ability, add two points to a core attribute

Ranger: add stealth at 20, add waylaying at 20, add elementalism at 20, add 3 points to each required ability, add two points to a core attribute, gain an edge, gain a contact to a core attribute, gain an edge, gain a contact

Shaman: spell (I-X), spell book, religious artifact (I-V), add arcanum at 20, add archery at 20, add elementalism at 20, add ranging at 20, add pastoral at 20, add 3 points to each required ability, add two points to a core attribute

Sorcerer: spell (I-X), spell book, add Espionage at 20, add deception at 20, add necromancy at 20, magic item (I-VII), add 3 points to each required ability, add two points to a core attribute

Thief: add commerce at 20, add games at 20, add deception at 20, add espionage at 20, add 3 points to each required ability, add two points to a core attribute, gain an edge, gain a contact

Training

One of the primary functions of a guild is to train its members. However, training is not necessarily restricted to its members. Many guilds train non-members, but only to a certain level of competency. This is done to bring in additional money to the guild and recruit potential apprentices. In addition, there are other skills and benefits available to guild members for a cost. The availability depends on the size of the guild.

Training Costs

Non-members:

Learning a required ability – 10 g.p.
 Advancement in required ability (up to 20) – 1 g.p. per point
 New spell (I-III only) – 10 g.p. per level of spell.
 Spell Book – 100 g.p.

Members:

Annual Membership dues:
 Apprentice: 1 g.p.
 Journeyman: 10 g.p.
 Master: 100 g.p.

Learning a required ability – free

Learning other abilities (availability varies) – 10 g.p.

Advancement in required ability – free

Advancement in non-required ability (up to 50% of the trainer's rating) – 1 g.p. per point

New spell (I-III) - 10 g.p per level of spell

Guild Hierarchy

Each guild needs to have its own hierarchy. The specific details are left up to the GM. At minimum, there'll be a guild master. The larger the guild, the more officers there'll be in the guild. Below is a sample hierarchy of a medium sized guild. A medium sized guild is one that has 20-30 members in the local area. This primarily consists of apprentices and masters. There would be another 50-100 journeymen that are out adventuring who are also members of the guild.

Officers:

Guild Master

Assistant Guild Master

Associate Guild Master

Trainer





DIMENSIONOLOGY

This ability governs the use of dimensionology spells. Dimensionology covers parallel dimensions, alternate dimensions, and time. While other magical abilities have an affinity for one type of dimension, dimensionology's primary focus is on the bonds between these dimensions and as a gateway to them. Time is the easiest and purest dimension to alter for these casters. However, the more amount of time that is changed, the more difficult and dangerous the spells become, for the caster as well as others.

Casting Time and Mana Cost

The casting time required for spells depends on the power of the spell, its Mana cost, and its complexity.

Power Level	Casting Time	Mana Cost
I	Instant	2
II	Instant	3
III	Instant	4
IV	1 round	5
V	1 round	6
VI	2 rounds	8
VII	2 rounds	10
VIII	3 rounds	12
IX	3 rounds	14
X	4 rounds	16

SPELL LIST

Accelerated Growth	VI
Accelerate Healing	I
Bar Entry	X
Blink	IV
Detect Change	III
Dimension Door	IV
Dimensional Lock	X
Gate	X
Glimpse	III
Increase Duration	I
Know Language	II
Locate Object	IX
Lost Sense of Time	V
Phase Shift	VII
Pocket	IX
Preserve	I

Return	X
Reverse Time	VI
Secret Chest	VII
Slow Light	III
Slow Metabolism	I
Speed Metabolism	II
Temporal Stasis	IX
Time Push	VI
Time Stop	V
True Seeing	III
Two-Dimensional	IV

SPELL DESCRIPTIONS

Accelerated Growth VI

This ability allows the caster to accelerate the growth of any living organism. It cannot cause the organism to grow any larger than it naturally would. The spell causes the object to grow one month's worth in one minute. Each additional 4 points of Mana added at the time of activation adds an additional month's worth of growth. The maximum amount an object's growth can be accelerated per spell is one year's worth.

Accelerate Healing I

This spell allows the target to heal at double the normal rate. In addition, any magical heals will heal 50% more health. This effect is only for the first heal spell. The duration of the spell is 24 hours.

Bar Entry X

This spell creates an area that prevents the entry of any entity that is not in its native dimension. For example, this spell will prevent a demon from entering an area on the material plane, but it won't in the demon's home dimension. In the demon's dimension, it will prevent humans from entering the area. The area of effect is a 50 ft radius around the caster.

Blink IV

This spell allows the caster, or any willing subject he touches, to disappear and appear at random intervals. This is just a perception, not reality so the subject can act normally. Attacks made against the target suffer a 50% penalty including any spells directed specifically towards the subject. The duration of the spell is 1d4+1 rounds.

DIMENSIONOLOGY

Detect Change

III

The caster knows if events have been changed because of alterations in the time stream or if another dimension is directly affecting something. The duration of the spell is 5 minutes.

Dimension Door

IV

This spell allows the caster a short-distance teleportation via dimensional matrix. It appears as though a door opening and allows the caster to travel a short distance. The distance that is traveled is up to 10 feet, plus 5 feet for every 2 point of Mana added at the time of activation.

Dimensional Lock

X

This spell completely blocks extradimensional travel in the area. The area of effect is 100x100x100 ft. The duration of the spell is 6 hours. If the spell is cast on consecrated ground, the area of effect will be the same and it will remain as long as the ground is consecrated.

Gate

X

This spell creates a portal a two way portal to another dimension. Only the caster can initially see the gate, but anything viewing someone that uses the gate will then be able to see the gate. The spell is active for 5 minutes. There is no method of closing the gate.

Glimpse

III

This spell allows the caster to see and hear what happens in his visual area up to 2 minutes in the past. In addition, this can be used to see what is likely to happen one minute into the future.

Increase Duration

I

This spell allows the caster to double the duration of any spell or magical effect. In addition to the initial Mana cost, 50% of the modified spell Mana cost is added. The Increase Duration spell can be cast either before or during the effect of another spell. Each additional 50% of Mana that is added at the time of casting adds to the duration or to a five-fold increase in duration. For example, the spell cast be cast on someone affected by Blink. The amount of Mana needed would be 5 points. The duration of Blink would now be 2d4+2 rounds. If the amount of Mana was increased to 8, then the duration of Blink is 3d4+4 rounds, etc.

Know Language

II

This spell allows the caster to learn a new language that he is hearing. The caster learns the language at a rate of one year's worth per minute he is listening. The caster is then able to speak and understand the language for one week.

Locate Object

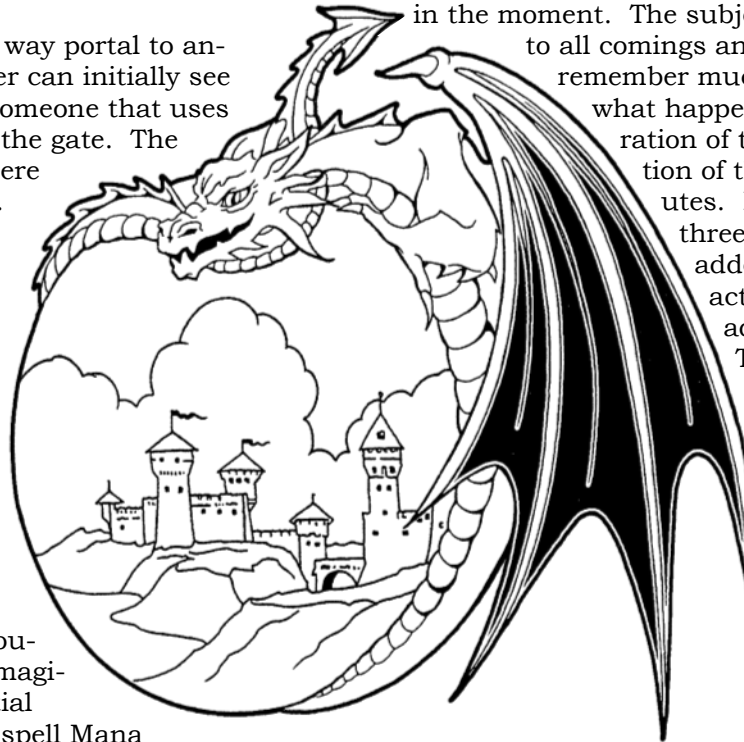
IX

This spell allows the caster to locate any object he wants to locate. The distance between the caster and the object determines how specific the information the caster receives. If the object is within 2000 feet, he will know exactly where they object is. If it is in hundreds of miles, he might know the town it is in. If the object is in another dimension, he will only know what dimension it is in. This spell can only be used twice for the same object by the same caster in any given year.

Lost Sense of Time

V

This spell allows the caster to cause a target to lose track of time. The subject will forget what he needs to do, where he needs to be, and will simply be lost in the moment. The subject will be oblivious to all comings and going and won't remember much, if anything, or what happened during the duration of the spell. The duration of the spell is 10 minutes. Each additional three points of Mana added at the time of activation affects one additional subject. The caster must be able to see the targets as he is casting. The targets are given a save versus 50% of Mind. If they succeed, the duration of the spell is only 1 minute.



Phase Shift

VII

This spell shifts the body of the caster, or any willing subject, out of phase. The target cannot interact with the world, and consequently the world cannot act on the caster. The target can see and hear things, walk through walls, and is immune to normal weapons. Magical weapons and spells that affect entities in other dimensions will be able to hit

the target. The duration of the spell is 5 minutes, or until dismissed by the caster.

Pocket IX

This spell creates a “pocket” in the dimension. The pocket is a new temporary dimension that the caster controls access to. It is undetectable except by magical means. No entity that the caster does not allow inside can enter the dimension. The dimension can hold up to 10 individuals with full gear comfortably. The dimension remains for 10 hours and then dissipates.

Preserve I

This spell allows the caster to preserve an item. The item will not decay, rot, or be altered in any way by the passage of time. The spell effects an object up to 50% of a normal human’s size. For double the Mana invested at the time of activation, it can preserve an object that is human sized, and for triple the Mana it can preserve an object that is double a human’s size. The duration of the preserve is 1 week.

Return X

This spell allows the caster to force a target that is from another dimension back to its home dimension. The target must be within 30 feet of the caster. The target is entitled to a save versus its current health to avoid being sent back. One returned to its home dimension, it cannot leave that dimension for 1 day.

Reverse Time VI

This spell allows the caster to reverse time, the actions taken, and the results of those actions, during the past minute. This means all damage, Mana, arrows, etc. will be returned to the state they were one minute in the past. Only the caster remembers the events that transpired.

Secret Chest VII

This object requires a fine crafted chest. The caster can then alter the properties of this chest. The inside of the chest will be 5 times the size of the actual chest, e.g. a 1 ft chest will have 5 ft. of inside space. The chest then becomes an extra-dimensional storage space that only the caster has access to. The chest will shrink to a 6 inch cube regards off it initial size and its weight is only 1 pound regardless of how much the chest holds. The duration of the spell is one month unless made permanent by some other magical means.

Slow Light III

This spell alters the speed of light around a target. The target’s movements are seen slightly after they actually happen. This results in a benefit of 1 to initiative for the target and all attacks made against the target are at-10 to hit.

Slow Metabolism I

This spells allows the caster, or any willing subject to have his metabolism slowed down to the point just above death. The subject will be aware of the surroundings, but unable to act. He will not appear to be breathing, have a pulse, and the skin will be cold. While in this state, the character is immune to airborne toxins. Any toxins in the system will cease to have effects. The duration of the spell is one hour, plus one hour for every point of Mana added at the time of activation. The caster can end the effect at any time.

Speed Metabolism II

This spell allows the caster, or any willing subject, to have his metabolism speeded up. The amount of sleep needed is halved, the amount of food that is needed is doubled. The subject heals at double the normal rate. Any toxins or diseases in the system will have their effects doubled, e.g. a poison that takes 2 hours to kill will kill the target in one hour. The duration of the spell is 1 day.

Temporal Stasis IX

This spell allows the caster to stop the flow of time from affecting a living humanoid target. The target is frozen in time and is incapable of doing or thinking anything. In addition, nothing can harm the target while in this state. If the target is unwilling, a save at 50% of Mind to avoid the effect. The duration of the spell is one day, plus one day each additional 6 points of Mana added at the time of activation.

Time Push VI

This spell moves the caster or any willing subject two minutes into the into the future. The target is taken out of all events for those two minutes. If the target is unwilling, it can make a save against 50% of mind to avoid the effect.

Time Stop V

The time in the local area of effect is halted for 2 rounds. It does not affect caster who can move about with impunity. The caster can manipulate objects, but their effect won’t happen until time be-

gins again, e.g. a box can be placed above a targets head, but it won't fall until time starts again.

True Seeing

III

This spell allows the caster to see things in alternate dimensions or in any way manipulated by other dimensions or dimensionology spells, e.g. it can see when someone is under the effect of slow metabolism or a pocket has been created. The duration of the spell is 5 minutes.

Two-Dimensional

IV

This spell allows the caster to become two-dimensional. Length and height are preserved, but width is lost. The caster can slide between any cracks or any size. The caster can be seen from the front and the back, but not from the side. The duration of the spell is one minute.



ELEMENTALISM

The Elementalism ability allows for the casting of Elemental spells. Elementalism falls into the realm of arcane magic. Elementalism is divided into four spheres – Air, Earth, Fire, and Water. Ancient texts write of a mysterious fifth element. Much debate has been given to the subject. Some suggest that it refers to divine magic, other suggest it refers to the Void that Enchanters have access to. Yet others search for this unnamed element.

An individual is only able to cast one sphere for every 20 points in Elementalism. 1-20 gives access to one sphere, 21-40, gives access to two spheres, 41-60 three spheres, and 61 all spheres. The character selects one sphere for every 20 points. If the character attempts to cast a spell from a sphere he has not yet mastered, it is done at a 50% penalty. Some spells require knowledge of more than one sphere. In order to cast those spells, one must have knowledge of both spheres. If not, then the spell cannot be cast.

Casting an Elementalism spell requires the Elementalism skill, a spell book with the required spell, and enough Mana to cast the spell. Further details of spell casting are covered in the Game Play section of the manual.

Casting Time and Mana Cost

The casting time required for spells depends on the power of the spell, its Mana cost, and its complexity.

Power Level	Casting Time	Mana Cost
I	Instant	2
II	Instant	3
III	Instant	4
IV	1 round	5
V	1 round	6
VI	2 rounds	8
VII	2 rounds	10
VIII	3 rounds	12
IX	3 rounds	14
X	4 rounds	16

SPELL LIST

Air

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SPELL DESCRIPTIONS

Air

Air Bubble III

This spell creates a 5-foot radius bubble around the caster. The bubble contains a breathable air supply that anyone within the bubble can breathe. The bubble moves with the caster. The effect lasts for 1 hour.

Ball of Air I

This spell creates a ball of dense air in the hand of the caster. The ball then flies to its designated target. Upon impact, it causes 2 points of damage that ignores any non-magical armor protection. Each additional point of Mana adds an additional 2 points for a maximum of 20 points of damage.

Fly IX

This spell allows the caster, or anyone he touches, to be able to fly. The spell lasts for 5 minutes (50



rounds). The subject is able to fly at two times his speed rating. Each additional 3 points of Mana invested at the time of casting increase the duration by one minute.

Feather Fall

III

This spell allows the caster, or anyone he touches, to fall without taking damage. The subject will fall at the normal rate, but will land as softly as a feather. The duration of the spell is 10 rounds.

Freeze

II

This spell allows the caster to freeze any non-magical liquid. The area of effect is one cubic foot. Each additional point of Mana increases the area of effect by 1 cubic foot. Once frozen, the object will stay frozen for five rounds. After which time, it will begin to melt at a normal rate for the item, e.g. ice will melt very fast in hot conditions, but hardly at all in frigid conditions.

Gust of Wind

III

This spell allows the caster to create a gust of wind. The wind moves from the casters hand at a rate of 60 miles per hour. The area of effect has a width of a 10-foot diameter circle. The burst of air lasts for one round. Objects that would move under those conditions will be blown causing damage to any target they hit (1d6/object). All targets who are hit by the wind must save versus Speed to remain standing.

Silence

V

This spell allows the caster to prevent air from vibrating. The result is that no sound is carried by air. The area of effect is a 15-foot diameter around the target. The duration of the spell is one minute (10 rounds). If cast on a living target, it receives a save versus Mind at 50%. Living targets within an area of effect are not permitted saves.

Vacuum

IX

This spell allows the caster to remove all air from an area. The area of effect is a bubble with a 10-foot diameter. Each round removes 10% of the air. After 10 rounds, there is no air left extinguishing all fires and life. Those within the area of effect will begin to grow weak after three rounds. Subjects of the spell are unable to leave the area. The 'bubble' can be attacked by magical weapons or spells. It has 30 points of health. If the bubble is broken, then an implosion happens. Any subject inside the bubble will suffer 20 points of damage that ignores all forms of protection.

Windstorm

IV

This spell creates a three-mile windstorm. The entire sky will suddenly darken with thick black clouds. Those within 10 feet of the caster will be in the eye of the storm and immune to its effects. Those who are subject to the effects of the wind will be pushed away from the caster. It will be impossible for any person not subject to magical protection against wind to move towards the caster. Vision will be limited to 100 feet. Debris will fly and anyone in the storm will be subject to its effects. The debris will cause 2 points of damage for every round. Poorly constructed objects and buildings will be destroyed. Crops will be severely damaged. Medium sized animals will be severely injured or killed unless they were able to find protection. The duration of the spell is 5 minutes (50 rounds). The clouds will dissipate after an additional five minutes.

Earth

Dig

III

This spell allows the caster to magically dig earth, soil, sand, rock, etc. The spell removes one cubic feet of material per round. The spell is active for one round, plus one round for every additional 2 points of Mana invested at the time of casting.

Earthen Wall

IV

This spell allows the caster to raise the dirt, soil, rocks, etc. that are in the ground near him to form a temporary wall. The height is designated by the caster and can be as high as 10 feet. The length of the wall is 3 feet. For every additional point of Mana invested at the time of casting, the wall can be extended an additional 3 feet. The wall will take on whatever shape the caster wills. When created, the wall must be within 10 feet of the caster. The wall lasts for five rounds and then will crumble to the ground.

Earthquake

X

This spell allows the caster to create an earthquake. The area affected is 100 feet per 10 points in Elementalism, e.g. 63 in Elementalism means 600 feet is the area affected. The area affected will be circular with the quake radiating out from where the caster is standing. It is a minor quake, but it should collapse poorly created structures. In addition, tunnels and caves might collapse, stone walls may crack, rocks may tumble from cliffs, etc. Individuals that cannot hold on to a stable object will likely fall. They must save versus Speed to remain standing. The quake only lasts one round.

Hail of Rocks

I

This spell allows the caster to hit a target with multiple small rocks. When the spell is cast, a number of small rocks will form in the caster's hand. These rocks will then fly towards its designated target. Each rock does 1d4 points of damage. For every 1 point of Mana added at the time of casting, one additional rock will be summoned. For example, 10 Mana will produce 9 rocks (Spell creates one rock for 2 MP, and then 8 MP give 8 additional rocks). This will cause 8d4 points of damage.

Refine

X

This spell allows the caster to separate and purify metals and minerals. The spell affects 1 pound of material, plus one pound for every 5 points of Mana invested at the time of casting. For example, the caster has one pound of electrum ore (a mixture of gold and silver). This spell allows him to separate and purify the gold and silver that is in the ore. This spell is necessary when creating magical items as a method of purifying the item to be enchanted.

Rock Golem

X

This spell allows the caster to create a golem out of rock and earth. The spell requires 144 square feet of material. The Golem will obey up to three successive commands, such as 'attack anyone that comes into sight.' Once prepared with commands, the Golem will remain active until destroyed. The Golem has the following stats:

Health: 45 Agility: 25 Mind * Speed: 30
Armor: 10 points each hit, total Health of the armor is 200.

Cutting and piercing damage do only 50% damage. Shock weapons do double damage. The Golem is immune to acid, cold, and fire based damage – even magical.

The Golem attacks ounce per round. Each attack

does 1d20+8 points of damage. Any target weighing less than 500 pounds that is hit for 16 or more points of damage is knocked back and stunned for one round.

Stoneskin IV

This spell causes the caster's skin, or a willing subject that is touched, to have skin as hard as stone, but with the flexibility of flesh. It gives 8 points of armor protection. Magical armor will interfere with the effect of this spell. The spell lasts for 1 hour or 25 hits, whichever comes first.

Walk Through Earth IX

This spell allows the caster, and up to 5 other individuals, to be able to walk through earth. They can walk through soil, sand, rock, etc. The movement rate is 2 miles per hour. They can travel up to a half a mile before the spell expires.

Wall of Stone IX

This spell allows the caster to create a wall of stone (granite). The wall is ¼ of an inch thick and has an area of 20 square feet. For every additional 5 MP at the time of activation, the wall has its thickness increased by another ¼ inch or adds an additional 20 square feet to its area. There must be rock or stone that the wall connects to in order for the spell to work. The wall is permanent unless it is either destroyed by Dispel Magic or destroyed by normal means such as chipping or breaking.

Fire

Burning Hands I

This spell causes the caster's hands to be surrounded with flames. The flames cause four points of damage to anyone touched by the hands. Any easily flammable object with catch on fire when touched. The spell lasts for one round, plus one round for every additional point of Mana added at casting.

Extinguish VI

This spell instantaneously extinguishes all natural fires in a ten foot radius around the caster.

Fireball III

This spell creates a devastating ball of fire around a target. The ball of fire is 5 feet in diameter and does 3d10 points of damage. Any combustible material in the affected area will combust. A conscious and mobile target may make a check against Speed for half damage.

Flame Strike III

This spell causes a column of fire to spring from the caster's hand. It has a one-foot diameter and shoots out for a length of 5 feet. Any objects in the area that are flammable will catch fire (such as normal cloth). Any individual in the area will suffer 1d12+4 points of damage. If the individual is struck and catches on fire, he suffers an additional 1d4+8 points of damage. Anything on fire will burn for at least 6 minutes as long as fuel is available and it is not put out by other means.

Ignite II

This spell allows the caster set any flammable object (parchment, wood, etc.) on fire.

Smoke IV

This spell allows the caster to create a cloud of dark smoke. The smoke limits vision to less than 5 feet. It takes one round for the smoke to be summoned. It lasts for five rounds and then dissipates. The area affected is 20x20x20 feet. .

Walk through Fire V

This spell allows the caster and up to five other targets designated by the caster to be impervious to non-magical fire. They are also immune to any smoke effects. They can walk directly through even the hottest flame and suffer no damage. The spell lasts for 10 rounds. For every additional four points of Mana, the duration is extended by 10 additional rounds.

Water

Breathe Water III

This spell allows the caster, or anyone he touches, to be able to breathe water as though it was normal air. The spell lasts for one hour.

Create Water I

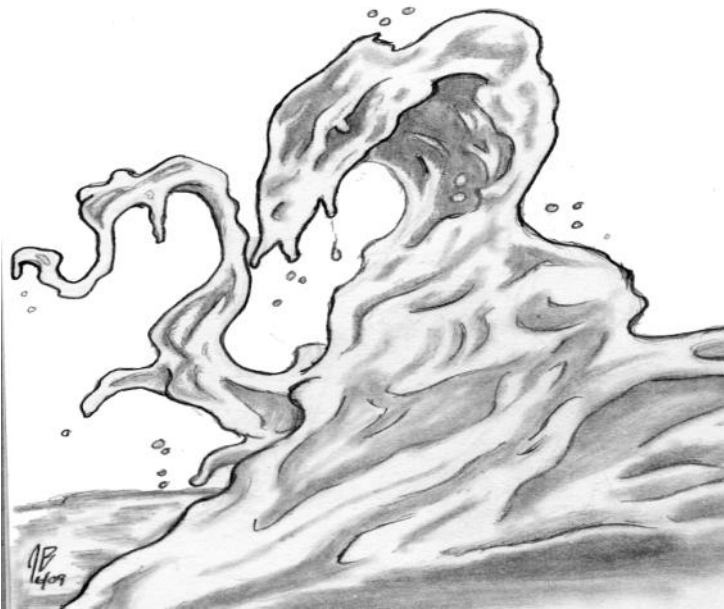
This spell allows the caster to create 4 gallons of pure drinkable water.

Find Water I

This spell allows the caster to find any source of water that is within 1 mile of the caster. This includes rivers, lakes, and underground sources. It will not detect water that is removed from its source such as water in barrels.

Great Wave IX

This spell allows the caster to create a huge wave in a large body of water. The wave will be 20 feet in height and half a mile long. The wave will begin 1000 feet from the shore. It takes one round for the wave to form and the wave will head towards the nearest shore.



Poison Water IX

This spell allows the caster to cause water to become poisonous. The amount of poison is fixed, so the greater the amount of water, the less damage is done with ingestion. Note that this spell can be used to poison any water-based liquid, e.g. alcohol.

Volume of Liquid in Cubic Feet.	Damage
up to 2000	50
2001-4000	25
4001-8000	13
8001-16,000	7
16,001-32,000	3
32,001+	none

The liquid remains toxic for two hours.

Purify Water V

This spell allows the caster to purify up to 100 gallons of water. The spell will remove all poisons and toxins. It also separates out dirt and other sediments from the water. What is left is pure drinkable water.

Water Lasso II

This spell allows the caster to create a lasso out of water. There must be some open water available for

the spell to work, e.g. a puddle or canteen filled with water. The whip extends from that water to the target. The lasso has a distance of 20 feet. When it hits its target, it does 2 points of damage regardless of armor protection except for protection against magical water. The spell holds the target immobile for two rounds. Targets with Athletics greater than 80 or large targets with a weight greater than 500 are immune.

Water Whip I

This spell allows the caster to create a whip made out of water. The whip extends up to 24 feet to hit its designated target. The target suffers 4 points of damage that ignores all protection except for protection against magical water. Each additional point of Mana invested at the time of casting adds 2 points of damage. There must be some open water available for the spell to work, e.g. a canteen filled with water. The whip extends from that water to the target.

Air-Earth

Dust Storm VIII

This spell allows to caster to create a dust storm. The storm is summoned up to 500 feet from the caster. The storm has a 1000-foot diameter. The storm reduces visibility and hearing to 40 feet. The caster can direct the storm to move in a particular direction or to a specific location. It will move at a rate of 40 miles per hour. The storm lasts for 30 minutes.

Air-Fire

Ball Lightning III

This spell allows the caster to create a ball of electricity at any location within 60 feet of the caster. The ball will be 6 feet in diameter. It does 1d10+10 points of damage to all targets within the area. Those wearing metal armor suffer double damage.

Chain Lightning III

This spell allows the caster to create lighting from his fingertips. There will be 10 small lightning bolts that will spring from his fingertips to hit the designated targets. The caster specifies how many bolts will hit each target. Each bolt does 8 points of damage. Every additional point of Mana added at casting increased the damage by 1 point. This damage ignores all armor protection except protection from electricity.

Poison Gas IX

This spell allows the caster to summon a noxious

cloud of sulfuric gas (mustard gas) that covers an area up to 20x20x20 feet. The cloud is yellow-brown in color and has the smell of garlic. The cloud must be within 120 feet of the caster. Those exposed will suffer painful boils and burns on their skin. All of those in the cloud suffer 1d6+8 points of damage. If they inhale the gas, each target suffers an additional 1d4+20 points of damage. This damage is regardless of any armor protection including magical unless it protects against poison. One can make a check of Speed to hold their breath to avoid that damage. Each additional round a check is made against base Speed. Once a check has failed, no additional checks are permitted and the target will breathe every round.

Those who remain in the area for more than two rounds will need to make a save every round against their current health to stay conscious. The cloud lasts for 30 seconds (5 rounds). A strong magical wind can dissipate the cloud.

Air-Water

Create Fog

IV

This spell allows the caster to create fog. The fog will start to build up around the caster and then extend outwards to a distance of 360 feet. The fog moves out from the caster at a rate of 36 feet per round. The cloud of fog moves with the caster if he so chooses. The fog limits vision to less than 5 feet. Objects will begin to get damp and suffer effects after two rounds of exposure, e.g. bowstrings will be wet and this creates a 50% penalty to distance and chance to hit. Torches will eventually be put out from the dampness. The fog is immune to natural or magical wind. The fog lasts for 30 minutes. Each additional 5 MP added at the time of casting adds and additional 5 minutes.

Create Rainstorm (Snowstorm)

III

This spell creates a three-mile storm. The entire sky will suddenly darken with thick black clouds. Those within 10 feet of the caster will be in the eye of the storm and immune to its effects. Vision will be limited to 50 feet. Everything will receive a heavy down-pour of rain with ½ an inch of rain falling every minute. Roads will be soaked, mud formed, etc. If the temperature is 35°F or less then snow will form. It will fall at an inch per minute. The snow will stick and will not begin to melt until after the storm has passed. The duration of the spell is 5 minutes (50 rounds). The clouds will dissipate after an additional five minutes.

Hail

II

This spell allows the caster to shoot large hail from

his hands. The hail will travel a distance of 12 feet and has a four-foot diameter. Any target in the area will suffer 1d8 points of damage. The ground will then be slippery until the hail melts.

Ice Bolt

IV

This spell creates a 6-inch long bolt of ice. The bolt will travel up to 20 feet to hit the target designated by the caster. The bolt does 1d20+10 points of damage.



Icestorm

X

This spell summons a blizzard like storm of ice. The blizzard affects a cube-sized area with each side being 60 feet. The area where the spell is summoned must be within 240 feet of the caster at the time of casting. Each subject in the cube suffers 5 points of damage from the cold unless they have magical protection against the cold. In addition, each target suffers 8 points of damage from tiny pieces of ice being blown around by the wind. Each round a target is exposed to the cold reduces the target's Speed by ten points. If the target reaches zero in speed, then the target is paralyzed. When returned to normal temperatures, Speed is recovered at the same rate it was lost. Fire or heat based targets suffer double damage.

Due to the strong winds and blinding ice, no communication is possible while in the blizzard.

The spell lasts for one minute (10 rounds). Once over, the temperature returns to normal, but everything will be covered in ice. Since the ground is covered in ice, attacks will be made at 50% for the next four rounds.

Earth-Fire

Brimstone

IV

This spell allows the caster to cause brimstone to fall from the sky. The caster must designate a 10x10 foot area that is within 30 feet of him. Those within

that area will be hit with molten hot rocks that smell like sulfur. Those within the area will suffer 1d12+12 points of damage. This ignores any non-magical armor protection.

Earth-Water

Mud III

This spell allows the caster to turn the ground into mud. The area of effect is 30x30 feet. The mud is approximately one inch deep. Anyone attempting to walk on the mud will begin to slip and slide. A target must make a save versus Speed every round to not fall. Once a target has fallen, he must make a save versus Speed x 2 to get up. The mud lasts for one minute (10 rounds). After which time, the mud will begin to dry at a normal rate depending on conditions.

Quicksand IV

This spell allows the caster to turn the ground into quicksand. The ground will appear normal to anyone looking at it – that is until someone falls into it. The area of effect is 400 square feet. People will sink at a rate of one foot per round up to a distance of 5 feet. Unless pulled out, those who fall in will be stuck. The quicksand lasts for one minute (10 rounds).

Fire-Water

Boiling Water VII

The caster can cause the surface of a body of water to boil. The area affected is up to 180 square feet. Any living target will suffer 6 points of damage every round it is in the water. The effect lasts for one minute (10 rounds).

Steam VII

This spell allows the caster to create a cloud of extremely hot steam. The area affected is 20x20x20 feet. The location must be within 30 feet of the caster. Any creature inside will suffer 6 points of damage per round exposed. Visibility is reduced to 5 feet while in the steam. The spell lasts for one minute (10 rounds).

Air-Earth-Water

Tornado X

This spell allows the caster to create a tornado. The tornado will appear in the sky and touch down in one round. The tornado will head a direction designated by the caster. The tornado cannot be controlled beyond this. The tornado is 100 feet across

and travels at 20 miles per hour. It will travel for 400 feet after touching down before dissipating. Any object less than 5000 pounds that is hit by the tornado will be picked up and dropped somewhere near the end of the tornado's path. Any living target hit by the tornado will suffer 10d10+10 points of damage. This damage ignores all non-magical armor.

Air-Fire-Water

Acid Rain IX

This spell creates a three-mile storm of acidic rain. The entire sky will suddenly darken with thick black clouds. Those within 10 feet of the caster will be in the eye of the storm and immune to its effects. Vision will be limited to 100 feet. Everything will receive a heavy downpour of rain with ½ an inch of rain falling every minute. Roads will be soaked, mud formed, etc. Those caught in the storm will suffer 4 points of damage every round. The damage ignores all armor protection unless it protect against acid. If the target is able to protect himself from getting hit with the acid rain (such as an umbrella), then no damage occurs. Plants, and other living material, are likely to be destroyed. Leather and cloth armor will take 4 points of damage every round they are exposed. The duration of the spell is 5 minutes (50 rounds). The clouds will dissipate after an additional five minutes.

Lightning Storm X

This spell creates a half-mile storm around the caster. It takes three rounds for the storm to develop. Those within 10 feet of the caster will be in the eye of the storm and immune to its effects. Vision will be limited to 150 feet. The storm moves with the caster or to a designated location. It moves at a rate of 40 miles per hour. Everything will receive a heavy downpour of rain with ½ an inch of rain falling every minute. Roads will be soaked, mud formed, etc. Every three rounds the caster can direct a lightning bolt to any object within sight. The lightning has a 75% chance of hitting its designated target. The target will suffer 40 points of damage. Anyone within 10 feet on the lightning strike will suffer 20 points of damage. The duration of the spell is 2 minutes (20 rounds). The clouds will dissipate after an additional minute.

General

Combine Energy X

When creating a magical item that has more than one type of component, this spell must be used to fuse their magical properties together. In addition to the check made when casting the spell, a second check is made at the completion of the item. The

grade of the item to be created times five subtracted from the caster's enchantment rating is used to determine the item has been successfully created.

Create Passage V

This spell allows the caster to create a safe tunnel of 3 feet in width and 7 feet in height. The opening to the tunnel must be within 20 feet of the caster. The tunnel will be straight. It lasts for one minute (10 rounds). The distance of the tunnel depends on material the tunnel is being created in. One can continue to cast additional spells once in the tunnel to increase it length or adjust the direction of the tunnel. The spell can be canceled at any time by the caster.

Material	Length
earth (soil, sand, etc).	55 feet
clay, gravel, wood	44 feet
soft stone	33 feet
hard stone	22 feet
soft metal	1 foot
hard metal	6 inches

Detect Magic I

This spell allows the caster to detect magic on any person or object. The caster must specify the object he is checking. If it is magical, the caster will notice a glow on the object. The stronger the magic, the brighter its glow.

Focus V

This spell allows the caster to attune himself to one of the four elements. The caster selects which element and he will gain a 10% bonus to casting spells from that element. Those from the other elements will suffer a 10% penalty. In cases of a spell being governed by two elements, and one element is the focus, then there is no penalty or bonus. For example, the caster has 68 in Elementalism and decides to focus on Fire. When casting Fire based spells, he casts at 74. When casting any other element, he casts at 62. The duration of the spell is 16 hours. The spell can only be cast once in a 24 hour period.

Mineral Analysis V

This spell allows the caster to analyze up to 27 cubic feet of material. The caster will know all of the mineral components and the amount of each component in the material.

Protection from Elements I

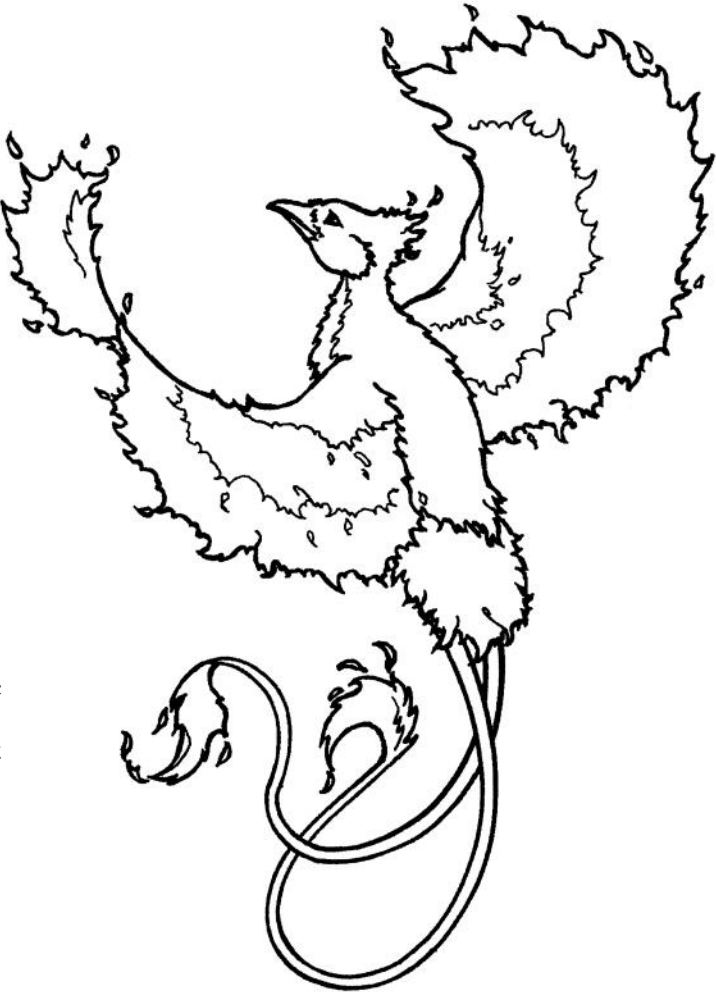
This spell grants the subject immunity to the effects of natural elements. For every additional point of Mana, another individual can be protected. The

spell lasts for one hour.

Reverse Petrification
Mana Cost: special Casting Time: special

This spell reserves the petrification of a target. The power of the spell and its casting time depends on the size of the object that is to have its stone turned back into flesh. The following chart provides guidelines. Subjects will have no memory of their experiences while stone and they will be restored to whatever condition they were just prior to be petrified.

Cubic Feet	Mana Cost	Size Examples
1	2	cat, rat
4	3	large raccoon
9	4	large dog
14	5	human
27	6	bear, tiger
54	8	horse, buffalo, ogre
81	10	hippo
135	12	rhinoceros, giant
243	14	elephant
480	16	whale



ENCHANTMENT

The Enchantment ability allows for the casting of enchantment spells. Enchantment is a form of arcane magic. Enchantments draw their power from the void. Void is the dimension of nothing, that everything came from. Those who practice Enchantment have the ability to wield great destructive power, but from this destructive power they can also create and manipulate the fabric of reality in any dimension.

Casting an Enchantment spell requires the Enchantment skill, a spell book with the required spell, and enough Mana to cast the spell. Further details of spell casting are covered in the Game Play section of the manual.

Casting Time and Mana Cost

The casting time required for spells depends on the power of the spell, its Mana cost, and its complexity.

Power Level	Casting Time	Mana Cost
I	Instant	2
II	Instant	3
III	Instant	4
IV	1 round	5
V	1 round	6
VI	2 rounds	8
VII	2 rounds	10
VIII	3 rounds	12
IX	3 rounds	14
X	4 rounds	16

SPELL LIST

I

Create Noise
Detect Magic
Dispel Magic
Flatness
Float
Minor Void Bolts
Remove Enchantment

II

Ball of Light
Bubble
Hide in Shadows
Illusionary Background
Jump

III

Bladeturn
Improve Weapons
Increase Strength
Magical Blow
Root

III

Void Bolt
Void Strike

IV

Armor
Ball of Acid
Dart
Illusionary Scene
Mirror Image
Null Tempest
Sleep

V

Bridge of Shadows
Create Passage
Illusionary Beast
Mineral Analysis
Static Discharge
Target

VI

Charm Person
Converse with Shadows
Invisibility
Recall
Reverse Aging (also Aging)
Seeing Eye

VII

Enchant Object
Glamour
Identify
Lift
Protection from Spell
Store Mana

VIII

Analyze Power
Clone
Dismiss Bonds
Duplicate
Increase Mana
Summon Mist

IX

Fly
Siege
Reverse Time
Tin Man
Walk through Solid

X

Bolt of Uncreation
Cloudkill
Combine Energy
Demi-Shadow Monster
Protection from Possession
Shrink

SPELL DESCRIPTION

I

Mana Cost: 2 Casting Time: Instant

Create Noise

This spell allows the caster to create a noise up to 100 feet away from him. The specific noise is up to the caster, but the noise will be nondescript. Such noises can be footsteps, objects falling, whispers, screams, etc. The caster can make the noise appear to be getting closer or traveling away. The spell lasts for 5 rounds.

Detect Magic

This spell allows the caster to detect magic on any person or object. The caster must specify the object he is checking. If it is magical, the caster will notice a glow on the object. The stronger the magic, the brighter it glows.

Dispel Magic

This spell allows the caster to remove magic from any person or object. In order to remove the magic, the caster must use at least as many points of Mana that it cost to cast the initial spell. For example, if the object is effected by a spell that cost 10 points of Mana, then 10 points of Mana must be invested at the time of casting in addition to the base 2 points of Mana for casting Dispel Magic. If an object has more than one spell affecting it, then the Dispel Magic will only remove one spell per cast and it will remove the weakest affect first.

The chance of success depends on the power of the spell being removed. Each grade of the spell decreases the chance of success by 10 points. For example, grade I, has a 100% chance, while grade 5 only has a 50% chance. Each additional point on Mana, beyond the minimum required to remove the spell, invested at the time of casting gives a +1 to the chance of removing the spell up to a maximum of 50 points.

Flatness

This spell causes the caster, or any willing subject, to become as thin as a sheet of paper. Viewed from the side, the subject will be virtually invisible especially in low light conditions. The subject will be able to fit underneath doors or any other place paper is thin enough slide between. Note that the subject still has the same height as he once did.

While under the spell, the subject has only 10% of his normal health, although his armor protection stays the same. The subject is unable to attack

while in this form. The spell lasts for 1 minute (10 rounds).

Float

This spell causes the caster, or any subject touched by the caster, to become lighter than air and begin to float. The subject will rise one foot per second to a maximum of 60 feet. The subject will then begin to descend at the same rate. Once the subject is back on the ground, the spell has worn off.

Minor Void Bolts

This spell allows the caster to summon void energy. The void bolts shoot from the caster's finger tips hitting one designated target that is within 10 feet. The bolt does 1d4 points of damage. The spell creates one bolt. Each additional point of Mana invested at the time of casting creates an additional bolt that does 2 points of damage. The maximum number of bolts is how many fingers the caster has – typically 10.

Remove Enchantment

This spell allows the caster to remove one's own spell that has been cast by the caster

II

Mana Cost: 3 Casting Time: Instant

Ball of Light

This spell creates a ball of light that hovers above and in front of the caster. It provides illumination to a 30-foot range. The spell lasts one hour.

Bubble

This spell erects an invisible barrier around the caster or a willing participant that is touched. The barrier will prevent any missile, including magical ones, from harming the subject. It will absorb up to 20 hits before being broken. The subject suffers a –6 to his current Speed rating. The spell lasts for ten rounds.

Hide in Shadows

This spell allows the caster to blend into shadows and be unnoticed. The caster can move and remain unseen if he stays in the shadows. The shadows must be heavy for the spell to work. If someone is looking at the area the caster is in, there is at most a 10% chance of noticing the caster. The spell does not work if the character is observed while casting the spell.

Illusionary Background

This spell allows the caster or any willing participant touched to be hidden by an illusion. The illusion is on a physical object in one's surroundings. The illusion must be something physical like a tree, sand, rock, statue, etc. The subject can move slowly and stealthily and avoid breaking the illusion. Any attack, spell, or anything that creates significant movement will break the illusion. The illusion lasts for 30 minutes.

Jump

This spell allows the caster or any willing individual touched to be able to jump extremely high. Jumping straight up, the subject can jump 20 feet. If jumping forward, the subject will travel in an arch. For every one foot forward, the subject will rise 4 feet in the air. Landing is not harmful to the subject. The subject gains a bonus of 4 to his armor. The spell lasts for 1d10+10 rounds.

III

Mana Cost: 4

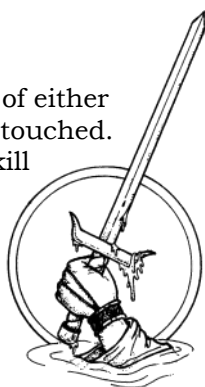
Casting Time: Instant

Bladeturn

This spell creates an invisible bubble around the caster. It will absorb any physical damage regardless of the amount of damage. Once any amount of damage from physical harm is done, the bubble is broken. However, breaking the bubble will not interrupt the caster while he is casting.

Improve Weapons

This spell increases the weapon skill of either himself or any willing subject who is touched. It increases the subject's weapon's skill by five. For every additional two points of Mana added at the time of casting, the weapon's skill is increased by an additional point. The spell effect lasts one hour.



Increase Strength

This spell grants (or increases) the casters or willing subject's physique. The spell grants 10 points of physique or increases one's physique by 10 points. Every additional four points invested at the time of casting increases the bonus by an additional 10 points. A maximum of 50 points may be granted, but a subject cannot have a physique greater than 100. The spell lasts for one hour.

Magical Blow

This spell allows the caster to hit any target within 120 feet and that is visible with a magical energy blow. The subject will feel as though he was punched by a very large fist. The spell does 1d10+20 points of damage. The subject's armor will absorb damage as normal.

Root

This spell allows the caster to bind a target's legs so as to prevent movement. Heavy shackles materialize around the subjects legs restricting movement. The subject of the spell can only move at 50% of his normal rate. The subject's agility and weapons skill is reduced by 50% while under the power of this spell. Each round the subject is under the influence of this spell inflicts 1 point of damage. The spell lasts for 10 rounds.

Void Bolt

This spell summons a bolt of negative energy around a foot in diameter. It then shoots forth like a black comet towards the target. The spell does 1d10+13 points of damage. The spell ignores all normal armor protection. However, if a large shield is possessed, the subject can make a Speed check and if successful, the subject only suffers 50% of the total damage.

Void Strike

This spell causes a column of negative energy to spring from the caster's hand. It has a one-foot diameter and shoots out for a length of 5 feet. Any individual in the area will suffer 1d12+4 points of damage. If wearing metal armor, the target will take an additional 50% damage.

IV

Mana Cost: 5

Casting Time: 1 round

Armor

This spell summons an energy field around the caster that provides protection against all types of harm. It gives 8 points of armor protection. No other armor protection or spell can be active with the exception of cloth armor. If any other sort of protection is active, the spell will not work. Cloth armor, even magical, will provide its protection and function while this spell is active. The spell lasts for 2 hours or takes 30 hits, whichever comes first.

Ball of Acid

This spell summons a globe of acid that shoots forth from the caster's hand to its designated target. The

target must be within 20 feet of the caster. On contact, the globe will break causing an acid splash on the subject. The acid does 1d4+16 points of damage. It will continue to do 1d4 points for the next 2 rounds. Any armor worn, unless treated against acid, will lose ten points of durability. Given that this is a liquid, unless the subject's armor can prevent the acid from entering, he will suffer the full damage of the acid.

Dart

This spell summons a silver energy bolt in the shape of a dart to fly from the caster to a designated target within 240 feet. The spell does 1d4+16 points of damage ignoring all protection including magical.

Illusory Scene

This spell creates a background illusion. It affects an area up to 4000 square feet and a height of 40 feet. It can contain as many objects, moving or still, that the caster wants and that would fit in the given area. The illusion has no sound or smell connected with it. The spell lasts one hour after being activated. The illusion is activated either at the time of the casting, or by a designated trigger established by the caster. Such triggers can be a specific time or sound. Although an illusion, it will appear 'real' to all who see it and they will be able to touch the objects as though they were real. All movement is governed by a loop. That is to say, once the objects have done their movement, they will repeat whatever movement they were programmed to do. The spell lasts for one hour. Each additional point of Mana expended at the time of casting increases the duration by one hour. If 25 additional point of Mana are extended, the spell is permanent unless dispelled.

Mirror Image

This spell allows the caster to create an illusory duplicate of himself or any willing subject with 60 feet of him. The spell creates only one duplicate. The duplicate blends into the subject making it difficult to discern which is the real person. Each additional point of Mana added at the time of casting creates one additional image up to a maximum of 4 images. When being attacked by a melee or ranged weapon, the attacker may hit either the subject or the illusions. When the illusions are hit, they disappear and no damage is done. The chance of hitting the real target is 1 out of however many images there are. With the maximum of 4 images, this gives a 1 out of 5 chance of the attacker hitting the actual target, or 20%. If an attack misses, then the duplicate images stay. The duration of the spell is one minute (10 rounds).

Null Tempest

This spell creates an explosion of negative energy. The caster designates a center of the explosion in any area within 80 feet of the caster. The negative energy then explodes in that area. The area affected is a circle with a diameter of 20 feet (10 feet in every direction from the center designated by the caster). All objects weighing less than 20 pounds are blown out of the area. Fragile objects such as glass will crack or explode. Any targets within the area will suffer 1d6+14 points of damage from the negative energy. The spell does not ignore armor.

Sleep

This spell enables the caster to force any living target that is within 40 feet that can be seen to fall asleep if it fails a save versus Mind at 50%. The caster will chant under his breathe while casting this spell. The target then falls asleep in one round. The target will stay asleep for 10 rounds unless disturbed by some loud noise. If the target is already sleepy, then he will fall into a near catatonic slumber for 2 hours.

V

Mana Cost: 6 Casting Time: 1 round

Bridge of Shadows

This spell allows the caster to create a bridge out of strong shadows. The bridge will be 2 feet in width and up to 50 feet in length. The bridge can hold up to 1000 pounds of weight at a time. More than that will cause the bridge to collapse. Every 2 additional points of Mana added at the time of casting add an additional foot to the length of the bridge and 10 points of weight capacity. This bridge lasts for 5 minutes (50 rounds).

Create Passage

This spell allows the caster to create a safe tunnel of 3 feet in width and 7 feet in height. The opening to the tunnel must be within 20 feet of the caster. The tunnel will be straight. It lasts for one minute (10 rounds). The distance of the tunnel depends on material the tunnel is being created in. One can continue to cast additional spells once in the tunnel to increase its length or adjust the direction of the tunnel. The spell can be canceled at any time by the caster.

Material	Length
earth (soil, sand, etc).	55 feet
clay, gravel, wood	44 feet
soft stone	33 feet
hard stone	22 feet
soft metal	1 foot
hard metal	6 inches

Illusionary Beast

This spell allows the caster to create an illusionary beast that includes sights and smells. The illusion will be up to 1000 square feet and 20 feet in height. The illusion causes no damage, but will appear to be real. No harm can be done to the illusion, although it can be dispelled. The spell lasts for 30 minutes. Each 3 additional points of Mana added at the time of activation increases the duration by another 30 minutes. 30 extra points will make the illusion permanent until dispelled.

Mineral Analysis

This spell allows the caster to analyze up to 27 cubic feet of material. The caster will know all of the mineral components and the amount of each component in the material.

Static Discharge

This spell creates a powerful static discharge in an area designated by the caster that is within 100 feet of him. The area affected is 20x60 feet. Upon activation, the air becomes charged with energy. All targets inside the area are hit by a random number of bolts with each bolt causing damage. Each target will be hit by 2d6 bolts. Each bolt does 3 points of damage ignoring all non-magical armor protection.

Target

This spell allows the caster to designate any single subject within 240 feet as a target. The result is that if any missiles (not spells), including magical ones, are airborne and within 60 feet of the subject, the subject will be hit by the arrows. The spell takes affect at the beginning of the next round. The duration of the spell is one round. For every 2 additional points of Mana added at the time of casting, the duration of the spell is increased by one round for a maximum of 4 rounds.

VI

Mana Cost: 8

Casting Time: 2 rounds

Charm Person

This spell enables the caster to make an enemy into an ally. The charmed individual will fight against his former comrades and at the side of the caster. The target must be within 12 feet of the caster. The target is allowed a saving throw against his current Mind rating to avoid the effects. If the target fails his saving throw, then he is charmed for one day. The next day a save against Mind is permitted with a penalty of 10. Failure indicates the charm is effective for another 24 hours. The next day the check is made with a 20 point penalty and the fourth day, it

is made with a 30 point penalty. If by the fourth day the target has not made a save, then the effect is permanent unless magically broken.

Converse with Shadows

This spell enables the caster to ask a shadow a single yes or no question. The shadow will only be able to answer a question about events that happened in that 10-foot area. Further, it can only answer questions dealing with events that happened in the past 24 hours. Each additional three points of Mana invested at the time of casting allows the asking of one additional yes/no question. However, the maximum length of time is 1 minutes (10 rounds). After which time, no additional questions may be asked even if the spell is recast.

Invisibility

This spell allows the caster or one willing subject that is touched to become invisible. The spell lasts for one hour, or until the subject attacks.

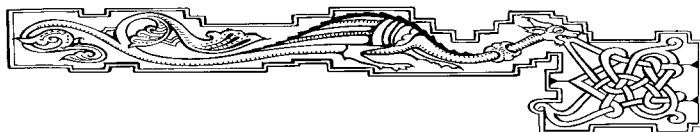
Recall

This spell allows the caster and all designated individuals within five feet of him to return to a previously visited place that is within a half a mile of the caster. In order for the spell to work, the caster must have drawn a magic symbol at the location the caster wishes to return to. The spell lasts for 4 hours after the symbol is drawn. In order to recall, the caster simply needs to say the name of the symbol and they will be instantly teleported to that location.

Reverse Aging (Aging)

This spell allows the caster to reverse the aging process. The spell reverses 7 days of aging. Each additional point of Mana added at the time of casting reverses another 7 days of aging. The spell requires one day of rest for every 7 days aging is reversed. That day is lost and the caster is unable to perform any actions. The caster receives no health or Mana point regenerations during that day.

The spell is reversible. If the caster successfully casts the spell and touches a target, that target will age one year. Each additional point of Mana added at the time of casting adds an additional year. In order to successfully touch a target, a successful check must be made against weapons or martial arts. The target is allowed a save against 50% of his normal health rating to resist the effects.



Seeing Eye

This spell creates an eyeball that is 6 inches in diameter. The eye will hover around 6 feet above the ground. The eye enables to caster to see through it as though it were his own eyes. However, he is able to see everything as though it is in dim light, regardless of if the area is brightly lit or completely dark. The eye moves at a rate of 10 feet per round. It obeys the will of the caster. It lasts for 5 minutes (20 rounds).

VII

Mana Cost: 10 Casting Time: 2 rounds

Enchant Object

This spell is necessary when creating magical items and certain potions. The spell prepares the object to accept and hold additional magical powers that will be added to the item. The enchantment only lasts one day unless additional magical powers have been added.

Glamour

This spell allows the caster or any willing target to have his appearance changed. Height can be altered by 25%, eye and hair color can be changed to any color, skin tone can be changed, wrinkles and scars can be added or removed, even the race of the character can be changed. This spell can be cast on inanimate objects to give it the appearance of a humanoid, or part of a humanoid, e.g. head. The duration of the spell is one day plus one day for every 5 points of Mana added at the time of casting.

Identify

This spell allows the caster to identify the properties of magical energy that reside in an object. While the caster will know if the object requires a command word, he will not know what the word is. Further, cursed objects have a chance to give false information to the caster.

Lift

This spell allows the caster to magically lift an object weighing as much as 400 pounds. The object that is to be lifted must be within 120 feet of the caster. The object will be raised up to 60 feet as determined by the caster's will. Each additional point of Mana invested at the time of activation increases the weight allowance by 50 pounds. The spell lasts for 2 rounds, after which time the object falls to the ground and incurs falling damage.

Protection From Spell

This spell prevents any one harmful spell from affecting the caster regardless of the power of the spell. The spell lasts for one hour, or until it has negated a harmful spell.

Store Mana

This spell is necessary when creating magical items and certain potions that will need to have a reservoir of energy. For each grade of power that the item will be, 10 points of additional Mana must be added at the time of casting. To see if the power is permanently stored, a check against enchantment is made. Each grade of power times 5 is the penalty incurred for the enchantment check. For example, if the caster's enchantment score is 60 and the grade is 3, then this is a 15-point penalty. The caster will need to roll a 45 or less to be successful.

VIII

Mana Cost: 12 Casting Time: 3 rounds

Analyze Power

This spell is similar to Identity except that it allows the caster to analyze any person, place, or object. In regards to persons, the caster will know what magical abilities the person has and at what value. He will also know how many points of Mana the subject has. He will also know all the exact magical effects that are affecting the subject whether it is his armor, or a spell cast on him.

Clone

Like the duplicate spell, this spell creates an exact physical duplicate of the caster. However, this version has a blank mind. The caster must invest Mana equal to one-half of his normal health, plus 18 additional points, at the time of casting. The clone will remain lifeless and in a perfectly preserved state until the death of the caster. The caster's soul and mind, upon death, will then inhabit the clone and bring the clone to life. That is, as long as the clone still exists and is not significantly harmed. Therefore, when using the spell, it is important that the clone be kept in a secure and comfortable place.

A check against enchantment is made by the caster at the time his dead soul is going to inhabit the clone. If he fails, then his soul will go to the afterlife.

A clone of someone other than the caster can be made, but at twice the Mana cost.

Dismiss Bonds

This spell allows the caster to instantly remove any magical force that is keeping a target paralyzed, unconscious, charmed, or similar effect upon the touch of the caster.

Duplicate

This spell allows the caster to create a duplicate of himself. The duplicate will have 50% of the base health of the caster, but no Mana. Each point of Mana invested at the time of activation adds 2 points of health and one point of Mana. The duplicate will do whatever the original would do. It is of "one mind" with the original. This allows the caster to be in two places at once. The spell lasts for 3 hours. Doubling the Mana invested at the time of activation will give another 3 hours of service. The duplicate will have no clothes or weapons and must be provided with them. When the duplicate ceases to exist, it will disappear, but any objects it is carrying will fall to the floor and be retrievable.

Increase Mana

This spell allows the caster, or a designated subject, to experience a temporary increase the size of his Mana Pool above his maximum, but no more than 24 points above his normal value. The subject has their Mana increased by 2 points. For every four points added at the time of casting, an additional 2 points is added. During this time, Mana is restored at a double rate. For example, the caster has 55 for his Mana Pool and is at full Mana. The spell costs 12 points of Mana. This lowers his current Mana to 43, but his Mana Pool is now 57. The duration of the spell is 4 hours.

Summon Mist

This spell allows the caster to summon a damp mist. The mist will cover a circle with 1000-foot diameter. The mist will immediately put out any natural flame. Magical flames and light will be reduced in their effectiveness by 50%. Anything affected by severe dampness will be affected. For example, the strings on bows will be wet thus reducing their power by 50%.

IX

Mana Cost: 14

Casting Time: 3 rounds

Fly

This spell allows the caster and up to 5 other individuals to be able to fly. They can fly at a speed of 60 miles per hour and can fly to a total distance of 15 miles. Weight does not matter in terms of speed or distance traveled.

Reverse Time

This spell allows the caster to reverse time by 30 seconds (10 rounds). The area of effect is 30 feet around the caster. All subjects within that area will have all of the effects of the past 30 seconds reversed, except for the Mana used to cast this spell. Only the caster and those he designates will have memories of those 30 seconds. The spell allows those participants to take a different course of action is they so choose.

Siege

This spell allows the caster to summon any type of siege weapon, e.g. catapult, trebuchet, ram. The siege weapon will be able to destroy an area up to 20 feet wide and 10 feet thick. Each 10 points of Mana added at the time of casting adds another 20 feet width and 10 foot thickness worth of devastation. If destroying a magical barrier, the caster must invest an additional 28 points of Mana, to completely destroy the barrier. The siege weapon lasts for one hour, or until the barrier is destroyed, whichever is first.

Tin Man

This spell allows the caster to turn armor into an animated creature. The amount of armor needs to be the equivalent of two complete suits. The Tin Man will obey up to three successive commands, such as 'attack anyone that comes into sight.' Once prepared with commands, the Tin Man will remain active until destroyed. It has the following stats:

Health: 50% of the armor's health up to a maximum of 50
Agility: 55 minus the armor's speed penalty
Speed: 50 minus the armor's speed penalty
Armor: The AF is per armor type. Durability is 30. It heals one point of durability every minute it is not in combat.

The Tin Man attacks twice per round. For each additional 10 points of Mana added at the time of activation, one more attack is granted. The maximum number of attacks is 4. Each attack does 1d12+8 points of damage. Any target weighing less than 400 pounds that is hit for 16 or more points of damage is knocked back and stunned the next round.

Walk through Solid

This spell allows the caster, and up to 5 other individuals, to be able to walk through any non-magical solid material. The movement rate is 2 miles per hour. They can travel up to 2000 feet before the spell expires.

X

Mana Cost: 16

Casting Time: 4 rounds

Bolt of Uncreation

This spell creates a ball of negative energy directly in front of the palm of the caster. The ball will streak like a comet nearly instantaneous in the direction pointed by the caster. The ball will travel up to 300 feet depending on how far the caster wants the ball to travel. All targets in the direction of the ball is traveling will suffer 1d4+20 points of damage as all of the bonds of nature seem to be separating. The damage ignores all form of armor protection, including magical armor. Each additional point of Mana invested at the time of casting increases the damage by one point. If a target dies as a result of this spell, there will be no body part left and any object on his body, unless magical, will also cease to exist.

Cloudkill

This spell allows the caster to summon a noxious cloud that covers an area up to 40x40 feet and 40 feet in height. The cloud must be within 120 feet of the caster. All of those in the cloud suffer 1d4+8 points of damage. If they inhale the gas, each target

suffers an additional 1d4+20 points of damage. This damage is regardless of any armor protection including magical unless it protects against poison. One can make a check of Speed to hold their breathe to avoid that damage. Each additional round is a save is made at just base Speed. Once a check has failed, no additional checks are permitted and the target will breathe every round.

All of those who remain in the area for more than 2 rounds will need to make a save against their current health to stay conscious. That will need to be rolled every round until they are free of the cloud. The cloud lasts for one minute (10 rounds). A strong magical wind can dissipate the cloud.

Combine Energy

When creating a magical item that has more than one type of component, this spell must be used to fuse their magical properties together. In addition to the check made when casting the spell, a second check is made at the completion of the item. The grade of the item to be created times 5 subtracted from the caster's enchantment rating is used to determine the item has been successfully created.



Demi-Shadow Monster

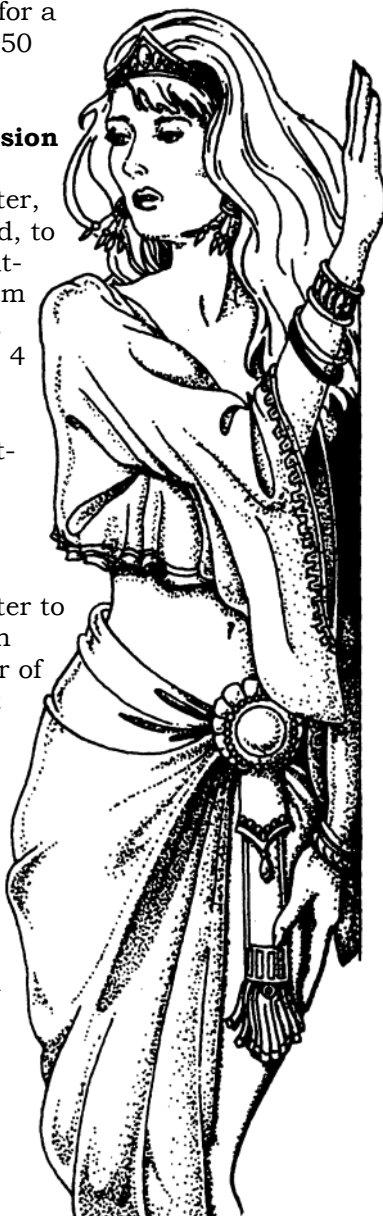
This spell allows the caster to take shadows and create a semi-real monster. The monster will attack any target the caster wills for the duration of the spell. The shadow will have 60% of the casters health and agility and 150% the caster's speed. The shadow monster does damage according to the type of monster created, but it can only mimic physical attacks, not magical or toxic effects. For example, if the shadow monster created is a ghoul, it will cause 1d12 points of damage with its bite. However, it will not be able to mimic the toxin of a ghoul's bite. Since it is not a real ghoul, it is immune to the effects of holy water and oil. The shadow monster will have the same armor absorption as the caster up to a maximum of 10 points of absorption. The shadow is immune to normal weapons. It is unaffected by light, including those of magical origin. The demi-shadow monster remains for 20 rounds, or until killed. The duration of the spell can be extended by 1 round for every 2 additional points of Mana added at the time of activation for a maximum of 5 minutes (50 rounds).

Protection from Possession

This spell allows the caster, or one individual touched, to be immune to draining attacks and possession from malign spirits. The spell lasts for 20 rounds, plus 4 rounds for every additional point of Mana invested at the time of casting.

Shrink

This spell allows the caster to shrink any willing person within a 25-foot diameter of the caster. The size that the subjects are reduced to range from 1/2 to 1/50 of their normal size depending on the will of the spell caster. The duration of the spell lasts until the caster wills the subjects to return to their normal size.



NECROMANCY

Necromancy refers to the type of magic governing the dead. Necromancy is a form of arcane magic, but has a different source of power than Enchantment. There are two schools of necromancy. The first governs dead bodies and the second governs spirits. Those with less than 20 in Necromancy are confined to General spells only. At 21, the Necromancer can specialize in one school. At 51, he may learn spells from the second school.

It should be noted that Necromancy does not need to be viewed as "dark" or "evil" magic. Certainly some spells are malign in nature, but most are not. It is a cultural point of view as to how the dead should be treated. If a corpse is an empty shell, then why not use it as a servant instead of a sentient being? If you are fighting would it not be better to use corpses instead of living humanoids or divine servants? A typical "Evil" Cleric that controls the undead would possess Necromancy, but so will any Cleric that serves a god of the underworld. Players and GM's should not just assume that Necromancy is evil. What matters is not the content of the magic, but how it is used. Of course GM's should establish in his game world NPC views of magic and necromancy so that he and his players will know what type of reaction a necromancer will receive. None of this should dissuade the GM or players from having evil necromancers in the game. There certainly should be, but there are also evil enchanters as well.

Casting a Necromancy spell requires the Necromancy skill, a spell book with the required spell, and enough Mana to cast the spell. Further details of spell casting are covered in the Game Play section of the manual.

Casting Time and Mana Cost

The casting time required for spells depends on the power of the spell, its Mana cost, and its complexity.

Power Level	Casting Time	Mana Cost
I	Instant	2
II	Instant	3
III	Instant	4
IV	1 round	5
V	1 round	6
VI	2 rounds	8
VII	2 rounds	10

VIII	3 rounds	12
IX	3 rounds	14
X	4 rounds	16

SPELL LIST

School of Flesh

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Animate Corpse	VII
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General

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Age	X
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Control Dead	IV
Darkness	IX
Death Fog	X
Death Pains	I
Decay	IX
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Immaterial	VI
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Mask Undead	IV
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Sense Undead	II
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Worm Form	X

SPELL DESCRIPTIONS

School of Flesh

Animate Bones VI

This spell allows the caster to create a skeleton from the bones of a humanoid creature. The animated skeleton has no intelligence of will of its own and obeys all of the commands of the caster. The bones must all be from the same creature. The bones are then placed in the circle of command prior to the casting of this spell (1 minute prep time). The spell can only be cast once per day. The caster is limited to creating one undead, regardless of type, for every ten points the caster has in necromancy. Once the caster has reached the maximum number of undead under his control and one is destroyed, the caster must wait at minimum one week to replace the undead servant.

Animate Corpse VII

This spell allows the caster to create a zombie from a humanoid corpse. The zombie has no intelligence of will of its own and obeys all of the commands of the caster. The corpse must be placed in the circle of command prior to the casting of this spell (1 minute prep time). The spell can only be cast once per week. The caster is limited to creating one undead, regardless of type, for every ten points the caster has in necromancy. Once the caster has reached the maximum number of undead under his control and one is destroyed, the caster must wait at minimum one week to replace the undead servant.

Bone Army X

This spell allows the caster to create a temporary army of the dead using a pile of bones. The number of undead created is 6, but for each additional 4 points of mana invested at the time of casting, one additional undead can be created. There must be sufficient bones available for the spell to work. The Army remains incorporeal and unseen undetected until summoned by the caster. Once summoned, the army appears and instantly surrounds the caster forming a barrier between any enemies as the caster.

Each skeleton in the army is immune to any attack that is not



crushing or of magical origin. Each skeleton can only take one hit, however, after two rounds that skeleton will reform. Each skeleton can take 13 hits before being destroyed. Each skeleton is permitted one attack per round. The damage each does is 1d8 that ignores all armor that does not magically protect against undead.

Once summoned, the army remains for five minutes or until destroyed.

Call Undead III

This spell summons undead to the location of the caster. It only works on skeletons, zombies, ghouls, ghastrs, and other undead that have flesh and are of similar power. It summons undead from 1000 foot area around the caster if outdoors and a 500 foot area if underground. It will take up to 3 minutes for the undead to appear. No more than six undead will be summoned per spell. The spell can be cast again to double its effect.

The caster should have created a circle of protection prior to casting of the spell (1 minute prep time). Those not in the circle will immediately be attacked by the undead. The undead will leave after 3 minutes of being called.

The caster can choose to create a command circle (1 minute prep time) and cast the Command Undead spell. If that spell is successful, then the undead are now under the control of the caster.

Command Undead V

This spell allows the caster to control undead that he has not created. The caster can only control one type of undead per casting of this spell. Each casting of this spell requires a separate command circle. The type of undead controlled is selected by the caster. He can only control up to 6 of any given type of undead that he has not created. If the undead he is attempting to control are summoned by the caster, then those undead not selected for control will leave immediately.

Those under the influence of this spell will obey up to 8 commands. The duration of the spell for intelligent undead is 12 hours and for non-intelligent it is 24 hours – or until the commands are fulfilled, whichever comes first. The commands must be simple such as “guard this area, hide, go to a location, find a specific person or object, attack/kill a single individual or anyone that comes into the area, etc.”

Unless attacked by the caster, the undead under the control of this spell will not be able to harm the caster for 12 hours after the spell has worn off.

The undead under control of this spell will be unable to harm their creator, although they will ignore commands from their creator unless the command undead spell has worn off.

Create Intelligent Undead VIII

This spell allows the caster to create a ghoul or a ghastr. It requires a humanoid creature that is still alive and has at least 80% of its full health. The body needs to be placed in a command circle. Over the course of 24 hours, the soul of the target is twisted and corrupted by malign energy leaving it a cunning and bloodthirsty being. The body “dies” during the process and is reborn as an undead being – either a ghoul or a ghastr depending on the will of the caster. A ghoul requires an additional 30 points of Mana and a ghastr requires 40.

The spell can only be cast once per month. The caster is limited to creating one undead, regardless of type, for every ten points the caster has in necromancy. Once the caster has reached the maximum number of undead under his control and one is destroyed, the caster must wait at minimum one week to replace the undead servant. The creature has an intense hatred of the caster. If the caster is reduced to zero Mana, and is sensed by the creature, it has a 50% chance to break free from the caster an act on its malevolent urges.

Ghoul Form X

This spell allows the caster to assume the form and powers of a ghoul. The caster retains all of his skills and attributes while in ghoul form. The caster is not an actual ghoul and is not subject to magic that specifically affects undead. The spell lasts for one hour plus one hour for every 3 additional points of Mana invested at the time of casting.

Speak with Corpse IX

This spell allows the caster to speak to a dead body of skeleton as long as it has a head and jaw. The body cannot have been previously undead. If so, then the spell will not work. The caster is permitted to ask 2 questions for every 10 points the caster has in necromancy. The corpse will only have as much knowledge as the person had in life.

Summon Corpse X

This spell allows the caster to summon a corpse within a 200-yard radius of the caster per every 10 points of necromancy ability possessed. So a skill of 80 in necromancy would allow a corpse to be summoned from 1600 yards away. The spell will summon the closest humanoid corpse, unless the caster has a specific one in mind. In this case the

caster will need to know the specific corpse in question or have an item that belonged to the corpse. If the body is on hallowed ground then the chance of success is half the caster's ability score in necromancy. If rated at 50 then the players needs to roll 25 or less. For every 10 MP invested at the time of activation there is an additional 5% effect chance of the spell working. If the corpse was buried with rites, then there is no chance of summoning the corpse as long as the ground it is buried in is sanctified. If the corpse is not on hallowed ground then the corpse will automatically be summoned to the caster within one round.

Zombie Form IX

This spell allows the caster to assume the form and powers of a zombie. The caster retains all of his skills and attributes while in zombie form. The caster is not an actual zombie and is not subject to magic that specifically affects undead. The spell lasts for one hour plus one hour for every 2 points of Mana invested at the time of activation.

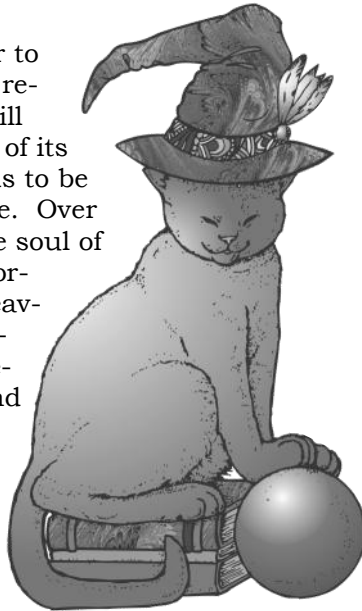
School of Spirit

Animal Spirit Form X

This spell allows the caster to assume the form and powers of any animal spirit.

Create Animal Spirit IX

This spell allows the caster to create an animal spirit. It requires an animal that is still alive and has at least 80% of its full health. The body needs to be placed in a command circle. Over the course of 24 hours, the soul of the target is twisted and corrupted by malign energy leaving it a cunning and bloodthirsty being. The body decays during the process and is an animal spirit is all that remains. The type of spirit depends on the will of the caster. An additional 35 points of Mana are required to complete the transformation.



The spell can only be cast every week. The caster is limited to creating one undead, regardless of type, for every ten points the caster has in necromancy. Once the caster has reached the maximum number of undead under his control and one is destroyed, the caster must wait at minimum one week to replace the undead servant.

Create Humanoid Spirit X

This spell allows the caster to create a humanoid spirit such as a ghost or shadow. It requires an humanoid that is still alive and has at least 80% of its full health. The body needs to be placed in a command circle. Over the course of 24 hours, the soul of the target is twisted and corrupted by malign energy leaving it a cunning and bloodthirsty being. The body decays during the process and is a spirit is all that remains. The type of spirit depends on the will of the caster. A shadow costs an additional 40 points of Mana and a ghost costs 50 points.

The spell can only be cast once per month. The caster is limited to creating one undead, regardless of type, for every ten points the caster has in necromancy. Once the caster has reached the maximum number of undead under his control and one is destroyed, the caster must wait at minimum one week to replace the undead servant. If the caster is reduced to zero Mana, and the spirit senses this, there is a 50% chance the spirit will break free from the caster's control.

Command Spirits VI

This spell allows the caster to control spirits he has not created. The caster can only control one type of spirit per casting of this spell. The type of spirit controlled is selected by the caster and all of that type of spirit in the area will obey the caster. If the spirits are summoned by the caster, then those spirits not selected for control will leave immediately.

Those under the influence of this spell will obey up to 8 commands. The duration of the spell is 16 hours – or until the commands are fulfilled, whichever comes first. The commands can be complicated, but should be ones that the spirit could reasonably fulfill.

Unless attacked by the caster, the spirits under the control of this spell will not be able to harm the caster for 8 hours after the spell has worn off. The spirits under control of this spell will be unable to harm their creator, although they will ignore commands from their creator unless the command undead spell has worn off.

Humanoid Spirit Form IX

This spell allows the caster to assume the form and powers of a ghost or shadow.

Phantom Limb IV

This spell allows the caster to create a limb out of spiritual energy. The limb is typically a hand and arm. The limb hovers in the air has a speed of 30.

The caster can cause the limb to hover just above the ground or go a height of 6 feet. The strength of the limb is equal to the strength of the caster. The limb obeys the will of the caster. It is used to grab items. If the limb grabs a weapon, it will attack at the caster's weapons score. Only one limb can be created at a time. The spell lasts for 8 rounds, but requires the concentration of the caster. If the concentration is lost, then the limb will dissipate the next round.

Speak with Spirit

X

This spell allows the caster to speak to a spirit. The caster is permitted to ask 2 questions for every 10 points the caster has in necromancy. The spirit will answer the questions truthfully, although it will only give as much of an answer as it necessary to answer the question. Malign spirits will not be able to attack the caster for 1 minute per question asked.

Spirit Nightmare

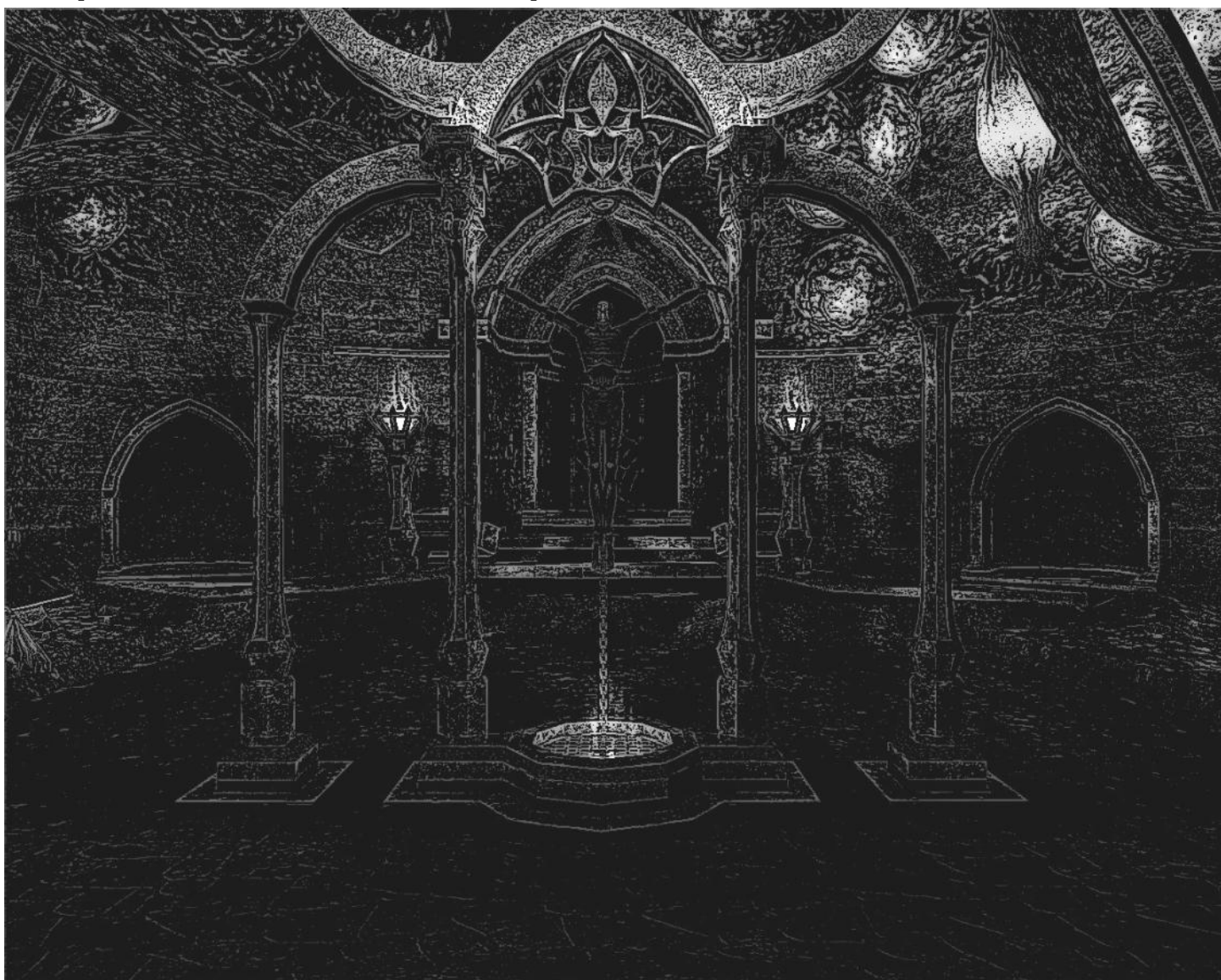
X

This spell allows the caster to summon and trap

spirits to a designated area no more than a 30x30 area. The spell can hold a maximum of 13 spirits. Each spirit held requires 3 points of Mana in addition to the Mana cost of the spell. The spirits lie dormant until activated. The activation conditions are set by the caster. Once activated, those within the area have their perception of reality altered creating a dangerous and nightmarish world. Spirits assume forms of friends and foes. Senses become unreliable. The spirits are able to see past memories of their victims.

Each spirit can attack for 1d6 points of damage that ignores all but magical protection. Any attack against a spirit will cause it to dissipate. The subject that dissipated the spirit will be free from further attack for 1 round.

The duration of the effect is 2 minutes, or until the spell is broken by magical means. Once broken, the victims will once again experience reality normally and the spirits will have dissipated to another dimension.



Spirit Sight

III

This spell allows the caster to see in total darkness as though it were torchlight. Light sources do not interfere with this spell. The duration of the spell is one hour.

Summon Spirit

VII

This spell summons spirits and the like to the location of the caster. It only works on animal spirits, ghosts, shadows and spirits that are of similar power. It summons them from 1000 foot area around the caster if outdoors and a 500 foot area if underground. It will take up to 3 minutes for the undead to appear. No more than six spirits will be summoned per spell. The spell can be cast again to double the effect.

The caster should have created a circle of protection prior to casting of the spell (one minute prep time). Those not in the circle will immediately be attacked by the undead. The spirits will leave after 3 minutes of being called.

The caster can choose to create a command circle and cast the Command Spirits spell. If that spell is successful, then the spirits are now under the control of the caster.

General

I

Mana Cost: 2

Casting Time: Instant

Death Pains

This spell allows the caster to drain the life energy of a body to make it feel the pain of death. The target must be within 10 feet. The spell does 1d4 points of damage. Each additional point of Mana invested at the time of casting adds 2 points of damage. The maximum damage is 1d4+20.

Infest

This spell allows the caster to summon insects. The insects will eat and destroy food stuffs. They will crawl into people's hair. They will bite them. The insects stay in the area until the caster dismisses them, or they are destroyed.

Lie

This spell enables the caster to tell a lie and be believed by one subject. For each additional point of Mana, an additional listener will believe. The only time the caster will not be believed is if the target has direct evidence to the contrary and succeeds in a saving throw at 50% Mind.

Skull Light

This spell allows the caster to use a skull as a light source. The eyes of the skull will glow with such intensity as to provide light that is twice as effective as a torch. The spell lasts for one hour, plus one hour for every additional point of Mana invested at the time of casting.

II

Mana Cost: 3

Casting Time: Instant

Hide in Shadows

This spell allows the caster to blend into shadows and be unnoticed. The caster can move and remain unseen if he stays in the shadows. The shadows must be heavy for the spell to work. If someone is looking at the area the caster is in, there is at most a 10% chance of noticing the caster. The spell does not work if the character is observed while casting the spell.

Rat Horde

This spell allows the caster to summon a horde of diseased rodents from the immediate vicinity. There will be 3d10+10 rodents summoned. They will attack any living creature that is within 20 feet of the caster. The caster can designate up to 7 additional creatures not to be attacked. The rats will remain and attack for 4 rounds after which time they will run off.

Sense the dead

This spell will allow the caster the ability to determine if there is undead within a certain distance. Wood has no effect on the ability to sense the dead, however earth, stone or metal with a thickness greater than 6 inches will prevent the dead from being sensed. For every additional point of Mana invested at the time of casting it will allow the caster to add one inch to the thickness that he can sense. For example, 5 Mana spent it would allow the caster to sense the dead through 8 inches of earth, stone or metal. For every point of ability the caster has in necromancy, the caster can detect the dead within 10 feet.

III

Mana Cost: 4

Casting Time: Instant

Animate Limbs

By use of this spell, the caster is able to animate a dead limb. The limb can be connected to a dead corpse or can be separated from the corpse. For every point of Mana invested at the time of activation the limb will obey on simple specific command. For example, the caster can instruct a skeleton hand to

walk across the floor (using its fingers), pick up the keys, and walk back to the caster. This would be 3 separate commands and thus would cost the caster the initial 4 points of Mana, plus an additional 2 points for the remaining commands for a grand total of 6 points.

Shard

This spell allows the caster to shoot bone shards at a target. The target must be within 30 feet of the caster. Each shard does 1d6 points of damage. 3 Shards are summoned for a total of 3d6 points of damage. For every additional 2 points of Mana invested at the time of casting, one additional shard is summoned.

IV

Mana Cost: 5

Casting Time: 1 round

Control Dead

This spell allows the caster to temporally animate a corpse or skeleton. The corpse must be within 30 feet of the caster. The corpse will come to life and attack any target designated by the caster. The corpse has 30 Health, 50 Agility, and 35 Speed. The corpse will attack with whatever weapon is at hand. If not weapon is available, it attacks for 1d10 points of damage using its hands. The corpse has 4 points of armor protection plus whatever armor it is wearing. The spell lasts for 12 rounds plus one round for every 3 points additional points of Mana invested at casting. If the corpse is destroyed before the duration of the spell, the extra Mana is not restored to the caster.

Mark for Undead

This spell allows the caster to designate one target within 30 feet for undead attraction. Undead that are within eyesight or 100 feet will be drawn to the target. When in attack range, the undead will attack the victim. The spell lasts for 4 minutes.

Mask Undead

This spell allows the caster to put an illusion on a zombie making the zombie look like a living humanoid. If the caster is within 10 feet, he is also able to cause the zombie to speak so as to preserve the illusion that the zombie is a living normal humanoid.

Shadow Door

If light conditions are sufficient to cover a wall in shadows, then this spell will allow the caster to create a shadow door in which he can walk through to the other side as though it was an open door. The thickness of the wall can only be up to 6 inches.

For every MP invested at the time of activation the thickness of the wall the door can be created in will be increased one inch. So 12 MP will allow a door to be created though a 1-ft thick wall. Only one person can go through the shadow door at a time. The material of the wall does not matter as long as it is not magical. The door does not have to be placed on a wall. It can be used on the floor, ceiling, anywhere where shadows are sufficient. It is impossible to detect the shadow door except by touch or if a person is observed going through the door. The spell will last for 40 rounds (2 minutes) or until the activator cancels it by a simple gesture.

Spirit Scythe

This spell allows the caster to summon spiritual energy that will take the form of a Scythe. It has two attacks per round. The Scythe will stay within 10 feet of the caster. Each hit does 1d20+4 points of damage. The Scythe attacks at 50% of the caster's agility or weapons score, whichever is highest. The caster must concentrate on using the Scythe in order for it to work. The spell lasts for 4 rounds.

V

Mana Cost: 6

Casting Time: 1 round

Boneskin

This spell allows the caster to harden his or another person's skin and clothing as though it was made of strong solid bone. The spell conveys protection of 10 points and will absorb 25 hits before dissipating. No buckler, shield, or any magical item of protection or spell can be used by a subject in conjunction with this power. However non-metallic body armor, ordinary or magical that is worn is also effective.

Feign death

This spell allows the caster to appear dead in every way to any one looking or examining the body including the living dead. The caster will appear as nothing more than a corpse. The necromancer will be aware of his surrounding but be unable to act. The spell will last for one hour or until the caster decides to exit the state. If the caster chooses to exit his feign death state it will take 1 minute to regain control of his body. The spell can be cast on another creature. The target must be touched. If unwilling, a saving throw against 50% of the targets Mind is made. If the target fails his check then he will appear to everyone to be dead. He will have no use of his body for one hour or until the necromancer releases him from the state whichever if first. However it will still take 1 minute to regain control of his body.

Stench of Death

This power causes the target to smell the stench of rotting and decaying bodies. The target will suffer 1d4+8 points of damage. In addition the target will be paralyzed for one round with vomiting. Unless the target makes a successful saving throw against his current health, he will continue to be paralyzed with vomiting for an additional round. The check is repeated every round for up to 4 rounds in which time the target recovers from the sickness.

VI

Mana Cost: 8

Casting Time: 2 rounds

Immaterial

This spell allows the caster to become immaterial. The caster is immune to all forms of attack except for divine magic. The caster is able to move through solid objects. The duration of the spell is 6 rounds.

Undead Eye

By means of this spell the caster can enchant a detached eye so that the caster can see through it as though it was his own. The eye will move at a rate of 10 feet per round. The caster can will the eye to move in any direction including up and down. The caster will see through the eye as though it was his eye. The eye permits seeing in complete darkness, but at 50% of normal. The field of vision for the eye will be cone-shaped, about three feet in diameter immediately in front of the eye, and spreading to a 33-foot diameter area at 30 feet distance. The spell will last for 80 rounds (4 minutes) before it dissipates.

VII

Mana Cost: 10

Casting Time: 2 rounds

Life Tap

This supernatural power creates an attachment to one subject up to a distance of 120 feet. The link causes the subject to lose 1d6 health every round from the time of attachment onwards. The loss of health is gained by the caster. The target will feel a weakening, but will not know that he is losing health. The link can only be broken by the target moving outside the range of the caster, the subject's death, the death of the caster, or that the caster dispels it. If the health of the caster goes above the normal capacity it generates a false health that will remain for one hour or until harm reduces the health to the normal maximum. For every 5 additional MP invested at the time of activation it adds an additional point of health drained per round.

Locate Corpse

By activation of this spell the caster will be drawn to the nearest corpse within a one-mile radius. The caster can also located a specific corpse if he possess an item that belonged to the corpse. If the caster lacks an item, he can expend double the Mana to locate the corpse if the caster had met the person prior to his death.

Rigor

This spell allows the caster to cause one humanoid within 30 feet of him to suffer from rigor mortis. The target is unable to move for 7 rounds. The target will appear dead to anyone looking at the target. The target is entitled to a saving throw at 50% of his current health to avoid its affects.

VIII

Mana Cost: 12

Casting Time: 3 rounds

Dismiss Bonds

This spell allows the caster to instantly remove any magical force that is keeping a target paralyzed, unconscious, charmed, or similar effect upon the touch of the caster.

IX

Mana Cost: 14

Casting Time: 3 rounds

Darkness

This spell allows the caster to create a 30x30x30 foot cube of darkness. Light sources, even magical ones, will not provide any light. Those inside the cube of darkness will be unable to see anything while in the darkness. The caster is immune from the effects of this spell as well as any undead/spirits the caster has created. The spell can be rigged to trigger at a certain time or when a certain event happens in the area. The duration of the spell is 13 hours.

Decay

This spell causes an object or person to decay. The target will suffer 18 points of damage immediately. The decays continues at a rate of 6 points per round. The target will have hair out or flesh fall off. Inanimate objects will start to splinter, weaken, and crack. For inanimate objects, the spell lasts until the object is destroyed. Magical objects are immune to the spell. Humanoids will be affected for 6 rounds. If the victim survives, he will only be able to be healed for up to half of the damage his took. The remaining health will need to be restored by divine magic.

X

Mana Cost: 16

Casting Time: 4 rounds

Add Power

This spell allows the caster to add additional magical benefits to undead that is under the caster's control. Only one power can be added per undead. The spell can only be used once per day. The available powers that can be added are:

Increased Agility: Add 10 points to the undead's Agility

Increased Health: Add 10 points to the undead's Health

Bleeding: Attacks by the undead cause 1d4 additional points of damage per round for 1d4 rounds on the target.

Drain Life: In addition to normal damage, 1d4 points of life are drained and are used to heal the caster.

Drain Mana: Each attack drains 1d6 points of damage from the victims Mana Pool.

Death Pain: Gives the undead the ability to cast the Death Pain spell. The Mana used comes from the caster.

Age

This spell causes the target to age one year per day (or its equivalent for non-human races). For every year the target ages, the caster reverses his age by one month. For example, if the target ages 12 years over 12 days, the caster will reverse his age by one year. The spell lasts until the caster dispels it, or the victim dies. If the target does die, the body can be used to create a zombie.

The target must be touched in order for the spell to take effect. The target is allowed a saving throw against 50% of its mind score. Failure means the spell is effective and 24 hours from the touch, the target will age one year and so on.

Since this is a curse, divine magic may be of use in breaking the curse and partially restoring the vitality of the victim. If the caster is killed within the number of days for which he has been draining his victims life, then the victims age is restored to normal.

Cheat Death

This spell allows the caster to create a receptacle for his soul. The caster can only have one receptacle at a time. If the caster dies, the caster's corpse will turn to dust. Meanwhile, dust located in the receptacle will create a new body. The body will have all of the looks and physical attributes that the caster had at the time he cast the Cheat Death spell. The caster's Mind rating, memories, and skills will be left at the current normal values the caster had at the

moment of his death.

In addition to the Mana cast of the spell, the caster needs to invest as much Mana as 50% of the caster's health. This will generate the new body's health value at the moment it is formed. The more Mana invested, the more health the new body will have. For example, the caster has 40 health. This means at least 20 additional point of Mana must be used. The caster uses 30 points of Mana. Upon the caster's death, the new body will have 30 points of health. However, the body will heal at a normal rate until it reaches 40. If the caster had raised his Health rating to 50 between the casting of this spell and his death, those 10 points are permanently lost. The maximum health a body can have is 40.

Death Fog

This spell creates what is perceived as an ordinary fog. It will fill an area of 120 square feet and rise to a height of 30 feet. It will reduce visibility to near zero. Even those creatures that can see in total darkness will not be able to penetrate the fog. Despite its ordinary appearance the fog eats away the life force of those who enter it except the caster. After one full round in the fog, it will cause everyone that enters the fog to suffer 1d6+14 points of damage regardless of any and all protection except divine magic. The subjects will continue to suffer an additional 6 points of damage for every round they are in the fog. The fog will remain for 1d6+10 rounds. For every 3 points of Mana invested at the time of activation will allow the caster to extend the distance by one foot, or the duration by one round.

Portal

This spell allows the caster to create a portal to another dimension. If dimensionology is not possessed, the caster can only create portals to hell dimensions. If dimensionology is possessed, then the caster may make a check against that ability to specify another non-hell dimension. If the check fails, then a random destination will be selected.

The spell can work as either a one way or two way portal. A one way portal is automatic. Whenever a person walks through the portal, they are instantaneously teleported to the other dimension. A two way portal requires a command word or object. The portal will only be activated by the command word or object. In the other dimension, there will be another portal created that allows travelers to return to this dimension. The portal will not draw any attention. Only those in possession of the command word or object will be able to return through the portal.

The portal is a door-like creation. It needs to be mounted on a wall, floor, or similar object. It is

made out of humanoid bones. In addition, the portal requires a permanent energy source that contains 30 points of Mana. Each opening of the portal uses 10 points of Mana. The caster can restore the lost Mana. The permanent energy source is a magical item and therefore can only be created by someone possessing Enchantment.

Unhallow Ground

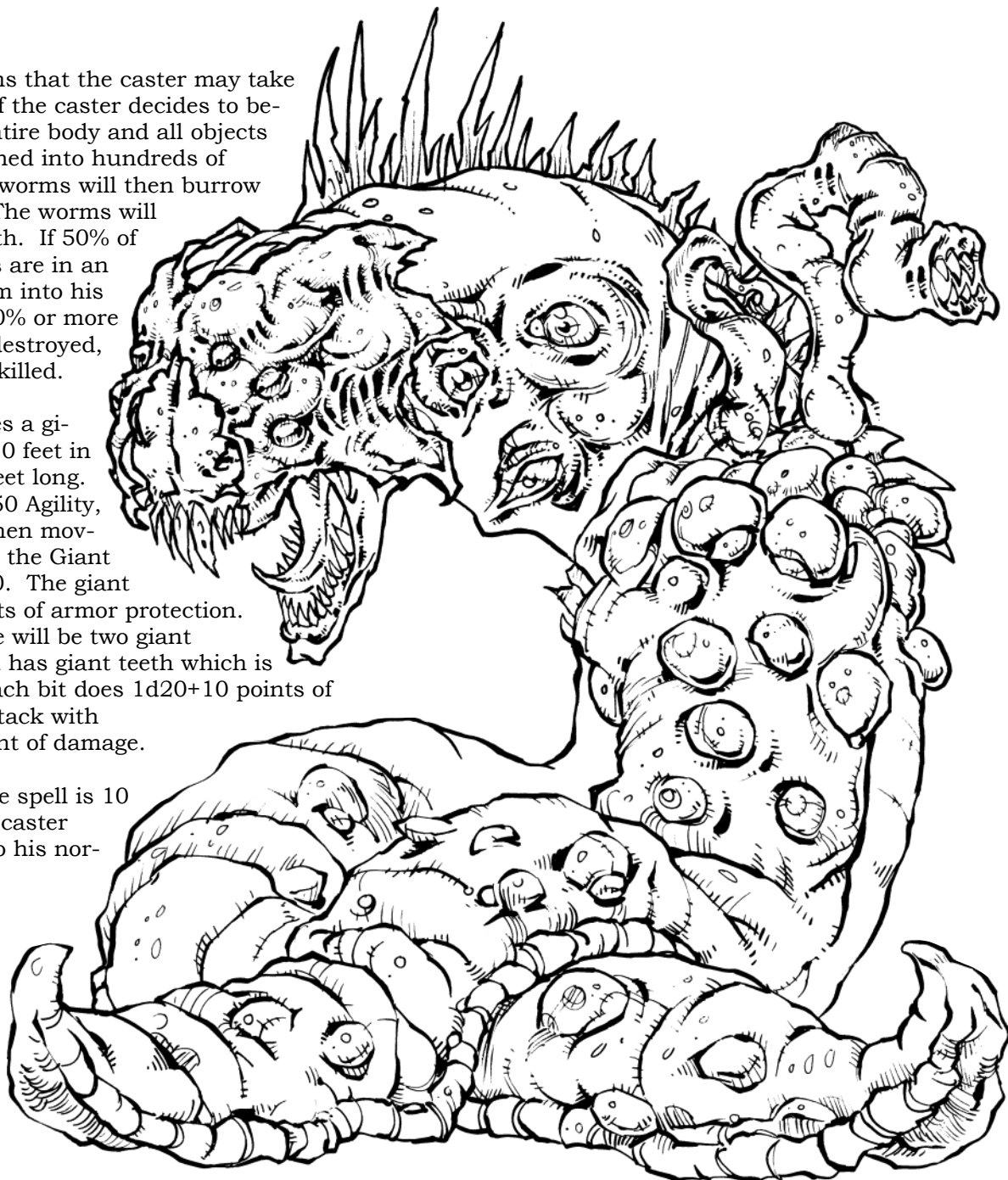
This spell allows the caster to defile hallowed ground. The amount of space that can be consecrated is 8000 cubic feet (20 feet in length, width, and height). For every additional point of Mana invested at the time of casting, an additional 20 feet in every direction is added.

Worm Form

There are two forms that the caster may take – small or giant. If the caster decides to become small, his entire body and all objects carried will be turned into hundreds of earthworms. The worms will then burrow into the ground. The worms will crawl through earth. If 50% of more of the worms are in an area, he can reform into his normal form. If 50% or more of the worms are destroyed, then the caster is killed.

The caster becomes a giant worm that is 10 feet in diameter and 30 feet long. It has 80 Health, 50 Agility, and 55 Speed. When moving through earth, the Giant worms Speed is 80. The giant worm has 10 points of armor protection. If cut in half, there will be two giant worms. The worm has giant teeth which is uses to attack. Each bit does 1d20+10 points of damage. It can attack with it tail for 1d10 point of damage.

The duration of the spell is 10 hours or until the caster wishes to return to his normal state.



SHAMANISM

Shamanism is used to cast ‘shamanistic’ magic. It is a form of divine magic, but has a separate origin than Theurgy. Theurgy relies on its powers from gods and spirits that reside in alternative dimensions. Shamanism relies on powers from nature gods and spirits. These are gods and spirits that inhabit the normal plane of existence. This spiritual energy ties all living things together. While having power over nature and its spirits, it should not be confused with Elementalism. Elementalism draws its power from the elemental planes.

The magic of Shamanism is older and more ‘primitive’ than Theurgy. The magic is divided into spheres. The Path of Regrowth governs magic over plants, the Path of Nature governs magic over animals, the Path of Unseen Forces governs magic over spirits. In addition to these three paths, there are general spells available to all paths. Shamans with a rating of 20 or below can only cast general spells. Once ratings are above 20, Shamans can specialize in a path. The path or paths that they follow will be determined by the motivation of the character, his career path, and deities/spirits primarily worshiped. One can hyperspecialize in a path to gain additional powerful spells. Only one is presented in this volume – Fungal Mastery. To have access to these spells, the character can only specialize in the Path of Regrowth and must stay that way until his Shamanism rating is above 80.

Shamanism is largely an oral tradition. Knowledge provided by the ability is passed down by word of mouth. As a consequence of this, knowledge is often lost between generations. In more developed areas where writing has been developed, archaic writing is used to record knowledge and secrets. These are usually referred to as “runes.” Runes cannot be read like a normal language. Instead, one must be under the influence of magic in order to be able to read and understand the runes. This is often the first spell taught to the young Shaman in more civilized societies.

Casting a Shamanism spell requires the Shamanism skill, a spell book with the required spell, and enough Mana to cast the spell. Further details of spell casting are covered in the Game Play section of the manual.

Casting Time and Mana Cost

The casting time required for spells depends on the power of the spell, its Mana cost, and its complexity.

Power Level	Casting Time	Mana Cost
I	Instant	2
II	Instant	3
III	Instant	4
IV	1 round	5
V	1 round	6
VI	2 rounds	8
VII	2 rounds	10
VIII	3 rounds	12
IX	3 rounds	14
X	4 rounds	16

SPELL LIST

Path of Regrowth

Accelerate Growth	IX
Barkskin	II
Briarburst	VI
Control Vines	IV
Health of the Redwood	I
Plant Form	III
Ripen	I
Solar Regen	VII
Speak with Plants	IV
Spursprout	III
Strength of the Oak	III
Thorned Weapon	I
Thorn Spray	II
Tree House	VIII
Wicker Arm	I
Wither	I

Fungal Mastery

Battle Shroom	IX
Identify Fungus	I
Spore of Weakness	V
Spore of Uncoordination	IV
Spore of Noxious Gas	VI
Spore of Shielding	III
Tangler	V

Path of Nature

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Track Malign Spirit	VII
Vision	IX
<i>General</i>	
Call Lightning	III
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Comprehend Runes	I
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Cure Light Wounds	II
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Create Snare	VI
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Nearsight	III
Neutralize Poison	IV
Pass without Trace	I
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Protection Against Were-creatures	I
Protection from Insects	IV
Purify Water	V
Raise Dead	X
Regeneration	IX
Reincarnation	X
Rejuvenation	IV
Remove Inebriation	I
Revitalize Land	IX
Summon Rain	III
Tabula Rasa	V
Tattoo	X
Zephyr	I

SPELL DESCRIPTIONS

Path of Regrowth

Accelerate Growth IX

This spell allows the caster to accelerate the growth of all plant life in a one square mile area. The plants will have their growth accelerated by one month. For every additional 4 points of Mana added at the time of casting, the plants accelerate the growth by one month. This accelerated growth not only means larger plants, by flowering, fruit development, etc.

Barkskin II

This spell allows the caster to harden his skin. The skin will have a bark-like skin. The spell grants an additional 2 points of armor. The spell lasts for one hour.

Briarburst VI

This spell allows the caster to create thorny vines that surround his body. The thorns will then shoot out and hit any target that is within 10 feet of the caster. The thorns do 2d8 points of damage to each target.

Control Vines IV

This spell allows the caster to control any vine or vine-like plant that is within 100 feet of the caster. The vine or vines will obey the will of the caster. It moves at a rate of 15 feet per round. It can constrict or tangle a target. If constricting, it does 2 points of damage per round – more if choking a vital area. It can hold up to 500 pounds of weight. The vine can take 30 points of damage before breaking. Once broken, the caster loses control of the vine. The spell lasts for 1 minutes (10 rounds).

Health of the Redwood I

This spell allows the caster or any willing subject to temporally boost his health. The caster must have his full health for the spell to work. It adds an additional 10 points of health. The duration of the spell is one hour.

Plant Form III

This spell allows the caster or any willing subject he touches to assume the form of a plant. He must either have a piece of the plant or see the plant he wishes to transform into. The plant must be within 10-200% of his size. The spell lasts for three hours or until the caster wills the end of the spell. Unless magical means are used, there is no way of detecting that this is not a normal plant. While in plant form,

the caster will be able to sense all that is going on just like he had his normal senses.

Ripen I

This spell allows the caster to instantly ripen any fruit, vegetable, root, or similar plant object. The object to be ripened must be touched. The spell lasts for one minute and all objects touched will ripen.

Solar Regen VII

This spell allows the caster to regenerate his health using the sun. When cast, the subjects skin will have a slight green color to it. When the subject takes any damage, he will begin regenerating two points of health per round. The duration of the spell lasts for one minute (10 rounds). The duration of the spell does not begin until damage is taken. Prior to that, the spell is in hibernation mode for up to 12 hours. The spell only works during the day and if the subject is outside. Unless clouds reduce the light to near nighttime levels, the spell will still work.

Speak with Plants IV

This spell allows the caster to communicate with plants. The plant can only answer yes or no questions. The duration of the spell is one minute, plus 1 minute for every additional 2 points of Mana added at the time of casting. The maximum duration is 5 minutes. The plants answers will only be heard in the mind of the caster.

Spursprout III

This spell causes the caster's or another willing subject's body and armor to become thorn-like. Any melee attack against the caster will cause 2 points of damage to the attacker. The damage ignores all non-magical armor protection. The spell lasts for one hour plus one additional hour for every additional point of Mana added at the time of casting.

Strength of the Oak III

This spell increases the strength of the caster or any willing target. The spell gives the caster the equivalent Athletics of at least 20 or add 20 to Athletics if already possessed.

Thorned Weapon I

This spell enchants any weapon to give a bonus of 5 to hit and damage. Thorns will grow on the weapon. The duration of the spell is one hour.

Thorn Spray II

This spell allows the caster to summon and shoot thorns at any target within 20 feet of him. The thorns do 2d8 points of damage. For every additional two points of Mana added at the time of activation, another point of damage occurs. This spell ignores all non-magical armor protection.

Tree House VIII

This spell allows the caster to create an extra-dimensional space inside of a tree. The tree must be large enough for the caster to fit inside. If so, then a door is created on the outside of the tree. The caster and up to 7 additional people can enter in the tree. Once inside, the door will disappear and the tree will appear normal from the outside. No one will be able to enter the tree, but if the tree is destroyed, all those inside are ejected. Inside they will find an area that looks like the tree had been hallowed out. The area will be adequate in size for all involved to comfortably rest. The spell lasts for 24 hours after which time the space collapses and all still inside are ejected.

Wicker Arm I

This spell allows the caster to summon vines to grow out of his arm. The vines will form a mesh and harden into a shield. The shield is activated by a command word. The shield offers two points of protection. Once activated, the shield lasts for 10 minutes.

Wither I

This spell allows the caster to cause a touched plant to instantly wither and die. The plant can be no larger than twice the caster to be affected.

Fungal Mastery

Battle Shroom IX

This spell allows the caster to summon a nature spirit in the form of a giant Fungus. The Fungus will be approximately 3 feet in height. Fibrous roots looking more like tentacles surround the base of the fungus. This grants limited mobility. The Fungus must be within 20 feet of the caster at all times. If the distance is greater than 20 feet for more than one round, the spirit is released and the fungus dies.

The fungus obeys the will of the caster. It can follow simple directions such as to attack a single target. It can only move within a 3 foot radius of where it was summoned. If it moves, it can do nothing else that round but move.

Any Path of Regrowth spell can be cast on the Fungus or through the fungus. For example, Health of the Redwood could be used to increase the Fungus' health. The caster could also cast Briarburst. Instead of the thorns being summoned on the caster and shooting out, they are summoned on the Fungus and shoot out.

In addition to this, the Fungus has its own attack. Unless directed to a specific target, the Fungus will attack the nearest hostile target. It can only hit targets that are within a 5 foot radius of it. Targets will suffer 1d10 points of damage from a magical blow. This ignores all non-magical protection.

The Fungus has the follow attributes:

H: 60 A: 50 M: 40 S: 20 Armor: 10 points of protection

The fungus lasts until destroyed or for one hour. If destroyed, the caster must wait 24 hours before summoning another Fungus.

Identify Fungus I

This spell allows the caster to identify any fungus and know its properties. The spell lasts for one minute.

Spore of Weakness V

This spell allows the caster to summon a giant fungus within 20 feet of the caster. It will be around the height of 1 and a half feet. The spore will pump out an invisible and odorless gas. The area of effect is within 10 feet of the spore. The result of the spell is reducing the health of all targets by 10 points. Any health based ability will have its effectiveness reduced by 10%. If the targets move out of the area, the effect immediately wears off. The duration of the spore is one minute (20 rounds). The spore can be attacked. It has 20 points of health, but no armor protection.

Spore of Uncoordination IV

Similar to the Spore of Weakness except that it reduces Agility by 10 points and any Agility based abilities by 10%.

Spore of Noxious Gas VI

This spell allows the caster to summon a giant fungus within 20 feet of the caster. It will be around the height of 1 and a half feet. The spore will pump out an invisible gas. The area of effect is within 10 feet of the spore. The gas causes 1d12 points of damage per round to those within the area of effect. This ignores all armor protection that does not protect

against poison. The spore is active for one minute (20 rounds). The spore can be attacked. It has 20 points of health, but no armor protection. If destroyed, the ill effects stop, but are not reversed.

Spore of Shielding III

This spell allows the caster to summon a giant fungus within 20 feet of the caster. It will be around the height of 1 and a half feet. It provides magical protection to all friendly targets that are within 10 feet of the spore. The magical protection will absorb one blow up to 20 points of damage. If the magic shield is broken, it regenerates itself over the subject if he is still within 10 feet of the spore. It takes 2 rounds for the bubble to regenerate. The spore lasts for one minute. The spore can be attacked. It has 20 points of health, but no armor protection.

Tangler V

This spell allows the caster to summon a giant fungus within 20 feet of the caster. It will be around the height of 1 and a half feet. The tangler has vine-like appendages at its base that have burrowed through the ground in a 10 foot diameter around it. Vines can shoot out of the ground in this area at any time. Any hostile target that is within this area has a chance to be tripped or ensnared by the vines. Any hostile subject must make a save versus Speed to prevent being tripped. If tripped, the target must save versus Speed to avoid being ensnared. If tripped, it takes one round to recover. If ensnared, the target is trapped and unable to move until either he is cut free or the Tangler dies. The Tangler is active for one minute (10 rounds). It can be attacked. It has 30 points of health, but no armor protection. If destroyed, the ill effects stop.



Path of Nature

Agility of the Rabbit II

This spell increases the caster, or any one willing subject he touches, agility. The agility is increased by 10 points. The duration of the spell is one hour.

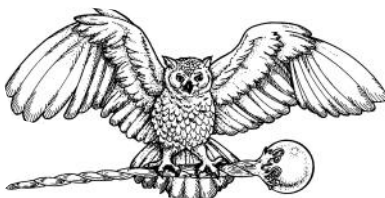
Animal Armor I

This spell allows the caster to create magical protection for any animal he touches. The animal will have

an additional 5 points of armor protection. The magical protection can absorb 20 hits before dissipating.

Animal Familiar X

This spell allows the caster to summon an animal companion that will serve the caster. Typically the animal summoned will be a bear or great cat, occasionally a large bird. It will be an animal from the local area where the spell is cast. The animal will willingly serve the caster in any capacity possible. The familiar will be a friend and link between the caster and the natural world. The familiar, while giving advice, does not speak for the nature spirits or its deities. The animal called can have a maximum of 150% of the caster's health. The summoned animal serves until its death. The animal cannot be dismissed. However, ill treatment will cause the animal to discontinue service. However, in such cases, an additional familiar cannot be summoned. The caster may only have one familiar at a time. If the familiar dies, the caster can summon a new familiar as long as there is no guilt on the caster's soul regarding the death of his previous familiar.



Animal Form IX

This spell allows the caster, and all items carried and worn, to assume the form of any mammal. The caster must possess hair of the animal he wishes to transform into. He is limited to one animal form for every 10 points in Shamanism. The spell lasts for 6 hours. The caster can change back and forth at will for a maximum of 6 times.

Animal Guardian IV

This spell allows the caster turn any domesticated animal into a warning system. Once touched, the animal will warn the caster of any enemies or strangers that come within 100 feet of the animal. The animal will make noise to draw the attention of the caster. The duration of the spell is one month.

Bird Form IX

This spell allows the caster, and all items carried and worn, to assume the form of any bird. The caster must possess a feather of the bird he wishes to transform into. He is limited to one bird form for every 10 points in Shamanism. The spell lasts for 6 hours. The caster can change back and forth at will for a maximum of 6 times.

Cat's Eyes II

This spell allows the caster to see as well in the dark as a cat. The duration of the spell is 12 hours.

Charm Animal V

This spell allows the caster to charm any animal that's health is equal to or less than the caster's health. The animal must be within 20 feet of the caster. The animal will obey any commands it can be made to understand if those commands are not suicidal. The animal will not obey any suicidal commands. If commanded to take an action that is likely to lead to its death, the charm is broken. The duration of the spell is 24 hours. Each additional 2 points of Mana adds one day of service up to a maximum of 30 days. The animal must stay within 100 feet of the caster unless performing a service for the caster. If the service requires the animal to go more than a half a mile away from the caster, the spell is broken.

Decompose III

This spell allows the caster to decompose any corpse that is touched, whether it is animal, reptile, humanoid, etc. The corpse will wither away to dust within 5 minutes of casting.

Fish Form IX

This spell allows the caster, and all items carried and worn, to assume the form of any fish or crustacean (but not aquatic mammal). The caster must possess scales, shell, or skin of the creature he wishes to transform into. He is limited to one form for every 10 points in Shamanism. The spell lasts for 6 hours. The caster can change back and forth at will for a maximum of 6 times.

Protection Against Dragons VII

This spell allows the caster to protect an area from dragons or similar creatures like drakes. The spell only protects against one type of creature that is named by the caster at the time of casting. No dragon is able to enter or attack anything within the area for one hour.



Protection Against Venomous Creatures VII

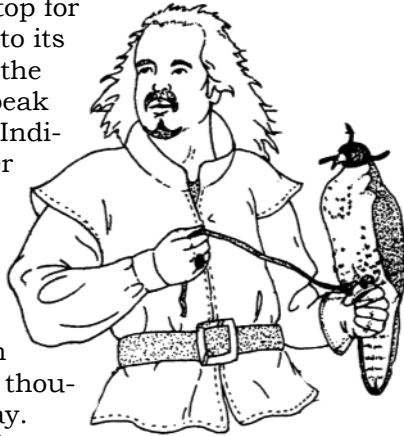
This spell allows the caster to protect an area from all venomous creatures for up to 24 hours. The area of affect is a 100 foot diameter circles around the caster at the time of casting. This spell bares all natural and unnatural venomous creatures from entering the area or attacking anyone inside of it. In addition, the barrier will be uncomfortable to be around so venomous creatures are unlikely to be waiting on the outsider perimeter.

Speak with Animals V

This spell allows the caster to speak with an animal. If more than one animal of the same time is present, the caster may speak with all of them. The animals can answer simple and direct questions. Only the caster is able to understand the animal. The duration of the spell is 5 minutes.

Speak Through Avian VIII

This spell allows the caster to use any bird as a means of communication. The caster must touch the bird. The bird will then fly to the destination designated by the caster. It will fly as fast as possible and will only stop for necessities. Once to its designated target, the caster is able to speak through the bird. Individuals at the other end can speak to the bird, and the caster will hear. Thus it is possible to carry on a direct conversation when the caster is thousands of miles away. Once communication has begun, the duration of the spell is 15 minutes. For every 4 points of Mana added at the time of casting, 15 more minutes is added to the time. Once the conversation has ended, the bird is free from its service and will return to its previous location and/or its normal activities.



Speed of the Cheetah III

This spell increases the caster, or any willing subject he touches, speed by 15 points. In addition, the subject is able to attack twice per round with no penalty. The duration of the spell is 5 minutes. The spell can only be cast on the same target once per hour.

Summon Animal IV

This spell allows the caster to summon a specific type of animal to his location. The type of animal summoned depends on the will of the caster. The animal must be within 1 miles of the caster. If none are available, the spell fails. Once called, the animal are friendly towards the caster unless they are harmed. The animal will hang around for 15 minutes before leaving the area.

Path of Unseen Forces

Banishment IX

This spell can only be used by a caster that has 80 or above in Shamanism.

This power allows the caster to banish or destroy any demon, devil, fiend, or imp that is in the same area as the caster – including if the Demon is possessing a body. If the spell is used against a demon in the demons home realm, it is destroyed. If it is used in any other dimension, then it is simply banished.

To determine success of the banishment after successfully casting the spell, an additional check is made against Shamanism minus the current health of the demon, minus an additional 20 points. For example, if the caster has 80 in Shamanism and the demon has 40 health, leaves 40 then minus another 20 points, leaves the caster needing to roll 20 or below. The demon is banished for one year. For every three points invested at the time of casting, the chance of success is increased by one point.

Banishment: Oni IX

This power allows the caster to destroy any Oni that is in the same area as the caster – including if the Oni is possessing a body. To determine success of the banishment after successfully casting the spell, an additional check is made against Shamanism minus the current health of the Oni. For example, if the caster has 60 in Shamanism and the Oni has 40 health, then the caster needs to roll 20 or below. For every three points invested at the time of casting, the chance of success is increased by one point.

If the spell is used against an Oni in another dimension, then the Oni is sent back to the material realm for one year instead of being destroyed.

Banishment: Spirit VIII

Same as Oni, but for Spirits.

Capture Animal Spirit VIII

This spell allows the caster to trap an animal spirit. The caster must prepare a circle using holy material for the spell the work. Once cast, the spell will attract the closest animal spirit that is within 100 feet of the circle. One in the circle, the spirit is trapped. The animal spirit can attempt a save at 50% of its current health to avoid being trapped. If the animal fails it save, then it is trapped in the circle. The caster can attempt to destroy an evil animal spirit. To determine if the Shaman can destroy the spirit, a check is made against Shamanism minus the current health of the spirit. For example, if the caster has 80 in Shamanism and the spirit has 50 health, then there is the caster needs to roll 30 or below to destroy the spirit. If the caster fails, or does not attempt its destruction, then the animal is trapped for one hour. Once freed, it will flee the area for 15 minutes before being able to control itself. Friendly animal spirits, if caught, are only held for five minutes or until the Shaman releases the spirit. It will not flee.

Capture Humanoid Spirit IX

This spell is similar to the Capture Animal Spirit spell. The differences are that the humanoid spirit is allowed a check against its current health to determine if it can break free of the trap. To determine if the Shaman can destroy the spirit, a check is made against Shamanism minus the current health of the spirit. For example, if the caster has 80 in Shamanism and the spirit has 50 health, then there is the caster needs to roll 30 or below to destroy the spirit.

Protection Against Spirits I

This spell grants the recipient 5 points of divine protection against spirits. It further makes the recipient immune to any draining effects by spirits. This spell lasts 2 minutes (20 rounds).

Spirit Form VI

This spell allows the caster and all the he is carrying to assume the form of an invisible immaterial humanoid spirit. While in spirit form, he cannot be seen by normal vision. He can pass through solid objects. He is still able to see the physical world. In addition, he can see any other spirit. While in spirit form the caster is able to attack spirits. The duration of the spell is one hour plus one hour for each additional two points of Mana added at the time of casting. He can resume physical form at any time and go back into spirit form. However, each additional transformation reduces the duration of the spell by 30 minutes.

Spirit of Anger III

This spell allows the caster to summon a nature spirit. The spirit will become quasi-material in nature. It will head towards one target designated by the caster. It moves at a rate of 15 feet per second. The target must be within eyesight when cast. The spirit will fly towards the target and hit it. Upon impact, the target suffers 2d8 points of damage that ignores all armor protection, except magical armor that protects against spirits.



Spirit Shield III

This spell creates an invisible bubble around the caster. It will absorb any physical damage regardless of the amount of damage. Once any amount of physical damage is done, the bubble is broken. However, breaking the bubble will not interrupt the caster while he is casting.

Spirit Sight III

This spell allows the caster to see any and all spirits even if they are immaterial and invisible. The duration of the spell is one minute.

Spirit Smite I

This spell causes damage to one spirit target within 120 feet of the caster and that is within sight. The spell causes 2 points of damage. For each additional point of Mana added at the time of casting, 2 additional points of damage are done. If the spirit reaches zero health, then it is destroyed.

Spiritual Weapon III

This spell enchants any single weapon touched with the capacity to his spirits, devils, onis, and similar creatures. It grants +10 to hit and +10 damage that ignores armor protection. The duration of the spell is 2 minutes (20 rounds).

Track Malign Spirit VII

This spell allows the caster to track a single malign spirit that has caused harm to others of the same faith as the Shaman. The spell allows the caster to know in what direction the spirit is located and approximately the distance. The spell works for 24 hours. Any an additional 9 points of Mana added at the time of activation, the spell will work an additional day up to 7 days.

Vision IX

This spell allows the caster to enter into a trance to commune with nature spirits. While in the trance he is able to receive guidance from the spirits. The vision received will be just that – a vision. It is subject to interpretation. The content of the vision is determined by what the caster was concentrating on. For example, if the caster is concentrating on what happened to his son, may see images of his son being taken by a masked man, and then a castle overlooking a lake. The specific details are left up to the GM.

General

Call Lightning III

This spell allows the caster to cause a lightning bolt to strike any target that the caster is able to see. In order for the spell to work, clouds must be present. Each bolt does 1d8+8 points of damage.

Calm Winds IX

This spell allows the caster to reduce the wind in an area of up to one square mile. The caster can reduce the wind by 1 MPH per point in Shamanism. The speed will reduce by 10 MPH per round.

Comprehend Runes I

This spell allows the caster to read Shamanistic ‘runes.’ The duration of the spell is one hour. Each additional point of Mana added at the time of casting adds one additional hour.

Confusion II

This spell allows the caster to confuse any single target that he can see. The target will forget what he is doing and will not know why he is there or even

where he is at. The duration of the spell is 1d4 rounds. If in a combat situation, the duration of the spell is one round. During that round, the target will be unable to take any action.

Cure Blindness I

This spell allows the caster to cure blindness on a single target. If the cause of blindness is the product of natural causes, then a second check against Shamanism is required with a 50% penalty.

Cure Disease V

This spell cures any disease, illness, infection, etc. The subject must rest for an equal amount of time as the subject has been sick. Travel is possible, but can only move for 30 minutes before requiring one hour of rest. The subject can only move for 4 hours a day

Cure Light Wounds II

This spell heals any touched target 5 points of damage. The spell can only affect the same target once per hour.

Create Pit VI

This spell allows the caster to magically hollow out an area. The area will then be covered with appropriate ground clutter. The pit is unable to be discovered by normal means. If a victim walks over the area, he will fall into the pit. The pit is 15 feet deep and 10 feet wide. The victim will suffer 1d10 points of damage. The pit can be avoided with a successful check against Speed.

Create Snare VI

This spell allows the caster to create a magical snare in a wooded area. The caster designates a tree no more than 25 feet in height for the victim to be dangerous from. The caster designates a 25 square foot area for the trap that is no more than 25 feet from the tree. Any single target that comes within the area will be caught in the snare unless it saves versus Speed. If caught, the target suffers 1d10 points of damage and anything held will be dropped. The caster can designate if the trap is to be sensitive to animal or humanoid targets.

Create Water II

This spell allows the caster to create 5 gallons of pure drinkable water.

Double Heal I

This spell allows the target to heal at double the nor-

mal rate. In addition, any magical heals will heal 50% more health. This effect is only for the first heal spell. The duration of the spell is 24 hours.

Dryplace I

This spell allows the caster to completely dry a place. Puddles will dry and mud will become like dry dirt. The area of effect is 100 square feet around the caster.

Hallow Ground IX

This spell consecrates any wooded area that is not defiled or inhabited by malevolent forces. The area must be cleansed of all malevolent forces prior to casting for it to succeed. The amount of space that can be consecrated is 10 square feet per point in Shamanism. For every additional point of Mana invested at the time of casting, an additional 20 feet in every direction is added. Consecration makes the area an unfavorable place for malevolent spirits and netherbeings. They will avoid entering the space and some creatures may be completely incapable of doing so. Malign activities will decrease in the area. The exact effects on malevolent creatures are left up to the GM to decide on a case-by-case basis. The area is also suitable for conducting rituals, sacrifices, and religious meetings. The duration of the hallowing is one day per point of Shamanism.

Increase Nature Ability V

This spell allows the caster to increase another subject's single nature skill by ten points. Each additional two points of Mana increases the subject's skill by one additional point. The subject must possess the skill. The caster must specify what skill he is attempting to increase. Nature skills are Ranging, Archery, Survivalist, Elementalism, Shamanism, and Alchemy. The duration of the spell is one minute (10 rounds).

Nearsight III

This spell allows the caster to cause any single target that is within eyesight to become nearsighted. The target will suffer a 50% penalty when attempting to use ranged attacks. Spells that require the target to see more than 10 feet in front of him are impossible. The duration of the spell is 1d4 rounds.

Neutralize Poison IV

This spell nullifies any poison within the subject's system. In addition, it heals 1d10 points of damage suffered from the poison. If a subject has died of poison, this spell must be cast before any attempt to raise him from the dead. If not, then the poison will once again kill the subject.

Pass without Trace I

This spell allows the caster to walk without leaving any trace or trail to follow. For an additional 3 points of Mana, one additional target can be affected. The spell lasts for 10 minutes.

Protection Against Disease V

This spell makes the caster, or any touched target immune to all diseases – even magical ones, for one week. If a disease is already present, then the spell will not sure that disease and it will progress normally.

Protection Against Lycanthropes I

This spell allows the caster, or another willing subject, to be immune to Lycanthropy. In addition, any lycanthrope that attacks the target will incur a 10 point penalty. The duration of the spell is four hours.

Protection from Insects III

This spell allows the caster to clear an area of 100 square feet around him at the time of casting of all harmful insects. The duration of the spell is one day, plus one day for every additional point of Mana added at the time of casting.

Purify Water V

This spell allows the caster to purify up to 100 gallons of water. The spell will remove all poisons and toxins. It also separates out dirt and other sediments from the water. What is left is pure drinkable water.

Raise Dead X

This spell enables the caster to bring a subject back to life by recalling the spirit to the body. The spell must be cast within one hour of death. The spell will restore to the subject to 10% of its base health. The subject will be unconscious or otherwise incapable of moving. The subject must be removed to a safe location to rest within one hour. After 24 hours of rest, the subject will be conscious again. It will require a total of ten days to fully heal. The subject must rest for the full ten days. Failure to do so will result in shock to the system and the spirit will leave the body resulting in irreversible death for the subject. The subject must not worship any religion that is opposed to that of the caster's religion.

Regeneration IX

This spell enables the caster to regenerate any part of the body. There is a 30-point penalty to the

chance of success. If a regeneration fails, then the missing body part will never be able to be regenerated. Each additional 10 points of Mana invested at the time of casting will allow the regeneration of one additional part on the subject. The person who has had a regeneration must rest for one week plus 1 day for each additional body part restored.

Reincarnation X

This spell allows the caster to reincarnate any animal or humanoid corpse that is touched. The reincarnated body will appear within 10 feet of the original body. The corpse can be no more than one day old. The soul will inhabit the new body and possess all of its memories. The new body will be that of a fully grown adult. If an animal is reincarnated, and it was a benign creature, there is a 5% chance of it being reincarnated as a humanoid. If it is a humanoid that is being reincarnated, it has a 25% chance of being reincarnated as a humanoid. This does not mean it will be of the same race as the humanoid originally was. The exact race or species will be determined by the GM.

Rejuvenation IV

This spell allows the caster to heal any touched target over time. The target will heal 1d6 points of damage every 10 minutes for a total of one hour. Each additional 2 points of Mana added at the time of activation increase the duration of the spell by one hour. The target may only be affected by this spell once per 24 hour period.

Remove Inebriation I

This spell allows any target touched by the caster to sober up. The target will have all alcohol removed from his system within 10 minutes at which time he will be completely sober.

Revitalize Land IX

This spell allows the caster to bless the land of up to 10 square miles. Flora and Fauna will thrive in the area. Storms, draughts, floods, disease, etc are lessened. Fertility and growth are encouraged. The spell can only be cast in any given area once every three months.

Summon Rain III

This spell creates a one-mile storm around the caster. The entire sky will suddenly darken with dark clouds. Everything will receive a gentle downpour of rain with 1 inch of rain falling an hour (1/2 an inch in dry climates). If the temperature is 35°F or less then snow will form. It will fall at 3 inches an hour. The snow will stick and will not begin to melt

until after the storm has passed. The duration of the spell is 15 minutes. Each additional two points of Mana added at the time of casting increasing the duration of the spell by 15 minutes. The clouds will dissipate after the spell. The maximum duration of the spell in two hours.

Tabula Rasa V

This spell allows the caster to remove all memories a target has over a one hour period. The target must be within eyesight of the caster. The target will forget everything he said or did during that time. The target is allowed a check against his Mind rating to resist the effects.

Tattoo X

This spell allows the caster to store spells the caster currently knows as tattoos on his skin. In addition to the Mana cost of this spell, the appropriate amount of Mana for each spell being stored must also be expended at the time of casting the Tattoo spell. The caster can create one tattoo for every ten points he has in Shamanism. It takes one hour of time for each tattoo. The stored spells will last for one year before their power fades.

In order to cast one of the spells that is embodied by a tattoo, a simple command word is spoken. The spell will be cast instantly as this point regardless of the spells actual cast time. The tattoo will disappear and it will be painful. It causes 5 points of damage per tattoo disappears from being used.

The GM should make the skill check when casting the tattoo spell. Each tattoo done requires one check against Shamanism. If the check fails, the GM should note what spells will not work. The caster will not know this. Upon activation of these failed tattoos, failure occurs. The failure results in the loss of the tattoo, but the effect of the spell will be different. A low power spell will simply not work, but a more powerful spell may have some random effect. The exact effect is up to the GM.

Zephyr I

This spell allows the caster to summon a gentle breeze with the blessings of air spirits. The wind will be 50 feet in width and height. The wind moves at a rate of 10 MPH for one minute. It will clean the air as it passes removing smoke, fog, and similar items. The spell is not generally strong enough to remove smoke, poisons, fog, etc. that are magically created.

SORCERY

The Sorcery ability governs the use of Sorcery spells. Sorcery draws its power from Hell Dimensions. In part, it is the magic used by demons, devils, and fiends. However, it has additional uses. Much of the power of the Hell Dimension is blocked from this dimension, so the potency and availability of spells are limited. Sorcerers do tend to be malign, but it is not required. They specialize in summoning netherbeings to do their biddings. In addition, they can call forth other magical powers to assist them. Summonings requires proper material and one minute spent preparing the area.

Casting a Sorcery spell requires the Sorcery skill, a spell book with the required spell, and enough Mana to cast the spell. Further details of spell casting are covered in the Game Play section of the manual.

Casting Time and Mana Cost

The casting time required for spells depends on the power of the spell, its Mana cost, and its complexity.

Power Level	Casting Time	Mana Cost
I	Instant	2
II	Instant	3
III	Instant	4
IV	1 round	5
V	1 round	6
VI	2 rounds	8
VII	2 rounds	10
VIII	3 rounds	12
IX	3 rounds	14
X	4 rounds	16

SPELL LIST

Baldness	I
Beguile	VI
Cannibalize	III
Clone	IX
Desecrate	X
Detonation	III
Fire Snake	V
Hands of the Netherworld	VI
Hell Fires	II
Hell Portal	X
Hellfire Stream	IV
Gate of Hell	X
Imp Form	VII
Improve Agility	VII
Improve Health	VI
Insanity	VII
Lethargy	I

Lock	III
Misfortune	VII
Offerings	VI
Pentacle of Protection	VII
Possession	X
Protection from Holy	X
Quarrel	II
Shield of Flames	III
Smell	I
Succubus	X
Summon Imp	VIII
Summon Devil	X
Summon Demon	X
Summon Fiend	X
Tempt	IX
Trap Oni	X
Unhallow Ground	X
Vice	II

SPELL DESCRIPTIONS

Baldness I

This spell allows the caster to channel malign energy from the netherworld to cause any single target within 13 feet to become completely bald. Their hair will fall out in large clumps. The duration of the spell is 13 hours. After this time, the hair will instantly grow back to the length and style it was before. If the spell is cast on someone that is bald, long hair will grow. The hair will remain for 13 minutes. After this time, the hair will fall out in clumps.

Banishment: Deital Minion X

This power allows the caster to banish or destroy any summoned deital minion that has been summoned by a Theurgist. This spell requires the blood of any type of demonic being. The spell cannot be used in any Divine Dimension.

To determine success of the banishment after successfully casting the spell, an additional check is made against Sorcery minus the current health of the Minion. For example, if the caster has 60 in Theurgy and the Minion has 40 health, then the caster needs to roll 20 or below. The Minion is banished for 13 days. Each ounce of demonic blood used grants a +1 to success for each ounce used up to a maximum of 20 ounces.

Beguile VI

This spell allows the caster to befriend, bewitch, and charm any single humanoid target. The caster must meet the gaze of the target and the target must be within 13 feet of the caster. If the target does not make a save versus 50% of its Mind rating, then demonic energy from a hell dimension will charm the target. The target will befriend the caster and be-

lieve anything he says. If possible, the target will defend the caster both verbally and physically. Targets who are the opposite sex of the caster will believe they have fallen in love with the caster and will seek to pleasure/seduce the caster. The target will generally do whatever the caster asks. If the caster asks for something that goes against the target's ethos, the target is entitled to a new save. The duration of the spell is one day, plus one day for every additional four points of Mana added at the time of casting. If the spell is allowed to wear off, then the victim has no ill will towards the caster. If the target breaks the bond by a successful save, then the target may seek vengeance if he knows that the caster beguiled him. Without proper reason to suspect the caster, then the target will not know what came over him, and will leave and seek to avoid the caster in the future.

Cannibalize III

This spell allows the caster to sacrifice his own health to regain Mana. Every second the spell is active, the caster's health will decrease by 5 points and his Mana will increase by 3 points. The spell must be active a minimum of one round and a maximum of 20 rounds. Heal spells can restore lost health.

Clone IX

This spell creates an exact physical duplicate of the caster. However, this version has a blank mind. The caster must invest Mana equal to one-half of his normal health, plus 18 additional points, at the time of casting. The clone will remain lifeless and in a perfectly preserved state until the death of the caster. The caster's soul and mind, upon death, will then inhabit the clone and bring the clone to life. That is, as long as the clone still exists and is not significantly harmed. Therefore, when using the spell, it is important that the clone be kept in a secure and comfortable place.

A check against Sorcery is made by the caster at the time his dead soul is going to inhabit the clone. If he fails, then his soul will go to the afterlife.

Unlike the Enchantment version of the spell, a clone of someone other than the caster cannot be made.

Desecrate X

This spell allows the caster to remove consecration and any divine protection from a building. The amount of space that can be consecrated is 8000 cubic feet (20 feet in length, width, and height). For every additional four points of Mana invested at the time of casting, an additional 8000 cubic feet is added.

Detonation III

This spell causes the lingering flames of the Hell Fires to explode and hit all targets within 6 feet of the target. The damage caused to each target is the same as Hell Fires. For example, if the target has been hit by his third Hell Fires spell, he will suffer 3d8 points of damage. Detonation will cause all subjects within 6 feet on him, including the subject of the Hell Fires spell, to suffer 3d8 points of damage. Detonation will extinguish the flames.

Fire Snake V

This spell allows the caster to turn any source of fire into a stream of fire that is under the command of the caster. The source of fire will immediately take the form of a 10 foot large thick snake. The Fire Snake can exist without a source of fuel, but not oxygen. Any easily combustible object that comes into contact with the Fire Snake will catch on fire. If the Fire Snake attacks a target, it burns the target for 1d12 points of damage. The Fire Snake will remain for one minute (10 rounds). It cannot be harmed, but can be destroyed by dispel magic, a strong magical wind, or magical water.

Hands of the Netherworld VI

This spell allows the caster to create a 13 foot diameter opening on the ground to a hell dimension. It is only a partial opening and no one can be fully pulled through. However, hands, claws, and demonic appendages will reach from hell and grab any target within the area. A save versus Speed will prevent from being grabbed. If grabbed, the target cannot take an action for one round and suffers 13 points of damage. All those in the area suffer a 50% penalty to any ability use while they remaining in the area of effect. A save must be made every round while in the area of effect. The duration of the spell is four rounds.

Hell Fires II

This spell allows the caster to summon fires from a hell dimension. The fires will hit a single target that is within 20 feet of the caster that the caster can see. The fires cause 1d8 points of damage that ignores all non-magical armor protection. The flames do not consume anything. The flames linger for one round and if hit by an additional Hell Fires spell, will cause double damage. That is the second spell will cause 2d8 points of damage. A third spell will be 3d8, a fourth 4d8 and a fifth 5d8 points of damage. The maximum number of effects is 5. However, if there is a round that passes with the target not being hit, the flames fade away. The target is then immune from the spell for the number of rounds he was affected by the spell.

Hell Portal

X

This spell allows the caster to open a portal to a hell dimension. The portal is active for one minute. All those passing through the portal will have the ability to survive in the dimension. That is they will be able to breathe the air, endure the heat, flames, etc. The duration of the spell is 13 hours. After which time, all subjects are recalled to the dimension they came from. If anyone dies while in the hell dimension, his spirit is permanently trapped there. Dimensionology, is not needed to navigate to the correct hell dimension.

Hellfire Stream

IV

This spell allows the caster to turn his body into a conduit for the flames of a hell dimension. A 3 foot wide, 13 foot long stream of flame will shoot from the caster. All targets within the area will suffer 1d6+14 points of damage. The flames ignore all armor protection, except magic. The duration of the spell is one round, plus one round for every additional 3 points of Mana. If the caster is hit, the flames are interrupted and the spell is canceled.

Gate of Hell

X

This spell creates a gate to a hell dimension. Any demonic creature that is within 13 feet of the portal will be sucked back to hits home dimension unless it makes a save versus speed. The creature must stay in its home dimension for a minimum of 13 hours.

Imp Form

VII

This spell allows the caster to assume the form and powers of an Imp. In addition, the Health and Agility of the Imp is added to the caster's. The caster retains all of his abilities while in imp form. The duration of the spell is one hour.

Improve Agility

VII

This spell allows the caster to increase the Agility of any creature from a hell dimension. Agility is increased by 5 points. For every additional 3 points of Mana added at the time of casting, an additional two points of Agility can be added. A maximum of 13 points can be added and the duration of the spell is 13 hours or until the creature returns to its home dimension.

Improve Health

VI

This spell allows the caster to increase the Health of any creature from a hell dimension. Health is increased by 6 points. For every additional 4 points of Mana added at the time of casting, an additional two points of Health can be added. The duration of the

spell is 13 hours or until the creature returns to its home dimension.

Insanity

VII

This spell causes up to 13 designated targets that are within 30 feet of the caster to go temporarily insane. Those affected will suffer from visual and auditory hallucinations. There is a 25% chance that the target will be paralyzed by fear, a 25% chance of attacking a random target, a 25% chance of attacking an imaginary target, and a 25% chance of running away. What the target does it determined randomly each round the target is under the effect of the spells. After the first round, each target is entitled to a save versus 50% of Mind. If successful, the spell is broken. If not, then the target is allowed a save each round. The duration of the spell is 4 rounds.

Lethargy

I

This spell allows the caster to cause any target within 30 feet of him to become tired and incapable of taking any action. The duration of the spell is two rounds. Each additional point of Mana added at the time of casting extends the duration by one round up to a maximum of ten rounds. For every two additional points of Mana added at the time of casting, one additional subject can be affected up to 6 targets. The spell does not work in combat situations and if attacked, the spell is broken. After two rounds, the targets are permitted a save versus 50% of their Mind rating. Success means the spell is broken, failure means they are lethargic for another two rounds. Every two rounds, an additional check is made.

Lock

III

This spell allows the caster to lock any single door or object. Demonic energy from the netherworld will hold the object shut for a period of up to 13 minutes. The only way to open the object is to destroy the object, e.g. cut through the door. The caster can dismiss the lock at any time.

Misfortune

VII

The target is cursed and all of his actions suffer a 10% penalty for 24 hours. If the curse is not lifted within one day, the minor misfortunes will haunt the target for 13 days. Misfortunes would be forgetting one's sword, stubbing one's toe, hitting one's thumb while hammering, etc.

Offerings

VI

This spell allows the caster to double a summoned creature's time of service in exchange for a living vic-

tim. If the victim is benign, innocent, pure, etc. then the amount of service may be quadrupled.

Pentacle of Protection VII

This spell allows the caster to create an area that protects all within from harmful spirits or nether creatures. The diameter of the pentacle is 30 feet. Any of those creature types that seek to harm the caster or its allies, is barred from entering the area. The duration of the spell is 3 hours. Each additional 5 points of Mana added at the time of casting extends its duration by one hour for a maximum of 13 hours.

Possession X

This spell allows the caster to possess a living humanoid's body. Once cast, the caster's body will become incorporeal. The caster must then touch the target's body. If he is successful, he will possess the humanoid's body. The caster will then be able to use that body and all of its non-magical abilities. Further, the caster will have access to all of his non-magical abilities.

To determine if possession is successful, a second chance is made against Sorcery minus the target's current health. If the caster has 60 in Sorcery and the target has 20 Health, then the chance of success is 40. Each additional points of mana invested at the time of casting adds 1 point to the chance of success. If possession is unsuccessful, the caster becomes corporeal and suffers harm equal to 50% of its target's current health.



The duration of the possession is 13 minutes. Each minute spent beyond those 13 minutes causes a loss of 10% of the caster's health. While in the possessed body, the caster will not suffer any loss to health or other attributes unless the damage is self-inflicted. For example, suicide would kill the host's body and the caster. If the body were damage while in combat, then only the possessed body would suffer damage.

The spell can only be cast once every 7 days. The humanoid possessed will not have any memories of the events done while possessed as long as the caster leaves the body within 13 minutes.

Protection from Holy X

This spell allows the caster and all those within 13 feet of him at the time of casting, to be immune from any Theurgy spell or summoned deital minion. The duration of the spell is 13 minutes, or until dismissed by the caster. (Note this will make it impossible for Theurgy to be used to heal anyone under this spell.)

Quarrel II

This spell allows the caster to take a mere disagreement and turn it into a fight. The spell will affect up to 5 people that are involved. Tempers will flare and a fight may break out. The chances of a fight are increased if alcohol is involved. The increased tension lasts for 30 seconds.

Shield of Flames III

This spell creates a magical set of flames that surround the caster. They cannot be seen until the caster is attacked. The spells cause 1d6 points of damage to any target that hits the caster with a melee weapon or body part. The flames do not burn any object outside of flesh. The duration of the spell is 13 hours. The spell may be cast only once per 24 hours.

Smell I

This spell allows the caster to cause any living or organic target within 13 feet of him to begin to smell. The smell will begin like a bad fart, but quickly turn to a combination of spoiled food with a strong sulfur smell (rotting eggs). The smell will drive people away from the target. Some with weaker stomachs might get sick. The smell will last for 13 minutes.

Succubus X

This spell allows the caster to summon a Succubus to serve as a semi-familiar for the caster. The caster must have a minimum of 80 in Sorcery to attempt

this spell. Once summoned, the Succubus will serve as a faithful companion to the caster as long as her demands are met. Once per week, the Succubus must be permitted to seduce a victim and then devour her victim's soul. If she cannot feed, then she will attempt to seduce the caster. Her chance of success is 10% per day to seduce him. The chances increase per day, so on the second day it is 20%, the third is 30%, etc. The caster can voluntarily agree to kiss the Succubus. This will feed her for one day, but will take one year off of his life. This is preferable to death. The caster cannot attack or cause harm to the Succubus. The Succubus will serve for 13 weeks. After this time, the caster must wait an additional 13 weeks. If not, he can summon a Succubus, but in exchange for losing a year from his life. The caster can dismiss the Succubus at any time, provided she has fed at least once.

When the Succubus is within 13 feet of the caster, she grants him an extra three points of armor protection.

The Succubus fight only when necessary. She is a seductress, thief, and assassin. The exact abilities will be determined by the GM.. She has a 50% chance to have a magical ability (but not sorcery). Common abilities are Alchemy, Artistry, Deception, Dimensionology, Evaluation, Games, Minstrelsy, Scrutiny, Thieving, Stealth, and Waylaying.

The Succubus will appear as a beautiful woman with pale skin and either long black or red hair. She draws the attention of men and sometimes women. Everyone finds her educated and charming. She can fly using bat like wings, but they are hidden underneath her clothes and rest between her shoulders.

Succubus have the following attributes:

Health: 40-49 Agility: 60-69 Mind: 50-55 Speed: 45-60 Armor Protection: 6 points, plus whatever armor is worn.

Summon Imp VIII

This spell allows the caster to summon an Imp. The caster must have constructed a command circle in order for the spell to work (one minute prep). The Imp will serve the demands of the caster. It will obey up to 8 separate commands that is within its power to do for a maximum period of 13 days. If it is not within the power of the Imp to do, then that demand is wasted. After service, it will return to its home dimension.

Summon Demon X

This spell allows the caster to summon a demon from a hell dimension. The caster must have con-

structed a command circle in order for the spell to work (one minute prep). Once summoned, the demon will perform one demand of the caster if it is within its power. However, the service demanded must not take longer than one day to complete. If so, or if it is not within the power of the demon, it will immediately return to its home dimension.

Summon Devil X

Same as Summon Demon, but for Devils.

Summon Fiend X

Sane as Summon Demon, but for Fiends.

Tempt IX

This spell allows the caster to make any target want to commit an action he would not normally do, e.g. murder, adultery, etc. The victim will be overcome with a desire to perform the action. This spell requires the caster to talk the target into performing the action. The target is entitled to a save to avoid the effect. The save is the target's current Health and Mind added together. Each minute spent speaking to the caster decreases the save by 10 points. If the target fails his save, he will attempt to perform the action within the next 13 hours. The target will have no recollection of the caster talking him into performing the action.

Trap Oni X

This spell allows the caster to create a magical trap to capture an Oni. The Oni cannot see the magic force, but if he comes within 13 feet of the spot designated by the caster, then it becomes trapped by its magic. It will agree to perform up to three demands made by the caster so long as it does not take longer than three days. The caster has 13 minutes to make the demands. If he does not, the trap is broken and the Oni is free. The Oni cannot harm the caster for 13 days unless the caster attempts to harm the Oni.

Unhallow Ground X

This spell is the same as Desecrate, except it affects the soil and natural areas. The area of effect is the same.

Vice II

This spell allows the caster to tempt a target to indulge in a vice. The vice must be one that the target already suffers from, e.g. gambling, gluttony, drinking, adultery, etc. The target will begin to perform the activity as long as the means are available. He will continue to perform or attempt to perform the vice for 13 hours.

THEURGY (Thaumaturgy)

The Theurgy ability is the ability that is used to cast divine magic. It is similar to the magic used by Clerics in other games. The choice of Theurgy is specific. It refers to the esoteric practice of performing rituals for the purpose of invoking the gods to perform some action. In other words, it is having the knowledge of secret rituals and spells dealing with the divine. Those rituals and spells are used to tap into some divine power and use that power for the caster's own purposes. This is to distinguish this type of magic from the other types of magic in the game. The source of power for those magics is separate from Theurgy. The average character who possess Theurgy deals with the gods' lesser servants and minions, and does not have direct contact with the deity.

Theurgy, obviously, requires the character to be dedicated to some deity or pantheon. The character must remain faithful to the tenants of that deity or pantheon. It is likely that a character will be in service of one god primarily, but that will depend on the religious structure of the game world. The spells have been broken into five categories. General spells are available to all who possess Theurgy. The remaining categories are Purification, which are spells used against undead, spirits, and netherworldly beings. Rejuvenation are spells dedicated to healing. Righteousness is dedicated to justice and combat. A character with below 20 in Theurgy can only cast general spells. After 20, the character is required to pick a sphere. This will be based on the motivation of the character and what gods he worships. Once this is done, the character is permitted to learn and cast Rituals as well as spells in the sphere is specializes in. The character can learn one new sphere of spells for every 20 points in Theurgy. The character has access to one sphere at 20, another at 40, and a third at 60. Of course this all depends on the gods worshiped and what the church permits. This will be dependent on the game world.

Rituals are a special class of spells that require the direct assistance of divine beings. Therefore, offerings must be made to appease the gods and their servants. Rituals require the use of material components. There are two types of materials that Theurgists must

have. The first is propitiation material. This material is meant as an offering to the gods in an attempt to appease them. Trying to summon a deital minion is asking a great favor from the gods. If one attempts to summon a divine being without the appropriate propitiation, the gods will be offended. The deital being summoned will then make sure that the caster is made to answer for this offense. The second type of material component is summoning material components. This is needed to actually bring forth a deital being into the world. Lack of the proper material will result in the summoned being to be incapable of staying and will vanish after summoning. It requires at least one minute of time to prepare either type of material to be used in casting. Using both requires at least two minutes. In addition to having the correct material, the theurgist must have a spell book with the appropriate spells recorded on them as well as enough Mana to cast the spell. The material components are only used for summonings and rituals. Other spells do not require material components.

Character's possessing Theurgy do not need to be clerics, priests, or monks although most will be. What is important is that they are a true follower and have dedicated himself to the service of a deity or pantheon. What is written here, assumes that the character will be worshipping a benign god, or at least not overtly malign. Three sects are presented here. Additional sects, including those specific dedicated to malevolent gods, are left up to the GM and will, hopefully, be presented in future supplements.

It is important to note that in other games, clerics are able to destroy or control undead based on alignment. The Theurgist has spells to use against the undead, but no means to control them. There is no alignment in this game and a Theurgist who meets the qualifications to cast spells against the undead is permitted to do so. Even malevolent gods will want to heal his followers and prevent them from harm. The creation and control of the undead falls under Necromancy in this game system.

Further details of spell casting are covered in the Game Play section of the manual.

Casting Time and Mana Cost

The casting time required for spells depends on the power of the spell, its Mana cost, and its complexity.

Power Level	Casting Time	Mana Cost
I	Instant	2
II	Instant	3
III	Instant	4
IV	1 round	5
V	1 round	6
VI	2 rounds	8
VII	2 rounds	10
VIII	3 rounds	12
IX	3 rounds	14
X	4 rounds	16

SPELL LIST

Sect of Purification

Assault the Undead	I
Ball of Light	I
Banishment	IX
Banishment: Oni	IX
Bless	V
Bless Weapon	VII
Consecrate Object	X
Create Holy Oil	I
Create Holy Water	I
Destroy Spirit	X
Fear	IX
Hail of Arrows	VI
Invisibility to Undead	IV
Obliterate Imp	X
Protection from Draining	VI
Protection from Undead	I
Spiritual Weapon	I
Turn Spirit	I

Sect of Rejuvenation

Aura of Reflection	IV
Cure Serious Wounds	VI
Cure Wounds	IV
Detect Evil	I
Dispel Malign	X
Divine Armor	I
Divine Help	VI
Enchant Holy Object	VII
Fast Healing	VI
Group Heal	VII
Immunity	I
Neutralize Poison	IV
Raise Dead	X
Redemption	X
Regeneration	VIII
Resurrection	X

Reverse Damage	IV
Safe Haven	II
Speed	V
Spiritual Hammer	II
True Seeing	I

Sect of Righteousness & Retribution

Aid	III
Bad Luck	V
Blade Barrier	VIII
Consecrate Weapon	X
Cure Paralysis	VI
Divine Flames	III
Detect Lie	IX
Flammable Water	II
Holy Armor	II
Improve Weapons	III
Pass Without Trace	VII
Ray of Light	I
Remove Fear	V
Stun	VI
Temporary Health	I
Track Transgressor	VIII

Rituals

Binding	X
Ceremony	X
Consecration	X
Hallowing	X
Precipitation	X
Release	X
Spell Immunity	X
Summon Guardian	X
Summon Protector	X

General Spells

Charm	VII
Circle of Protection	VI
Clean	I
Cure Blindness	II
Cure Disease	V
Dispel Magic	IX
Exterminate	III
Heal	IV
Improve Ability	I
Recall	VI
Remove Influence	II
Reverse Petrification	I-X
Reverse Polymorph	X
Snare	III



SPELL DESCRIPTIONS

Sect of Purification

Assault the Undead I

This spell causes damage to one undead target within 120 feet of the caster and that is within sight. The spell causes 2 points of damage. For each additional point of Mana added at the time of casting, 2 additional points of damage are done. If the undead target reaches zero health, then it is destroyed. It will never be able to be animated again. If there is any soul trapped within the undead body then it is released and will go on to the afterlife.

Ball of Light I

This spell creates a ball of light that is equal to full sunlight. It generates a significant amount of heat that causes 5 points of damage per round to anyone exposed to the ball of light. Only divine armor provides protection. The ball of light appears in the palm of the caster and then travels to a spot designated by the caster up to 70 feet away. The size of the ball is a one-foot diameter. For every point of additional Mana added at the time of casting, an additional foot is added to the ball. The ball of light lasts one round per foot. Therefore, a 10-foot ball would last 10 rounds and would cause 5 points of damage each of those 10 rounds.

Banishment IX

This power allows the caster to banish or destroy any demon, devil, or fiend that is in the same area as the caster – including if the Demon is possessing a body. This spell requires Holy Oil. If the spell is used against a demon in the demon's home realm, it is destroyed. If it is used in any other dimension, then it is simply banished.

To determine success of the banishment after successfully casting the spell, an additional check is made against Theurgy minus the current health of the demon. For example, if the caster has 60 in Theurgy and the demon has 40 health, then the caster needs to roll 20 or below. The demon is banished for one year. For every five points invested at the time of casting, an additional year is added to the banishment. Each ounce of oil used grants a +1 to success for each ounce used up to a maximum of 10 ounces.

Banishment: Oni IX

The home dimension of Oni's in the normal 'Earth-like' fantasy game world. It does not come from heavenly, hell, or elemental dimensions. As such, if the Oni is in one of the other dimensions, it can be banished back to its home dimension. This is done

the same way it is done for the other banishments.

However, if the Oni is in its home dimension, the spell can only remove the Oni from the possession of a body. It will not harm him or banish him. For example, if the Oni is encountered in its normal form in its home dimension (which should be the same as the home dimension for the characters) the spell will have no effect.

Bless V

This spell blesses either the caster or a target touched by the caster. It has the effect of granting an additional 3 points of armor protection. It will absorb 10 hits. The spell lasts until the 20 points has been used. In addition, it frees any target from being magically held. For example, if a character is charmed or paralyzed by a magical creature or spell, this spell will break the effects of that spell.

Bless Weapon VII

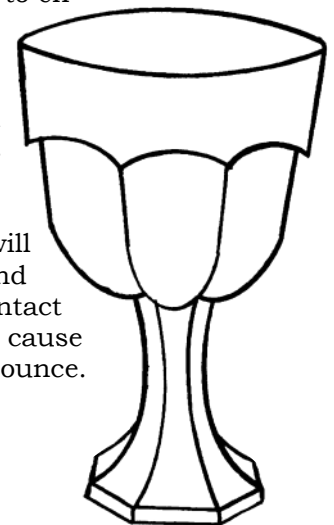
This spell enchants a weapon with divine energy allowing the weapon to hit creatures that can only be hit by divine objects. In addition, it grants +15 damage to the weapon. For each additional 4 points of Mana invested at the time of casting, one additional weapon can be enchanted. The effect lasts 5 minutes (50 Rounds).

Consecrate Object X

This spell allows the caster to consecrate any object whose size is 100 cubic feet or less for one year. Any malign creature will be unable to touch the object. If touched, the object will cause 7 points of damage per round that it is held. The effect can last less than a year if it is defiled by evil in some way so as to drain it of its energy.

Create Holy Oil I

This spell allows the caster to enchant oil. He can make one ounce of Holy oil for every one point of Mana invested at casting. The oil has two effects. The first is that it burns for twice as long as the oil would burn normally. Second, the oil will cause damage to undead and spirits. If oil comes into contact with those creatures, it will cause 1d10 points of damage per ounce.



Create Holy Water I

This spell turns clean water into Holy Water. It creates one ounce of Holy Water. For every additional point expended at the time of casting, one additional ounce may be made. Each ounce of Holy Water will cause 1d10 points of damage to malign undead, spirits, and other malign creatures affected by Holy Water.

Destroy Spirit X

This spell destroys any spirit regardless of power. It requires 10 ounces of Holy oil to be sprinkled around the caster prior to casting. After the spell has been successfully cast, an additional check against Theurgy minus the spirits current health to see if the spirit is destroyed. Each additional point of Mana invested at the time of activation gives bonus of one to the success chance. For example, if the caster has 60 in Theurgy and the spirit has 50 in health, then the caster needs a 10 or below to destroy the spirit. If the caster invests an additional 30 points, then the caster needs a 40 or below.

Fear IX

This spell causes fear in any single foe selected by the caster within 100 feet. The fear causes all abilities to be at 50% of their normal capacity. For creatures without abilities, it reduces their agility and any special powers by 50%. The effect lasts 4 rounds.

Hail of Arrows VI

This spell creates a hail of arrows filled with divine energy to fall within any observed area within 100 feet of the caster. The area affected is a circle with a diameter of 60 feet. Each target within the area is hit by 1d4 arrows. Targets that are half the size of a normal human will be hit by only half as many arrows. Targets twice the size of a normal human, or greater, will be hit by 2d4 arrows. Each arrow causes 1d6 points of damage. For an additional 4 points of Mana at the time of casting, the damage is doubled to 2d6 points of damage per arrow.

Invisibility to Undead IV

This spell allows the caster and other willing subjects that are touched to become invisible to all but the most powerful undead and spirits. The spell lasts for one hour, or until the subject attacks.

Obliterate Imp X

The caster can destroy any single imp within 16 feet of him. To determine success, an additional role against Theurgy is required (although there is no

additional casting time). If successful, then the imp is destroyed. If not, then the imp is stunned for 1 round.

Protection from Draining VI

This spell prevents any attribute or ability from being drained by undead or spirits. Physical attacks still affect the recipient. If attacked by a draining power, the attacker will suffer twice the draining affects, as he would have caused to the subject if he were not protected. For example, a draining of 2 to Speed would cause the spirit to be drained of 4 points of Speed. The duration of the spell is one hour.

Protection from Undead I

This spell grants the recipient 5 points of divine protection against undead or spirits. This spell only works on those of the same faith as the caster. This spell lasts 2 minutes (20 rounds).

Spiritual Weapon I

This spell summons a mace filled with divine energy that is only usable by the caster. The mace gives the caster +25 to hit while using the mace. The damage is 1d12+8 with an additional +10 versus undead and spirits. The spell lasts for 2 rounds plus one round for every additional point of Mana invested at the time of activation. Depending on the specific god worshiped, another weapon type may be substituted at the GM's discretion.

Turn Spirit I

This spell causes the instant dematerialization of any animal or humanoid spirit selected by the caster that is within 100 feet of the caster. The animal spirit will cease to exist or be perceived in that area but instead of rematerialize at some other location far away from the caster. For each additional point of Mana invested at the time of casting, one additional spirit can be affected or for two additional points of Mana added, 5 points of damage is done to the spirit. If the spirit reaches zero health, its connection to this world is broken and it permanently destroyed.

Sect of Rejuvenation

Aura of Reflection IV

This spell creates a damage shield around the caster. Any time a melee attack hits the caster, the same amount and type of damage done to the caster will also happen to the attacker. This shield lasts for 8 rounds. The maximum amount of damage done to the attacker is 8 points per blow.

Cure Serious Wounds

VI

This spell heals the recipient of damage. It heals 1d12+8 points of damage. The spell can only be cast on one recipient per 12 hours.

Cure Wounds

IV

This spell heals the recipient of damage. It heals 1d6+4 points of damage.

Detect Evil

I

This spell allows the caster to detect the strongest evil or malign force in an area. The area affected is within 70 feet of the caster if in an enclosed space. The area affected jumps to 700 if outside. The spells lasts 4 rounds. Every additional 2 Mana Points invested at the time of casting adds an additional 4 rounds to the time.

Dispel Malign

X

This spell causes any malign creature within sight to flee the area. If successful, the target will flee up to 700 feet if underground, or 7000 feet if above ground. After one round, an additional check against Theurgy is made. If it fails, the targets stop fleeing. If successful, they continue to flee to the maximum distance. Any attack will break the effect of the spell.

Divine Armor

I

This spell grants 2 points of extra armor protection to the caster or anyone touched. The duration of the spell is 10 rounds or 10 hits, whichever comes first. It also prevents any draining from undead or spirits.

Divine Help

VI

This spell gives a bonus to the caster or any person selected of the same faith +7 to hit and +7 bonus to their armor. The spell lasts 7 rounds.

Enchant Holy Object

VII

This spell enables to caster to enchant a Holy symbol of his faith with divine energy. For everyone one point of Mana invested, it will store that one point for later use up to a maximum of 20 points. This spell can only be cast once per month and the caster may only wear one Holy object at a time.

Fast Healing

VI

This spell triples the normal healing rate of one subject. The spell effect lasts for 7 days.

Group Heal

VII

This spell heals friendly targets that are within 10 feet of the caster. It heals each target 1d6+4 points of damage. It affects 2 targets. Each additional 3 points of Mana added at the time of casting, the caster can heal one additional friendly target within the area of effect.

Immunity

I

This spells allows those of a different faith than the caster (but not opposed) to be treated as though he were of the same faith as the caster in terms of spell effects.

Neutralize Poison

IV

This spell nullifies any poison within the subject's system. In addition, it heals 1d10 points of damage suffered from the poison. If a subject has died of poison, this spell must be cast before any attempt to raise him from the dead. If not, then the poison will once again kill the subject.

Raise Dead

X

This spell enables the caster to bring a subject back to life by recalling the spirit to the body. The spell must be cast within one hour of death. The spell will restore to the subject to 10% of its base health. The subject will be unconscious and otherwise incapable of moving. The subject must be removed to a safe location to rest within one hour. After 24 hours of rest, the subject will be conscious again. It will require a total of ten days to fully heal. The subject must rest for the full ten days. Failure to do so will result in shock to the system and the spirit will leave the body resulting in irreversible death for the subject. The subject must not worship any religion that is opposed to that of the caster's religion.

Redemption

X

This spell restores any permanently lost points in a core attribute. In addition to the Mana cost for casting, it costs 10 Mana points per core attribute point restored. If the spell fails, then the spell can never be used again to restore those lost points. A person can only have the spell affect him once per month.

Regeneration

VIII

This spell enables the caster to regenerate any part of the body. There is a 30-point penalty to the chance of success. If a regeneration fails, then the missing body part will never be able to be regenerated. Each additional 10 points of Mana invested at the time of casting will allow the regeneration of one additional part on the subject. The person who has

had a regeneration must rest for one week plus 1 day for each additional body part restored.

Resurrection X

This ritual allows the caster to bring back to life any one who has died of any cause other than old age. Further, the body, or what is left of it, must be with the caster. This spell will heal the corpse to 50% of its base health and restore the spirit to the body. There is a 50 point penalty for the chance of success. There is only one attempt possible. If that attempt fails, then it is impossible to come back from the dead. If it is successful, the person who has been raised must rest for 1 full week plus 1 day for every day the corpse was without a soul. The maximum required rest time is 30 days.

Reverse Damage IV

This spell reverses all physical damage received by the target in the past 3 rounds for a maximum of 20 points. The target must be alive and be touched by the caster

Safe Haven I

This spell creates a dimensional pocket that the caster can crawl into. The dimensional pocket prevents detection by normal means. No energy can flow in or out of the pocket. Spells can be cast within in the pocket as long as the spell only affects those within the pocket. The pocket lasts for 24 hours. Each additional two points of Mana invested at the time of casting allows one additional person or animal to be brought into the pocket.

Speed V

This spell increases the speed of the recipient by 9 points. It doubles the amount of melee attacks per round. It lasts 1d4 rounds. The recipient must be of the same faith and within 10 feet of the caster at the time of casting.

Spiritual Hammer II

This spell summons a magical hammer that flies from the to caster to hit any single target that is within ten feet of the caster. The hammer does 1d20 points of damage.

True Seeing I

This spell allows the caster to see things as they truly are. This spell allows the caster to see any object that is invisible, disguised, or hidden by magical means that is within 24 feet of the caster. The spell lasts for one round, but each additional point of Mana invested at the time of activation extends the

time by one round.

Sect of Retribution:

Aid III

This spell allows the caster to bring a target that has between -1 and -9 health to 1 point of health. The character will be conscious but incapable of any action but moving until healed further.

Bad Luck V

This spell allows the caster to cause any single target within 20 feet to have bad luck. The result is that any checks, whether it be to use an ability or make a save, will be done at a 10% penalty. The duration of the effect is 10 rounds.

Blade Barrier VIII

This spell summons a series of whirling magical blades. The blades take up a space of up to 20 square feet. Any object passing through it will suffer 4d10+10 points of damage. The duration of the effect is one minute (10 rounds).

Consecrate Weapon X

This spell blesses a weapon. The weapon is treated as magical in nature, but no bonuses are given. The weapon is a repository of Mana. For every one point of Mana added at the time of casting, one point of Mana will be stored in the weapon up to a maximum of 20 points.

Cure Paralysis VI

This spell allows the caster to remove any paralysis caused by non-health related conditions, e.g. magical spell effect.

Divine Flames III

This spell allows the caster to shoot forth divine flames from his hand up to a distance of 10 feet. The flame bolt has a 3 foot diameter. The flames do 1d8+4 points of damage to any target hit. In addition, the flames will continue to burn on the targets for an additional 3 rounds, however, no material will actually be consumed. Each round does 1d4+2 points of damage.

Detect Lie IX

This spell allows the caster to detect if he is being lied to, but he will not know which part is the lie. The spell lasts for one minute.

Flammable Water

II

This spell allows the caster to turn water into a flammable liquid. The area of effect is one cubic foot. Each additional point of Mana adds 1 cubic foot up to a maximum of 100 cubic feet. Once on fire, additional water added to the fire will simply cause the fire to spread. The effect lasts for 1 hour after which time the flammable water returns to its non-flammable state.

Holy Armor

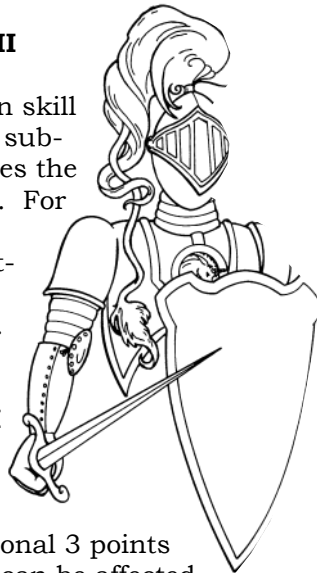
II

This spell summons an energy field around the caster that provides protection against all types of harm. It gives 4 points of armor protection. No other magical protection can be active for the spell to work. The armor stacks with the armor worn by the caster. The spell lasts for 1 hour or 10 hits, whichever comes first.

Improve Weapons

III

This spell increases the weapon skill of either himself or any willing subject who is touched. It increases the subject's weapon's skill by five. For every additional two points of Mana added at the time of casting, the weapon's skill is increased by an additional point. The spell effect lasts one hour.



Pass Without Trace

VII

This spell allows the caster to walk without leaving any trace or trail to follow. For an additional 3 points of Mana, one additional target can be affected. The spell lasts for 10 minutes.

Ray of Light

I

This spell allows the caster to create a stream of light that is as bright as the sun. The light will hit any single target and blind that target for one round.

Remove Fear

V

This spell allows the caster to calm any fearful person and remove any affects of magical fear (or similar effect) from the target. The caster must touch the target in order for the spell to work.

Stun

VI

This spell allows the caster to stun a single target for 2 rounds. The target is allowed a save versus Mind at 50% to avoid the effect.

Temporary Health

I

This spell allows the caster to temporarily boost his health. The caster must have his full health for the spell to work. It adds an additional 10 points of health. The duration of the spell is one hour.

Track Transgressor

VIII

This spell allows the caster to track a single target that has committed a wrong against him, or another. If no injustice was committed, then the spell will not work. What counts as a wrong or unjust act would be determined by the deity worship (essentially the GM has the final say). The spell allows the caster to know in what direction the wrongdoer is located and approximately the distance. The spell works for 24 hours. Any an additional 9 points of Mana added at the time of activation, the spell will work an additional day up to 7 days.

Rituals

Binding

X

This spell allows the caster to magically bind his body and soul, and up to seven others, to a specific location. It must be consecrated or hallowed ground. Binding allows a person to be recalled to bound location with a release spell. A person can only be bound to one place and it will be the last place the person was bound to. If the ground becomes unconsecrated at a later time, the binding is removed.

Ceremony

X

This spell allows the caster to perform religious ceremonies such as coming of age, marriage, funerals, births, harvest, etc.

Consecration

X

This spell consecrates any building that is not defiled or inhabited by malevolent forces. The area must be cleansed of all malevolent forces prior to casting of the ritual for it to succeed. The amount of space that can be consecrated is 8000 cubic feet (20 feet in length, width, and height). For every additional point of Mana invested at the time of casting, an additional 20 feet in every direction is added. Consecration makes the area an unfavorable place for evil. Evil will avoid entering the space and some creatures may be completely incapable of doing so. Harm may result to any netherworldly being or creation such as undead or spirits. The exact effects on malevolent creatures are left up to the GM to decide on a case-by-case basis.

Hallowing X

This ritual has the same effect as Consecration except that it is for outside area. It blesses the soil. The area affected is the same as consecration.

Precipitation X

This spell allows the caster to cause any cloud to begin to precipitate. It will continue to rain over the area for up to one hour or until the cloud has dissipated. Rain will fall at a rate of ½ an inch per hour. If it is warmer than 85°F then the rate is doubled. If it is colder than 35°F, then snow will fall at a rate of two inches per hour.

Release X

When this spell is cast, the caster and those within 20 feet of him will be sucked through a divine portal and returned to their bound location. This spell only works if the characters have been bound to a location. It costs an additional five points of mana for every one mile traveled. For example, if the release location is five miles from the bound location, the caster will need to expend an additional 25 points of mana.

Spell Immunity X

This spell grants the caster immunity to one specific spell that is grade I-IX. Each additional five points of mana allows one other character to be immune. The duration of the spell is one hour.

Summon Guardian X

This ritual summons a deital minion to guard an area. It has the following stats:

Health: 120 Agility: 80 Mind: 70 Speed: 60 MP:68
Abilities at 120: Chivalry, Evaluation
Abilities at 80: Ranging, Martial Arts, Weapons
Abilities at 70: Theurgy (all Safe Haven spells available)
Weapons: Divine Sling (+10 to hit); a Divine Sword (+10 to hit/damage).
Armor: 15 points of divine protection against all types of damage.
Invulnerabilities: Immune to all fear spells, draining, or control.

The guardian, once summoned, will stay in an area that is consecrated or hallowed. It will attack any malign entity that seeks to harm those who are in the area or who are opposed to the deities' interests or servants. The guardian will stay for one day plus one day for every additional 10 points of Mana invested at the time of casting. If slain, the spirit will return to its home dimension. The exact appearance

will vary depending on the deity served but it will be humanoid shape.

Summon Protector X

This spell summons a deital minion to protect the caster. It has the following stats:

Health: 81 Agility: 91 Mind: 50 Speed: 55 MP: 50
Abilities at 91: Evaluation, Ranging, Weapons
Abilities at 81: Chivalry, Martial Arts Combat
Abilities at 50: Theurgy (all Safe Haven Spells).
Weapons: Divine Mace (+20 to hit/10 damage)
Armor: 15 points of protection against any and all damage
Invulnerabilities: Immune to all fear spells, draining, or control

The minion will defend the caster with mace and shield against any malign foe who seeks to harm the caster. The minion will serve for one hour. Each additional 10 points added at the time of activation adds another hour of service. If slain, the minion will return to its home dimension in spirit form. The exact appearance will vary deepening on the deity served, but will be of humanoid shape.

General Spells

Charm VII

This spell allows the caster to control one subject that is within ten feet of the caster at the time of casting and can hear the caster. The subject is allowed a saving throw against Mind. If it fails, then it is under the command of the caster. If the saving throw succeeds then the subject suffers no ill effects.

The subject must obey any command that is 50 words or less. If the command would place the subject's life in danger, then the subject is allowed an additional saving throw at half his Mind rating. Suicidal commands give the victim a bonus of 20 to his saving throw. The charm lasts until the command has been completed or one week has passed, whichever comes first.

Circle of Protection VI

This spell creates a magical circle around the caster up to 20 feet in diameter. Each additional point of Mana added at the time of casting extends the diameter by one foot. No malign spirit can enter the circle or send any harmful attack through it. The spell lasts for 8 hours.

Clean I

This spell cleans any object, liquid, area, body, etc. In doing so, it removes all traces of dirt, oil, contami-

nants, smells, etc. The area affected is equal to that of a normal human body. Objects twice as large require double the Mana, three times a human's size requires triple, and so forth.

Cure Blindness II

This spell allows the caster to cure blindness on a single target. If the cause of blindness is the product of natural causes, then a second check against Theurgy is required with a 50% penalty.

Cure Disease V

This spell cures any disease, illness, infection, etc. The subject must rest for an equal amount of time as the subject has been sick. Travel is possible, but can only move for 30 minutes before requiring one hour of rest. The subject can only move for 4 hours a day.

Dispel Magic IX

This spell dispels any non-persistent spell or magical effect in an area that the caster wants. The target must be within 140 feet of the caster and in visual range.

Exterminate III

This spell kills any insects, parasites, or anything similar that is on or inside a body. It does so painlessly and without any harm to the subject.

Heal V

This spell heals 1d10 points of damage. Each additional point of Mana invested at the time of casting heals an additional 1 point of damage up to a maximum of 10 extra points. The spell can only be cast on the same recipient once per 24 hours.

Improve Ability I

This spell increase the subject's core attribute rating or skill. It raises a core attribute one point for every point of Mana invested up to a maximum of 10 points. It increases a skill by one point for every two points of Mana invested at the time of casting up to a maximum of 20 points. Only one skill or attribute can be affected at any given time. The spell lasts for one minute (10 rounds).

Recall VI

This spell allows the caster to summon one object back to his hand that the caster has held within one hour regardless of the location of the object. Objects will not be summoned to the caster's hand if it has been destroyed or is somehow thwarted by magical

means.

Remove Influence II

This spell removes any spell that influences, controls, or holds the subject that is caused by a malign creature. The spell requires the caster to touch the subject and the subject will not be released from control until the start of the next round.

Reverse Petrification

Mana Cost: special Casting Time: special

This spell reserves the petrification of a target. The power of the spell and its casting time depends on the size of the object that is to have its stone turned back into flesh. The following chart provides guidelines. Subjects will have no memory of their experiences while stone and they will be restored to whatever condition they were just prior to be petrified.

Cubic Feet	Mana Cost	Size Examples
2	2	rat
4	3	dog
8	4	child
16	5	human
32	6	tiger
64	8	ogre
100	10	rhinoceros
200	12	giant
450	14	elephant
800	16	small dragon

Reverse Polymorph X

This spell causes any one subject that has shape changed and is within 100 feet of the caster to return to its human (or closest to human) form. The subject is allowed a save against Mind to resist the effect. Changing back to human requires one round. The subject will then be incapable of shifting into another form for 6 rounds.

Snare IV

This spell allows the caster to slow a target's movement. The target must be within 100 feet of the caster. It reduces the target's movement rate by 50% for 3 rounds.



GAME PLAY

WHAT THE NUMBERS MEAN

Characters have core attributes and abilities. Core attributes govern the general physical/metal characteristics of the character. Abilities represent skills the character has in a given area. The higher the number, the better. The GM will decide when checks are necessary and what the player must roll against. Given the broad nature of abilities, players may suggest the use of an Ability, but the GM always has final say. In the case where an Ability is required and the character does not possess the required Ability, then the character has no chance to perform that action.

All rolls, unless otherwise noted, use a d100, which is typically done with 2d10's. One ten represents the ten spot and the other ten represents the one.

CARRYING CAPACITY AND ENCUMBRANCE

There are no rules governing encumbrance. Encumbrance based off of weight is imprecise. The GM should look at the dimensions, weight, and how the object is carried in determining if it can be carried and for how far. Normal adult humans in 'good shape' are able to carry 150 pounds of items before he begins to suffer effects. Each point of Athletics adds one pound to this. Characters are able to lift heavier objects and move them at a higher rate than what they can carry. A human would be able to lift and move an object of 300 pounds. Of course the bulkiness of the item might prevent this and/or limit how far it can be moved. Lifting and moving an object requires that most of the weight the character is carrying has been removed. Also, the object is not being moved great distances (that would be carrying). Each point of Athletics adds 2 points to what can be lifted.

The Health rating of the character is a measurement of the overall health of the character. This includes strength, endurance, and constitution. A Health rating by itself should not be used as an indication of strength. There may be cases where a contest of strength is necessary. It will be up to the GM to determine how this is done. In arm wrestling, for example, both participants have a 50% chance of winning. Dice can be rolled to determine success. Suppose that one of them has 10 in Athletics. 50% of the Athletics rating is added to the PC's chance of success. The PC has a 55% chance of success now. Having 100 points in Athletics guarantees that the PC would win.

For simplicity, it is suggested that non-humans have the same limits. Although, as the GM details races

beyond their current descriptions, he may find reason to tamper with this number.

SAVING THROWS AND CORE ATTRIBUTES

During the course of game play, two things are likely to happen. The first is that the character faces a large amount of damage possibly leading to death, and the second is basic physical activities not governed by abilities. In these cases, checks are made against one of the Core Attributes.

Health: A Health check might be required to resist a poison, disease, system shock, etc.

Agility: An Agility check might be required when performing something involving coordination, balance, hand-eye actions, etc.

Mind: A Mind check might be required with tasks requiring mental endurance and focus, or attempting to resist spells that affect the mind, resisting compulsions, addictions, phobias, and the like.

Speed: A Speed check might be required when a quick reaction is necessary. A check against Speed is the check done most often to avoid harm.

In cases where damage can be avoided or minimized by a quick reaction, a check against speed is made. These would be cases such as avoiding falling into a pit trap, moving out of the way of a boulder, jumping for cover to avoid a spell, etc. In cases such as poison, the check is made against health. Speed checks are usually against the base rating, but sometimes x2. If character has a 35 in speed:

Speed x1 = 35 or below is needed.

Speed x2 = 70 or below is needed.

Ten percent of a character's Games Ability may be used to modify saving throws. If a character has 30 in Games, then 3 would be added to check. For a standard check with a character of 40 Speed and 30 Games, then the player would need to roll a 43 or below.

A successful saving throw means either half damage or no damage. If the player rolls 50% or less than the required number, then character takes no damage. If he rolls greater than 50% but still less than the required number, then the character takes half damage. For example, if the player needs to roll a 40, then rolling 20 or less means no damage, 21-40 means half damage, and 41+ means full damage.

Except in cases where it is logically impossible to avoid damage (such as being tied down, knocked out, and stabbed) anytime a character is faced with losing 50% of his full Health or more in one attack (including instant death), then the character is entitled to a Saving Throw. The save is based off of the full value of Health and not the current Health. For

example, if a character has a maximum of 50 Health, but currently has 10 Health a check would only be made if the total amount of damage would be 25 or more.

Fate Points (optional rule)

Fate Points (FP) are used to alter the fate of a character. Primary uses of Fate Points are for avoiding disastrous outcomes or succeeding where there is little chance. Each character begins play with 1 Fate Point. A Character gains 1 additional Fate Point for possession of Minstrelsy. Possession of Foretelling gives the character 2 additional Fate Points and possession of Games gives 3 additional Fate Points. A character is limited to 7 Fate Points.

Suggested Cost Table

- 1 FP Re-roll of a failed check
- 2 FP Automatic Success
- 3 FP Avoid Severe Damage
- 4 FP Avoid Death

When a character fails the use of a skill or saving throw, the character may expend 1 FP to allow a second check. If the character has not made an attempt and wants an automatic success when using an ability or Saving Throw, then he may expend 2 FP. In cases where severe harm would be taken (approximately 50% of the character's health or more), 3 FP may be expended to avoid that harm. Instead, only 10% of the harm total will be taken by the character. For example, if 50 points of harm were to be done to the character, he can expend 3 FP and only take 5 points of harm. Suppose that a character's current health is only 10, but his normal health is 40. The character is hit for 12 points of damage. In this situation, the character cannot use any Fate Points to avoid harm. While resulting in his death, the amount of damage taken is not a severe amount. The player, however, can use 4 FP to avoid the character's death. Instead of dying, the character will fall unconscious. Avoidance of death may be limited by the GM's. It is believable that a sword missed a vital organ and the character avoided his death. On the other hand, it is not believable that a character would survive being held underwater without air for 1 hour. In such cases, the GM should not allow the use of Fate Points to avoid the death.

The GM should create additional uses of Fate Points as he sees fit. Additional uses could be, no loss of MP while casting spells, maximum damage, trying to perform an action without having the required ability, etc.

Acquiring Additional Fate Points

If the character has no Fate Points, then after one week of game time, the character gains 1 point. The character will not gain any additional Fate Points if he possesses at least 1 FP. To gain additional Fate Points, the player must expend Experience Points. A player is only permitted to gain 2 FP at a time by expending ex-

perience points. After that, the character must adventure again to be able to gain additional Fate Points by using XP.

In addition, a GM may award a player 1 FP as a reward for using a FP in a way that significantly helped the group or to advance the plot.

FP Cost Chart

Current FP	XP Cost to Gain 1 FP
0	10 Experience Points to gain 1 FP
1	20 Experience Points to gain 1 FP
2	40 Experience Points to gain 1 FP
3	60 Experience Points to gain 1 FP
4	80 Experience Points to gain 1 FP
5	100 Experience Points to gain 1 FP
6	150 Experience Points to gain 1 FP

MODIFYING ABILITY USE

Depending on the circumstances, modifiers may be used for determining the successful use of an Ability. Having constraints will incur a penalty; meanwhile performing an action one is familiar with under relaxing circumstances will give the character a bonus. Except when it comes to the use of magical abilities, under no circumstances should a penalty reduce a character chance of successfully performing an action to zero. Here are the recommended guidelines:

- Severe penalty: -30 to -50
- Moderate penalty: - 10 to -30
- Normal conditions: no penalty/bonus
- Moderate bonus: +5 to +10
- Major bonus: +16 to +30

For example, if a character has 50 in Thieving and is attempting to pick a lock using makeshift tools while being closely pursued, the GM might give the player -30 to his check. This would reduce the character to 20. In this case, a 20 or less means success. On the other hand, this same character at his home practicing opening locks that he has done multiple times might be given +30 resulting in an 80 or below to open the lock.

MODIFYING MAGICAL ABILITY USE

When casting spells, a check is made against the required Ability. The following are a list of suggested penalties and bonuses:

- Favorable conditions +30 to + 50
- Regular conditions +20
- Combat conditions 0
- Being directly attacked -20
- Taking damage while casting -100

If a character is hit while casting, the only time there is a chance of the spell being successfully cast is if the Ability is in excess of 100. Having 110 in Enchantment and being hit means that a roll of 10 or below is necessary for the spell to still be cast.

RECORDING AND LEARNING NEW SPELLS

Spells are recorded in Spell Books or on scrolls. The size, shape, color, manifestation, etc of a Spell Book is up to the GM. A Spell Book is a special type of book. They are expensive to make because of the high quality of material needed. Typically, they are around 11x17 inches made with vellum. Spell Books hold not only the instructions for how to cast a spell, but in some minor way a bit of magical power. Without a properly prepared book, the spell becomes just words.

Spell Books can hold a limited amount of spells. The GM is free to set any amount he wants. As a rule of thumb, one page is necessary per grade of spell. Spell Books average 50-100 pages. For simplicity, one can assume a 50 page book can hold 10 spells.

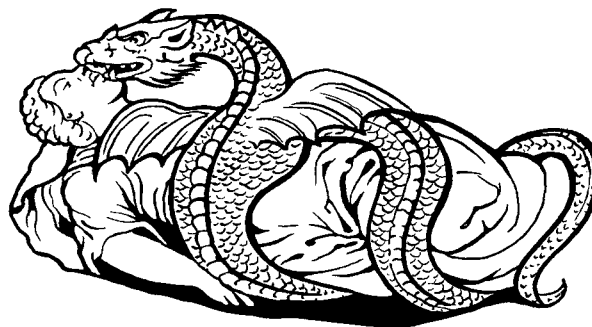
In addition to Spell Books there are scrolls. Casting or transcribing the spell from a scroll erases the scroll. Transcribing a spell from a scroll into a Spell Book requires special ink. Unless Mana was invested at the time of scroll creation, casting from a scroll requires the use of Mana, but transcribing it to a Spell Book does not.

A Character learns a spell much like a person learns any information. It requires time and patience. However, casting spells drains a character of his mental endurance and life force. This takes a toll on his Ability to accurately recall the intricate details of spells. Approximately once a week, a character must spend time in meditative review of his spells. Ten minutes per spell is typically required. Failure to do so, will start to incur a penalty of 10 points per day. This is cumulative.

It takes time to learn new spells. The character must spend one day per level of the spell learning it, e.g. III requires 3 days. After this time, the character makes a check against his casting Ability. If successful, then he has attuned himself. If he fails, he must wait the required amount of time and attempt again. Learning the spell requires a safe place to practice and study.

A character can do a "quick study." Two hours per level of the spell is spent learning the basics. After which time, the character can cast the spell if he makes a successful check against his spell casting Ability. However, casting of the spell is done at a 10 point penalty and the spell must be reviewed every

day until the character can spend the required amount of time properly learning the spell.



SPELL CASTING

The details of spell casting are left intentionally vague. Except where otherwise noted in the spell descriptions, there are no material components required. Magic is divided into two areas: arcane and divine. In terms of pure game mechanics, there is no difference between these two. In order to cast a spell, the character must have the required magical Ability and must know the spell that the player wishes to cast. Typically, this means the spell must be in the character's spell book. The player then declares that he is going to cast that spell. After the required casting time has passed, the player rolls to see if the spell is successful (plus or minus any modifiers). A number less than or equal to the required number means the spell is successful. The player then deducts the required amount of points from his Mana pool. This deduction is made regardless of if the spell casting is successful or not. If the character does not have enough Mana to cast the spell, then an attempt is not possible.

In other games, spells are granted by the gods and/or require material, somatic, and verbal components. Theurgy is in the category of "divine magic." Some connection to a deity or deities is required in order to be able to cast those spells. The underlying metaphysics of why this is required is left up to the GM. Shamanism requires a connection to nature deities and spirits. No dedication to a deity is required for arcane magic. All that is required, unless noted in the spell description, are the basic mechanics. The details of how spells are cast are left up to the GM, although it is assumed that those paying attention will notice someone casting a spell unless some steps are taken to hide the fact. The specific method whether verbal, somatic, both, or neither are left up to the GM.

Metal Armor and Casting (Optional Rule)

Wearing of armor that is primarily metal will incur a 10 to 30 point penalty when casting arcane magic due to the metal blocking the flow of mana. The amount of penalty depends on how much metal is in the armor.

EXPERIENCE POINTS (X.P.)

Experience points are rewarded for successful game play. They represent how much the character has learned and how much his mind and body has progressed towards being able to improve or learn an Ability. Once used, the experience points are lost. On average, 25 experience points are earned per hour of game play by each character. This assumes actual game play without significant downtime, chatting, etc. If time is not spent on game play, then the GM may reduce the amount. A great performance by the party may merit up to 50 experience points per hour. When major accomplishments have been done, including finishing an adventure, it is recommended that the GM give a special reward of experience points ranging between 100-500.

The GM may restrict or give bonus experience points on a player-by-player basis. If a player chooses to not have his character participate in events, then it is appropriate for his character to earn less experience points than everyone else. Experience points are rewards for playing the game, not just showing up!

An effective use of an Ability at an important time in the game will earn a player a bonus amount of experience points specifically for that Ability. For example, a Cleric that heals a fighter during combat that helped turn the tide of battle, may earn a bonus of 5 experience points in Theurgy. It is recommended that all good players be awarded some special experience points towards one Ability during game play. The experience point total should be between 5 and 10 typically and if the use of the Ability is something along the lines that it saves the entire party, then up to 20 may be awarded.

Experience points awarded towards a specific Ability can only be used to raise that ability's score. General experience points can be used for any Ability.

USING EXPERIENCE POINTS

Experience points are used to raise Core Attributes, Ability scores, and learn new Abilities. Once used, the experience points are deducted from the total amount of experience the character has. For example, if the character has 50 experience points and uses 20, the character retains 30 experience points.

The amount of experience points necessary to raise an Ability score that is less than 50 by one point is equal to the current numerical rating plus one. For example, if a character has 40 in weapons, it will take 41 experience points to raise the weapons rating to 41. If the character wants to raise his Ability score from 40-42, the cost will be 83 (41+42) experience points. The cost to raise an ability rating be-

tween 50-75 is twice the cost and raising an ability score 75 or over is three times the cost. For example, going from 55 to 56 would cost 112 experience points. Going from 75 to 76 would cost 228 experience points. The more apt a character is at a skill, the harder it is to improve—much like real life.

In addition to raising skill ratings, experience points can be used to learn new skills or raise Core Attributes. Health costs for one point is the current numerical rating plus 1 times 6. For example, going from 65 to 66 would be 66 times 6 for 396 experience points. Speed, Agility and Mind increases are times 7. For example, going from 55 in Agility to 56 would be 56 times 7 for 392 experience points.

It costs 1000 experience points to learn a new ability.

Note: Increases will affect Saving Throws and increases in Mind will increase Mana.

LEARNING AND IMPROVING ABILITIES

Advancement in an Ability or learning a new Ability generally requires training. For characters that belong to a Profession, the guild will serve as the means of training the required abilities. Other abilities may be available. For characters that are not in a profession or abilities not available in a character's guild, a trainer must be found. In some cases, self-training of an Ability may be allowed, with extra time spent, if it is something that the character could learn by himself. For example, a fighter may be able to improve his weapons Ability by his own training regimen, but he is just not going to acquire the Ability to cast enchantment spells without a trainer. A general rule of thumb is that advancing in an Ability can be done, with double the time spent, because he already knows the Ability. He must solely work on improvement and not adventuring. Learning a new Ability likely requires a trainer. The more "mental" an Ability is, then the more likely it is a trainer is going to be required, even if the character possesses the Ability. A character with Enchantment of 12 would certainly need a trainer to improve, but at 80, the character might be able to retreat to his lab to unlock more of his arcane abilities. The GM is left to his own common sense in this matter.

If a character learns a new Ability, the new ability's rating will be 10.

MEASURING TIME

There will be times when it is necessary to know what can be done within a certain period of time. This has the most importance when it comes to combat and general movement. Time in the game is divided into the following three categories:

Reputation (Optional Rule)

During game play, it is possible for characters or the entire party to earn a reputation. Reputation varies by perspective. A character that robs from the rich to give to the poor will have a positive reputation among the poor. On the other hand, he will be viewed negatively by the rich and branded a criminal. In the same way, if a party slaughters a group of Goblins harassing a village, then Goblins in the area will see the party as villains while the villagers may view them as heroes.

In addition, general reputation, one can earn a "dark" reputation. This means that a person does the right things, but in doing so often causes additional harm and problems to innocents. You may have killed the skeleton in the farmer's basement, but you burnt the house to the ground doing it!

The last category is infamy. This is a general reputation of performing malicious acts on the innocent. The difference between this and a subjective view of a general reputation is that even malign creatures will respond differently. You are not seen as a hero of Goblins for destroying the human army, instead you are viewed as a malicious person bent on world domination that just happened to do something to benefit the goblins. In short, having infamy is not something that will be viewed in a positive light by any group.

It is difficult to earn a reputation, most characters will never earn one, and only those closely involved with the deed will have any knowledge of the events.

Having a reputation creates expectations. They are hard to earn and easy to lose. If one fails to live up to that expectation, then the reputation will be lost. Reputation affects how NPC view and relate to the characters. It affects areas such as if they believe the characters, if the cheer or curse them, if they are shunned or greeted as heroes, freedom of passage, if they are feared or seek out their aid, etc.

Segment = 3 second

Round = 2 segments (6 seconds)

Turn = 5 rounds (30 seconds)

One minute of time in the game is equal to 2 Turns, which is equal to 10 rounds, which are 20 segments, which is also 60 seconds. The most typical unit of time measurement is a round.

GENERAL MOVEMENT

How fast a character can move is governed by the character's Speed rating. A character moves half his Speed in feet per round when walking. Jogging is the Speed rating per round and sprinting is 1.5

times Speed. For example, if a character has 48 in Speed, then he moves 24 feet in a round or 4 feet every second. He would jog at 48 feet per round and sprint at 72 feet per round. All of these rates are based on carrying standard equipment generating a moderate amount of weight and that the character will be moving for a significant amount of time. Values may be higher or lower under other conditions. Movement underground or any place where the character will be moving cautiously, reduces the movement rate by 50%.

MOVEMENT IN COMBAT

In combat, a character moves at his jog speed. For example, a character with 40 Speed with can move 40 feet in a around. Note this assumes that there is no hindrance on the character's movement or attempt to avoid being hit. If the character is attempting to move in a combat situation where he is seeking to avoid being hit or move while fighting, then his movement rate is at his walking speed. A character with 20 in Speed, would move 20 feet per round while engaged in actual melee combat.

TIME REQUIREMENTS FOR COMMON ACTIONS

To provide a guideline of how long common actions take, the following chart is presented. These are guidelines and the GM is permitted to alter the times based on his own judgment.

Bandage a wound: 4 rounds
Find an item in a pouch: 1 round
Find an item in a open backpack: 1 round
Load, and fire a repeating crossbow: 1 segment
Uncase a bow: 1 round
String a bow: 1 round
Draw an arrow, load, aim and fire the arrow 1 round
Climb five feet up a ladder, or three feet up a rope: 1 round
Load a bolt into a heavy crossbow to fire: 1 round
Load a bolt and fire a light crossbow: 1 round
Kick once: 1 round
Punch twice: 1 round
Open a backpack: 1 round
Remove a backpack: 1 round
Slide 15 feet down a rope: 1 round
Throw a dagger: 1 segment
Throw any other sort of object the character has in his hands: 1 round
Aim and fire a sling of any kind: 1 round
Draw a weapon or shield from the back: 1 round
Draw a weapon from the side/front 1 segment



INITIATIVE

There will be times when it is necessary to know when and in what order characters and NPC perform their actions. Initiative determines in what order all of the participants can *begin* their action. Initiative is usually determined at the beginning of each round. However, the GM is free to make initiative static so that every round all of the participants go in the same order. A die is rolled to determine the order in which of all of the participants may begin their actions. The GM will roll for all non-player participants. There are a variety of ways in which initiative can be determined. The basic means of determining initiative is to roll a 1d12 for each participant. The highest number goes first, followed by the second highest number, and so forth. In cases of a tie, the Speed rating is used to determine who goes first. In cases where the Speed is also tied, actions happen simultaneously. Here are some other sample ways to determine initiative:

Group Initiative: Sometimes when there are a large number of participants, it becomes time consuming to determine initiative for all of the participants. In this case, each side rolls initiative. The side with the highest number goes first.

Speed Factor Initiative: Since Speed modifies reaction time, it is reasonable to use Speed as a variable for determining when actions take place. In this case, a 1d12 is rolled. That total is then *added* to each participants Speed rating. The highest number goes first, followed by the second highest, and so forth.

SURPRISE

Surprise is a state where a group has an unexpected encounter and is not prepared for action. Surprise is governed by the use of certain abilities, e.g. way-laying. A surprised party does not roll initiative and cannot act for at least one round. The exact length of time and chances of being surprised (and avoiding it) will be determined by the GM. In cases where one group is attempting to surprise and another is attempting to avoid it, the side that “wins” is the one that succeeds by the most points. If one group succeeds by 10 and the other one 12, then the group that rolled 12 succeeds.

SPELL CASTING IN COMBAT

Spells go off during the caster’s turn. If the spell says instant, then the spell’s effect happens immediately upon casting. If it says one round, then the next round when it is the caster’s turn, the spell will go off. If it says two rounds, then after two rounds when it is the caster’s turn the spell goes off. The

caster cannot take any additional actions in the round the spell goes off.

COMBAT

Combat is divided into rounds. Unless otherwise noted, only one attack, including spells, can be done by any participant in a round. For melee attacks, weapons score is used to determine success. For archery or martial arts, those abilities are used for determining success. If those abilities are not possessed by the character, then a roll against weapons is permitted but with penalties.

Situation Modifiers (Optional Rule)

Players and the GM should be as detailed and creative when possible during combat. To help facilitate this, situational modifiers are listed. These provide benefits or penalties to hit.

Attacker Adjustment Table

Shooting
motionless, with back or weapon braced +10
moving rapidly -20
moving erratically and rapidly -30

Striking
moving erratically -10
moving erratically and rapidly -20
above +5
behind +20
flank/side +10
prone defender +30
unresisting defender +80

Defender Adjustment Table

Being shot at
motionless +10
moving -10
moving erratically/rapidly -15
being camouflaged -5
with 30% cover -15
with 60% cover -30
with 90% cover -45
blowdart/small projectile -50

Being struck while
motionless +20
defending from above -5
moving -5
moving erratically/rapidly: -10

Weapon Agility Bonus (Optional Rule)

Certain weapons are given an Agility bonus when those weapons are used. Those bonuses are added to determining the success of an attack.

DETERMINING THE SUCCESS OF AN ATTACK

1. Look at the Weapons rating
2. Add Agility Bonus to the Weapons (optional)
3. Add/Subtract attacker adjustments (optional)
4. Add/Subtract defender adjustments (optional)
5. Add any magical adjustments
6. Add in additional Ability bonuses
7. Determine final number to be rolled against and roll against that number
8. If hit, determine damage

If the total chance is greater than 99, then it is an automatic hit and for every point over 100, then one point of additional damage is done.

Example One: A character has an Archery score of 43. He is using a heavy bow (+20). He has his back braced against a wall (+10) and is shooting at a motionless target (+10) with his back turned (+20). The chance of success is 43+20+10+10+20=103. This is an automatic hit. Damage is rolled and 3 points are added to that total.

Example Two: A character with a weapons score of 60 and chivalry at 40 (+8). He is using a sword with a +10 Agility bonus. The character is moving rapidly (-10) to his target to swing his sword at him. The chance of success is 60+8+10-10=68. He rolls a 79 and misses.

Example Three: A character has 48 in weapons. His weapon has no Agility bonus. He is engaged in a standard frontal attack against an armed opponent. His chance of success is 48. He rolls a 35 and hits. (Note: this is often going to be the typical situation with the possible exception of bonuses added from additional abilities.)

DETERMINING DAMAGE

The weapons chart lists damage per weapon type. Most weapons result in up to 20 points of damage. If a hit is successful, one should roll the appropriate for determining damage.

The weapon's damage (WD) is then subtracted from the Armor Factor. Armor Factor (AF) is determined by adding together all of the armor protection a character has. If the AF is higher than the damage rolled, then no damage. Any damage above the AF causes a reduction in the target's health. Each hit reduces the durability of the armor by one point.

$$\text{AF} - \text{WD} = \text{character's damage}$$

DETERMINING EFFECTIVE ARMOR FACTOR

The effective Armor Factor (AF) is determined by all the armor the character is wearing. In the case of

new armor, the AF is the armor's protection value. If using a shield, it is determined by adding the shield to the armor's AF. For example, leather and a shield would have a 11 AF.

In the case of *used* armor, the AF is 10% of the durability with *all values rounded up*, e.g. if the durability of leather armor is 73, then its 8 AF. At 69 durability it is 7 AF, at 8 durability it is 1 AF, etc.

LOSING DURABILITY AND ITS EFFECT

The durability of armor is determined by multiplying its absorption by 10. Every hit reduces the durability by 1 point. Every 10 points of durability loss results in 1 point less of armor protection. In cases where the durability is above 100, there is a minimal amount of protection the armor will provide regardless of its actual durability. For every 10 points above 100, there is a minimum of 1 point of protection, e.g. 110 provides at minimum 1 point, 120 provides 2 points, etc.

Armor Type	(AF) Protection	Speed Penalty	Durability Points
Clothes	2	0	20
Padded	6	2	60
Cloth	7	4	70
Leather	8	6	80
Ring Mail	9	7	90
Scale	10	7	100
Spidersilk	10	4	100
Chain Mail	11	8	110
Plate Mail	12	10	120
Full Plate	14	12	140
Large Shield	5	6	50
Regular Shield	3	3	30

ARMOR TABLE

Notes on Armor Types

The armor types are listed are general types found in fantasy games. Additional armor can be added using the chart as reference. Detailing additional armor and its look are left up to the players' and GM's imaginations.

Improved Durability (optional rule)

For non-magical armor types with durability greater than 100, it takes 2 hits to reduce durability.

Spidersilk: Certain subterranean races make armor out of a specific type of spider. The armor is a mixture of that spider silk and other minerals. Some parts are reinforced with chitin. This type of armor cannot be repaired by a PC. Races from other games that make specific types of armor, such as Elvin Chain, would be put into this category although the material may differ. The GM will make any other necessary conversions as necessary.

Cloth Armor: Cloth armor is not the same as just wearing clothes. It is designed to protect the wearer in combat. Cloth armor is flammable unless wet or magical.

Padded Armor: Padded Armor is a set of light cloth and padding.

Leather Armor: Leather armor is flammable under sustained flame or a high temperature flame. If the armor is wet or magical, then it will not catch fire.

Ring Mail: Ring mail is not really mail. Instead it is leather armor with rings covering a leather jerkin. While quieter than metal armor, the rings do make noise

Scale Armor: Scale armor is combination of leather and cloth. Covering the armor are small metal scales. It provides more protection than leather, but with slightly decreased mobility.

Metal Armor: Metal is conductive. The result of this is that heat, cold, and electricity will travel through the armor unless magical.

Chain Mail Armor: Rings made out of steel are interwoven to form a mesh.

Plate Mail: Plate mail commonly refers to a mixture of plate pieces and chain mail pieces. Most commonly, this would be a plate chest piece, leggings, and forearms, while the rest of the exposed pieces would be chain mail.

Full Plate: Full plate armor refers to a full set of metal armor that a knight would wear. It is custom made and tailored. Unless someone has the same physical attributes, wearing of this armor by anyone other than for whom it is made will result in a severe Speed penalty. The armor can be taken to an armorsmith and adjusted to fit in most cases.

Shields: Use the values listed only if a shield is the only form of protection. In cases where shield are used in conjunction with other armor, add the durability together to determine the armor factor. In terms of durability loss, it is determined by the armor worn. E.g. if being hit by a mace while wearing cloth armor and using a shield, no durability loss

will occur. Speed penalties do not stack. The speed penalty is based on the highest penalty.

Damage Type (optional rule)

Weapons deliver a specific type of damage. Some armor types are *immune* to loosing durability from certain types of damage.

Immune to crush: Spidersilk, Padded, Cloth, Leather, Ring Mail

Immune to piercing: Chain Mail, Scale

Immune to slash: Full Plate, Plate Mail

SPELL DAMAGE AND ITS EFFECT ON ARMOR

If the damage from a spell ignores all armor protection, then no loss of durability occurs.

REPAIRING ARMOR

In the field, a PC with mechanics can repair armor at a rate of 2 points per hour. If Jury-rig is possessed, it can be repaired at 1 point per hour. This assumes that the PC has the materials necessary to repair the armor. A check is made against the required Ability each hour with success restoring the lost health. In a town with the appropriate tools and material, the rates are doubled. If an NPC armorsmith is hired, the rate is tripled. Magical armor can only be repaired by magical means.

Armor that has 10% or less of its durability left cannot be repaired and must be replaced.

ARMOR PENALTY

If a PC does not have the required skill in weapons or chivalry, then the speed penalty for the armor is double. In addition, the character suffers a 10 point penalty to all ability checks. Weapons and chivalry are exclusive so they cannot be combined to acquire access to different types of armor.

Armor Type	Weapons	Chivalry
Shield	0	0
Padded	0	0
Cloth	10	0
Leather	20	0
Spidersilk	20	0
Ring Mail	30	10
Scale	40	20
Chain Mail	50	30
Plate Mail	60	40
Full Plate	80	50

No Armor Durability (optional rule)

While keeping track of armor durability is easy and armor damage is 'realistic' some people may prefer to avoid using durability. Armor would provide a constant level of protection and not need to be repaired by any set rule. The game will play fine without armor losing durability. To accommodate the extra protection armor has, reduce the armor protection by 2 points. For example, cloth armor would now provide 5 points of protection, a regular shield would provide 1 point of protection, and clothes would now offer no protection.

DAMAGE EXAMPLES

Example One: A character has been hit by a sword. The character is wearing Leather Armor at full durability. The GM rolls damage and the total is 5. The armor absorbs up to 8 points of damage, so the character suffers no damage. One point is deducted from the durability of the armor.

Example Two: A character has been hit by a sword. The character is wearing Leather Armor at full durability. The GM rolls damage and the total is 15. The armor absorbs up to 8 points of damage, so the player deducts 7 points from the character's health and one point of durability.

Example Three: A character has been hit by a mace. The attacker's adjusted weapons score was 117. The amount of damaged rolled by the GM is 20. This means 37 points of damage is being delivered. The character is wearing leather armor and a regular shield -both at full durability. This means an Armor Factor of 12 and 120 points of durability. 12 points are absorbed by the armor so the character suffers 25 points of damage. Since this is crush damage against leather armor, no deduction of durability occurs.

Example Four: A character has been hit by a long sword for 10 points of damage. The character's is wearing leather armor. Its current durability is 60. His AF is only 6. The character takes 4 points of damage. The armor's durability is reduced to 59 so his AF is only 5

RECOVERY OF MANA AND CORE ATTRIBUTES

Mana is restored at a rate of 10% of Mind per hour. For example, if a character has 50 in his Mind, he will regain 5 points per hour. Rest is not required for regeneration of Mana, but the rate is doubled during sleep. Five hours of sleep in a safe location will restore all Mana.

Health is recovered at a rate of 20% of its normal rating per day assuming a full 8 hours of rest in a

safe location. If not, then health is restored at a rate of 5% per four hours of rest with 4 being the minimum required for health restoration. For example, if a character has 63 in Health and is sleeping at a comfortable and safe inn for a full 8 hours, the character will regenerate 12 points of health. If the character is at a campsite and sleeps for 5 hours before being awake for watch, he would recover 3 points of health.

Losses to Speed and Agility can happen during game play. This loss is either temporary or permanent. If it is temporary, then the points will be restored when the effect is over. If it is permanent, then those points can only be resorted by magical means.

Optional Combat Rules

Two weapon fighting: Minstrelsy or Improvised Fighting rating of 51 or greater allows the PC to use two weapons – one for attack and one for parry. There is a penalty of 10 to the primary hand and 20 to the secondary hand. If the character has a Weapons score greater than 80, then using two weapons incurs no penalty and this includes attacking.

If a PC does not have Minstrelsy or Improvised Fighting, but has a Weapons rating greater than 80 the PC can use two weapons for attack. The favored hand attacks at a 15 penalty and the off-hand attacks at a 30 penalty.

Two Attacks with one Weapon: An Archery score greater than 80 allows the discharge of two arrows per round. The first arrow has a penalty of 25 and the second arrow has a penalty of 50. A very high rating in Weapons allows for the capacity of multiple attacks.. See the Weapons ability description for details.

Parrying Attacks: A weapons score greater than 80 allows the character to parry an attack. Minstrelsy or Improvised Fighting greater than 20 also allows the character to parry. The check to see if a parry is successful is done against weapons. To determine success, roll against the weapons score like you are performing an attack. If 10% or less than your weapon score is rolled, you completely parried the attack and gain an immediate attack on the attacker. If the roll to parry succeeds, but greater than 10%, then both you and the attacker roll for "damage." The defender's total is subtracted from the attacker's damage total for determination of how much damage, if any, the defender will take. Parrying must be declared before the target is attacked. If attempting to use one hand to attack and one to parry, then the two weapon penalty applies.

Shield Slam: If a character possesses Athletics greater than 50, then he can shield slam a target if

he is using a large shield. A shield slam is just that – the shield is slammed against the enemy. The attacker must declare if he is attempting a knockdown or a knockout. To determine if the shield slam is successful, a check against Weapons is made as though this were a normal attack. If the intent of the attacker is a knockdown, then the defender rolls a Saving Throw against Speed x2. If the defender fails, he is knocked off of his feet onto the ground and must spend at least one round getting back up. If he is successful on his Saving Throw, then there are no ill effects.

If the intent of the attacker is to stun his target, then the defender rolls a Saving Throw against his Health (not the current total, but the normal total). If the defender fails, he is stunned for 1 segment per every 10 points the attacker possess in Athletics. In addition, the target suffers all damage bonuses from Athletics – thus ignoring all armor protection unless of a magical sort. The stunned target will be incapable of doing anything by attempting to stay on his feet. Once recovered, the defender suffers a -1 to his initiative for every 10 points the attacker has in Athletics for the next Turn. If the defenders Saving Throw is successful then there are no ill effects.

Backstabbing

Certain abilities, like Espionage and Stealth, give the Ability to sneak attack from behind. Two optional rules are presented for handling this. One is for determining a hit and the second is for damage.

1. If higher than weapons, the sneak attack Ability is used to determine a hit. If weapons is higher, then 10% of the sneak attack Ability is added to weapons for determining a hit.
2. Maximum damage plus 1d10 is done to the target if hit

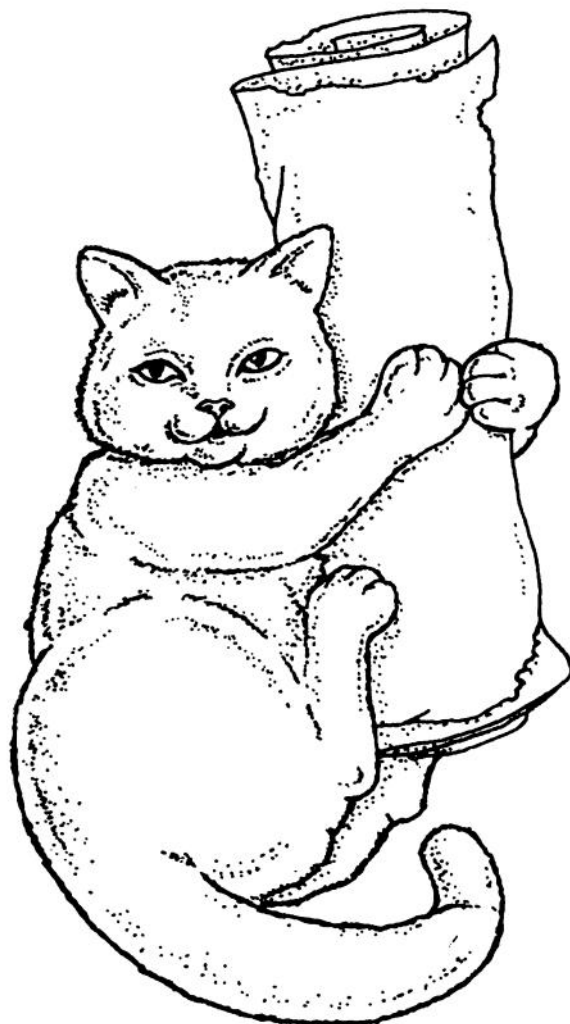
Assassination

With the appropriate Ability rating of 81 or greater, the PC may attempt to assassinate a target using a small bladed weapon. This will instantly and quietly kill the target. In order to succeed the following conditions must be met:

1. The target cannot know he is going to be attacked and a successful check for a sneak attack must be made.
2. The target cannot have an AF greater than 10.
3. The chance of assassination is equal to the Ability rating minus the target's health and AF. For example, if Espionage is 91, and the target has 45 health and 8 AF, then the chance of success is 38.

Final Note

The rules presented here are not the final say. The final say of the rules rests with the GM. We have presented the rules and some optional rules. GM's are encouraged to make changes and additions to suit their own needs. With that said, outside of optional rules, it is recommended that the GM and his players play the game as written until thoroughly familiar with the rules. Once all participants are familiar with the basic rules of the game, then the GM should make whatever changes he or she thinks makes the most sense for his game and his game world. The rules are meant to create a bare structure around a set of abilities to facilitate creativity and game play, not restrict it. Just remember that any addition or changes you make should avoid unnecessarily slowing down actual game play.



APPENDIX A: ADVANCED COMBAT

ADVANCED COMBAT RULES

As an optional rule, characters can be allowed to do special moves in combat. The character can learn one special ability per 10 points in weapons. Every 20 points in Chivalry adds an additional special ability. These special moves allow the character to use his weapon to cause different effects. Each move costs a set amount of endurance to perform.

ENDURANCE POOL (EP)

The character's endurance pool is determined by the character's health. In addition, for every 5 points in Athletics, the character gains one point of endurance. For example, if the character has 50 in Health and 30 in Athletics, the character will have 56 points of Endurance. Characters recover Endurance at 10% of their Health rating per hour. The rate is doubled if the character is sleeping.

EFFECTS OF LOW ENDURANCE

If the character has run out of Endurance, then all attacks are made with a 10% penalty due to fatigue.

EFFECTS OF LOW HEALTH

When a character falls below 50% of his normal health rating, the character suffers a 10% penalty to all skill checks and saving throws. At 90% loss then PC suffers a 50% penalty.

MELEE WEAPON ABILITIES DESCRIPTIONS

Aggressive Stance **Endurance: 10**

The PC enters an aggressive stance. The stance gives the PC a bonus of 10 points to hit. Further, his weapon will always do at least 50% of its damage when it hits. For example, if the weapons does 3-20 (3d6+2), then the weapon will do at least 10 points of damage. While in this stance, enemies gain a 10% bonus to their weapon score to hit the PC. The duration of the stance is two minutes.

Bleed **Endurance: 4**

The PC must be using a piercing or slashing weapon. The PC can hit a vital part of a target body causing it to bleed. In addition to the normal weapon damage, the target will bleed 1d6 points of health for 1d4 rounds. A target can be subject to more than one bleed effect at a time.

Block**Endurance: 6**

The PC gives up attacking a target and instead spends the round blocking attacks. With a successful weapon's check, the PC will be able to block up to two melee attacks against him during the round.

Cleave **Endurance: 10**

The PC must be using a two-handed slashing weapon or a one handed slashing weapon with a Athletics rating of at least 30. This devastating attack causes the maximum damage of the weapon plus 10 additional points of damage. When making this attack, the PC suffers a 10 point penalty to hit his target. In addition, the PC will not be able to attack the next turn do to him recovering.

Cut **Endurance: 2**

The PC must be using a piercing or slashing weapon. The PC cuts the target in a minor and unnoticeable part of the target's body. The blood will drip slowly for 1d4 minutes unless noticed and bandaged. This does no damage, but will leave a trail of blood.

Defensive Stance **Endurance: 10**

The PC enters a defensive stance. The stance gives all attackers a 10-point penalty when attempting to hit the PC. The duration of the stance is for two minutes.

Disarm **Endurance: 6**

The PC is able to attack a target in such a way as to cause the target to drop his weapon. The target is allowed a save vs Speed to avoid dropping the weapon.

Distract **Endurance: 2**

The PC is able to attack a target in such a way as to distract it. A consequence of this is that the target will attack last during the round instead of its scheduled place in the order of attacks.

Fast Footed Stance **Endurance: 10**

The stance gives the PC a bonus of one point per ten points in Martial Arts if the PC is wearing light armor with a speed penalty less than one. For example, the PC has 53 in Martial arts and is wearing cloth armor, then the PC would have 7 points of protection from the armor and an additional 5 points of protection while in this stance for a total of 12 points. The duration of the stance is for two minutes.

Ignore Armor

Endurance: 6

The PC can attack a target in such a way as to ignore the target's armor and therefore prevent the armor from absorbing any damage.

Improve Parry

Endurance: 2

This allows the PC an improved chance to parry. When using this ability, it grants a 1 point bonus for every five points possessed in Weapons. For example, a character with 65 in Weapons would have at a bonus of 13 to parry an attack.

Kidney Strike

Endurance: 3

The PC attacks the target in such a way as to hit his target's kidney. In addition to the weapon damage, the target will suffer a 10 point penalty to attacks for the next 1d4 rounds.

Knockdown

Endurance: 3

The PC is able to hit a target in such a way that the target falls down. The target is allowed a save vs speed X 2 to avoid being knocked down.

Lucky Strike

Endurance: 4

The PC is able to attack in such a way that if he misses, he is able to turn the miss into another opportunity to hit. The initial attack is made at a 10-point penalty and if it misses, his second attempt is made at a 20-point penalty.

Multiple Attacks

Endurance: 10

The PC is able to attack one time per 20 points in weapons and requires a speed of at least 12. The first attack is made at a 10 point penalty. The second at 20 points, the third at 30 points, and so forth. The attack can only be done once every 10 rounds.

Stun

Endurance: 10

The PC must be using a two handed weapon that does crush damage. The PC is able to hit a target in such a way that it knocks the air out of the target causing him to be stunned. The target gets a save vs speed to avoid falling. If the target falls, he is stunned for 1d4+1 rounds. If the target remains standing, then he is stunned for 2 rounds.

Sweep

Endurance: 4

The PC must be using a long weapon. The PC is able to swing his weapon in such a way as to hit one target for every 20 points he has in weapons as long as those targets are near the PC. The attack is made

with a 10 point penalty and the weapon damage is 50% of the weapon's normal damage.

Taunt

Endurance: 4

The PC hits a target in such a way, that the target views the PC as the most dangerous threat to him. As a consequence, there is a 50% chance that the next attack the target attacks will be the PC.

Whirlwind

Endurance: 14

The PC uses his weapons to creates a blur of attacks that surround himself. The distance is a 3 ft radius around the PC. Any object getting within that area will automatically be hit. The PC can take no other action while using this ability and his movement is limited to 2 feet. The duration of the ability is up to 4 rounds.

MARTIAL ARTS ABILITIES DESCRIPTION

Aggressive Stance

Endurance: 10

The PC enters an aggressive stance. The stance gives the PC a bonus of 10 points to hit. Further, his attacks will always do at least 50% of its damage when it hits. While in this stance, enemies gain a 10 -point bonus to hit the PC. The duration of the stance is two minutes.

Block

Endurance: 6

The PC gives up attacking a target and instead spends the round blocking attacks. With a successful check against Martial Arts, the PC will be able to block up to three unarmed attacks against him during the round.

Chain Punches

Endurance: 6

The PC is able to punch in rapid succession with one punch going over the other such that 6 punches can be launched in a single round. The PC has 6 attempts to hit with each punch doing 1d6 points of damage.

Chokehold

Endurance: 6

If the PC can surprise a target from behind, he is able to put the target into a chokehold. In order to hold the target, the PC must make a successful check against Martial Arts each round to hold the target. Each round, the target is entitled at a decreasing saving throw. The first is at Speed x 2, then just Speed. If the PC does not fail his attack, then the target must make 2 successful saves to escape. If he fails two saves in a row, then the target falls asleep for 2 minutes.

Claw

Endurance: 4

The PC is able to attack a targets face with his fingers so as to draw blood and scratch eyes. If the attack is successful, the target will have a 50% penalty to all attacks for the next 1d4 rounds. The attack does no damage.

Defensive Stance

Endurance: 10

The PC enters a defensive stance. The stance gives all attackers a 10-point penalty when attempting to hit the PC. The duration of the stance is for two minutes.

Disarm

Endurance: 6

The PC is able to attack a target in such a way as to cause the target to drop his weapon. The target is allowed a save vs Speed to avoid dropping the weapon.

Dislocate

Endurance: 4

If the PC successfully blocks and attack, the PC is able to pull the arm partially out of its socket immobilizing that arm for 1d4 rounds.

Elbow Strike

Endurance: 3

The PC is able to attack a target's face with his elbow. It does 1d12 points of damage.

Fast Footed Stance

Endurance: 10

The stance gives the PC a bonus of one point per ten points in Martial Arts if the PC is wearing light armor with a speed penalty less than one. For example, the PC has 53 in Martial arts and is wearing cloth armor, then the PC would have 7 points of protection from the armor and an additional 5 points of protection while in this stance for a total of 12 points. The duration of the stance is for two minutes.

Feign Death

Endurance: 10

The PC is able to lower his breathing and heart rate so low that he appears dead to all but magical means. The PC will remain in this state for up to 2 hours.

Headbutt

Endurance: 4

The PC is able to headbutt a target. The target suffers 1d8 points of damage. If the target fails a save vs Speedx2 it will be stunned for 1d4 rounds.

Hinder

Endurance: 6

If an attacker fails an attack, the PC is able to step out of the way and kick down on the attacker's knee damaging the knee and sending the attacker to the ground. The attacked will suffer 1d6+4 points of damage and be unable to stand for 1 round. In addition, the attacker's movement will be at 50% until the damage is healed.

Ignore Armor

Endurance: 6

The PC can attack a target in such a way as to ignore the target's armor and therefore prevent the armor from absorbing any damage. (This is mostly used against targets wearing metal armor).

Joint Lock

Endurance: 6

The PC is able to specify a joint to attack. If successful, the PC can lock that joint for 1d4 rounds. The PC must continue to hold the target during that time.

Kidney Strike

Endurance: 3

The PC attacks the target in such a way as to hit his target's kidney. In addition to the weapon damage, the target will suffer a 10 point penalty to attacks for the next 1d4 rounds.

Leg Sweep

Endurance: 4

The PC is able to kick at a target's legs in such a way that is causing the target to fall. The target is entitled to a save versus Speed to avoid falling. If falling, it will take one round to recover and stand.

Magic Fist

Endurance: 8

The PC is able to channel his spiritual energy in such a way as to hit a target that can only be hit by magic. The duration is 1d4 rounds and any attacks made via hand will do normal damage that ignores all the targets magical armor protection. The PC cannot do any special attacks during this time.

Multiple Attacks

Endurance: 10

The PC is able to attack one time per 20 points in Martial Arts and requires a speed of at least 12. The first attack is made at a 10 point penalty. The second at 20 points, the third at 30 points, and so forth. The attack can only be done once every 10 rounds.

Palm Strike

Endurance: 3

The PC strikes with his palm delivering 2d8 points of damage.

Round House

Endurance: 6

The PC is able to do a spinning kick to a target face. The kick will do 1d10+10 points of damage.

Side Kick

Endurance: 3

This kick does 1d20 points of damage.

Throw

Endurance: 6

If the PC has successfully blocked an attack from a target not using a weapon, the PC is able to throw the target if a successful check against Martial Arts is made. The target will be stunned for 1d4 rounds. The target is entitled to a save vs Speed to avoid being thrown.

Zero Inch Punch

Endurance: 8

The PC is able to punch a target without having to move any distance between his hand and his target. The fast moving tendons cause a powerful punch the delivers 1d10+10 points of damage and the target must make a save vs Speed to avoid being knocked back 1d6+4 feet. If knocked back, it will take the target 1d4 rounds.

ADVANCED MAGIC RULES

SPELL FAILURE

Anytime a character rolls a 95 or above when attempting to cast a spell, the spell fails regardless of the character's skill or the number he needed to roll. In many cases, a spell failure simply means the spell has no effect, but Mana is still used. In other cases, spell failure produces unintended consequences. In case of a spell failure, a 1d20 is rolled and that result in compared to the chart. In addition, the grade

of the spell is added to the die roll. For example, four is added to the die roll of a grade IV spell. Given the various natures of the spells, a full list of ill effects that are relevant to every spell cannot be produced. The GM may deem it necessary substitute some effects depending on the spell cast.

SPELLWEAVING

Spell weaving is the process of mixing two or more spell together to produce an effect. For example, a heal spell could be combined with a damage spell. The result is a spell that will cause damage and the amount of damage done will heal the caster. A windstorm and be combined with a fire spell to create a flaming tornado. Spellweaving can be done between different spell lines. The caster must have the spells he is trying to mix memorized. He must detail to the GM what he is trying to do by mixing the spells. There is no guarantee that the desired effect will be produced.

The casting time for spellweaving is the highest casting times of the spells being combined, plus one round. The mana cost is the highest mana cost plus 50% of the additional spell(s) mana cost. Spellweaving requires at least one of the spell casting abilities being used to be 80 points or above. There is a 20 point penalty plus one point per grade of the spells being cast. If mixing two spell lines together, a check against each ability is necessary. For example, attempting to cast an enchantment and theurgy spell, both grade 5 would require a check against both abilities with a 30 point penalty to each

1-11	No additional effect beyond Mana Loss
12	Double Mana Loss
13	Caster must rest one round before attempting to cast again.
14	Causes a headache to the caster resulting in a 10 point penalty to all actions taken for the next 10 minutes.
15	Loss of memory for the past 1d6 minutes.
16	All spells cast for the next 1d6 rounds cost double Mana
17-18	The spell's effect is reversed.
19-21	The spell targets the caster instead of its intended target. No saving throw for the caster.
22-24	Loses access to the spell until memorized.
25-26	Explosion - The caster and all those around him are knocked down and take 1d10 points of damage.
27-28	Caster's Mana reduced to zero
29-30	Forgets all memorized spells.

APPENDIX B: CREATING AND MODIFYING PROFESSIONS

There may come a time where a player wants to play a character type that would belong to a profession, but a profession is not available. The GM may then decide that creating an additional profession is necessary. While this is sometimes the case, there are easier ways to handle the situation.

When possible, it is best to modify an existing profession in a minor way to fit the needs of the players. For example, suppose a character wants to play a Paladin. Instead of creating a new profession, the GM can use the Cavalier profession. The GM then requires that Theurgy as an additional Ability. The player will now belong to a Paladin profession in the game and will belong to some group of religious knights.

Clerics, will be the most common profession that will be modified in individual games. It is logical that each sect or god would have different requirements of its priests. The default abilities for the cleric are Theurgy, Athletics, Scrutiny, and Scholarship. Suppose the character worships Ares the god of war. It might be appropriate for the GM to mandate that Weapons be the second Ability (It cannot be the first if the character wants to be a cleric). A Cleric of Ha-

des may be required to have necromancy. There are additional means to accommodate different gods besides altering the abilities. A Cleric of Set may be given (or required to have) an Edge that allows him to communicate with snakes and maybe summon them.

It is suggested to follow this method as a means of accommodating players and fleshing out your game world. Adding additional professions simply clutters the game and forces more work on the GM. This is not to say that all potential professions can be created by simple modification of existing professions. For example, a player might want to play a Monk. Certainly there will be monasteries in the world so it seems like this would qualify as a profession. To create this profession, the GM selects the key Ability for the profession. In this case, Martial Arts. Scholarship and/or Theurgy seem likely abilities as well. The GM should select three abilities (sometimes four) additional required abilities. After this, follow the model of the other professions for fleshing out the ranks. Remember that you are not creating the strongest combat oriented character when doing this, but rather selecting abilities that the profession would logically have. Further, it is fully possible that there are professions, such as a businessman, that could be turned into a "Profession" like a thief, but are unsuitable for game play.



APPENDIX C: MAGIC ITEMS

Below you will find sample lists and descriptions of magical items. Each item is given a grade from I-X. This lets the GM know roughly how powerful the item is. In theory, items can go up to XII in power, but none are listed. XI and XII grade items are the most powerful magical items available. They are usually unique items and should only be designed and used for high magic worlds only.

Potions, Powders, and Oils

- | | |
|-------------------------------|-----|
| 1. Dust of Dryness | I |
| 2. Dust of Invisibility | VI |
| 3. Itching Powder | I |
| 4. Oil of Protection | III |
| 5. Oil of Sharpness | II |
| 6. Potion of Animal Form | VII |
| 7. Potion of Animal Speaking | V |
| 8. Potion of Flying | VII |
| 9. Potion of Liquid Form | IV |
| 10. Potion of Minor Healing | IV |
| 11. Potion of Shrinking | VI |
| 12. Potion of Water Breathing | III |

Staves and Wands

- | | |
|----------------------------|------|
| 1. Healer's Staff | VIII |
| 2. Staff of Air | IX |
| 3. Staff of Earth | IX |
| 4. Staff of Fire | IX |
| 5. Staff of Water | IX |
| 6. Wand of Bolts | III |
| 7. Wand of Flame Tongue | V |
| 8. Wand of Illusions | IV |
| 9. Wand of Light | II |
| 10. Wand of Undead Command | X |

Armor

- | | |
|----------------------------------|------|
| 1. Armor of Blurring | VII |
| 2. Armor of the Hidden Army | X |
| 3. Armor of Elemental Protection | IX |
| 4. Cloth Armor | VI |
| 5. Full Plate | IX |
| 6. Glacier Armor | X |
| 7. Leather Armor | VII |
| 8. Plate Mail | VIII |
| 9. Chain Mail | VII |
| 10. Shield of Missile Attraction | VI |

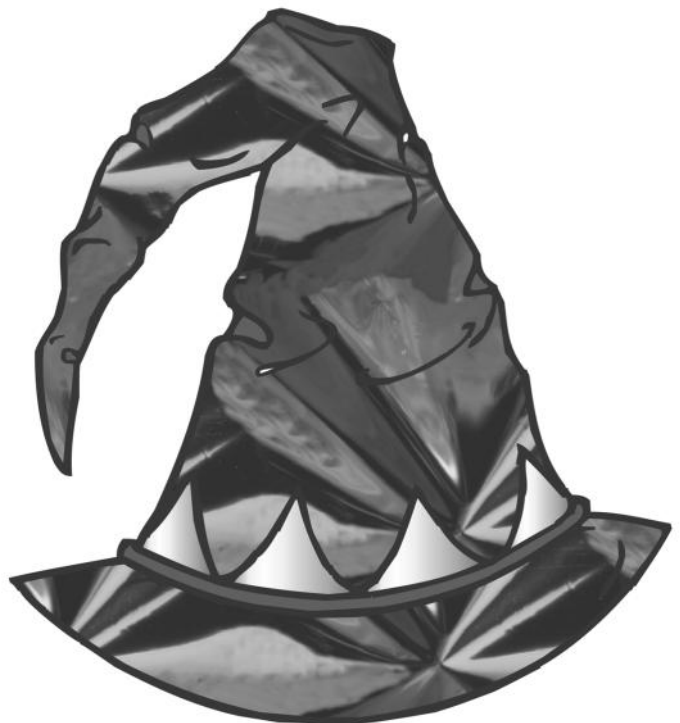
Weapons

- | | |
|---------------------------------------|------|
| 1. Arrows of Wounding (20) | IV |
| 2. Arrows +5 to hit (20) | I |
| 3. Arrows +5 to hit/damage (20) | II |
| 4. Arrows +10 to hit, +5 damage (20) | III |
| 5. Arrows +10 to hit, +10 damage (20) | V |
| 6. Arrows +20 to hit/damage (20) | VIII |

- | | |
|--|-----|
| 7. Battle Axe +5 to hit/damage | III |
| 8. Battle Axe +10 to hit/damage | VI |
| 9. Bolts of Stunning (20) | V |
| 10. Crossbow of Accuracy | V |
| 11. Dagger of Venom | VII |
| 12. Hammer of Strength | VI |
| 13. Lucky Throwing Knives | V |
| 14. Mace +5 to hit/damage, +10 vs undead | VI |
| 15. Sword +5 damage | II |
| 16. Sword +5 to hit/damage | II |
| 17. Sword, +10 hit/damage | VI |
| 18. Sword of Demonslaying | X |
| 19. Sword of Frost | VII |
| 20. Sword of Fire | VII |

Miscellaneous

- | | |
|---------------------------------------|------|
| 1. Amulet of Regeneration | X |
| 2. Boots of Speed | V |
| 3. Bracers of Strength | IV |
| 4. Cards of the Gambler | III |
| 5. Cloak of Negotiation | II |
| 6. Everlasting Bread | I |
| 7. Feathercloak | IX |
| 8. Gloves of Accuracy | III |
| 9. Hat of the Ranger | VI |
| 10. Pickpocketing Gloves | II |
| 11. Ring of Gaseous Form | V |
| 12. Ring of Protection | IV |
| 13. Ring of Scrutiny | III |
| 14. Robe of Invisibility to Undead | VII |
| 15. Rod of Telekinesis | V |
| 16. Spectacles of Extraordinary Sight | VII |
| 17. Spyglass of Scrying | IX |
| 18. Tome of Health | VIII |
| 19. War Dogs | V |
| 20. War Paint of Protection | IV |



ITEM DESCRIPTIONS

*Potions, Powders, and Oils***Dust of Dryness****I**

Dust of dryness appears to be normal talc powder. However, when sprinkled on a person or object, the object will complete dry within one round. It will remove water, oil, or any liquid that would not normally be on or in the object. For example, a sunken treasure chest can be dried using the power and it will dry every coin and item inside the chest. However, putting the powder on a wet person will dry him and his clothes, but it will not dry out his insides. Each pouch contains three doses. A dose is enough to dry approximately 200 cubic feet of space.

Dust of Invisibility**VI**

Dust of invisibility is a sparkly powder. When thrown into the air, it clings to all living organisms (up to 10 humanoids) within 10 feet of the thrower. Upon contact, it renders all of covered in the powder invisible. It does not silence them or cover smells. Those subject to its effects can see each other as long as they are within ten feet. Any greater distance than that and they are invisible to each other as well. The invisibility lasts for one hour or until rigorous activity loosens the dust, e.g. combat. Once the activity has begun, such as attacking, the effects wear off for the person performing the action. Magical wind is also capable of removing the dust and therefore the effect of the powder.

Itching Powder**I**

Itching power causes irritation of the skin. Within one minute of contact, the skin will begin to itch. After 5 minutes, large itchy bumps will develop. The skin will remain irritated and itchy for 6 hours or until the skin is washed. Once washed, the pain and irritation will stop within one minute of being dried and the bumps will disappear within five minutes. Each container of powder contains five doses.

Oil of Protection**III**

This oil can be applied to natural materials, e.g. leather and cloth. When applied to non-magical natural items, the oil grants additional armor protection. It grants five points of armor protection on top of what the armor already protects. The duration of the protection is five minutes, but the countdown will not begin until the armor is hit.

Oil of Sharpness**II**

This oil can be applied to any non-magical blade. It grants the user of the blade with +5 to damage. The

oil lasts for 2 minutes. It takes one round to apply the oil.

Potion of Animal Form**VII**

This potion allows the drinker to assume the form of an animal. The animal will be completely random, but indigenous to the area. However, if the drinker possesses some part of an animal, he can transform into that animal instead. The duration of the effect is five minutes.

Potion of Animal Speaking**V**

This potion allows the drinker to communicate with mammals and reptiles. The duration of the effect is five minutes.

Potion of Flying**VII**

This potion allows the drinker to be able to fly. The drinker will be able to fly at twice his speed rating. The duration of the effect is 5 minutes.

Potion of Liquid Form**IV**

This potion allows the drinker and all of his possessions to turn into a liquid with the consistency and look of water. This means that the subject will look like a puddle on the floor. While in this form, the subject has limited mobility. It can move at a rate of 50% of his speed rating. The duration of the effect is one minute.

Potion of Minor Healing**IV**

The drinker of this potion heals 1d6 points of health. It can be used once per hour. Each bottle contains 5 doses.

Potion of Shrinking**VI**

This potion causes the drinker and all that is on his body to shrink to 1/10th of his normal size. The duration of the effect is 5 minutes.

Potion of Water Breathing**III**

This potion allows the drinker to breathe water as though it were air. The duration of the effect is 30 minutes. Each bottle contains 10 doses.



Staves and Wands

Healer's Staff

VIII

This staff is approximately 6 feet in height. It is only useable by those that have Shamanism or Theurgy at a rating of 10 or higher. When holding the staff, it grants the user a bonus of 10 when attempting to heal. For example, if the caster has 60 in Theurgy, he would make a check against 70 when casting healing spells. In addition, the staff has the following abilities:

1. It adds 1 additional point of healing when casting heal spells
2. Cures disease once per day
3. Cure poison once per week
4. Can heal one target 1d10+10 points of health per day

Staff of Air

IX

This staff is around 6 feet in height, but will adjust from 1-6 feet depending on the possessor's wishes. The user of the staff must possess Elementalism at 20 or higher and must know at least one Air based spell. When wielding the staff, the user is granted a bonus of 10 when casting Air based spells. In addition, the staff can turn into a magical glider that allows the caster to fly. It allows flight for up to 15 minutes. It can be used like this once per day

Staff of Earth

IX

This staff is around 6 feet in height, but will adjust from 1-6 feet depending on the possessor's wishes. The user of the staff must possess Elementalism at 20 or higher and must know at least one Earth based spell. When wielding the staff, the user is granted a bonus of 10 when casting Earth based spells. In addition, the staff grants the following abilities:

1. To allow the caster and up to five people, to walk through earth or stone walls for up to 200 feet once per day.
2. To summon a Rock Golem once per week. The Golem will only last for 30 minutes.

Staff of Fire

IX

This staff is around 6 feet in height, but will adjust from 1-6 feet depending on the possessor's wishes. The user of the staff must possess Elementalism at 20 or higher and must know at least one Fire based spell. When wielding the staff, the user is granted a bonus of 10 when casting Fire based spells. In addition, the staff grants the following abilities:

1. Normal fires and heat cause no damage
2. The Staff contains 10 charges of Fireball. The charges are replenished once per week.



Staff of Water

IX

This staff is around 6 feet in height, but will adjust from 1-6 feet depending on the possessor's wishes. The user of the staff must possess Elementalism at 20 or higher and must know at least one Water based spell. When wielding the staff, the user is granted a bonus of 10 when casting Water based spells. In addition, the staff grants the following abilities:

1. The Ability to breathe water as though it were air. The duration is one hour and can be used once per day
2. To shoot a Water Bolt from the end of the staff. The Water bolt will be 3 feet in diameter and shoot up to 10 feet. The water will continue to flow for up to thirty seconds or until the caster commands it to stop. Those hit by the water suffer 1d4 points of damage and must save versus Speed to remain standing. The water has the Ability to extinguish normal flames. This effect can be used once per day.

Wand of Bolts

III

This wand shoots a Void Bolt (1d10+13) from the end of the wand. Each wand contains 10 charges.

Wand of Flame Tongue

V

This wand shoots a column of fire from its tip. It does 1d12 points to damage to all of those it comes in contact with. It ignores all armor protection. Each wand contains 10 charges.

Wand of Illusions

IV

This wand allows for the casting of Illusionary Scene. Each wand contains 10 charges.

Wand of Light

II

This wand has two functions. The first is that when a command word is spoken, it glows with the intensity of an oil lamp. The light stays on long as the user is holding the wand. If not held, the light lasts for one hour. The second function is that it can create a burst of light capable of blinding targets for

1d4 rounds. Those subject to its effect can save versus Speed to avoid its effect. The blinding effect has 10 charges, but the light effect can be used as many times as possible until all of the blinding charges have been used.

Wand of Undead Command **X**

This wand allows the user to command undead as per the Necromancy spell. In addition, if the user possesses Necromancy, he gains a bonus of ten when creating undead. Each wand has five charges. After the charges are used, the bonus for creating undead no longer applies.



Armor

Unless otherwise noted, magical armor has double the durability of normal armor. If the armor protection is 7, it will provide 140 points of durability. It will not begin to lose its protective effects until the extra health is removed. For example, in the case above, it is not until the armor reaches 60 durability points that the protection decreases for 7 to 6.

Magical armor can only be repaired by magical means.

Armor of Blurring **VII**

This armor comes in cloth or leather. Cloth armor provides 7 points of protection and the leather provides 8 points. Both armors come with a blurring effect because of the sparkly nature of the armor. When looking at the wearer of the armor, it is like the person is suffering from severe nearsight. In normal inside lighting conditions, this means any attack made on the target suffers a 10 point penalty when attacking. In bright daylight conditions, the penalty is 20. For example, if the attacker has 50 in weapons, he needs to roll a 40 in normal light and 30 in bright daylight. If in low light, there is no blurring effect.

Armor of the Hidden Army **X**

This looks like your standard set of chain mail armor. It provides 14 points of protection. However, once per day the wearer can summon illusory warriors to fight at his side. 1d10+10 warriors will be summoned. The warriors will attack at the same skill as the wearer. The fighters will obey the will of the wearer. They cannot do any real damage, but those being hit by the weapons will believe that they have suffered damage. If an illusory fighter does enough imaginary damage to kill a target, the target will simply fall asleep and remain asleep for at least 10 minutes. Each warrior can take three hits before being 'slain.' When slain, they disappear. The illusion lasts for 10 minutes or until dismissed by the wearer.

Armor of Elemental Protection **IX**

This chain mail armor provides 14 points of armor protection. In addition, it provides protection against all of the normal elements. The armor provides seven points of protection against elemental magic.

Cloth Armor **VI**

This Cloth Armor provides 10 points of protection. It has no speed penalty.

Full Plate **IX**

This is full set of plate armor. It looks like typical late Medieval Knights armor. It provides 18 points of armor protection. Its speed penalty is 5.

Glacier Armor **X**

This armor looks like it is carved ice from a glacier, but it has the weight and flexibility of cloth armor. It provides 14 points of protection to everything except

heat and fire. It does not lose durability unless hit for 10 or more damage. Fire based attacks will remove ten points of durability. It grants immunity to the effects of cold temperatures, water, or ice. It provides a 50% damage reduction to all cold and water based magical attacks. The speed penalty is only 4. The armor has 200 points of durability.

Leather Armor VII

This leather armor provides 12 points of armor protection. Its speed penalty is 1

Plate Mail VIII

Plate mail provides 13 points of armor protection. Its speed penalty is 6.

Chain Mail VII

Chain mail provides 14 points of armor protection. Its speed penalty is 3.

Shield of Missile Attraction VI

When missiles are discharged by the user of this shield, there is a 50% chance that the missiles will strike the shield. This prevents any harm from actually being done to the user. The shield can absorb 100 arrows before being destroyed.

Weapons

Only those weapons whose names are not self-explanatory are described.

Arrows of Wounding IV

This is a set of 20 arrows. It grants +10 to hit and ignores all armor protection. If it hits a target, it does only 1d10 points of damage. However, it creates a wound that will hurt and bleed for 1d4 rounds. Each round, the target will suffer 1d6 points of damage. There is no way to stop the bleeding, but heal spells will remove the damage.

Bolts of Stunning V

This is a set of 20 crossbow bolts. Each bolt is +10 to hit and damage. In addition, unless the target saves versus Health, then it will be stunned for 1d4 rounds.

Crossbow of Accuracy V

This is a light crossbow. If the user does not possess Archery, then it allows the user to use the crossbow and make a check against weapons. If Archery is pos-

sessed, it grants +20 to Archery while using the crossbow.

Dagger of Venom VII

This is a silver dagger contained in a jeweled scabbard. It gives +10 to hit and +5 damage. If the attack successfully causes loss of health to a target, then an additional 1d10 points of poison damage is done per round for 1d4 rounds. A save against current health will prevent damage from the toxin.

Hammer of Strength VI

This hammer gives +10 to hit. In addition, it grants the user Athletics at 20. If Athletics is already possessed, it adds 20 points to Athletics.

Lucky Throwing Knives V

This is a set of six throwing knives. Each knife grants +10 to hit and +5 damage. In addition, if the user possesses Minstrelsy or Games, it will add 10 points to those Abilities.

Sword of Demonslaying X

This sword is +5 to hit and damage. When used against demons, it ignores the magical malign protection. In short, it bypasses their armor protection granted to them for being a demon, but any armor worn will act as normal.

Sword of Frost VII

This sword looks like the blade has been carved from ice. It provides +10 to hit and + 10 damage. If used against a heat or fire based creature, it provides +15 damage. In addition, it is capable of freezing any non-magical liquid. If the sword is inserted into water and the command word is spoken, it will begin to freeze around the blade of the sword. It will freeze one cubic inch per minute.

Sword of Fire VII

This appears to be a normal sword, but is slightly warm to the touch. When the blade is swung, a streak of fire will extend from the tip of the blade making a tail behind the blade. The sword gives +10 to hit and +10 damage. If the blade hits a target, it will cause an additional 1d6 points of damage that ignores all but magical protection against fire. In addition, any enemy targets within 3 feet of the target that is hit will suffer 1d6 points of damage from the fire splashing on to them.



*Miscellaneous***Amulet of Regeneration****X**

This amulet allows the wearer to regenerate health. Health is regained at a rate of 1d8 points per hour. If the character is brought to negative health, but not greater than -10, then it will immediately raise the character's Health to one point, but the subject will remain unconscious unless revived by other means. It will not regenerate something that is dead. If the wearer is brought to -11 or greater, then no regeneration will occur.

Boots of Speed**V**

These boots raise the Speed of the wearer by 5 points. In addition, up to three times per day the wearer can move at double speed for one round.

Bracers of Strength**IV**

These bracers give the wearer Athletics at 10. If Athletics is already possessed, it raises the Athletics rating by 20 points, but it cannot raise Athletics above 100.

Cards of the Gambler**III**

These appear to be normal playing cards. The cards can adopt to be any type of card needed for a game. It allows the owner of the playing cards to know what cards have been dealt, and what cards everyone has. However, there is a 10% chance that the cards will give false information.

Cloak of Negotiation**II**

This cloak requires the user to possess Commerce. When engaging in negotiations the wearer of the cloak gains a 20 point bonus for any checks made against Commerce or any check of negotiation, even if the Ability rolled against is not Commerce.

Everlasting Bread**I**

This magical bread will regenerate itself as long as one square inch of bread is left. It will regenerate 10% of the loaf per minute.

Feathercloak**IX**

This cloak looks normal on the outside. The inside reveals a beautiful display of exotic bird feathers. The cloak allows the wearer to fly. He can fly for a total of one hour per day, but it need not be all at once. In addition, once per week the wearer can transform into a bird of his choice. He can go be-

tween humanoid and bird form at will for a total of 12 hours.

Gloves of Accuracy**III**

These gloves grant the wearer a bonus of 10 points to his Archery. If Archery is not possessed, then no benefits are gained.

Hat of the Ranger**VI**

This hat grants Ranging Ability at 20, or adds 20 to Ranging if already possessed. In addition, the wearer has a 90% chance of knowing what direction he is facing at all times. He can also pass through wooded areas without leaving a trace at 90% effectiveness.

Pickpocketing Gloves**II**

If the wearer possesses Thieving, then he gains a bonus of 10 to pick pocketing or sleight of hand checks.

Ring of Gaseous Form**V**

This ring allows the wearer and all he carries to become gaseous. While in gas form, he can move at 50% of his Speed rating. The duration of the effect is 10 minutes or until the wearer ends the effect. The ring can be used once per day.

Ring of Protection**IV**

This ring grants three points of armor protection. It will stack with other armor including magic.

Ring of Scrutiny**III**

This ring causes the wearer to notice more. The wearer gains a 10 point bonus to Evaluation and Scrutiny checks.

Robe of Invisibility to Undead**VII**

This robe allows the wearer to go unnoticed by undead. While not strictly invisible, all but the most powerful undead will ignore the wearer of the robe unless the wearer does something that would cause harm to undead or their plans, e.g. attacking them.

Rod of Telekinesis**V**

This is a three-foot golden rod. It has a jewel-encrusted end. It allows the possessor to move objects at will. The objects moved can weigh up to 2000 pounds. Each use of the rod lasts for one minute. It can be used up to three times per day.

Spectacles of Extraordinary Sight VII

These appear to be normal wire framed glasses. The glasses allow the user to see through any object up to one foot thick. The user can adjust how far he wishes to see through an object.

Spyglass of Scrying**IX**

This appears to be a normal spyglass or telescope, but it has two magical functions. First, it allows the user to see twice as far as any normal spyglass would permit. Its second function can only be used once per day. It allows the user to see any person, place, or object that he wants simply by thinking of the person, place, or object. The user of the spyglass must have seen the person, place, or object in real life at least once in order for the power to work.

Tome of Health**VIII**

This is a magical book that when read will raise the Health of the reader permanently by five points. It can only be read once, after which time the magic is extinguished.

War Dogs**V**

This is a pair of jade statues around 3 inches high. Each statue is of a War Dog. When the command word is spoken, the statues turn into life sized War Dogs. The dogs will serve for up to one hour, or until killed. They may only be summoned once per day.

War Paint of Protection**IV**

The user of the paint must possess Shamanism. It allows the Shaman to paint any humanoid. The humanoid painted gains 5 points of magical protection. This does not stack with any other magical protection. The duration of the effect is 1 hour. Each jar contains 10 doses.



APPENDIX D: MONSTER LIST

This is a brief list of monsters that can be used in this game. Additional monsters will be added later, but this is meant as an introductory list so that people may begin play. You will find listed creatures Health (H), Agility (A), and Speed (S). Health determines the amount of damage a creature can take. Speed determines movement speed. Agility is used in place of a weapons score. When determining a chance to hit, you roll the agility score. For example, if the Agility score is 50, and the GM rolls 45, then the creature has hit. In most cases there is a range provided from the attribute ratings. GM's can pick any number within this range or use dice to randomly determine the value. Mind (M) is not listed for most monsters. In cases where a monster needs to save against a magic attack, and Mind is not listed, use Speed for a save. There is no need to deduct Mana from monsters. When using player races, there are situations where it is advisable for the GM to assign a Mind rating and skills to the NPC.

HUMANOID

Player Character Races:

GM's should refer to the races section of the player creation rules for details on each race. For ease of reference, a set of statistics will be provided for each race.

Damage: All humanoids do damage by weapon type or spell. AF is by armor worn.

Human:

Common	H: 25	A: 20-30	S: 28-38
Guard	H: 35	A: 35-41	S: 32-42
Captain	H: 45	A: 41-50	S: 32-44
Scout	H: 50	A: 61-70	S: 44-50

Dryad:

Common	H: 25	A: 30-40	S: 35-45
Scout	H: 50	A: 66-75	S: 45-55

Dwarf:

Common	H: 45	A: 21-30	S: 25-35
Warrior	H: 60	A: 51-60	S: 35-45

Elf:

Common	H: 30	A: 36-45	S: 40-45
Warrior	H: 55	A: 61-70	S: 50-56

Formorian:

Common	H: 45	A: 21-30	S: 28-35
Warrior	H: 60	A: 51-60	S: 34-40

Gnome:

Common	H: 30	A: 31-40	S: 25-35
Mechanic	H: 50	A: 37-45	S: 30-40
Warrior	H: 55	A: 41-50	S: 35-45

Lurikeen:

Common	H: 25	A: 21-30	S: 45-54
Warrior	H: 50	A: 51-60	S: 54-60

Wild Elf:

Common	H: 30	A: 36-45	S: 40-45
Scout	H: 50	A: 66-75	S: 50-60

Treasure: A for common, all others, C

Goblins

Description: Goblins are around 5 feet in height. They have large barrel-chested torsos, with skinny muscular arms and legs. Their skin has pig-like texture, but the color of the skin ranges from yellow to dark red. Their eye color is either yellow or red. Goblins are about as smart as humans, but they have a sense of superiority. Goblins are malign in nature. Goblins prefer subterranean dwellings, caves, and dark forests to reside in.

Ambusher: H: 45-54 A: 41-50 S: 36-42 AF: 8

Goblin Ambusher's have 80 rating in Stealth and Waylaying. Their weapons of choice are short sword, nets, spears, and crossbows. They wear leather or hide armor that gives 8 points of protection.

Warrior: H: 51-70 A: 53-65 S: 42-48 AF: 12

Goblin Warriors use short swords, crossbows, and pole arms. They do 5 points of extra damage because of their strength. They wear leather armor, and usually use a spear. They have 12 points of armor protection.

Shaman: H: 51-60 A: 41-60 M: 56-65 S: 48-54 AF: 14

Shamans have 2d4 spells. These spells are either Theurgy or Shamanism, but not both. Shamans use a mace or flail. Shamans have 14 points of protection from their armor and other magical means.

Chief: H: 76-95 A: 76-85 S: 45-50 AF: 14

Chiefs usually use a spiked club, or Great Axe. They do an extra 10 points of damage because of the Chief's strength. Chiefs wear a combination of leather, and chain mail/plate. Chiefs have a magical aura that provides additional protection. Chiefs have 14 points of armor protection.

Treasure: A; Chief has 2 x B

Hobgoblins

Description: Hobgoblins are a larger and stronger Goblin species. They have the same Goblin shape, but are 6 inches taller. They have longer and crooked noses. They have much larger and pointed ears. Males tend to be bald by adulthood. Hobgoblins are nocturnal in nature and seldom venture forth from their subterranean environment. Hobgoblins are more vicious than their Goblin cousins.

Ambusher: H: 51-60 A: 41-50 S: 36-42 AF: 6

Ambusher's have 80 rating in Stealth and Waylaying. Their weapons of choice are short sword, nets, spears, and crossbows. They wear leather or hide armor that gives 6 points of protection.

Warrior: H: 71-90 A: 63-75 S: 36-42 AF: 8

Warriors use short swords, crossbows, and pole arms. They do 5 points of extra damage because of their strength. They wear leather armor, and usually use a spear. They have 8 points of armor protection.

Shaman: H: 41-50 A: 31-50 M: 56- 67 S: 42-54 AF: 10

Shamans have 2d4 spells. These spells are either Theurgy or Shamanism, but not both. Shamans use a mace or flail. Shamans have 10 points of protection from their armor and other magical means.

Chief: H: 86-105 A: 86-95 S: 33-40 AF: 12

Chiefs usually use a spiked club, or Great Axe. They do an extra 10 points of damage because of the Chief's strength. Chiefs wear a combination of leather, and chain mail/plate. Chiefs end up with 12 points of armor protection.

Treasure: A; Chief has 2 x B

Lizardman

H: 31-50 A: 45-56 S: 45-60 AF: 8

Encountered: 10-20+

Description: Lizardmen are human sized reptilian humanoids. They have green scales and red or yellow eyes. They have long tails. Their faces resemble a crocodiles face, but with a much shorter snout. Lizardmen are intelligent and aggressive. Like most humanoids, they are omnivores, but they have acquired an intense liking for human flesh.

Combat: Lizardmen hunt in packs. Lizardmen will retreat to safety if they believe they will lose. Lizardmen have 50 in Stealth and 60 in Waylaying. Between their scales and random armor pieces taken from victims, they have 8 points of armor protection. In combat, they use short swords, spears, and nets.

Treasure: A

Orc

Encountered: 2-20+

Description: An orc's hair usually is black. They have lupine ears and reddish eyes. Orcs prefer wearing vivid colors that many humans would consider unpleasant, such as blood red, mustard yellow, yellow-green, and deep purple. Their equipment is dirty and unkempt. An adult male orc is a little over 6 feet tall and weighs about 210 pounds. Females are slightly smaller.

Combat: Orcs are proficient with all simple weapons, preferring those that cause the most damage in the least amount of time and do 6 extra points of damage because of their strength. They enjoy attacking from concealment and setting ambushes, and they obey the rules of war (such as honoring a truce) only as long as it is convenient for them. Orcs often carry a simple wooden shield and wear around 6 points of armor. However, while in the service of powerful leader, orcs will gladly use whatever arms and armor are provided to them. Orcs have Waylaying at 40.

Orc: H: 26-35 A: 40-45 S: 30-36 AF: 6 *Treasure:* A

Orc Chieftain: H: 46-65 A: 56-65 S: 27-40 AF: 10

An Orc Chieftain often wears around 10 points of armor, is armed with a spiked club or a great axe and does 10 extra points of damage because of his strength. They have 10 points worth of armor protection. *Treasure:* C

Orc Caster: H: 41-50 A: 31-40 M: 48-55 S: 36-42 AF: 8

Casters have 2d4 spells of either Enchantment or Theurgy. They usually used a spiked club or staff. They have 8 points worth of armor protection. *Treasure:* B

SPIRITS AND UNDEAD

Animal Spirit

H: 45-54 A: 35-46 M: 60 S: 57 AF: 5
Attack: 1d10/special

Encountered: 1

Description: Animal spirits have various effects given the type of spirit and type of animal. A generic domesticated animal (cat, dog, horse, mouse, etc.) will appear like a normal animal. When the animal is within 10 feet of an individual, it will begin draining attributes. It will drain one point of agility per round and any agility based skill will also decrease by one. If the victim reaches zero in agility, then the victim dies. The victim will begin to grow cold and fearful as the agility is being drained. If the victim is away from the spirit for an hour, then his agility will begin to return at a rate of one point per hour.

Combat: If attacked, the spirit will defend itself. It will attack for 1d10 point of damage. It can become immaterial in one round. The spirit has 5 points of armor. If killed, it will respawn within 48 hours. The only way for permanent removal is by divine magic.

Ghoul

H: 32-41 A: 31-40 S: 36-40 AF: 8
Attack: 1d10+10/1d8 + special

Encountered: 1-4

Description: Ghouls are similar to zombies. Unlike zombies, they are not mindless creatures. They are a disgusting form of humanoid undead. They eat the flesh of corpses. They are sickening yellow in color, with faces that are distorted to look canine-shaped (along with the accompanying teeth) and unnaturally long, sharp, and powerful hands.

Combat: Ghouls try to attack with surprise whenever possible. They strike from behind tombstones and burst from shallow graves. A Ghoul will attack with its hands for 1d10 +10 damage and with its bite for 1d8. However, with each bite there is also a risk of the victim catching being poisoned. If poisoned, the target will suffer an additional 1d6 points of damage per round for 4 rounds., The only way to be poisoned is to have bite damage that is not fully absorbed by armor and the target must fail a save versus his current health. The magical energy that causes Ghouls to rise to life also imbues them with 8 points of armor protection. Ghouls are immune to sleep and charm spells.

Treasure: nil

Ghast

H: 42-51 A: 41-50 S: 39-42 AF: 10
Attack: 1d10+10/1d8 + special

Encountered: 1+

Description: A Ghast is a more powerful form of a Ghoul. In addition to all of its Ghoul traits, an immensely foul stench of death hangs over a Ghast. Every living creature within 10' of a Ghast must make a successful Heath Check or be so sickened as to be completely incapacitated for 4-10 rounds. Any kind of Divine healing will restore a player character to normal status.

Although defeated when its health reaches 0, unless its head is severed and removed at least 10' from its body, a Ghoul will slowly gather itself back together at the rate of 1 heath point per second (even rolling its head back to its body) until it is restored to full strength (and only then can it attack again).

Treasure: nil

Ghost

H: 25 A: 20 S: 35 AF: 12
Attack: special

Encountered: 1+

Description: Ghosts are the spectral remnants of intelligent beings who, for one reason or another, cannot rest easily in their graves. A ghost greatly resembles its corporeal form in life, but in some cases the spiritual form is somewhat altered.

Combat: Ghost attack by touch. If touched, the target is paralyzed for 1d6 rounds. In addition, if the target fails to save versus 50% of his current health, the Ghost can possess his body for those rounds. When possessing a living being, the Ghost has complete physical control. Ghosts cannot attack in ewllighted conditions. Ghosts can only be harmed by magical means (spells, magic items, magic weapons, etc) and against such attacks, they enjoy an armor protection of 12.

Treasure: nil

Lich

H: 126-145 A: 66-75 M: 76-95+ S: 30-42
AF: armor type+5
Attack: spell, by weapon type +12

Encountered: 1

Description: A lich is a powerful undead spell caster,

usually a Sorcerer or Necromancer but sometimes a cleric or other spell caster, who has used its magical powers and/or pacts with powerful nether beings to unnaturally extend its life. A lich is a skinny skeletal humanoid with withered flesh stretched tight across horribly visible bones. Its eyes have long ago been lost to decay, but bright pinpoints of purple light burn on in the empty sockets.

Combat: A Lich has many powerful forms of attack at their disposal. The gaze of a Lich can paralyze a player character if the gaze lasts for one round. If the victim fails to avoid his gaze (saving throw against Speed), the character is paralyzed until the lich frees him. The paralyzation can only be undone magical means. The mere touch of a Lich drains 1d6 points of health. The loss is permanent unless the target saves at 50% of his current health. When employing any weapon, a Lich adds a Magical damage bonus of +10 that ignores all but magic armor. A Lich may also have 2d6 undead servants (Skeletons or Zombies) nearby that he commands. It is also possible he has a vampire companion/servant that will come to his aid as well. Having been potent spell casters during their mortal existence, Liches retain this Ability in their undeath as well. In addition, a Lich may own many magical items. It is not beyond the realm of possibility for them to possess an Epic magic item as well.

Liches are immune to both Holy Water and Holy Oil.

The Lich wears normal or magical armor. In addition to this, they receive 5 points of additional armor protection from their malign energy. If its health is brought to zero, it will heal at a rate of 10 Health per round. The only way to permanently kill the Lich is to sever its body parts, and burn them. After which, holy water or oil must cover the remains. Finally, the remains must be entombed in consecrated ground.

Every Lich should be unique, with their own history, motivations, lair, servants, spells and items. An encounter with a Lich is an extremely rare and deadly occasion and the Game Master would do well to thoroughly plan it as such.

Treasure: D, L, N, O, Q

Shadow

H: 30 A: 25 S: 45 AF: 0
Attack: 1d4+4 or 1d4+8

Encountered: 1+

Description: Shadows are the dark, non-corporeal manifestations of deceased intelligent beings. Often their undead existence is the result of pacts with or as punishment from dark powers.

Combat: Shadows use void energy to attack their victims. The amount of damage that a Shadow renders varies. In situations where there are many large, naturally occurring (ordinary) shadows, Undead Shadows attack for 1d12 points of damage. Where there are but a few naturally occurring (ordinary) shadows, undead Shadows can attack for 1d6 points of damage. However, undead Shadows avoid situations where there are no naturally occurring (ordinary) shadows because they are unable to attack the living in such conditions. Every successful hit temporarily reduces all skills by 10 points. Their effects are cumulative. They are restored at a rate of 1 point per round. To be permanently destroyed, the "final blow" to a Shadow must come from Divine Magic, be it a spell, item or weapon. Without it, a Shadow will merely remain immaterial only to return at full strength in 24 hours.

Treasure: nil

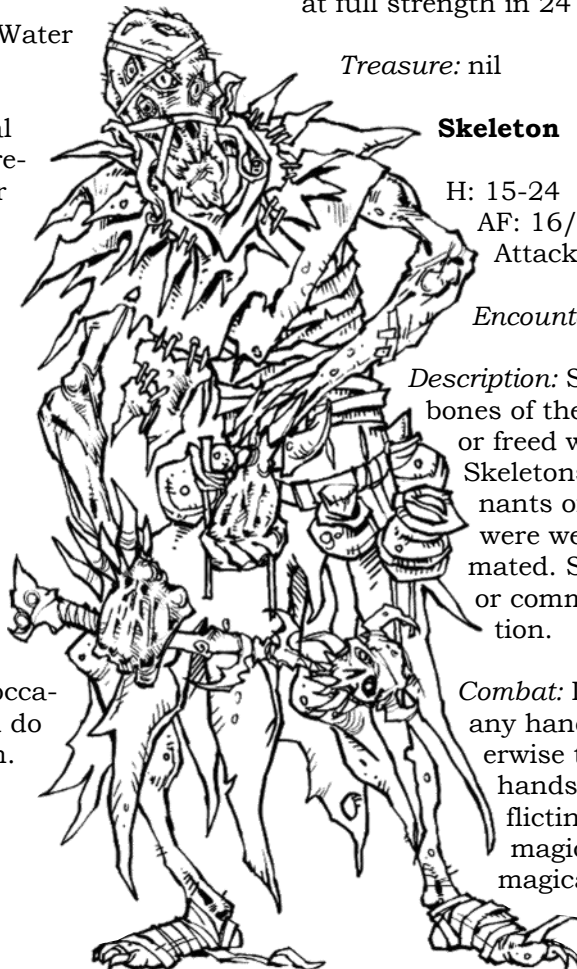
Skeleton

H: 15-24 A: 26-35 S: 33-42
AF: 16/8
Attack: by weapon type or 1d10+5

Encountered: 1+

Description: Skeletons are the animated bones of the dead. Skeletons have no mind or freed will, but obey their creator. Skeletons tend to wear the rotting remnants of any clothing or armor they were wearing when they were animated. Skeleton attacks until destroyed or commanded to perform another action.

Combat: If available, a Skeleton may use any hand-held weapon and shield, otherwise they will attack with their bony hands. Each hand is capable of inflicting 1d10 in damage plus +5 in magical damage that ignores all but magical armor. The magical energy that causes Skeletons to rise to life also imbues them with



16 points of armor protection. However, this magical protection drops to 8 points against weapons that do crushing damage. Although defeated when its health reaches 0, unless it is brought to -10 Health, a skeleton will regenerate at the rate of 1 Health point per round until it is restored to full strength (and only then can it attack again).

Treasure: nil

Zombie

H: 26-37 A: 41-50 S: 24-30 AF: 6
Attack: 3d8

Encountered: 1+

Description: Zombies are reanimated humanoid corpses. They have no mind or will of their own and like skeletons can only follow simple commands. Unlike skeletons, Zombies retain far more of their flesh. Unless it is a fresh corpse, the Zombie will have the stench of rotting flesh and decay.

Combat: Zombies have one blunt attack that is can inflict 3d8 in damage. The magical energy that causes Zombies to rise to life also imbues them with 6 points of armor protection. Although defeated when its Health reaches 0, unless it is brought to -10 Health, a Zombie will slowly regenerate itself at a rate of 1 Health point per round until it is restored to full strength (and only then can it attack again).

Treasure: nil

NETHERBEINGS

Demon

H: 110 A: 70 M: 65+ S: 70 AF: 22/11
Attack, weapon, spell, or 1d6+20 + special

Encountered: 1

Description: Demons average around 7 feet in height. They can be of almost any horrifying humanoid form, but will have boils, hair, hunchbacks, claws, fangs, etc. The exact description will determine the type of demon species it is. The description and name is left up to the GM. This is a general template for creating an "ordinary" demon in terms of power, but the looks are up to the GM.

Combat: Demons attack with their claws. Each hit does 1d6+20 damage and ignores all by Epic armor (IX-XII) or divine protection. The target is paralyzed for one round unless a saving throw against current Health is made (with a 10-point penalty). The bite attack (usually used on paralyzed targets) poisons its victim. The target suffers 1d6 points of harm

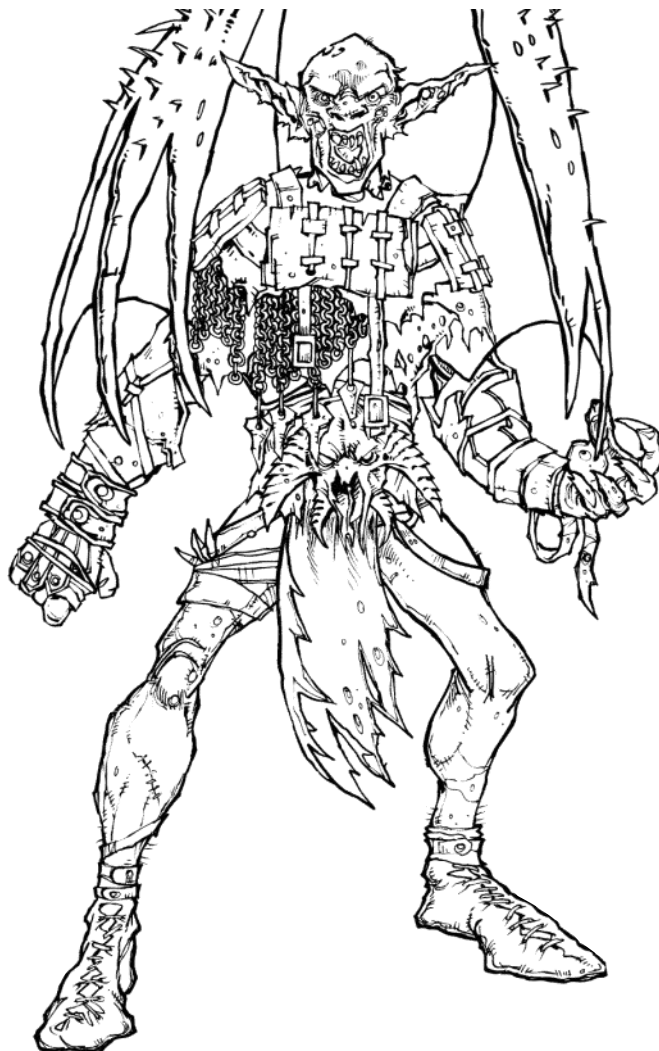
from the bite and then 20 points of damage from the poison and both of these ignore all forms of protection

Demons can assume material form in one round, or may dematerialize in the same amount of time. While immaterial, the demon can possess any living entity if that entity is touched. To possess a target, the Demon must expend 15 points of health. If the creature to be possessed is intelligent and conscious, then a check needs to be made. If touched, a save of 50% of Mind prevents possession.

Demon skin and malign powers give it 22 points of armor protection against any non-magical attacks. It has 11 points of protection against magical attacks unless the attack specifically says that it ignores all armor protection. This protection stays even if the demon is possessing a body.

Demons do not suffer damage from Holy Oil or Water. Holy objects will cause 1d6 points of damage to the demon regardless of its armor protection.

Treasure: D, N, O



Devil

H: 150 A: 75 M: 75+ S: 65 AF: 24/12
Attack: weapon, spell, or 2d8+15 + special

Encountered: 1

Description: Devils are humanoid in appearance and are approximately 6 feet tall. Unless in its home dimension, a Devil is able to appear as an attractive and “normal” looking creature to anyone that does not know it is a Devil. To those that do know, the Devil will have certain animal and reptilian traits. It may have horns, hooves, wings, no pupils, forked tongue, fangs, etc. They typically have scaly skin that is not flesh colored. Its exact description is left to the GM.

A Devil can polymorph itself into human or elf form. In such a form, the fact that it is a devil cannot be detected. In this form, the devil appears ‘normal’ neither attractive nor ugly. It will not receive any armor protection other than what is worn. The devil can polymorph itself into 2 types of animals. Usually one reptile and one flying. The typical animals would be a large constrictor snake or a bat. While in animal form, the Devil will receive its magical protection and be able to use all of its powers.

Combat: Devil often possesses Enchantment powers and will have access to certain spells. The Devil will usually have 4-8 spells available. The specific ones will be determined by the GM. In addition, it will have some form of physical attack with its hands or feet. This will deliver 2d8+15 points of damage. The Devil will also be able to deliver an attack that paralyzes its victims. The effect is permanent, although some Divine magic is used to remove the effect. The target makes a check against his current health rating with a 15-point penalty.

Devils can become invisible in 1 round. They can also become immaterial in one round. While in immaterial form, they may try to possess any living creature that it touches. To possess a target, the Demon must expend 20 points of health. If the creature to be possessed is intelligent and conscious, then a save needs to be made. The target can save versus Speed to avoid being touched. If touched, a save of 50% of Mind prevents possession.

Devil skin and malign powers give it 24 points of armor protection against any non-magical attacks. It has 12 points of protection against magical attacks, including weapons, that are below power level VI. This protection stays even if the demon is possessing a body.

Devils do not suffer damage from Holy Oil or Water. Holy objects will cause 6 points of damage to the de-

mon regardless of its armor protection.

Treasure: E, 2 x L, O, Q, S

Fiend

H: 165 A: 80 M: 60+ S: 60 AF: 25/10
Attack: 1d10/1d6+20/1d6+15 + special

Encountered: 1

Description: Fiends are the strongest and the least intelligent of the netherwordly beings. While most will have roughly human like intelligence, some are more like wild animals. Fiends do not usually operate outside of their home dimension without being in the service of some other power. Fiends are typically yellow-green in color. They have scales or fur. They have at least one tail and shark like teeth. Fiends have forked tongues and make hissing noises like snakes. Fiends typically have dog like snouts. Fiends walk on all fours and have long sharp claws on their hands and feet.

Combat: Fiends can attack with their tail for 1d10 points of shock damage. This ignores all but magical armor. They attack with their hands and do 1d6+20 points of damage ignoring all by magical armor. Its bite does 1d6+15 points of damage. The bite ignores all armor types including any magical armor.

Fiends have spider-like qualities. They are able to climb walls and walk on the ceilings. If a target is bitten and fails a saving throw against his health, he is paralyzed for 1d4 rounds. Fiends are able to breathe fire from its mouth once every 3 rounds. It has a 2-foot diameter and shoots out for 10 feet. It does 1d10+15 points of damage. It ignores all armor protection unless the armor provides special protection to heat/flame.

The more intelligent fiends may attempt to possess a body. To do so, they must become immaterial which takes one round. They must then touch a host. If the host is conscious and intelligence, the Fiend must expend 25 points of health. The target can save versus Speed to avoid being touched. If touched, a save of 50% of Mind prevents possession.

Fiends have 25 points of armor protection. It is only 10 versus magical attacks or weapons unless the magic being used says it ignores all armor protection. Fiends do not suffer damage from Holy Oil or Water. Holy objects will cause 8 points of damage to the demon regardless of its armor protection.

Treasure: C, P

Imp

H: 20 A: 68 M: 40 S: 50 AF: 20/10
Attack: 2d4 + special

Encountered: 1+

Description: Imps are the 'workers' of the under-worlds. They have a wide variety of looks that varies on their principle dimension. They typically have 4-8 appendences. They average 2-3 feet in height. Some look like hideous goblins, miniature devils, and others may look more like an arachnid or giant toad. There is a huge variety that is involved. Imps will never be outside of these realms unless summoned or in the service of more powerful demons, devils, or fiends. Imps enjoy tormenting and playing practical jokes on humanoids.

Combat: Imps have armor protection of 20, or 10 against magical weapons. Imps can strike with their 'hands' or 'feet' for 2d4 points of shock damage that ignores all types of armor protection. If hit, the target must save versus Speed to stay on his feet. If knocked down, the target must spend 1 round getting up and recovering. In addition, Imps will have *only have two* of the following powers as selected by the GM:

1. Becoming invisible in 1 round.
2. Become immaterial in 2 rounds.
3. Have a poison attack that causes 2d8 points of damage.
4. Climbs up walls and ceilings.
5. Spin/spit a spider web/spider silk.
6. Shoot a ball of flame that does 2d6 points of damage.

Treasure: nil

Oni

H: 200 A: 90 M: 60+ S: 65 AF: 16
Attack: 2d10+5/1d6+15 + special

Encountered: 1+

Description: Onis are malevolent demonical spirits. However, unlike demons, devils, fiends, and imps, the home dimension of Oni's is this dimension. Onis are usually red, but some are blue or purple. They have horns. The horns are either devil like horns on the forehead, or larger horns that curve out and up like a young bull's horns. Onis are 7-8 feet in height. Their body size and shape is like a sumo wrestler's body, but instead of fat, it is mostly muscle. The result is something similar to an Ogre. They have large mouths with upper and lower saber toothed fangs. The fangs go above and below the lips when their mouths are closed. Their other teeth

tend to be pointed as well.

Combat: Onis often fight with weapons. Their weapon of choice is a large spiked mace-like object known as a Kanabo (2d10 damage). The weapon is magical and delivers +5 damage that ignores all protection. In addition, Onis have such great strength that they do an additional 15 points of damage. They can kick or head butt for 1d6+14 points of damage that ignores all armor protection. If hit, the target must save versus Speed to remain standing. If he fails, he will need to spend 1 round getting up and recovering. If he does succeed, his weapons Ability is 50% of normal for the next round.

Onis have the following powers:

1. They are able to fly at a rate equal to their running speed.
2. They can pass through woods without being slowed down.
3. Onis can become invisible in one round.
4. Onis can become incorporeal in 2 rounds.
5. If incorporeal, Onis can possess humanoid targets. If the target fails a save against 50% of his current health rating then he is possessed.
6. Onis will have 2d4 Elementalism spells

Onis have 16 points or armor protection. They are immune to all non-magical attacks. They are immune to Holy Water and Oil. They are immune to Holy Objects that are based on Theurgy. However, Holy Objects created by Shamanism cause 10 points of damage that ignores all armor protection if the object touches the Oni.

Treasure: F, N, Q



LARGE MONSTERS

Ogres

H: 110-121 A: 66-75 S: 45 AF: 10

Attack: weapon +10/2d10

Encountered: 2-6+

Description: Ogres look like very large humans. They are around 9 feet tall and slouch giving them the look of a hump on their upper backs. Ogres tend to be slightly stupid and gullible. They are very malevolent creatures.

Combat: Ogres can throw small boulders that will do 2d10 points of damage. They also use spears or clubs. In addition to the base damage of those weapons, they do an additional 10 points of damage when using those weapons because of their strength. They wear leather, fur and hide for armor – often in a ragtag fashion. Between that and their hard skin, they have an effective armor factor of 10 points.

Treasure: 2 x B



Trolls

H: 81-100. A: 46-55 S: 48 AF: 6

Attack: 1d10+12/2d10/weapon +12

Encountered: 1-2+

Description: Trolls average around 9 feet in height. They have green scaly skin and black oily hair. They have a very strong odor. Trolls are malevolent and carnivorous. Trolls are able to see in the dark at the same range they can in the day – about the same distance as a human.

Combat: Trolls can throw large rocks doing 2d10

points of damage. Sometimes they will use large clubs. When using clubs, they will do an extra 12 points of damage because of their strength. Most trolls attack with their hands. When doing so, they have two attacks per round using their hands. Each attack does 1d10+12 points of damage. Trolls have thick hide providing 6 points of armor protection. Trolls regenerate 6 points of Health per round unless the damage was caused by fire or acid. In order to destroy a Troll, it must be brought to zero Health and then the flesh must be burnt to prevent regeneration.

Treasure: nil for individual. At lair: G, M, O

Giants

Ice Giants

H: 151-171 A: 66-85 S: 55 AF: 14

Attack: weapon/2d10

Encountered: 1-8+

Description: Ice Giants stand over 16 feet tall. They have white to blue-white skin. They live in frozen regions of the world. Ice Giants are malevolent in nature and would rather kill and eat a human than talk to one.

Combat: Ice Giants can throw boulders that do 2d10 points of damage. They use large two-handed battle-axes in battle. Ice Giants wear armor similar to that of humans. They have armor protection of 14. Ice Giants travel with either 2 bears or 4-8 guard dogs.

Treasure: D, At lair: H, L, M

Mountain Giants

H:121-140 A: 76-85 S: 55 AF: 12

Attack: weapon/3d10

Encountered 1-8+

Description: Mountain Giants live in mountainous areas. They stand over 12 feet tall. They have grayish skin that allows them to blend into their surroundings. Their hair color is blue-grey. They are not malevolent in nature, but neither are they friends to smaller humanoids. They are a bit territorial.

Combat: In combat, they can throw boulders that do 3d10 points of damage. They use large club like objects that do 1d20+12 from their strength. They have the equivalent armor factor of 12.

Treasure: C, At lair: G, L, M

INSECTS & ANIMALS

Bear

H: 81-90 A: 41-50 S: 45 AF: 8

Attack: 2d10+10/2d8

Encountered: 1-2+

Description: It is a large bear, typically brown or black.

Combat. Bears cause 2d10+10 points of damage from their paws. Biting does 2d8 points of damage. Their coat and hide provide 8 points of protection.

Treasure: nil

Camel

Eastern: H: 75 A: 15 S: 65 AF: 3

Western: H: 65 A: 20 S: 75 AF: 3

Combat: Camels can spit and blind a target for 4 rounds. They bite for 1d6 points of damage. They can kick for 1d10 points of damage.

Treasure: nil

Dog, guard/war

H: 30 A: 40 S: 65 AF: 4

Attack: 3d6

Encountered: 1+

Description: Any sort of large domesticated canine.

Combat: Dogs have 4 points of armor protection from their hide. They bite for 3d6 points of damage.

Treasure: nil

Horse

Common: H: 50 A: 15 S: 70 AF: 3

War: H: 80 A: 25 S: 80 AF: 3

Description: Horses of variety of colors

Combat: Common does 1d12 points of damage. War does 2d10 points of damage. Each hide provides 3 points of protection.

Treasure: nil

ROUS

H: 35 A: 40 S: 70 AF: 8

Attack: 2/round – 1d10/1d20 + disease

Description: A ROUS is an extremely large rodent – approximately 5 feet in length, not including the tail, and 2-3 feet in height. They are vicious carnivores.

Combat: Because of their speed, ROUS have two attacks per round. They claw for 1d10 damage. They bite for 1d20 points of damage. Each bite has a 10% chance of spreading a flesh rotting disease. The disease will show up in 2-3 days. It will then cause 6 points of damage per day until cured. Healing spells will not cure or restore health. If the victim suffers 50% or more of his health loss from the disease, he will go rabid and attempt to bite any nearby humanoids.



Treasure: nil

Scorpion, giant

H: 30 A: 50 S: 54 AF: 6

Attack: 1d10/1d10 + special

Encountered: 4-8+

Description: These are large aggressive versions of common scorpions. They are usually black in color. They are about 3 feet in length.

Combat: They attack with their claws for 1d10 points of damage. Their stinger does 1d10 points of damage that ignore all armor protection unless magical. If the stinger attack is successful, the victim will suffer 5 points of damage per round until cured or dead.

Treasure: nil

Snakes

Constrictor: H: 50 A: 25 S: 42 AF: 6

Poisonous: H: 10 A: 35 S: 60 AF: 6

Encountered: 1+

Description: Any constrictor or poisonous snake.

Combat: 1d4 points of damage for a bite. If constrictor, then the victim of the bite will be coiled around and cause 5 points of damage per round. The victim is unable to attack the snake. If poisonous, then the victim suffers 25 points of damage. The target must then save versus his current health. If he fails, he will continue to suffer 5 points of dam-

age per round until cured or dead. If successful, no more damage is taken and he is temporarily immune to the snake's venom. Each snake has 6 points of armor protection.

Treasure: nil

Spider, giant

Adult: H: 120 A: 90 S: 40 AF: 12
Attack: 1d20+15
Minor: H 80 A: 70 S: 50 AF: 8
Attack: 1d12+8

Encountered: 1 adult, 2-5+ minors

Description: These are enormous spiders. The adults are 6 feet in height. Minors are around 3 feet in height.

Combat: Adults do 1d20 points of damage with its bite plus 15 points of damage from venom. Minors do 1d12 points of damage per bite, and 8 points of damage from venom. Adults have 12 points of armor protection and minors have 8. Spider webs are very strong and sticky. If encountering a web, there is a 50% chance per round of being stuck. If Athletics is possessed a athletics check can be made to free oneself. The web will cause any non-cutting edge of a weapon to stick to it. The most effective means to removing the webs is fire. Fire will spread at 10 feet per round through the web.

Treasure: nil, At Lair 50% chance of G, K, L, O

Tiger

H: 80 A: 65 S: 75 AF: 6
Attack: 1d12+10/1d10+25

Encountered: 1 (2 if mating pair)

Description: A large tiger.

Combat: Tigers can claw for 1d12+10 points of damage. Their bite does 1d10+25 points of damage. Tigers have 6 points of armor protection.

Treasure: nil

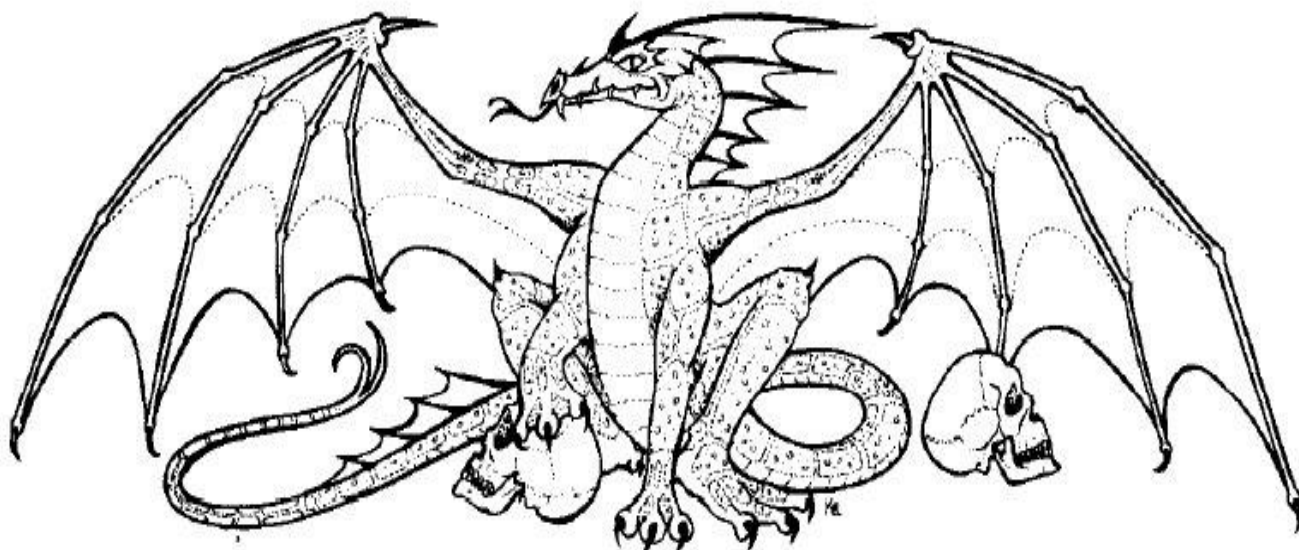
DRAGONKIND

Dragonkind refers to any type of dragon, drakes, wyverns, hydras, and similar ilk. There are two main types of Dragons – Greater and Lesser Dragons. Greater Dragons are connected to the four elements. Greater Dragons are huge long serpent like creatures. They look similar to the Dragons in Eastern Mythology. Lesser Dragons refers to the Dragons of Western Mythology. Lesser Dragons are referred to as Drakes and Greater Dragons as just Dragons. The use of terminology is up to the players.

Drakes (Lesser Dragons)

Drakes look similar to the dragon mythology of Europe. They have four legs with claws, wings, a large egg like shaped abdomen that connects to a long tail and elongated neck. Drakes attack with bite, claw, tail or breath weapon.

All drakes can shape-shift into another form. Upon adulthood, each drake will be able to turn into a giant and 2-3 animal forms. In some exceptionally rare cases, a powerful drake has learned to shape shift into a humanoid form. Some drakes also possess spell-casting abilities. It is unknown whether these are innate abilities or not. Drakes with this Ability will be able to cast spells from the Enchantment line. Some Drakes even possess spells that are unknown to humanoids.



Because of the strength of the drakes' mouth, all bonuses listed for the bite attack ignores armor protection worn by the target – even magical. Drakes tend to be nocturnal in nature and live in underground dwellings. Because of this, they have great night vision, but poor daylight vision.

All known drakes are malevolent in nature. The degree and method varies with the individual in question. Some will seek to enslave, others to kill and torture. Some view humans as food only, and other's see humans as potential tools to be used for other goals. The primary difference between difference species of drakes are their color and breathe weapon, but there are slight differences in the attributes between species.

Red Drake

Red drakes breathe fire out of their mouths as an attack. Any flammable material hit by the flame with combust. It suffers 8 points of damage per round until the material is destroyed or the fire is put out. The fire comes out in a cone shaped burst. It begins at 2-foot diameter, as it exits the mouth. The distance is equal to the length of the drake. They can only attack with their breathe one once every 40 rounds. Given the limited use, when faced with a large or strong force, the drake will prefer to retreat to the sky to avoid attack until its breathe weapon is available again.

Red Drakes are immune to all types of fire/heat attacks even those of magical origin. These are magical creatures that give off a magical aura of protection. Further, they have extremely strong scales. The combination of these make it very difficult to cause harm to a drake, even the smallest ones.

The age of the drake can be determined by the length and coloration. They begin lighter in tone, and then become darker as they age. Baby drakes begin yellow and then turn orange. By the time they are an adult, they are red, but that red continues to darken as they get older.

Size	H	A	S	AF	BW	Claw	Bite	Tail	Treasure
20'	50	55	68/92	18	1d4+14	2d8+4	1d20+6	1d20	F
40'	70	65	64/88	20	1d4+20	2d8+6	1d20+8	1d20+4	G, K, O
60'	90	85	60/84	22	1d4+25	2d8+8	1d20+10	1d20+8	H, K, O, S
80'	110	95	56/80	24	1d10+30	2d12+10	1d20+12	1d20+12	I, K, O, S
100'	130	105	52/76	26	1d20+35	2d12+12	1d20+14	3d10+8	J, K, L, N, O, S

For drakes greater than 100 ft, use the statistics for the 100 feet expect add two points of Health for every 1 foot added and 1 point to Agility for every 10 feet added in length.



White Drake

White drakes breathe freezing cold air and ice out of their mouth. Any liquid capable of being frozen will be frozen. Ice will cover the ground. Object sensitive to cold may become brittle and break. The cold comes out in a cone shaped burst. It begins at 2-foot diameter, as it exits the mouth. The distance is equal to the length of the drake. They can only attack with their breathe one once every 40 rounds. Given the limited use, when faced with a large or strong force, the drake will prefer to retreat to the sky to avoid attack until its breathe weapon is available again

White Drakes are immune to all types of ice/cold attacks even those of magical origin. These are magical creatures that give off a magical aura of protection. Further, they have extremely strong scales. The combination of these make it very difficult to cause harm to a drake, even the smallest ones.

The age of the drake can be determined by the length and coloration. They begin darker in tone and then lighten as they age. They are born a grayish blue color and then move to a bluish-white color. By adulthood, they are white. As they age, they take on a silver tint and shine to their white scales.

Size	H	A	S	AF	BW	Claw	Bite	Tail	Treasure
20'	40	55	68/92	14	1d4+12	2d8+6	1d20+6	1d20	F
40'	50	65	64/88	16	1d4+16	2d8+8	1d20+8	1d20+4	G, K, O
60'	70	75	60/84	18	1d4+20	2d8+10	1d20+10	1d20+8	H, K, O, S
80'	80	85	56/80	20	1d10+25	2d12+10	1d20+12	1d20+12	I, K, O, S
100'	100	95	52/76	22	1d20+35	2d12+12	1d20+14	3d10+8	J, K, L, N, O, S

For drakes greater than 100 ft, use the statistics for the 100 feet expect add one point of health for every 1 foot added and 1 point to Agility for every 10 feet added in length.

Green Drake

Green Drakes breathe poisonous gas from their mouth. It is believed that the has is a noxious cloud of chlorine gas that will burn the lungs and eyes. The gas comes out in a cone shaped burst. It begins at 2-foot diameter, as it exits the mouth. The distance is equal to the length of the drake. Damage is taken even if the targets hold their breathe. They can only attack with their breathe one once every 40 rounds. Given the limited use, when faced with a large or strong force, the drake will prefer to retreat to the sky to avoid attack until its breathe weapon is available again

Green Drakes are immune to all forms of poison/toxins even those of magical origin. These are magical creatures that give off a magical aura of protection. Further, they have extremely strong scales. The combination of these make it very difficult to cause harm to a drake, even the smallest ones

The age of the drake can be determined by the length and coloration. They begin as an almost turquoise color and then move to blue-green. By adulthood, they are green. As they age, the color deepens to a dark emerald green that shimmers like gemstones.

Size	H	A	S	AF	BW	Claw	Bite	Tail	Treasure
20'	55	50	68/92	14	1d4+12	2d8+4	1d20+6	1d20	F
40'	65	60	64/88	16	1d4+16	2d8+6	1d20+8	1d20+4	G, K, O
60'	75	70	60/84	18	1d4+20	2d8+8	1d20+10	1d20+8	H, K, O, S
80'	85	80	56/80	20	1d10+25	2d12+10	1d20+12	1d20+12	I, K, O, S
100'	95	90	52/76	22	1d20+35	2d12+12	1d20+14	3d10+8	J, K, L, N, O, S

For drakes greater than 100 ft, use the statistics for the 100 feet expect add one point of health for every 1 foot added and 1 point to Agility for every 10 feet added in length.

Black Drake

Black Drakes shoot acid from their mouth. The acid is a sticky-mucous like substance and not just pure liquid. The acid comes out in a cone shaped burst. It begins at 2-foot diameter, as it exits the mouth. The distance is equal to the length of the drake. The acid will cause harm to any object, including flesh and armor that does not have protection against magical acid. They can only attack with their breathe one once every 40 rounds. Given the limited use, when faced with a large or strong force, the drake will prefer to retreat to the sky to avoid attack until its breathe weapon is available again

Black Drakes are immune to all form of acid/corrosives even those of magical origin. These are magical creatures that give off a magical aura of protection. Further, they have extremely strong scales. The combination of these make it very difficult to cause harm to a drake, even the smallest ones

The age of the drake can be determined by the length and coloration. They enter life with skin coloration more like a black light but become darker as they age. By adulthood, they are black.

Size	H	A	S	AF	BW	Claw	Bite	Tail	Treasure
20'	40	65	68/92	16	1d4+12	2d8+4	1d20+8	1d20	F
40'	50	75	64/88	18	1d4+16	2d8+6	1d20+10	1d20+4	G, K, O
60'	60	85	60/84	20	1d4+20	2d8+8	1d20+12	1d20+8	H, K, O, S
80'	70	95	56/80	22	1d10+25	2d12+10	1d20+15	1d20+12	I, K, O, S
100'	80	105	52/76	24	1d20+35	2d12+12	1d20+20	3d10+8	J, K, L, N, O, S

For drakes greater than 100 ft, use the statistics for the 100 feet expect add one point of health for every 1 foot added and 1 point to Agility for every 10 feet added in length.

Blue Drake

Blue drakes breathe lightning out of their mouths as an attack. Any flammable material hit by the attack has a chance to combust. If it does combust, it suffers 8 points of damage per round until the material is destroyed or the fire is put out. The lightning comes out in a cone shaped burst. It begins at 2-foot diameter, as it exits the mouth. The distance is equal to the length of the drake. They can only attack with their breathe one once every 40 rounds. Given the limited use, when faced with a large or strong force, the drake will prefer to retreat to the sky to avoid attack until its breathe weapon is available again.

Blue Drakes are immune to all types of electrical damage even those of magical origin. These are magical creatures that give off a magical aura of protection. Further, they have extremely strong scales. The combination of these make it very difficult to cause harm to a drake, even the smallest ones.

The age of the drake can be determined by the length and coloration. Blue drakes enter life as almost white. As they age, they become more of a sky blue. They will continue to get darker until they reach a sapphire blue in later adulthood. At old age, the cracks formed by the scales will glow a neon blue when exposed to light, but their scale will be so dark a hue of blue, in the wrong light it will be mistaken for black.

Size	H	A	S	AF	BW	Claw	Bite	Tail	Treasure
20'	45	60	68/92	16	1d4+12	2d8+4	1d20+6	1d20	F
40'	60	70	64/88	18	1d4+16	2d8+6	1d20+8	1d20+4	G, K, O
60'	80	80	60/84	20	1d4+20	2d8+8	1d20+10	1d20+8	H, K, O, S
80'	100	90	56/80	22	1d10+25	2d12+10	1d20+12	1d20+12	I, K, O, S
100'	120	100	52/76	24	1d20+35	2d12+12	1d20+14	3d10+8	J, K, L, N, O, S

For drakes greater than 100 ft, use the statistics for the 100 feet expect add two points of Health for every 1 foot added and 1 point to Agility for every 10 feet added in length.

Treasure: The amount of treasure a Drake has should be a very large amount. The treasure will be found in the lair. The approximant amount of treasure is determined by the age of the drake.

Dragons (Greater Dragons)

Greater Dragons resemble the dragons of eastern mythology. They have long serpent-like bodies akin to a snake or eel. They have four legs which can retract into their bodies. Each leg has a foot, but the foot is more akin to a hand that has long sharp talons. They have huge bat like wings that they use to fly. The wings fold against the body making it incapable to even noticing them unless one is close.

Greater Dragons were one of the first creatures to come into existence with the creation of the world. They are both physical and spiritual. There are four main types of dragons: Earth, Air, Fire, and Water. Each type of dragon has access to elementalism spells based on the type of dragon, e.g. Earth Dragons have access to all earth based elementalism spells.

Dragons have a gem-like coloring. Earth are born looking like topaz, air look like diamonds, water look like sapphire, and fire looks like rubies. However, dragons can change their color at will when they molt. Dragons do not have any tendency towards any ethos. Each dragon has its own values and personalities. Most have little to do with humanoids and are more concerned with the spirit world, gods, or elemental planes. Many dragons serve as messengers or servants of the natural and spiritual world when they do interact with humanoids. Dragons personalities are influenced by their element. Water tends to be relaxed and willing to 'go with the flow.' Fire dragons are brash. Earth dragons are stubborn, and air dragons are snobbish.

Dragons tend to live near their element. Water dragons will live in or near water. Air dragons live amongst the clouds on tall peaks. Earth dragons live deep within the earth at the bottom of large caves, and fire dragons live in volcanic mountains. Some dragons covet wealth, some do not. Some are guardians of places, and some are not. Because of this, treasure can vary between none and unimaginable wealth.

Dragons can polymorph into any humanoid form. This takes 1 round per every 10 feet of the dragon. In addition, if in dragon form, it can take on its spirit form in 1 round. All dragons are immune to attacks based on their element, e.g. fire dragons are immune to all fire whether natural or magical. Dragons are immune to all divine magic.

The breath weapon of a dragon can be used once every 10 rounds. The damage is the same between the dragon types, but the breath weapon is different. Air dragons discharge lightning, Earth breath poison gas, Fire breathes fire, and Water breathes out ice. Dragons get two attacks per round unless one of the attacks is a breath weapon. If a breath weapon is used, then only one attack that round.

Size	H	A	S	AF	BW	Claw	Bite	Tail	Treasure
40'	70	60	78/102	14	1d6+14	2d6+4	1d20+6	1d20	F
60'	90	70	74/98	18	1d6+20	2d6+6	1d20+8	1d20+6	G, K, O
80'	110	80	70/94	22	1d6+25	2d6+8	1d20+10	1d20+10	H, K, O, S
100'	130	90	66/90	26	1d12+30	2d10+10	1d20+12	1d20+14	I, K, O, S
120'	150	100	62/86	30	1d20+40	2d12+10	1d20+14	3d10+10	J, K, L, N, O, S

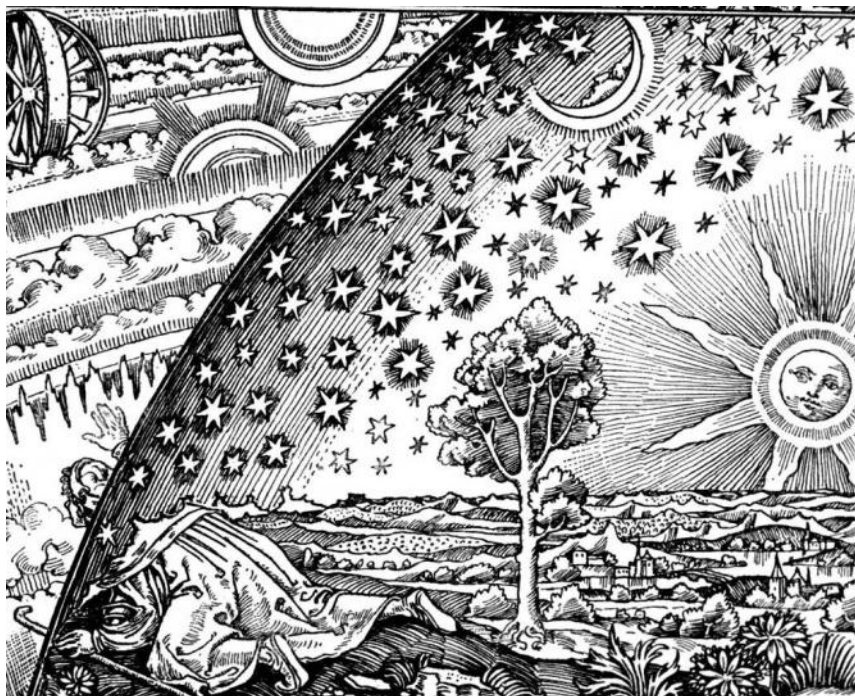
For dragons greater than 120 ft, use the statistics for the 120 feet expect add two points of health for every 1 foot added and two points to Agility for every 10 feet added in length.



TREASURE TYPES

The following chart provides a reference for the treasure amount of the creatures. This is meant only as a random guideline. Players should be aloud to loot whatever the creature is wearing. The treasure that is listed here reflects the random coin, gem, and magical items the creature may have.

Type	Result
A	2d10 c.p./individual
B	1d10 s.p./individual
C	1d10 g.p./individual
D	2d10 g.p./individual, 50% chance of 1d4 gems (worth 10 g.p or less each)
E	5d10 g.p./individual, 50% chance of 2d4 gems (worth 10 g.p or less each)
F	10d10 g.p./individual, 75% chance of 1d20 gems (worth 10 g.p or less each)
G	1d100 s.p.; 25% chance of 1d8 gems/jewelry (worth 10-100 g.p. each)
H	1d100 g.p.; 40% chance of 1d10 gems/jewelry (worth 10-100 g.p. each)
J	10d100 g.p.; 50% chance of 1d12 gems/jewelry (worth 10-100 g.p. each)
K	20d100 g.p.; 75% chance of 2d20 gems/jewelry (worth 10-100 g.p. each)
L	40% chance of a spell book without any spells.
M	40% chance of a scroll with 1d4 spells. 1d6 determines spell type—elementalism, enchantment, etc.
N	30% of chance of any 3 armor/weapons (I-III)
O	40% chance of any 2 armor/weapons (IV-VII)
P	40% chance of 1-8 potions
Q	50% of chance and any ONE magical item that is not a scroll or armor/weapons. (I-VI)
R	10% chance of any ONE magical item. (IX-XII)
S	40% chance of any two armor/weapons (VI-IX)
T	60% chance of any 3 magical items not including scrolls. (I-VII)



APPENDIX E: DAMAGE TABLE

Missile Weapon Table

Name	Damage	Type	Range (in feet)	Agility
axe	1d20	slashing	20	0
axe, belt	2d10	slashing	30	0
bow, short	1d20	piercing	10-300	10
bow, long	2d10	piercing	25-750	5
bow, composite	2d8+4	piercing	20-600	0
dagger	1d20	piercing	40	0
javelin	1d20	piercing	30-150	0
knife, throwing	1d20	piercing	50	5
crossbow, heavy	3d6+2	piercing	20-600	10
crossbow, light	2d10	piercing	10-300	15
sling	2d10	crushing	10-200	0
spear, short	1d20	piercing	30	0
spear, throwing	2d10	piercing	60	5

Notes on Missile Weapons:

Range: The range listed is the limit to do base damage to an armored target. Greater distances greatly decrease the chance to hit and any damage done.

Bows: Short bows are 2-3 ft in length. Longbows are 5-6ft in length. These can't be used while moving or on horseback.

Composite bows are often used on horseback and are recurved bows made from different woods laminated together.

Composite bows, have great range – anywhere from 1500-2600 ft to hit a target. The range listed is the lowest for composite bows. If a GM allows more accurate ranges, the GM also increase the bow breakage rates as well since the force these bows have often break the glue. Glue degrades in humid conditions or water leading to greater failure.

Striking Weapons Table

Swords:

Name	Damage	Type	Agility	Name	Damage	Type	Agility
axe	2d8+4	slash	5	broadsword	1d12+8	slash/crush	5
axe, battle	1d12+8	slash	5	long sword	2d8+4	slash/pierce	10
axe, belt	2d10	slash	10	falchion	1d12+8	slash	5
club	1d20	crush	0	rapier	1d20	pierce	10
club, spiked	2d10	pierce	5	scimitar	3d6+2	slash	10
club, great,	1d12+8	crush	0	short sword	2d10	pierce/slash	20
dagger, long	1d20	pierce	10	two-handed	1d10+10	slash/crush	0
dagger, short	1d20	pierce	5	sword			
fighting staff	1d20	crush	10				
flail	2d8+4	pierce	5				
foot	1d6	crush	10				
hand	1d4	crush	20				
hammer,	3d6+2	crush	10				
battle							
javelin	1d20	pierce	0				
knife	1d20	pierce	0				
lance	1d20	pierce	0				
mace	2d8+4	crush	5				
pike	1d20	pierce	0				
pole-arm	2d10	pierce	0				
scythe, great	3d6+2	pierce	10				
spear, throw	1d20	pierce	0				
spear	2d10	pierce	5				
staff	1d10	crush	5				
torch, flaming	1d8	crush	0				

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SPELL AND SPECIAL ABILITY LIST

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