Powers & Perils V2

Player Handbook

The Powers & Perils V2 rulebook, the Perilous Lands setting, and all things perilous are available from www.powersandperils.org

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Powers & Perils

2nd Edition
Player Handbook

Welcome to adventure! You have before you Powers & Perils 2nd edition.

Powers & Perils, or P&P for short, is a fantasy role-playing system originally created by Richard Snider and released in 1984. The system was created to be highly detailed and give players and the Referee an unlimited wealth of options to create a fantasy world that could be the setting for many fantastic adventures. It delivered that promise at the expense of added complexity. The initial release of P&P never gained the huge following that other FRPGs like AD&D got, but it still had a loyal following, that kept playing P&P long after support for the original version was dropped in 1986.

When I started a website dedicated to Powers & Perils around 1996 (now at `http://www.powersandperils.org`), I quickly got in contact with numerous active players worldwide, among them Richard Snider (using the handle `Abnaric`) and other players from his original playing group. The mailing list `pnp@list.powersandperils.org` further increased the contact and various people contributed new material, rule changes and expansions. In 2003 Richard send me a first draft for a completely revised and expanded version of the original rules, and although improvements were made, he never got to finish this project.

After many years of polishing the original drafts, adding all the corrections and suggestions made by Richard and several veteran Referees and players, and more recently completely rewriting and reordering the original material to make everything more accessible and easier to follow for new players, there is now Powers & Perils 2nd Edition. What you have before you remains true to the original ideas and mechanics of P&P and the contributions of the numerous P&P game masters world-wide, but hopefully is a new game that opens Powers & Perils and the Perilous Lands setting to many new players.

I hope you enjoy it.

Wout Broere

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1 Introduction and How to Use the Rules

1.1 A Beginning Note

Powers & Perils is a highly detailed fantasy role-playing system in which a group of people creates and experiences adventures together. One person takes the role of the Referee. The other participants are Players, each of whom normally controls a single Character within the game world.

If you have never played a role-playing game before, the form of the game may at first seem unusual. There is no fixed game board that determines where you may go, no predetermined sequence of encounters that you must complete, and usually no single condition that ends the game with one participant declared the winner. Instead, play takes the form of a continuing story that develops guided by the rules.

The Referee describes the world and what the Characters perceive. The Players decide what their Characters say and do. The Referee then describes what happens as a consequence. When the result of an action is obvious, no roll is necessary. When the outcome is uncertain and important, the rules and dice are used to determine what happens.

For example, the Referee might tell the Players that their Characters have reached a ruined tower at night. The entrance is blocked by a heavy door, there are tracks in the mud nearby and a light can occasionally be seen through a window high above. The Players must decide what their Characters do. One might examine the tracks, another might listen at the door, or a magic user might attempt to use a spell. The Referee uses the rules, the abilities of the Characters and the circumstances to resolve these actions and then describes the results. From those results the Players make their next decisions.

In this way an adventure develops through the interaction between the Referee, the Players, the game world and the rules. Neither the Referee nor the Players know beforehand exactly how events will unfold.

1.1.1 Characters

A Character is the Player's representative in the fantasy world. The Character has physical and mental Characteristics, skills, possessions and other abilities that define what he or she can attempt and how well it can be done. Some Characters may become skilled warriors, others magicians, priests, hunters, sailors, thieves, scholars, craftsmen or combinations of many different abilities.

The Character's Abilities record these abilities in game terms. Numbers such as Characteristics, Expertise Levels, Hit Point Value, Mana Level and Combat Values are not intended to replace the imagined Character. They allow the rules to answer questions when the outcome is uncertain: Can the Character climb the wall? Can he recognize the tracks? Does her sword strike the enemy? Can the spell overcome its target's magical resistance?

Characters can improve as they adventure. Their skills and abilities are therefore not static, and a Character who survives many adventures can become substantially more capable than when first created.

1.1.2 The Referee

The Referee portrays everything in the game world that is not controlled by a Player. This includes other people, creatures, weather, terrain, governments, enemies, allies and the consequences of the Characters' actions. The Referee also presents the situations that become adventures and applies the rules when their outcome is uncertain.

This does NOT mean that the Referee is playing against the Players. The Referee's task is to present a believable world in which actions have consequences and in which the Players can make meaningful decisions. Dangerous opponents should behave intelligently when appropriate and the world need not protect Characters from every bad decision, but the Players should be able to understand their circumstances well enough to choose what risks they are willing to take.

The role of the Referee is to create an environment where unlimited, exciting and believable adventures can take place. For that the Referee needs to decide on the level of realism and complexity that is suitable for the world he creates and for the Players at the table. Throughout the rules, you will find sections that are marked Optional, and can make the game system either more complex or simpler, as needed. The Referee should decide on which elements to use or not, and let the Players know before the game starts.

Also, the Referee needs to successfully walk the middle ground between non-threatening boredom and impossible challenges. The adventure he creates should not be a string of automatic victories for the Players, nor situations that the party involved cannot win. Placing the party in situations that do not test the abilities of their Characters, and their ability as Players, will bore them and, eventually, destroy their interest in the game. Conversely, repeated situations where the party is totally impotent, with no chance of victory or escape, will tend to frustrate the Players and destroy their interest. Thus, as a Referee, the challenges that you select must be gauged such that they test the party without dooming them unalterably.

In the end, the Referee in any role-playing game is the one crucial element that cannot be designed in. He combines a position as final authority and as director of an unfolding story. As in any game, the quality of the Referee will determine the quality of the adventure. Part of that quality is mastery of the rules before the game begins. Once the Referee has achieved that level of mastery, he will be placed in a position of authority by the Players.

That authority is needed as another important part of the Referee's task is making decisions where the rules cannot give a unique answer. No role-playing system can foresee every action that imaginative Players may attempt. When an unusual situation is not explicitly covered, the

Referee should make a reasonable ruling based on the existing rules and circumstances and should apply the same reasoning consistently when a comparable situation occurs again. Powers & Perils therefore requires judgment as well as rules knowledge from the Referee.

1.1.3 Information and Player decisions

Role-playing depends on decisions. A decision can only be meaningful when the Players have enough information to recognize the alternatives available to them. The Referee does not have to explain the solution to an adventure, but important information should exist in the world and be discoverable by the Characters.

Richard Snider described this as follows: "The final duty of the Referee, as master of the game environment, is to direct the flow of the game, i.e. provide the cues that the Players will base their decisions on. It is essential that, before Characters are placed in a life-threatening situation that is avoidable, the Players be given every piece of known information to base their decision on. As each adventure progresses, this information is made available piece by piece. Viewed as a whole, it should give the Players some idea of the adversaries strength, an indication of the importance of the events vis-a-vis themselves and the game environment and important clues to possible actions and potential escapes. You must provide this information in the course of play. You need not explain it, except through answering specific questions made by the Players at the time that it is gained. In all cases, the information should be present and it should be up to the Players to figure out its importance and meaning."

1.1.4 The Player

The Player decides what his or her Character attempts. The Character's Characteristics, skills, equipment and magic determine what the Character is capable of, but they do not make decisions for the Player.

A Player does not need to learn the entire Powers & Perils rulebook before play. A Player should understand the general rules explained in the opening chapters and should learn the rules that directly concern his or her Character. A swordsman should understand the combat rules and the weapons he uses. A magician should understand the rules governing his spells, Mana, **MEL** and **EL**. A mounted warrior should understand Horsemanship and Mounted Combat. A Character with specialist skills should know what those skills allow.

The essential goal of every Player is survival. In a role-playing game, this is the true measure of winning or losing. To some extent, situations that arise will shift probability to one side or the other. In all cases, given an able Referee and your basic understanding of the rules, your own decisions will determine your fate. In any situation, regardless of the danger, there should be a way to defeat the adversary or avoid defeat at his hands. It is incumbent on the Player to find it. It is not the Referee's responsibility to make sure that you do.

To enhance your chance of survival, and to ease the burden of the Referee, you should take the time to read, and learn, the descriptions of any skills that your Character has. Given the abilities of your Character, you should learn the rules sections that are most likely to affect your Character in the course of play. With this information, you have the foundation necessary to make intelligent decisions in any situation. Without it, you trust to luck and hope for the best.

Finally, in Powers and Perils you will find that the Player has a great deal of responsibility for the smooth flow of the game. For your own good, and for the good of everyone involved in the game, you must make an effort to keep your Character Record sheet current. Your abilities are not static. They can, and will, improve in the course of play. If you keep on top of these changes, checking as time allows after increases are gained, you will help yourself and every member of your party. If you don't, your chance at long

term survival will suffer, possibly greatly.

1.1.5 Adventures and campaigns

A single episode of play is generally called an adventure. An adventure might involve exploring a ruin, escorting a caravan, investigating a murder, surviving a journey through dangerous wilderness, fighting a war, negotiating between rival rulers or pursuing any other goal that arises in the game world.

A connected series of adventures involving the same Characters and game world is a campaign. A campaign can continue for months or years of real play. Characters remember what happened in earlier adventures, gain allies and enemies, improve their abilities and affect the world around them. In this sense there need be no fixed ending to Powers & Perils. The story continues for as long as the group wishes to play it.

The Players whose Characters adventure together are often referred to collectively as the party.

1.2 What Kind of Game Is Powers & Perils?

Powers & Perils is deliberately a detailed game. Characteristics distinguish innate talent, current ability and ultimate potential. Skills have individual Expertise Levels. Combat distinguishes different weapons, defenses and degrees of success. Magicians develop both magical experience and expertise in individual spells. Travel, encounters, creatures, treasure and many other areas can be handled at differing degrees of detail.

That detail is intended to provide possibilities rather than require every group to use every optional system from the beginning. So P&P is a game that gives both Referee and Player an unlimited wealth of options and variables that they can use in shaping their world, and that is usable at a multitude of complexity levels, depending on the personal preference of the participants involved. This remains one of the most useful principles for approaching the system. The core mechanics define Powers & Perils, but many detailed rules are explicitly optional. A Referee need not introduce every optional subsystem at once.

1.2.1 Shared responsibility

Although the Referee must know more of the complete system, Powers & Perils expects Players to understand their own Characters. This division of responsibility greatly reduces the apparent complexity of the game during actual play.

Richard Snider original Designer's Notes made this explicit: "As you read these rules, and play your first campaign, you will find that Powers & Perils demands a certain amount of extra thought from the Referee, and the direct involvement of the Players in maintaining the Character information that is required to play the game. The Referee is responsible for creating, and running, a world that his Players will enjoy. The Players are responsible for maintaining their Characters and learning the information that pertains to the various skills that that Character can utilize in play. As a Player, you should not foist this burden onto the Referee. Take the time to learn the information that pertains to the skills and spells that your Character can use. This will greatly speed play and enhance everyone's enjoyment of the adventure."

1.2.2 Beyond combat

Combat is an important part of Powers & Perils, but it is not intended to be the only form of challenge. The rules provide Characteristics, social abilities, occupational skills, knowledge, travel, magic and many other means of solving problems. Often the safest or most successful solution is not to fight at all. Or as Richard Snider put it: "Powers & Perils provides for adventure beyond the basic level. It can be played, in its simplest form, as a 'hack and slash' game that requires a minimal amount of thought. It should not be. Many avenues are open, through the various systems detailed, for complex adventures that require more of the Character than a strong sword arm. In the long run, games of this nature, that actively challenge the intelligence and cunning of both the Player and Referee, will be the most enjoyable for everyone."

1.2.3 Learning Powers & Perils

Do not try to memorize the entire rulebook before the first game.

A new Player should first understand the general action rules, the Character Record and those chapters governing his or her own Character. During early play, look up unusual situations when they arise. Familiarity will develop naturally.

A new Referee has a larger task, but even the Referee does not need equal mastery of every chapter. Before the first adventure, he or she could concentrate on the basic action system, movement, Combat, Encounters and the core Magic rules. Read the relevant creature and treasure material while preparing the adventure in which it will be used. More specialized and optional systems can be added as the campaign develops.

The Chapters that follow have been arranged with this learning process in mind. General concepts are introduced before the detailed rules that depend on them. Related procedures that can be scattered through the core rule book are placed together, and important operational rules are sometimes repeated where they are needed during play. Such repetition is intentional. Where a repeated summary and a full rule differ in level of detail, the full rule governs.

Above all, Powers & Perils is a framework for imagination. The dice determine uncertain outcomes and the rules give those outcomes consistency, but the adventure arises from the people at the table: from the world presented by the Referee, the Characters created by the Players and the decisions they make together.

Welcome to adventure.

1.3 What You Will Find in this Player Handbook

Before playing, you should take some time to familiarize yourself with the rules in this book. You will find the different Chapters are grouped together on overall theme in several "Books". Directly after this introduction, you will find a short summary of the main characteristics of the game and the most important rules. This section is intended as a primer for new players only, and is certainly not complete. Full details of the rules can then be found in the following Chapters.

The first part, "The Character Book", details the basic rules that are required to create a Character. Depending on the creating Player's rolls and choices, the Character created is formed into a totally unique individual in one of different Character races. To complete this detailed sculpture of your Character persona, you will find rules for education, the economy section, an equipment list and the basic rules for solving problems and gaining experience in play.

The second part, "The Combat and Magic Book" covers the rules for movement, combat and magic in detail. Combat in P&P is swift and deadly. The combat rules detail how melee combat, ranged combat and mounted combat works, and gives the rules for movement during encounters. The magic rules detail how spellcasting works for magicians, priests and the many creatures that you may encounter that have innate powers of their own.

At the end, "The Book of the Realms" gives a short introduction into the mythology of P&P and the Perilous Lands. A detailed overview of the Middle World, the world that your Characters will spend most time in, is given in the Perilous Lands game world setting that is part of P&P.

This Players Handbook provides the information that Players in P&P need to flesh out their characters and participate actively in this roleplaying game. For the Referee there is more information available, describing the creatures that can be encountered and a system to generate a myriad of treasures that can be found. Like the Perilous Lands setting, these parts are not included in this Player Handbook, as this information may lessen the enjoyment and surprise of a game session for players.

Throughout the books there are optional rules to enhance or simplify various rule sections. As stated above, one of the roles of the Referee is to set select the level of detail and complexity of the game world, and the rules needed to fit the world he creates, and therefore to decide whether or not some of these optional rules will be used. Consult with the Referee which of these rules variations he intends to use, or other modifications that he uses to best detail the world that he creates for the game. Where questions arise the Referee must modify the rules to fit his campaign. Therefore, the rules should be viewed as a guide, and the Referee is the final authority on the world he sets for the players.

1.4 A New Player's Introduction

Powers & Perils uses a number of core concepts that recur throughout the rules: Characteristics describe what your Character is capable of, Expertise Levels describe what he has learned, and Experience Levels describe how much practical experience he has gained. Most actions are resolved with a **D100** roll, where in general lower rolls are better. If you roll lower than the determined chance you succeed, if you roll higher you fail. In some cases there is partial success if you roll between 1 and 25 higher than the determined chance.

1.4.1 Characteristics and Character Development

Every Character has ten basic Characteristics. Strength (**S**) measures physical power, Stamina (**St**) endurance, Dexterity (**D**) precise control of the limbs, and Agility (**A**) overall bodily flexibility and coordination. Intelligence (**I**) measures mental ability, Will (**W**) mental toughness and resistance to influence, Eloquence (**E**) verbal and social ability, and Empathy (**Em**) awareness and understanding of others and the surroundings. Constitution (**C**) represents physical health, while Appearance (**Ap**) represents outward physical attractiveness.

A Character has several values associated with most Characteristics. Native Ability is the Character's natural foundation and is normally determined by rolling **2D10** during Character Creation and applying Race and Sex modifiers. A Native Ability can never be less than 1. Native Ability is important because it represents the Character's underlying potential rather than simply what he has achieved so far.

For the eight modifiable Characteristics, all except Constitution and Appearance, the Player also assigns Multipliers. The total available multipliers are determined during Character Generation. Each Characteristic must normally receive at least a multiplier of $\times 1.5$, and may receive no more than $\times 4$, and multipliers are assigned in increments of 0.5. The Character's Maximum Ability is determined as Native Ability$\times$Multiplier, rounded up. The multiplier therefore tells you something about the Character's developmental priorities. Two Characters may have the same Native Strength, for example, but the one with the higher Strength multiplier has much greater potential for developing it. Constitution and Appearance are exceptions: they are non-modifiable and use multipliers based on the Race and Sex of your Character.

The Character's Current Ability is the value actually used in play. It begins from the Native Ability and can be increased with Characteristic Points gained during creation, experience and training, but never beyond Maximum Ability. Constitution and Appearance are always equal to their Maximum Ability and can normally not be increased. Thus the three numbers have distinct meanings: Native is what you were born with, Current is what you can presently use, and Maximum is how far ordinary development can take you.

Characteristics also determine Characteristic Bonuses. Strength Bonus (**SB**), Stamina Bonus (**StB**), Dexterity Bonus (**DB**), Agility Bonus (**AB**) and Constitution Bonus (**CB**) appear frequently in combat and other derived values. Bonuses are based on Current Ability: 6–15 gives no bonus, 16–30 gives +1, 31–50 gives +2, 51–75 gives +3, and increasingly exceptional scores give correspondingly greater

bonuses. Very low Characteristics of 0–5 give −1.

1.4.2 Race, Sex, Age, Station, Height and Weight

A Character is more than a collection of Characteristics. You select the Race and Sex of the Character at the start of Character Generation. Humans are the most prolific race of the Perilous Lands, which is also inhabited by other races such as Elves, Faerries and Dwarfs. In exceptional cases also Halfbreed Character are found, whose abilities are a mix of both parents. Those parents could be Human and Elf, for instance, resulting in a half-elven Character, but even more exotic parent combinations can occur.

Age is rolled during creation and for most human starting Characters falls between 17 and 30, with a small chance of being older. Age matters particularly because it influences the initial experience and development available to the Character at the start of play.

Station represents the Character's place in his native society. It ranges from Station 0 for slaves, serfs, outcasts and similar persons through ordinary freemen, artisans, soldiers, merchants and nobles, to Station 10 for royalty or equivalent tribal leaders. Station determines not merely wealth: it describes the social position of the family from which the Character comes.

Height is derived from Native Strength and Native Stamina together with a Race and Sex factor; Dwarfs and Faerries are generally shorter than humans for instance. Weight is then determined from Height, Race and Sex. The optional cultural rules can further adjust height to reflect the people from whom the Character comes.

1.4.3 Derived Characteristics

A number of frequently used derived characteristics are calculated from the ten Current Characteristics. These values are worth putting on the Character Record Sheet because they are used repeatedly during play. They include values such as the Hit Point Value (**HPV**), which measures how much physical damage a Character can sustain before he begins to collapse, or the Damage Tolerance Value (**DTV**), which determines how far below zero **HPV** the Character can continue to survive.

Other important derived values include Healing Chance (**HC**), which is based on Constitution and Stamina and determines how likely a Character is to heal once damaged in a fight; Movement Rate (**MR**) shows how fast the Character can move when needed and Portage Ability (**PA**) which measures how much can be carried without slowing down. Also, Poison Resistance (**PR**), derived from Stamina and Constitution, is used when resisting the effects of poison.

For supernatural matters, Energy Level (**EnL**) represents the Character's life and spiritual reserve; some supernatural attacks damage Energy rather than **HPV**, and reaching zero Energy can be fatal. Finally, Mana Level (**ML**) measures natural attunement to magic. There are further derived scores, but these are the most important for a starting Character.

1.4.4 Skills and Expertise Levels

Skills describe learned abilities. They fall broadly into Combat Skills, Magic Skills and Other Skills. Other Skills cover the enormous range of things Characters may learn: Climbing, Swimming, Tracking, Survival, Thief, Locksmith, Herbalist, Healer, Merchant, Seaman, Scholar, languages, crafts and professions, among many others.

Skills are measured in Expertise Levels (**EL**). Combat skills normally begin at **EL0** when they have first been fully learned. Other Skills often have a starting **EL** specified in their description. Further improvement costs Expertise Points, with the price depending on the skill and the new level being attained. Skills can improve through formal study and through successful use during adventures.

The maximum **EL** of a skill is normally derived from the Characteristics listed for that skill. Some skills have a maximum written as "or 80." This means that the Character calculates his normal characteristic-based maximum but may not exceed **EL80**, even if his Characteristics would normally permit more. A Natural Talent (Optional rule) can raise a Character beyond this limit: for a talented Character the "or 80" ceiling is removed and the Talent rating is added to the normal maximum. A Natural Liability works in the opposite direction.

1.4.5 Weapon Skills

Every weapon is associated with a weapon skill. Your **EL** represents not merely your chance to hit, but your ability to use the weapon intelligently in attack or defense. In melee, you may normally subtract your weapon **EL** from your own attack roll or add it to the attack roll of one opponent attacking you. You cannot use the same weapon **EL** both ways during the same phase.

Missile weapon **EL** is different: it is offensive only and cannot be used to defend against an attacker. Weapon expertise also makes the best blows more dangerous: half **EL**, rounded up, is added to Severe Hit damage, and full **EL** is added to Deadly Hit damage. An untrained weapon carries a substantial attack penalty until enough expertise has been gained to reach **EL0**.

1.4.6 Combat

Two of the most important values on the Character sheet are Offensive Combat Value (**OCV**) and Defensive Combat Value (**DCV**): **OCV=CEL+SB+StB** and **DCV=CEL+AB+DB**.

Here **CEL**, the Combat Experience Level, represents overall experience in battle. It is distinct from weapon **EL**: **CEL** improves the Character's basic offensive and defensive ability with ALL weapons, while the **EL**of a particular weapon represents mastery of that weapon.

When you attack, subtract the defender's **DCV** from your **OCV**. This determines the line on the Combat Table that determines your chances of hitting an opponent. The higher the line, the better your chances.

If **OCV** 7 attacks **DCV** 9, for example, the attack is made on line −2. Roll **D100**, modify the result for weapon **EL** and circumstances, and consult that line of the Combat Table. A low enough result can produce a Deadly Hit, Severe Hit, ordinary Hit, Shield Hit, or Miss. Better positive lines make the more dangerous results increasingly likely.

Damage depends on the quality of the hit. For an armed Character, a normal Hit normally scores **1D6 +SB+WSB.**

A Severe Hit normally scores **1D10 +SB+ WSB+ half weapon EL**, rounded up. A Deadly Hit scores the greater of **2D10** or **(SB+1)D10**, then adds **WSB+** weapon **EL**. Weapon Strength Bonus (**WSB**) depends on the weapon used; larger more deadly weapons tend to have a higher **WSB**. Armor Value is subtracted from damage; helmets provide additional protection on Severe and Deadly Hits. A Shield Hit strikes the defender's shield and uses normal Hit damage to see what the shield must stop.

Combat can become deadly very quickly. **HPV** is not a huge reservoir that must always be completely removed before anything serious happens. A powerful Severe or Deadly Hit can drive a Character through zero, cause bleeding and leave him unconscious or dead in a single attack.

A Character above 0 **HPV** is conscious and active. From 0 down through his **DTV** he is semi-conscious and severely restricted. Below **DTV** he becomes unconscious, and if his remaining **HPV** falls below four times his **DTV** he is dead. Falling below 1 **HPV** also brings the possibility of bleeding wounds that continue to add damage if not stopped, so reaching zero is considerably more serious than simply "running out of hit points."

1.4.7 Missile Fire and Combat Order

Bows, crossbows, slings and thrown weapons use the Combat Table too, but their initial line is determined by the weapon used and the range to the target. The firer then applies his missile-weapon **EL** and any situational modifiers. Missile **EL** can only be used offensively, to increase the chance of hitting the target, not defensively to decrease the chance of being hit yourself.

In combat, a tactical turn consists of four phases, each representing about three seconds. Within each phase the major actions occur in this order: Mana Allocation, Missile Fire, Magic Effect, then Movement and Melee. Thus arrows and other missiles normally fly before completed spells take effect and before melee is resolved.

Within melee there is also an Attack Priority based largely on weapon reach and type. Thrown weapons act very early, followed by polearms, lances and spears, then staffs, heavy swords and axes, scimitars and maces, ordinary swords and finally short or miscellaneous weapons. Creatures use their Offensive Combat Value (**OCV**) to determine comparable priority. As a result, combat and magic can be very dynamic and interesting to play out.

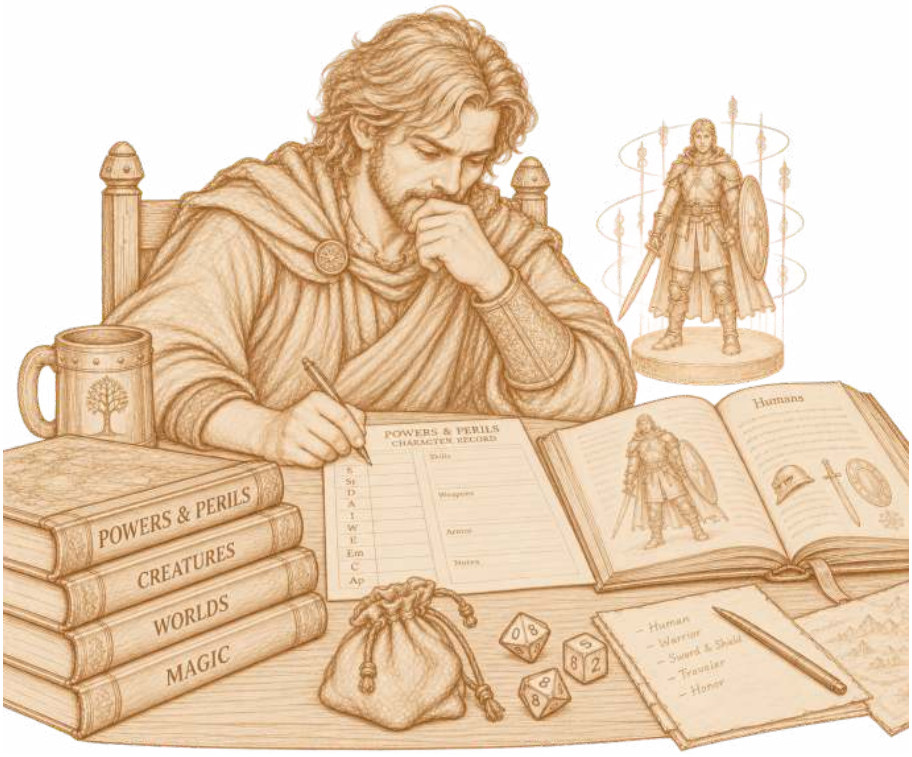
1.4.8 Magic

Magic uses a parallel system to combat. The two most important measures of magical ability are Magic Experience Level (**MEL**) and the Expertise Level (**EL**) of the individual spell.

MEL measures the Character's overall experience as a magic-user. Magic Experience Points gained through successful spell use increase **MEL**. Spell **EL**, by contrast, measures mastery of one particular spell or spell family member. A Character might therefore be **MEL8** but have Fireball at **EL4**, Detection at **EL2** and another newly learned spell at **EL0**.

When casting a spell, the caster uses his **MEL** as the line on the Magic Table. The **D100** roll is then modified principally by the spell **EL**, which improves chances of success and the affect of the spell if it succeeds, and the target's Magic Defense Value (**MDV**), which lowers the chance of the spell succeeding against that target. Casting a spell at a higher **EL** also increases the Casting Cost, the number of Mana Points that the Caster needs to spend from his Casting Ability (**CA**) for the spell to work.

Thus experience gives you a better basic Magic Table line, expertise in the particular spell improves your chances, and a magically resistant target lowers them. The Magic Ta-



ble produces Success, Failure or Abysmal Failure. Success produces the spell's listed effect. Failure normally wastes the Mana but grants a small amount of expertise. Abysmal Failure means the magical force has escaped the caster's control and can have dangerous consequences.

Magic Defense Value (**MDV**) is the principal defense against hostile magic. A non-magic-user has an **MDV** equal to Mana Level (**ML**). A trained magic-user increases his **MDV** by half his **MEL**, rounded up, while a Natural Magician has **MDV** increased by full **MEL**. (Most Characters need formal training before they can use magic, but a select few have have a natural talent to manipulate magical Energy and can cast magic without ever being formally trained. These are Natural Magicians.)

A trained caster also has a Casting Ability (**CA**) representing the Mana available for spellcasting. Starting **CA** is normally starting **MEL**×**current Mana Level** and increases when the Caster's **MEL** increases. Without external magical assistance, the amount of Casting Ability that can actually be used is limited by the Character's Energy Level (**EnL**).

The spells a trained caster can learn depend on the magical tradition and alignment he follows. Wizards can have a Law, Chaos, Balance, Neutral or Elder alignment, and each alignment has different spells available. The same is true for Shamans, Priests, Druids, Witches, Sidh Magician or Shadow Weavers.

1.4.9 Innate Magic

Some Characters and many supernatural beings possess Innate Magic: powers that are part of their nature rather than spells learned through normal magical training. Similar to normal magic, the innate **MEL** can be increased in play through use of the innate power, but the **EL** of the innate power depends on the Will and Empathy of the Character and only increases if these Characteristics increase.

Innate powers are less flexible than trained spellcasting. An innate magic-user always casts the power at his current **EL** rather than freely choosing a (lower) **EL**, as is possible for normal magic. His basic Casting Ability is his Energy Level, and the cost of using the power is deducted directly from current Energy. This makes repeated use potentially dangerous: if Energy reaches zero, the Character dies. Innate power also gives special resistance to the same magic; **MDV** is normally doubled when that power is used against the possessor, and innate expertise can provide corresponding magical immunity.

1.4.10 Final Note

The important distinction for a new player is therefore simple: Characteristics tell you your raw and developed capabilities; **CEL** and **MEL** measure broad experience; **EL** measures mastery of a particular weapon, skill or spell; and the Combat and Magic Tables translate those values into results. Once those relationships are understood, most of the detailed rules in Powers & Perils become variations on the same core mechanisms.

This said, we invite you to explore. Let the game begin.

1.5 Abbreviations Used

Powers & Perils is based on ten basic characteristics and a number of derived and related scores. Wherever they are found, except where they are specifically used to detail sub-sections of specific rules, the list below can be used as a quick reference.

A	Agility	§2.2
AB	Agility Bonus	§2.2.4
AHP	Average Hit Point Value	
Ap	Appearance	§2.2
ApB	Appearance Bonus	§2.2
AV	Armor Value	
BB	Brass Bit(s)	§7
BL	Base Line	§11.1
C	Constitution	§2.2
CB	Constitution Bonus	§2.2.4
CC	Copper Coin(s)	§7
CDF	Creature Difficulty Factor	
CEL	Combat Experience Level	§6.1.1
CEP	Combat Experience Point(s)	§6.1
CP	Characteristic Point	§2.2.3
D	Dexterity	§2.2
DB	Dexterity Bonus	§2.2.4
CA	Casting Ability	§2.4.11
DCV	Defensive Combat Value	§2.4.1
DR	Damage Resistance	§9.8
DTV	Damage Tolerance Value	§2.4.4
E	Eloquence	§2.2
EB	Eloquence Bonus	§2.2
EL	Expertise Level	
Em	Empathy	§2.2
EmB	Empathy Bonus	§2.2
EnL	Energy Level	§2.4.8
FV	Fatigue Value	§9.8
GC	Gold Coin(s)	§7
HC	Healing Chance	§2.4.5
HPV	Hit Point Value	§2.4.3
I	Intelligence	§2.2
IB	Intelligence Bonus	§2.2
IC	Influence Chance	§2.4.14
INT	Intellect	
MDV	Magic Defense Value	§2.4.10
MEL	Magic Experience Level	§6.2.1
MEP	Magic Experience Point(s)	§6.2
ML	Mana Level	§2.4.9
Mod.	Modifier(s)	
MP	Mana Point	
MR	Movement Rate	§2.4.6
Mult.	Multiplier(s)	
NA	Not Applicable	
NAV	Natural Armor Value	
NF	Number Found	
OCV	Offensive Combat Value	§2.4.1
PA	Portage Ability	§2.4.7
PMR	Phase Movement Rate	§8.2
PR	Poison Resistance	§2.4.12
RD	Round Down	
RU	Round Up	
S	Strength	§2.2
SB	Strength Bonus	§2.2.4

SC	Silver Coin(s)	§7
St	Stamina	§2.2
StB	Stamina Bonus	§2.2.4
W	Will	§2.2
WB	Will Bonus	§2.2
WGT.	Weight	§7.2
WSB	Weapon Strength Bonus	

1.6 Dice Codes

As with many fantasy role-playing games, Powers & Perils uses dice to generate random numbers. Apart from a standard six sided die, you will need two ten sided dies. In the rules, you will see indications of different die roles. Some of these, like a **D6**, are straightforward. Roll a six sided die and take the result that comes up. Some are common to many roleplaying games, like the **D100**, where you roll two ten-sided dice and decide beforehand which die represents the tenś number and which represents the one's. Some are different, like the **D2**, for which a six-sided die is rolled and the result is 1 if a 1, 2 or 3 comes up, and the result is 2 when a 4, 5 or 6 comes up. When needed, consult the list below.

D2 Roll a six sided die, 1–3=1, 4–6=2.

D2* As for **D2** except 1–4=1, 5+6=2.

D3 As for **D2** except 1+2=1, 3+4=2, 5+6=3.

D3* As for **D2** except 1–3=1, 4+5=2, 6=3.

D6 Roll a six sided die. Read it as it is rolled.

D10 Roll a ten sided die. Read it as it is rolled. (*In all cases a roll of 0 is equal to 10*).

D100 Roll two ten sided dice. Choose, before rolling, one to represent the ten's place and the other the one's place. The final result yields a value between 1 and 100. (*If 00 is rolled, the value is 100. In all other cases, 0 equals zero.*)

xDy When this form is used, **x** indicates the number of dice that are to be rolled. **Dy** indicates the type of die that is to be used. (*For example, **3D10** tells you to roll three ten sided dice and total them*).

xDy×z As for **xDy** above except the roll is multiplied by **z**, a fixed numerical expression.

(xDy)×(xDy) The die rolls indicated are multiplied times each other to determine the result. (*For example, **1D6×1D3** yields a result from 1 to 18*).

Powers & Perils

BOOK ONE

The Character Book

2 Character Generation

The first goal of every player, and the essential feature of any role-playing environment, is the creation of a unique individual; a Character. To perform this task, you can follow the rules in the order they are presented in this Book. For a quick overview of the process, see the box *Creating a Character*. When every Player has a Character, and the Referee has created a campaign environment, the game is ready to be played.

Creating a Character

- Choose the Race of your Character. You may want to read the descriptions of the races in §2.1 and, if your Referee allows, the more extended descriptions in the Creatures Section.
- Determine the Characteristics of your Character.
- Determine Age, Station, Background and any Special Events that may have influenced your Character early in life.
- If your Character has any Innate Magic, refer to the box *Creating an Innate Magic User* on page 137.
- Use your Initial Increases to determine your combat experience, expertise, characteristic points and wealth. Assign them to your Character.
- Determine the basic factors of your Character that are used in play.
- Select the Common Knowledge that is appropriate for your Character's race and background.
- Select the skills that your Character knows. All skills in these tables are purchased, and improved, using the expertise points that you obtained.
- If you wish to be a magic-user, see the box *Creating a Magic User* on page 133.
- The wealth that was purchased in Initial Increases is finally used to purchase your starting equipment.
- Your Character is now complete.

2.1 Character Races

2.1.1 Human Characters

Civilized Humans

Humans are the most numerous of the races inhabiting the Perilous Lands. The inhabitants of the different corners of the world have different customs and physique, from the tall red-headed Djanes in the north to the stocky Choshai in the east. The city dwellers are the most versatile human characters possible in play.

Civilized humans have a wide selection of skills and professions that the character can choose from. They can start the game trained as simple laborers or as a magician's apprentice and have all the appropriate knowledge.

Barbarian Characters

Barbarian tribes roam the wide plains and live deep in the forests. Many tribes are territorial and closed to outsiders, like the feared Zen'da warriors that almost live on their horses while travelling the great plains. The barbarian tribes are ruled by tribal chiefs and shamans, their priests and spellcasters.

Barbarian tribes often have strong preferences in the types of weapon and armor used and are well-versed in surviving in the terrain that they live in. It is rare that barbarian receive any training in the magic arts, but can learn Shamanistic magic.

More detail on the various cultures of the Perilous Lands is given in §3.3.

2.1.2 Elves

Elves are thin, lithe, humanoid creatures four to six feet in height. They have high cheekbones in a narrow, aquiline face. Their skin has a slightly greenish cast and they have finely pointed ears. They vary considerably in both size and power. They are among the eldest of the intelligent races.

Elves cannot be affected by hostile Sidh Magic and have increased resistance against Elder Magic. They are afflicted by Iron, increasing the damage done to them by iron or steel weapons. All Elves have a minor affliction to light. Their combat scores are reduced when they are fighting in magical light or daylight and magical light powers will have their damage increased against elves.

All elves have night vision. They can see in darkness as if it were daylight if the darkness is not magical AND there is a light source available. Elven characters cannot see in total darkness.

Elves will NEVER wear, use or willingly touch any item that is made out of Iron or Steel. The metal items that they make are made of alloys that do not contain any Iron whatsoever.

Elven society has a rigid, hereditary hierarchy. Beyond the social importance that is given to birth, status is gained through skill in magic and war. Beyond the hierarchy of birth and accomplishment, individuals in the society are allowed a great deal of freedom to do as they wish. As long as their actions do not violate the land, interfere with another Elf or bring trouble to the clan, they are tolerated.

2.1.3 Faerries

Faerries have the general facial appearance of the Elf. They are small creatures, averaging three feet in height. They have rounded, diaphanous wings and are capable of flight. Their bodies, with few exceptions, are lithe, slight and wiry.

All Faerries are natural magicians in the use of Sidh Magic. Even if untrained they have the innate ability to cast ONE Sidh Magic spell. They may learn others in the course of play if they are a Character. Faerries have night vision as for Elves.

Faerries are afflicted by light and iron, as specified for the Elf. They do not choose to wear armor. They can ride Fay creatures but seldom choose to do so.

The Faerries are ruled by a hereditary king and queen. To a degree, the social rules that apply, parallel those of a human monarchy. Lesser faerries are allowed freedom but they are not given access to knowledge or wealth. Birth and the favor of the nobleborn determine the station of the faerry. To a large extent, social interaction is through reciprocal favors and obligations between individuals.

Faerries are noted thieves of wealth, food and children. Due to the skills that they lack, they need to interact with stronger races that are talented in the working of metal. For this reason, they are often closely associated with nearby human settlements, Favors are exchanged, needed items are "claimed," etc. To a Faerry, there is no moral wrong in theft unless the item is stolen from them.

Finally, faerries expect moral conduct from those that they deal with. If promises are not kept, they will seek vengeance. Persons that are overly noisy are despised. Those that are kind are rewarded. In general, if faerries are dealt with in a kind and moral manner they will be friendly. If not, trouble will follow.

Faerries feel no obligation to be moral to non-Sidh creatures. They expect morality from them but feel no compulsion to react in kind. They can be quite capricious in their actions towards humans, especially humans that are handsome or beautiful.

A Faerry maiden conversing with a proud mother.

2.1.4 Dwarfs

The classical Dwarf of Norse myth. Dwarfs are three and a half to four feet in height, heavily built and well-muscled. They are commonly bearded with long hair. They are noted for their ability as artisans and warriors.

Dwarfs are resistant to Poison, Disease and Plague. They are also resistant to Fire. Dwarfs have night vision as for Elves.

Dwarfs never use any missile weapon except spears and daggers. (The bow, after all, was an insidious invention of immoral, dishonorable elves.) If the Referee allows, Dwarfs may make and use crossbows.

Dwarf society places a great emphasis on personal property. The most heinous crime in their society is theft. No Dwarf will steal from another creature without due payment for the item taken. (*Regaining one's own property, with possible interest and definite penalty, is expected. It is not theft*).

All Dwarfs speak Dwarf Elder and the Tongue of Dvalinn. Dwarf Elder is related to the common Elder tongue and the tongue of the Faerry Sidh. The tongue of Dvalinn is only used by Dwarfs when they are speaking to another Dwarf. It is not related to any other language. It is their magical tongue and is sacred to them. No Dwarf will ever lie when he speaks in this tongue. No non-Dwarf will ever be taught it willingly.

2.1.5 Halfbreeds (Optional)

There are other races that can have viable offspring with humans. The result of such unions are halfbreed characters that may share some or all of the talents of their non-human parent. If the race is beneficent, the initial training of the character depends on the race of the mother. If she is human, he is raised human. If not, he is raised non-human.

Where the parent is inimical, the character is always sired by a non-human father. In most cases, the mother dies giving birth to him and he is fostered to another human family. No other possibility leaves a character extant to be played.

NOTE — *We only mention those races whose breeding with humans can possibly yield a playable character. Among those we omit are the children of Daivas, Drugas and high caste Korchi. The first two are automatically Daivas or Drugas. The last is rarely found outside Korchi territory (unless conquering someone).*

Being a Halfbreed

Because Characters are exceptional members of their race a player who wishes to try for this attribute has a 10% chance of having a halfbreed character UNLESS his character is a Dwarf. There are no Dwarf halfbreeds. Roll a **1D10**. A result of 1 indicates the Character is a halfbreed.

If the Character is a halfbreed the Referee may assign the non-human parent based on where the campaign is starting. If he does not choose to do so, roll **D100** on the Breeding Races table. Once the race is determined, roll **1D2** for the non-human parent's sex if necessary. A result of 1 indicates the non-human parent was the father, and a 2 means the mother was the non-human. The parent's sex will affect the Character's starting knowledge and other factors.

Relationship

In all cases the parent who rears the child is the MOTHER. If she is Sidh, your character is raised as an Elf if she is Alfar, Elf or True Sidhe. If she is Faerry or Whisper you are raised Faerry. Take the Common Knowledge appropriate.

For all other parents the Referee will determine what Common Knowledge your mother provides based on the description of the creature.

Where the race of the parent is inimical to man the Character's parentage gains him no benefit with that race except possibly with his sire. If it is neutral or friendly to man that race will tend to favor him, for the sake of his parent, until he does something that angers them.

Table 2.1: Breeding Races

Roll	Race	Roll	Race
01	Alfar	56–58	True Sidhe
02+03	Incubus*	59–64	Nar'morel
04+05	Pseudothei*	65–67	Romati
06+07	Anwora*	68–75	Goblin*
08–10	Daoine Sidhe*	76–79	Trazire
11–13	Vily	80–82	Sernemu
14–16	Troll*	83–86	Devil*
17–20	Baobhan	87–90	Whisper
21–23	Mir	91–93	Seirim*
24–30	Nymph	94+95	Lunafey
31–35	Faerry	96+97	Eld Troll*
36–42	Jinn	98+99	Fusin
43–48	Demon*	100	Green Lady
49–55	Elf		

* These races are always the FATHER in the union. In some cases this is because only males exist. For others, the child with that race as mother does not yield a playable character.

Powers

Where a parent race has special attributes, afflictions and powers there is a 25% chance per power that the Character has it also. Roll **D100** for each attribute that is applicable. If the result of the roll is 26–35, you have Immunity to that power or affliction. If it is 36 or higher you receive no benefit or liability.

IMPORTANT — Where the item rolled for is an immunity a roll of 26–35 means the Character is not immune but he may use the power in question as an Innate Power. For an affliction it means he is totally immune to damage from that source.

If the Character has a power or liability of his non-human parent, he will have it at half the power level of that parent. For example, if the parent uses **MEL8/EL10** Disease the Character has **MEL4/EL5** in this power. In all cases it is up to the Referee to determine what attributes can be rolled for AND how they apply to the Character in question.

EXAMPLE — Vlad's father is a Nergali. Vlad has a 25% chance of having NAV3, claws, ability to fight into his DTV, immunity to Hell Powers, affliction to light, affliction to silver and +3 EL with the weapon of his choice. He rolls for each.

Special rules apply to the races listed below. They will be used to the exclusion of those stated above.

Alfar The child of an Alfar is classed as a member of the Sidh by Sidh races. They will be treated as such in all ways, whatever the benefits gained by the nature of their birth. If the mother raises the child, increase its station to SIX if the station rolled is lower. He begins play outfitted as specified for an Alfar. All such Characters have at least ONE Sidh spell they use as an innate power.

NOTE — *Any Kotothi force that encounters this character will seek to kill or capture him at any cost. He will NOT enjoy his captivity in the least.*

Demon If the sire is a demon the type of demon must be determined. Roll **2D10** on the table below.

Table 2.2: Demon Halfbreeds

Roll	Demon	Roll	Demon
2	Decay	16	Flayer
3	Heliophobic	17	Storm
4–6	Nergali	18	Subterranean
7–10	Terrestrial	19	Fiery Spirit
11–14	Imp	20	Div
15	Disease		

Green Lady The Character has a born affinity to the Sacred Forest. He uses all Forest Powers spells as a Fanatical Power and may hide invisibly in any such forest. The Character also speaks Tongue of the Wood at **EL80**. If he learns Neutral magic in any form he casts it at ONE **EL** higher than his normal **EL**.

A Character of this type may freely enter any sacred forest. If he does harm to one, or in any way aids anyone who does, he will lose **2D10+10** energy points per day until he dies. When his **EnL** reaches zero he permanently transmutes into a boulder. Once this affect begins there is no cure short of divine intervention.

Jinn Whatever else the Character gets he has an affinity for the desert. This yields Level 5 talent in Desert Survival from birth. He can also speak the Tongue of the Desert at **EL80** from the day he reaches puberty. Half-jinn and other people with this tie are treated well by Peri, accepted by Jinn and loathed by Ifreet.

Incubus Children of an Incubus obey the rules above. In addition, they have a 25% chance of being a Natural Magician. If the Character does not have this gift, he has one additional roll on the Special Attribute table and may roll **1D3** times for Talent.

Seirim These characters are Anakim. Determine the interest of their parent in the Seirim description. They will have that skill at their **Maximum EL** in addition to having Talent in it. Roll the dice appropriate and add TWO to the roll to determine their rating in that skill. If the interest of the parent is COMBAT the Character is a Weapon Master as his talent. If it is magic he is a Trained Natural Magician (i.e. he has Intellectual Power.)

True Sidhe All such characters are automatically afflicted by Kototh's curse on the True Sidhe. Males appear to be very old. Females are incredibly hideous (hags.) As for True Sidhe, the curse has no power in Sidh areas or a Sacred Forest.

Vily Roll **1D10** for the type of Vily that is the Character's parent. He will have Survival talent in that terrain and an affinity for animals and beneficent creatures native to it. If the mother is a High Vily, he has Survival – ALL as his talent. If his mother raises the Character he also has a starting level in Eroticist and Dancer. If not, he has two additional Special Event rolls, one talent or one Special Attribute roll at the player's option.

In learning any skills that primarily concern themselves with the mother's home terrain, the Character pays 50%

cost to learn and increase his **EL** (rounded up). For example, if the mother is a Forest Vily he gains this benefit for Forester, Carpenter, spells that grant power in the forest, etc.

Table 2.3: Vily Halfbreeds

Roll	Vily	Roll	Vily
1–3	Aerial	7+8	Hill
4	Water	9	Mountain
5+6	Forest	10	High Vily

NOTE — *If the Character is female she is worthy of training as a Vily. On finding a Vily, preferably her mother, she can make the request. The training takes place in a secret location on the Western Continent. The students become the most appropriate type of Vily for their nature and talent. If they fail in training they die.*

The chance of success equals the Maximum Ability in all ten characteristics/7 (rounded down). Partial success is failure. The training time is one year. On success Appearance is increased by 100 and all other characteristics increase 10% (rounded up). She is assigned a range to protect, gains her powers and begins her life as an immortal protectress. Those who make their success roll by 50 or more become High Vily.

EXAMPLE — *The total of a woman's attributes is 421. Her chance of success if 421/7 (rounded down) 60%. A roll of 61 or higher is her death. If she rolls 10 or less, she is a High Vily.*

2.2 Characteristics

Ten characteristics are determined for each Character. Together, they delineate his abilities and set the potentials that he will have.

Strength (**S**) is a rating of the Character's physical power, and Stamina (**St**) represent the physical toughness and endurance of the Character. Dexterity (**D**) is an indication of the skill to rapidly maneuver his limbs and perform precise actions with his hands and/or feet, whereas Agility (**A**) refers to the flexibility and control of the overall body. Together they form the *physical characteristics* of your Character. They can be increased during play due to physical training or experience gained.

Intelligence (**I**) indicates the mental power of the Character, and Will (**W**) indicate his mental toughness and ability to keep his mind, without influence from others. Eloquence (**E**) represents his mental dexterity and how good he is at influencing other and at public speaking. Empathy (**Em**) is his ability to ability to understand the persons or things that he encounters,and his awareness of his surroundings. Combined the are the *mental characteristics* of your Character. These can be increased due to prolonged study or experienced gained. Any magic experience gained during play can be used to increase the mental characteristics, but not the physical characteristics.

Constitution (**C**) denotes the physical health of the Character and Appearance (**Ap**) its outward physical beauty. They are referred to as the *non-modifiable characteristics* (see below) and complete the set of characteristics.

Vlad Stonehand.

For each Characteristic, the Character's *Native Ability* is first created. Next, a number of *Multipliers* is determined that allow the Player to set development priorities for his Character and increase characteristic values in play. Native Ability represents the phenotypic potential of the Character. The multipliers, as applied to the Native Ability, represent the effect of his interests and goals on the development of his potential. Together, Native Characteristics and multipliers determine the Character's *Maximum Ability.*

2.2.1 Native Ability

Native Ability, for each characteristic, is determined rolling **2D10** and adding the modifiers listed in Table 2.4 for Race and Sex.

EXAMPLE — A Character is a Human Male. He rolls a 13 for Strength. His Native Strength is 16. He rolls a 15 for Dexterity. Native Dexterity is 14. With a roll of 9 for Eloquence, Native Eloquence is 9.

IMPORTANT — The minimum Native Ability that is possible for a characteristic, regardless of the modifier added is one. If the value that results is less, increase it to one.

2.2.2 Maximum Ability

Maximum Ability is determined by multiplying an assigned number of multipliers times the Native Ability of a characteristic. The *Total Multipliers* that the Player may assign to his Character's modifiable characteristics, i.e. all characteristics except Constitution and Appearance, are determined with a die roll of **2D6+14**.

The method of applying the multipliers that are gained via the roll above is specified below:

Table 2.4: Native Ability Modifiers

		Characteristics									
Race	**Sex**	**S**	**St**	**D**	**A**	**I**	**W**	**E**	**Em**	**C**	**Ap**
Human	M	+3	0	−1	−1	+2	0	0	−3	0	0
	F	0	+1	0	+1	0	+2	0	−1	+1	0
Elf	M	−1	−2	+1	+2	+3	0	+3	0	−1	+1
	F	−2	−1	+2	+2	+2	+2	+2	+1	−2	+3
Faerry	M	−3	−2	+2	+2	+4	+1	+2	+1	−2	+2
	F	−5	−2	+2	+3	+2	+3	+2	+2	−3	+4
Dwarf	M	+2	+3	−1	−2	+1	+3	−2	−1	+3	−2
	F	+1	+2	−2	−1	0	+1	−2	0	+2	−1
Halfbreeds											
Alfar	M	+2	0	+1	+2	+3	+1	+2	0	0	+3
	F	0	+1	+2	+2	+2	+2	+1	+1	−1	+4
Anwora	M	0	0	+1	+1	+2	+2	−1	−1	−2	0
	F	−1	+1	+2	0	+1	0	0	0	−1	+2
Baobhan	M	+1	−1	+1	+1	+3	0	+1	−2	−1	+1
	F	−1	+1	+1	+2	0	+2	+2	0	−2	+3
Daoine Sidhe	M	+1	0	+1	+2	+1	0	+1	0	−1	+1
	F	−1	−1	0	+1	0	−1	+2	+1	0	+2
Demon	M	+4	0	−2	−1	+2	−2	−3	−4	−2	−4
	F	+3	+1	−1	−1	+1	0	−1	−2	−1	−3
Devil	M	+5	+1	−3	−3	+4	+2	−1	−5	−1	−6
	F	+4	+2	−2	−2	+3	+1	−2	−4	0	−4
Eld Troll	M	0	−2	0	+2	+4	−1	+2	−3	−2	−4
	F	−1	−1	+1	+2	+3	0	+1	−2	−3	−3
Elf	M	+1	−1	0	+1	+3	0	+1	−2	−1	+1
	F	−1	0	+1	+2	+1	+2	+1	0	0	+2
Faerry	M	0	−1	+1	+1	+3	0	+1	−1	−1	+1
	F	−3	0	+1	+2	+1	+3	+1	0	−1	+2
Fusin	M	+2	−1	0	+1	+1	0	+1	−1	−3	−1
	F	0	+1	+1	+2	0	+2	+2	−1	−2	0
Goblin	M	−1	−3	−1	0	0	−2	+2	−2	−2	−4
	F	−2	−2	0	0	−2	−1	+3	0	−1	−3
Green Lady	M	0	+2	0	0	+1	+3	+1	0	+1	+5
	F	−2	+4	+1	+1	0	+4	+2	+2	+2	+7
Incubus	M	+1	−2	−1	+1	+4	−1	+1	−1	0	+1
	F	−1	−1	0	+2	+1	0	0	+1	0	+2
Jinn	M	−3	−2	+3	+3	+1	+2	0	+1	0	+3
	F	−4	0	+4	+4	0	+3	+1	+2	+1	+4
Lunafey	M	−3	−2	−1	+1	+1	0	+1	0	−2	+1
	F	−4	−2	0	+1	0	+1	+2	+1	−3	+3
Mir	M	+2	−2	+2	+1	+4	−1	0	−1	0	+2
	F	0	+2	0	+1	+1	+3	+1	−1	−2	+2
Nar'morel	M	As for a normal character									
	F	As for a normal character									
Nymph	M	+2	0	+1	0	+2	−1	−1	+2	+1	+2
	F	+1	+2	+2	+1	0	0	0	+4	+2	+3
Pseudothei	M	0	−2	+1	−2	+2	0	+4	−1	−1	0
	F	−2	0	0	0	+1	+1	+3	0	−2	+1
Romati	M	+4	0	−1	0	+3	+1	−2	−4	+1	+1
	F	+2	+3	0	+1	+1	+3	−1	−3	+2	+3
Seirim	M	+6	+2	0	−2	+4	0	−1	0	+1	+1
	F	+1	+5	+1	0	+2	+2	0	+1	0	0
Sernemu	M	+3	0	0	−2	+2	0	0	−2	0	0
	F	+2	+1	+1	−1	+1	+2	+1	0	+1	+2
Trazire	M	+2	+1	0	−1	+3	0	−1	0	−1	+2
	F	0	+3	+1	0	+1	+1	0	0	0	+3
Troll	M	+5	+2	−3	−2	0	−2	−1	−4	+1	−7
	F	+1	+4	−1	0	−2	0	0	−2	+3	−4
True Sidhe	M	+1	0	+1	+2	+2	0	0	−1	−1	0
	F	0	+1	+1	+2	+2	0	+1	0	−1	+2
Vily	M	0	+1	−1	0	+3	+1	−1	0	−1	+2
	F	−2	+3	0	0	+2	+2	0	+2	0	+4
Whisper	M	−1	0	+1	0	+2	−1	0	0	−2	+2
	F	−2	−1	0	+1	+3	0	+1	+1	−4	+3

A) The maximum multiplier that can be assigned to a modifiable characteristic is FOUR.
B) The minimum multiplier that must be assigned to each modifiable characteristic is 1.5.
C) Multipliers are only assigned in increments of .5 or 1.
D) No multiplier may be assigned to Constitution or Appearance.
E) Maximum Ability equals the multiplier assigned to a characteristic TIMES your Native Ability in that characteristic.
F) All multiplication in this section is rounded up,
G) Beyond the restrictions above, Players may assign their multipliers in any way that they desire. The total number assigned may not exceed the Total Multipliers that are available for that Character.

OPTIONAL — The preceding system reflects the interests of the Character and allows the Player to have a greater feeling of progress as his Character matures. If you do not feel that this is worth the effort that it entails, use all characteristics at their Maximum Ability levels and ignore all mention of Characteristic Increases in the sections that follow, excluding those that are derived from some form of magic. Also use any Native Ability increases that occur in the Special Event section and ignore Current Ability increases that are found there.

Assigning Total Multipliers

A character's Total Multipliers reflect his interests in life and his goals. As they are applied to the character's Native Abilities, they yield the Maximum Ability that the character can attain in each. This value is the maximum rating that the character can achieve in the characteristic without aid from magic or treasure.

It is suggested that a character's multipliers be assigned to characteristics that he has a high Native Ability in, or to characteristics that the player believes his character will need in play. For example, if the character is to be a magic-user, it is important to assign a high multiplier to Intelligence, Will and Empathy regardless of how low his Native Ability in any of them might be. The best philosophy in assigning multipliers is to assign priority to those characteristics that are most useful for the type of character that the player is creating.

Except in rare cases, the player will find that the Total Multipliers that are available to his character are insufficient to fully develop everything.

Constitution and Appearance

The Current and Maximum Abilities in Constitution and Appearance are determined by rolling **1D10** to determine a multiplier for each characteristic. A separate multiplier should be determined for each characteristic based on the Character's Race and Sex. Roll twice.

For halfbreed characters, determine the multipliers as for humans.

IMPORTANT — Always round up in multiplying when determining Maximum Abilities.

2.2.3 Current Ability

Native Ability is only the foundation of your Character. All attributes, except Constitution and Appearance, can be improved in the normal course of play. The amount of improvement possible is limited by the Maximum Ability. The starting *Current Ability* is equal to the Native Ability.

As part of the Initial Increases in §2.3.5, from gaining experience (see Chapter 6) and by training (see §6.6), the Character can gain Characteristic Points (**CP**). Characteristic Points are added to Native Ability scores as you choose to increase the Current Ability in each modifiable attribute. Each point raises a modifiable characteristic that is not at its Maximum Ability by ONE. They may never be assigned to Constitution or Appearance.

EXAMPLE — Osc has 40 initial characteristic points. He may raise his eight modifiable characteristics by a total of 40 points. If his Current Strength is 20, and he assigns 12 points to Strength, it is raised to 32.

Table 2.5: Constitution and Appearance Multipliers

	Human		Elf		Faerry		Dwarf	
Roll	C	Ap	C	Ap	C	Ap	C	Ap
1	1	1	1	2	1	2.5	2	1
2+3	2	2	2	3	1.5	3	3	1.5
4–7	3	3	2.5	4	2	4	4	2
8+9	4	4	3	5	2.5	6	5	2.5
10	5	5	4	6	3	8	6	3

EXAMPLE — A Faerry Female rolls 13 for Constitution and 9 for Appearance. Her Native Ability modifiers are −2 and +4. The values are modified to 11 and 13. On the Multiplier table, she rolls a 1 for Constitution and a 9 for Appearance Multiplier. Her Constitution is, 11 times 1, 11. Her Appearance is, 13 times 6, 78.

2.2.4 Characteristic Bonuses

Strength, Stamina, Agility, Dexterity and Constitution yield bonuses. These bonuses are used in play in different ways. The primary uses are detailed in §2.4. Bonuses for mental characteristics are used to a limited extent also. If the Referee wishes, an Appearance bonus can be applied to Influence chances also. The table shows the bonus that applies. It is based on the Current Ability in the applicable characteristic.

Table 2.6: The Bonus Table

Current Rating	Bonus	Current Rating	Bonus
0–5	−1	181–225	+7
6–15	0	226–275	+8
16–30	+1	276–330	+9
31–50	+2	331–390	+10
51–75	+3	391–455	+11
76–105	+4	456–525	+12
106–140	+5	526–600	+13
141–180	+6	601–680	+14

2.3 Background

2.3.1 Age

Age is the physical age of the Character in Middle World years. For non-human Characters, age reflects Lower World years they have lived. A Character's age is determined by rolling **D100** on the Age Table.

Table 2.8: Age Table

Roll	Age	Roll	Age
01–05	17	75–81	25
06–12	18	82–88	26
13–21	19	89–93	27
22–30	20	94–96	28
31–40	21	97+98	29
41–54	22	99	30
55–65	23	100	30+1D10
66–74	24		

NOTE — *Age is used in §2.3.5 to determine the initial points that are available to the Character. It should be recorded on the Character Record Sheet.*

A minor magician.

2.3.2 Station

Station is the Character's standing in his native society. To determine it, roll **D100** on the Station Table.

2.3.3 Height

A Character's Height equals:

Native Strength+Native Stamina+Height factor

For Dwarfs and Faerries ONLY, the total of Native Strength and Native Stamina is divided by TWO and rounded up before adding it to the factor for their race. The factors that apply, depending on the Character's Race and Sex, are given in the Height Factors Table.

If the optional Cultural Variation System is used for human Characters, see §3.3 for the description and average height of members the different cultures.

2.3.4 Weight

A Character's Weight Factor is derived from Height, Race and Sex. Roll **1D10** on the appropriate table. For non-humans, add THREE if the Character is taller than 71". Subtract ONE if he is shorter than 40". For humans, use the table appropriate for the Height and Sex without modification, unless it is required for some other reason, i.e. Supernatural Stamina, Physical Power, etc. For halfbreeds, use the human weight factors table.

The Character's Weight is calculated by multiplying his Height times the Weight Factor, rounded up.

EXAMPLE — A Human male has Native Strength of 10 and Native Stamina of 9. He is 65" tall. He rolls a nine on the weight table. He weighs, 65×2.6, 169 pounds. A 65" human female, with the same roll, weighs, 65×2.2, 143 pounds.

OPTIONAL — If you do not desire to have the full range of

Table 2.7: Station Table

Roll	Station	Coin Type	Social Class
01–20	0	1CC	Serf, slave, indentured peasant, barbarian outcast, unproven warrior, etc.
21–50	1	2CC	Free man, common soldier, servant, common barbarian warrior or artisan.
51–75	2	1SC	Artisan, guildsman, military sergeant, constable, petty merchant, experienced barbarian warrior, skilled artisan, minor shaman.
76–90	3	3SC	Merchant, noted scholar, respected artisan, landholder, low grade officers, wardens, knights, respected barbarian warriors and shamans.
91–96	4	5SC	Rich, merchant, large landholder, petty nobility (Baron and less), field grade officers (Major through General), Clan chiefs and shamans.
97–99	6	1GC	High nobility (Count and higher), important military leaders (Field Marshal, Grand Admiral, etc.), extremely wealthy and powerful families, barbarian tribal chiefs, tribal shamans.
100	10	3GC	Royalty (A member of the reigning royal family or a close blood relative), Warrior society leader, dominant tribal chief, highly respected tribal shamans, war chief of more than one related tribe.

NOTE — *The social classes listed are provided to give the Referee an idea of the relative position of the Character's family. More detailed placement of the Character in that society is left to the discretion of the Referee. See §2.3.5 for the only mandatory use of Station.*

Table 2.9: Human Weight Factors

	Less than 60"		60" to 70"		71" to 80"		81" and Up	
Roll	Male	Female	Male	Female	Male	Female	Male	Female
0–1	1.8	1.6	2.1	1.7	2.3	2	2.7	2.3
2+3	1.9	1.7	2.3	1.9	2.5	2.2	2.8	2.4
4–7	2	1.8	2.5	2	2.7	2,3	3	2.5
8+9	2.1	1.9	2.6	2.2	2.9	2.5	3.2	2.7
10+Up	2.4	2.1	2.8	2.5	3.2	2.8	3.5	2.9

Table 2.10: Height Factors

Race	M	F	Race	M	F
Human	46	42	Faerry	28	28
Elf	45	43	Dwarf	35	32
Halfbreeds					
Alfar	48	45	Lunafey	36	34
Anwora	44	42	Mir	45	42
Baobhan	45	43	Nar'morel	46	42
Daoine Sidhe	44	43	Nymph	45	41
Demon	42*	40*	Pseudothei	46	40
Devil	45*	42*	Romati	45	43
Eld Troll	41	38	Seirim	51	45
Elf	46	43	Sernemu	46	42
Faerry	37	35	Trazire	46	42
Fusin	46	46	Troll	50	46
Goblin	40	38	True Sidhe	44	44
Green Lady	47	43	Vily	44	41
Incubus	49	46	Whisper	40	40
Jinn	47	44			

* For Demon halfbreeds add **1D10** to the height factor. For Devil halfbreeds add **1D6**.

Table 2.11: Non-human Weight Factors

	Elf		Faerry		Dwarf	
Roll	Male	Female	Male	Female	Male	Female
0	–	–	1.2	1.1	2.4	2.3
1	1.8	1.5	1.3	1.2	2.7	2.5
2+3	1.9	1.6	1.4	1.3	2.9	2.6
4–7	2	1.7	1.5	1.3	3	2.7
8+9	2.1	1.8	1.6	1.4	3.3	2.8
10	2.3	2	1.7	1.5	3.6	3
11+Up	2.5	2.1	–	–	–	–

weight and height variation in your campaign, use the 4–7 line at the weight multiplier for all members of a given Race and Sex.

EXAMPLE — If the simplification is used all Dwarf males have a weight multiplier of three. All human females, height 60" to 70", have a weight multiplier of 2.

2.3.5 Initial Increases

It is rational to assume that every Character was active in his world before the game began. Therefore, all Characters have initial characteristic, experience and expertise points and an initial number of coins as wealth. A Character's Initial Increase Factor is equal to the result of the formula below:

(Age×2)+Station+2D10

NOTE — *If the option listed in §2.2.2 is being used, reduce this factor by 25%, rounded up. No points are assigned to characteristic points in this case.*

Restrictions

The formula yields a total number of points to assign. The following rules apply:

A) At least five points must be assigned to each area.
B) No more than thirty points may be assigned to any one area.
C) The total number of points that the Player assigns may not exceed the Initial Increase Factor that he determined for his Character.

EXAMPLE — A Station 3 Character has 56 initial points. He allocates 14 initial points to wealth. The number yielded is 90. The Character starts the game with, 90×3 SC, 270 silver coins. He allocates 12 points to Characteristic points and has 48 CP to assign to his characteristics. The 23 points allocated to Experience yield him 800 CEP, resulting in CEL 5. The remaining 7 points are spent on Expertise. He has 140 Expertise points to spend when selecting skills.

NOTE — *The Initial Increases Factor reflects the knowledge, training and experience that the character has gained in life. The points that are gained are assigned to the character's Wealth, Experience, Expertise and Characteristics. The results are then used to purchase equipment, determine the character's Combat Experience Level, acquire knowledge and set the Current Ability ratings for each of the character's modifiable characteristics at the start of play. Some*

Table 2.12: Initial Increase Table

Num. Points	Char. Points	Experience Points	Expertise Points	Wealth*
5	20	0 (**CEL** 0)	100	20
6	24	20	120	25
7	28	40 (**CEL** 1)	140	30
8	32	70	160	35
9	36	100 (**CEL** 2)	180	40
10	40	130	200	50
11	44	160	230	60
12	48	190	260	70
13	52	220	290	80
14	56	250 (**CEL** 3)	320	90
15	60	290	350	100
16	63	330	390	110
17	66	370	430	120
18	69	410	470	130
19	72	450 (**CEL** 4)	510	140
20	75	500	550	150
21	78	600	600	175
22	81	700	650	200
23	84	800 (**CEL** 5)	700	225
24	87	900	750	250
25	90	1000	800	300
26	92	1100	850	350
27	94	1200 (**CEL** 6)	900	400
28	96	1300	950	450
29	98	1400	1000	500
30	100	1500	1050	550

*The number listed in Wealth is multiplied by the Coin Type that was determined in §2.3.2. The result is the number of coins of that type that the Character has.

simple suggestions are given below to help the player to make these crucial decisions in forming his character.

Characteristic Points Characteristic points are used to set the Current Ability level in each of the character's eight modifiable characteristics. Each point raises a modifiable characteristic that is not at its Maximum Ability by ONE. They may never be assigned to Constitution or Appearance. There is no limit to the number that may be assigned to one characteristic. The total assigned may not exceed the number gained.

In allocating these points, the player should concentrate them into characteristics that are important to the individual character. Fighters should put their points into their physical categories. Mages should concentrate on their mental characteristics, especially the single factor that serves as the prime requisite for the Magic Path that the character is trained in.

But the word "concentrate" does not mean that all of your points should be put into a single area. It indicates that it is to the character's advantage if the lion's share of these points are placed in that general area. In general, it is not advantageous to build one or two characteristics to the exclusion of all others. While development of the character in this way may gain him some advantages, it is likely to reduce his effectiveness in more areas than it will enhance. (This is especially true if the Problem-Solving option is in use.)

Experience Points The points gained are Combat Experience Points. They are only used in determining a Character's starting Combat Experience Level **CEL**. They have no other value.

NOTE — *Where a **CEL** is listed, that line and every line above it will yield that **CEL**, until the next **CEL** reference is reached.*

For characters that are fighters, a high allocation in this area will be a great asset — as the Combat Experience Level is one of the major factors that determines the character's combat values. The higher the Combat Experience Level, the more survivable the character will be in combat. Though an allocation of 15 to 25 points would give the character a reasonable starting level, it would be advantageous to spend the full 30 points if the player has them to spare.

For magic-users, this factor is not crucial. None of the experience that is gained here may be used as magic experience. The value of points spent here will lie in giving the magic-use a Combat Experience Level that is high enough to give him some defense should he be attacked in combat. It is not an area that should be stressed in the development of a magic-user.

Expertise Points Expertise points are spent to gain any skill listed in §4 or to meet the expertise requirement to learn a Magic Path. Once a skill has been learned, expertise points may be used to improve its **EL**. They may not be used to learn or improve spells, if the Character is a magic-user. Any points that are not allocated to learn or improve skills are taken as Partial Expertise in any skill the Character has.

IMPORTANT — Magic-using Characters receive their initial magic experience and expertise based on their natural ability. See §13 for the rules that apply for trained Magic Users. If the Character is an untrained natural magician, or has some type of innate power, see §12 for these starting points. No experience or expertise that is gained in §2.3.5 may be applied towards magic in any way, other than to pay for the required apprenticeship.

The player expends these expertise points to determine his character's starting skills. For fighting characters, the player should concentrate the expertise gained into combat skills and skills useful for surviving: Tracking, Survival and Climbing, for instance. Where extra points are available, the player may select other types of skills to enhance his character's abilities. He should always give priority, in his initial allocation, to the day-to-day skills that will keep the character alive.

Magic-users must expend a large number of the expertise points that are gained her to purchase their basic apprenticeship. After the training is paid for, the magic-use should select skills that are useful in combination with his magic powers. He should also select skills that enhance his chance of survival. Combat Skills, though some should be learned, are of secondary importance to the dedicated magic-user. A mage that stresses combat is likely to become a warrior that knows a few parlor tricks, rather than the powerful mystic forces that the true magic-user seeks to become.

The basic philosophies that the player can use to guide his selections of his character's skills are a choice between specializing in a few highly developed skills or learning a great number of skills at a basic expertise level. In the long run, the second course will be advantageous. He will be somewhat competent in handling many different situations and, with time, can develop into a very useful individual. On the other hand, players that choose to start their characters with a limited number of highly developed skills will gain immediate advantages that will increase their chance of survival. This is especially true for fighters that concentrate on their combat skills. The character will not have the overall usefulness of the "generalist" but, he will have important advantages in play.

But of the two paths – the eclectic and the specialist – the best course may be neither extreme. Players should strive to achieve a balance between the two philosophies. In forming the character, purchase as many skills as you can that relate to the type of character that you want. Then, increase the expertise levels of those skills that are used regularly.

It is also a good idea in forming a character for the player to form a conception of who his character is. Then, select the skills that this type of person would have, or that he will need to achieve his future goals. The player will be better able to relate to the person that he will be playing and the skills that he selects will be of greater value in play.

Wealth The number times the Character's Coin Type yields the number of coins the Player has to spend in outfitting his Character. Any money that is not spent is used once the game begins.

IMPORTANT — Before the game begins, item availability rolls are ignored unless the rules specify that they are not.

The real value of the points assigned to wealth varies with the character's Station. Unless the character is to be a noble, the player should concentrate his points in other areas. He should allocate enough points to this area to give his character some starting equipment, and some gold to use once the game begins. Placing a great number of points in Wealth will give most characters a sizable amount of money BUT the money gained will not counter-balance the lost potential in other areas. For nobles, even the minimum wealth allocation will provide great riches. So the noble character has a simple choice: how rich does he want to be?

2.3.6 Special Events

Special events reflect influences that may have affected a Character in his pre-game life. One roll is taken per 10 years the Character has lived, rounded up. If the Player opts to take these rolls, he must take every roll his age allows. He must add his AGE-25 or zero, whichever is higher, to his roll. He is not required to risk rolling on this table.

Special Events Explanations

Business Owner You own a shop purveying some item consistent with a skill the character has. If none are really applicable, the shop is a tavern. Your income from it equals **1D10×your Coin Type** each month. If you choose to actively run it, the income can be much more.

Contacts A Contact is a friend that a Character has made by doing something to a NPC's advantage and then influencing him to be a friend.

Curse You ran afoul of a wizard or witch. The result is this curse. The Referee determines what was done, who did it and what must be done to break it.

Extraordinary Influences Here, the Referee may assign whatever powers, disabilities and special circumstances he desires to the Character. The Character has been influenced in some exceptional way by an extremely potent influence. If the Referee does not wish to assign a value, the Player may select the rolls that he wishes to take as specified in the table.

Felons The Referee should determine the severity of the crime committed. There is a 25% chance that the Character was falsely accused. Roll this chance and roll **D100** on Table 2.14.

If a crime is FELONIOUS, it was committed against a person with a station of 4 or higher. In this case, the reward is Dead or Alive. In all other cases, the Felon must be returned alive. The authority that wants them will pay nothing for a corpse.

Geas A Geas is a magical compulsion placed on someone to force them to do something. The effect of failure to perform the action has a disadvantageous and eventually fatal effect on the victim. The Referee will determine the parameters with this in mind. See Curse or Ban (Book Two, Permanent Magics).

Gem Theft Any gem theft by a Character is classed as Felonious Theft if the item taken is worth 1GC or more. There is a 30% chance that the authorities know who is responsible. Whether they do or not is unknown to the Player.

Native Ability Increase The increase at the Native Ability level will increase Current Ability by the same amount AND Maximum Ability by the amount times the assigned multiplier.

EXAMPLE — If Native Ability in Strength increases by 2, and a multiplier of 2.5 has been assigned to Strength, the Current Ability of the Character is increased by 2 and Maximum Ability is increased by 5.

Non-Human Reared A Character that was raised among the Dwarfs, Elves or the Faerry may roll his Influence Chance. If he succeeds, he has a contact with his old friends. Partial Success indicates that he left under amicable terms. Failure indicates that he left under a cloud and has no advantage in future dealings with that race.

This roll is optional. The Player may opt to take Partial Success as his result without rolling.

If a Character has a contact in the race, he will start with one item of equipment from that race at no cost. What is given is left to the Referee's discretion,

Table 2.13: Special Events

Roll	Result	Roll	Result
01–20	None		with all weapons in a Weapon type of your choice to the maximum **EL** currently possible for your Character. No Expertise Cost is assessed for this training.
21–28	Increase your Current Ability in one characteristic by **1D6**.	69	You were raised by Dwarfs. In addition to normal Human Knowledge, you speak Dwarf Elder with an **EL** of 60.
29–32	Increase your Current Ability in two characteristics by **1D6+2** or in one characteristics by **1D10+2**.	70	You have a random type of Magic Armor.
33	Special Attribute.	71	You have an authentic map to a large treasure. Referee will roll **1D6+14** on the Map Table for its value.
34+35	Increase any Current Abilities by a total of **2D10**. The total may not exceed the number rolled.	72	You possess **1D6** doses of a random Potion or Elixir.
36	Your face bears pox scars from an old disease. Reduce Appearance **1D6×10%** rounded up.	73	You possess **1D6** doses of a random Natural Magic material.
37	You have a pronounced limp from an old wound. Reduce Agility by **20%** rounded down.	74	You have **1D6** doses of a random Powder.
38	You recently escaped from a prison in a neighboring nation. You are a wanted felon in the land of the Referee's choice.	75	You have a Magic Item. The Referee will determine what it is.
39	As for 38 except you escaped from a prison in the nation that the adventure is starting in within the last **1D6** days.	76	Raise Native Abilities in a Mental Attribute by **1D3***. (Increase Maximum Ability as appropriate afterwards.)
40	You are under a powerful Geas, the referee will set all parameters of its effect.	77	Special Attribute.
41+42	You were raised among the Faerry. In addition to normal Human Knowledge, you speak the tongue of the Faerry Sidh with an **EL** of 60.	78+79	You have a Pet. It is a normally wild animal. The Referee will determine its species and full parameters.
43	Past luck garners you **D100SC**.	80+81	Apprentice in the Magic Path of your choice if your Native Intelligence is 15 or higher. If not, as for 75.
44	Special Attribute.	82	You were raised among the Elves. In addition to normal Human Knowledge, you speak the tongue of the Elf Sidh with an **EL** of 60.
45	As 43 except **2D10+10GC**.	83	You have a powerful enemy. Gain **1D10×10 CEP** and **D100 GC**. The Referee will determine the enemy based on your actual gain, i.e. the more gained, the more powerful the enemy. The enemy will seek revenge whenever possible.
46	As 43 except **1D3** bars of Silver.	84–86	You have a Personal Contact among your people. The Referee will determine his or her parameters.
47+48	You posses **1D3** Small Jewels of unknown value. If your Station is zero, you stole them.	87	As 84–86 except the Contact must reside in the area that the party is starting in.
49	You have **1D2** Medium Jewels of unknown value. If your Station is 1 or less, you stole them.	88	Special Attribute.
50	You possess 1 Large Jewel of unknown value. If your Station is 2 or less you stole it.	89	As for 76 except Native Ability in any Physical Attribute, including Constitution and Appearance, may be increased.
51	As for 47+48 except you know the value.	90+91	You have a friend. You are accompanied by a Character Class NPC. The Referee will determine the attachment and all parameters of the friend. The **CEL** of the friend is **1D6+4**. He may not be a magic-user. He will defend his friend to the death.
52	As for 49 except you know the value.	92	An old friend, who once saved your life, is lost in a hostile land. You are aware of his whereabouts. He holds the key to a great treasure that both of you were searching for.
53	As for 50 except you know the value.	93	You are the master of a Firesnake.
54	Increase any Native Abilities by a total of **1D6**. (Increase Maximum Abilities as appropriate afterwards.)	94	You are the master of a Daeta A'Miri.
55	Special Attribute	95+96	You own a willing slave. The Referee will set all parameters.
56	You have a piece of Jewelry. You have no idea where you got it or what it is worth. You have had it since birth. The Referee will determine all parameters.	97	Business Owner. You own a small shop in the nearest village or city.
57–59	Take any THREE items from the Equipment List with a combined value under 40 **GC** and an individual value of at least 5 **GC**.	98	A curse afflicts you. The Referee will decide what and who is responsible.
60	Take any ONE item from the Equipment list with a value between 10 and 100 **GC**, inclusive.	99	You own a slave. He or she is rebellious. The Referee will determine the applicable factors.
61	You have a random Magic Amulet.	100	You have come under extraordinary influences. The referee will determine something exceptionally good or bad. If he does not wish to do so, roll twice on this table or once on the Special Attribute table.
62	If your Station is 4 or higher, you are a prosperous land owner in your homeland. Roll **1D10×1D10** to determine the hundreds of acres that you control. (Your income from this is 1SC per acre per year.) If your Station is 3 or less you control **1D10×1D10** acres as a personal freehold. (Income from this land is 3CC per acre per year.) All income figures are gross values.		
63	You have a random Magic Weapon.		
64	Underworld contact. You have a contact in one of the local criminal guilds.		
65	You lost an eye in battle. Reduce Appearance by 10.		
66	Special Attribute.		
67+68	Training with a Skilled Master raises your Expertise		

NOTE — *The possibilities above are wide ranging. They do not, however, cover all the possibilities. The Referee is encouraged to expand on this table as he feels the necessity to do so.*

Table 2.14: Felony

Roll	Crime	Reward
01–25	Simple Theft *	**1D10 SC**
26–45	Felonious Theft	**1D6 GC**
46–60	Felonious Assault	**1D10 SC**
61–75	Murder	**2D10 SC**
76–90	Felonious Murder	**2D6×Station** SC**
91–97	Treason	**1D6+10 GC**
98–100	Felonious Treason	**D100+20 GC**

*Roll on the Station table adding 10 to the roll to determine who the item was stolen from.
** Times the Station of the Victim.

An Old Friend There is no limit to what the old friend's attributes can be. The size of the treasure that the friend holds the key to is rolled on the Map Table with **1D6+14**. It cannot be found without the friend. The Referee will determine all parameters of his predicament and the urgency of his need for rescue.

A Pet The animal was raised by the Character from birth. It obeys him and him alone. For all others, unless curbed by the Character, it reacts as a wild animal would.

Herbivores will obey **1D3** commands given by the Character. Other animals can obey **1D6+4** commands. The Referee may choose the animal, let the Player choose or roll randomly in the encounter section.

The Referee will decide what, if any, special parameters or caution the Character must take in dealing with his animal.

Powerful Enemy The money and experience gained were at the expense of this enemy. The Referee will determine what wrong the enemy feels he has suffered and if there is anything that the Character can do to make amends. Until avenged or placated, the enemy will take every opportunity to make the Character's life miserable, or short.

Slave The Referee determines the nature of the slave, attributes, sex and other factors. He will also roll **1D3***. If the result is a 1 the Character inherited the slave. On a 2 he acquired him or her in some way. On a 3 he stole the slave. There is a 5% chance the slave is non- human. Roll **1D3***. On a 1 it is an Elf, a 2 is a Faerry and a 3 is some other kind of non-human.

If the slave's value is more than TEN **GC** someone will send agents to get the slave back or come for their property themself.

NOTE — *If the game begins in an area where slavery is outlawed, such as Jaxon, owning this person will be a problem.*

2.3.7 Special Attributes

Special Attributes vary from Physical excellence to Supernatural powers. Roll **D100** on Table 2.15.

Attribute Descriptions

Aerial Powers The Character has the innate ability to use Aerial Powers and communicate with all creatures of the Air, i.e. birds, elementals, etc. He is totally immune to any damage inflicted by Aerial or Storm Powers. He will never be attacked by any Air Elemental.

The **EL** for his Communicate talent equals **(I+W+Em) divided by 20** rounded up. The starting **MEL** is dependent on his characteristics (See §12).

EXAMPLE — A Character has Intelligence 12, Will 27 and Empathy 8, His EL with his talents is, (12+27+8)/20, 3.

Animal Power The Character can communicate with a specific species of animal. The species is determined by the Referee, selected by the player or rolled randomly.

At the subconscious level, the Character is a TONAH of the species. He will be treated as such by it. When they are threatened or attacked, the Character will suffer Uncontrollable Battle Fury against the attacker unless he rolls less than or equal to his Will. The fury will last as long as the threat to "his" creatures lasts.

Avatar Extremely rare mortals have the potential to be an avatar of a god or goddess. An avatar is a person whose appearance, nature and gifts are a reflection of a given deity once they blossom. They do not automatically start with the full powers of whatever avatar they can be. It is something they must earn in play by reflecting the nature of the deity and serving his or her will.

EXAMPLE — Norbert the Demented is an MEL24 Great Mage. He is also a blossomed avatar of Labbiel. Reading the description of Labbiel one can easily see how Norbert earned the sobriquet Demented.

The Referee will determine the deity the Avatar belongs to, as he sees fit. The Referee, at his discretion, can also bestow other powers and detriments that he feels are fitting for the deity selected.

An avatar can communicate with all creatures that are associated with his deity at **EL80**. A creature he can communicate with will not attack a Character with this gift. He will be viewed as a member of the deities court by any creature he encounters. If the creature is aligned with an opposing power, the reaction can be hostile. He is innately able to understand any tongue (understand, not speak) derived from the major Alignment of his deity with at **EL80**. He can speak ONE supernatural tongue at **EL80**.

The Character is considered an Innate Natural Magician, for all spells derived from the major Alignment of his deity. As part of his power, he will always cast any spell associated with the supernatural tongue he learned as part of this power at ONE **EL** higher than his actual **EL**.

Avatars are compelled to defend the interest of the deity and its creatures. They have no option in this regard. The Referee may allow one Will roll if the player wishes to delay doing so. Making it allows him to wait **WB×3** turns before acting.

Avatars may not have a fanatic tie or innate power derived from a different alignment. If one is rolled, re-roll.

Battle Fury The Character is prone to fits of fury when engaged in combat. During a battle, he will become furious when the **hit points damage taken ×5**, exceed his Will.

For Uncontrollable Fury, the above ratio is the only way that the Character can be affected. With Controllable Fury, the Player can attempt to will his Character into a state of

Table 2.15: Special Attributes

Roll	Attribute	Roll	Attribute
01–04	Battle Fury, Controllable	56	Intellectual Power
05+06	Battle Fury, Uncontrollable	57	Wild Power
07	Avatar	58+59	Forest Kin
08–10	Innate Power, Law	60	Fanatical Power, Law
11–13	Innate Power, Chaos	61	Fanatical Power, Chaos
14–16	Innate Power, Elder	62	Fanatical Power, Elder
17–19	Innate Power, Sidh	63	Fanatical Power, Sidh
20–22	Innate Power, Balance	64	Fanatical Power, Balance
23+24	Innate Power, Shamanic	65	Fanatical Power, Shamanic
25	Innate Power, Neutral	66	Shape Master
26	Innate Power, Shadow	67+68	Desert Powers
27–29	Animal Power	69+70	Mana Sensing
30+31	Creature Power	71+72	Immunity
32	Supernatural Power, Upper	73–75	Invisible Sight
33+34	Supernatural Power, Lower	76–78	Emotional Curse
35–38	Mana Reading	79–83	Dimension Sight
39+40	Fire Powers	84–86	Supernatural Dexterity
41+42	Aerial Powers	87+88	Supernatural Agility
43+44	Earth Powers	89–92	Physical Curse
45–47	Shape Changer	93–95	Other Powers
48+49	Physical Power	96	Mental Curse
50+51	Supernatural Stamina	97	Natural Magician
52	Empathic Power	98	Mental Invulnerability
53	Supernatural Eloquence	99	Two Attributes*
54	Supernatural Will	100	Three Attributes*
55	Shadow Weaver		

*In these cases, re-roll the number of times specified subtracting 2 from each roll. A roll below 01 on any roll will grant the Player two additional rolls on the table.

EXAMPLE — A Player rolls a 33 on the Special Event table to reach the Special Attributes table. He then rolls 100 here. He has three Special Attributes. Rolling for each he gets 02, 52 and 96. This is, subtracting 2: 0, 50 and 94. For the 0 he rolls two others, getting 21 and 58, i.e. 19 and 56. This Character has: Innate Power, Sidh; Other Power, Referee assigned; Supernatural Stamina; Intellectual Power.

fury. The chance of success, per phase of trying, equals the Character's Will.

The state of fury lasts until the Character fails to score any damage for a number of phases equal to the hit points required to send him into fury or until five phases after there are no targets remaining in sight.

EXAMPLE — A Character has a Will of 64. 13 hit points are required to send him into fury. He will return to normal if he fails to hit for 13 straight tactical phases or if he doesn't see anyone to hit for 5 phases.

A Character with Uncontrollable Fury can only come out of it in this way. A Character with Controllable Fury may will himself out of the fury if he rolls his Will or less.

OPTIONAL — If the only targets left to attack are friends, a Character with Uncontrollable Fury can attempt to Will himself out of the fury on any phase that he is not hit and that he does not Hit. The chance equals his **Will divided by 2**, rounded down.

While a Character is in a state of fury, the following increased abilities will apply:

A) Normal damage effects will not apply to his movement.
B) When he reaches his **DTV** he will not be unconscious. He remains conscious until death.
C) While in Fury, the **DTV** is tripled. When the Fury ends, if the damage taken is less than the normal **DTV×4** the Character is dead. If it is between 0 and the **DTV×4**, he passes out.

   EXAMPLE — A Character has a DTV of −3. While enraged, he can take damage to −36. It he reaches −13, and comes out of fury, he drops dead on the spot. If he is at −4 when he comes out, he passes out.
D) The Character may not use any **EL** factors defensively while he is in fury.
E) The Character may not use any missile weapon or magic while in a state of fury. If he has an Innate Magic talent that is capable of inflicting damage, this power may be used.
F) While furious, the Character's **SB** is increased by two.
G) Persons defending against a furious Character may subtract 5 from their roll to hit or add 10 to the Furious Character's roll.
H) While affected, the Character will attack the closest target available. If no enemies are available, he will turn on his closest friends.

Creature Power The Character has an affinity for a specific type of non-humanoid, Fantastic creature. (Anything from a Cait Sith to a Dragon.) He has the innate ability to communicate with these creatures at a telepathic level. He is always marked, i.e. a birthmark, with the sigil or semblance of that creature.

In learning magic that this species is naturally capable of, the Character will pay ½ the normal cost to learn and advance, rounded up. He will always cast the spell at ONE **EL** higher than his actual **EL**. He will be affected, as for Animal Power, when his species is threatened.

EXAMPLE — A Character has an affinity with the Dragon. He gains advantage in learning Fire Powers and Magic in general. (Fire Powers would be gained at ¼ cost because it is effected once for Fire and again for Magic.) He may communicate with any Dragon.

The Character will never be attacked by any creature that he has an affinity with unless he is the aggressor. He must defend that creature. If he fails to do so, he is allowed to roll his **C divided by 2**, rounded down. If he fails this roll he is automatically affected by **BL10** Slow Death. If it is cured or he makes the roll, he loses his tie to the creature. His other option is to find a way to make amends before the disease kills him.

Desert Powers The character has an affinity for the Desert. He has his maximum **EL** in Desert Survival without learning that skill. If he learns it, he has DOUBLE maximum **EL**.

In addition, the character can communicate with any creature of the desert except those who are aligned with Chaos. He is considered to be a friend by Jinn and Peri. No Ifreet will ever attack him (though they are certainly not his friends.)

A person with Desert Powers may cast ALL Desert Powers spell as innate powers. They can always find enough food and water to survive in any desert.

NOTE — *The form described is the Elder one. A Chaos affinity also exists. It aligns the person with scorpion beasts and such. If the Referee is so inclined, he can allow the Character to roll **1D2***. A result of 1 indicates the Elder form, a 2 the Chaos form.*

Dimension Sight The Character's **EL** in this power equals his Will divided by 10, rounded up. He is able to place himself into a state of conscious trance. In this trance he has the ability to see into other planes of existence. The visions seen are clear and precise.

A Character with this power can use Astral Powers, Planar Travel and other trans-dimensional spells with an increased chance of success if he learns them. He will subtract his **EL×2** from his roll. In summoning, when the power is used, he will subtract his **EL**. These subtractions are in addition to the normal **EL** Modifier that is used in magic.

Earth Powers As for Aerial Powers. This attribute applies for Earth Elementals and Earth Powers. It also grants the ability to communicate with animals that spend a majority of their time in the earth (moles, shrews, etc.)

NOTE — *The affect is gained for animals only. It grants no power to speak to insects, nematodes, etc.*

Emotional Curse The Character is cursed with an exaggerated form of a particular emotion. The exact emotion is left to the discretion of the Referee. Until it is cured, it will affect the actions attempted by the Character. The emotion may be directed, operating when a certain person or thing is encountered, or general.

All Curses have a means for placating them. They may be dispelled magically, if a magic-user can be found that will attempt to do so.

EXAMPLE — A Character is cursed with despair. He will have NO morale. At the slightest setback, he will surrender or give up.

The Referee will decide when rolls for the curse effect should be taken. If the Character does not roll less than or equal to his Will, he is affected.

Empathic Power Increase Native Empathy by **1D6+5**. (See Supernatural Agility for the proper application of this increase.)

The amount of his Native Ability increase times 8 is his percentage chance of communing with other creatures. (The amount times 4 is used if the creature is normally hostile to the Character's race.) Its range equals the amount of the increase (a diameter). The attempt may only be made once per encounter. If it works, contact is established with all members of the species that are in range.

When a successful attempt is made, the creatures communed with will not attack unless they feel compelled to do so. (By being attacked, encroachment on territory, theft, etc.) The Empath will be able to tell the emotional state of any creature that he is communing with ONE PHASE before it reacts to it. The range for this power equals the Character's rating. Its duration is one turn per point of increase. No Mana is required to use this talent. Each attempt costs energy equal to his increase (deduct from **EnL**).

People with this talent are Natural Magicians for Sidh Magic, Elder Witchcraft and as Bards.

EXAMPLE — Lokier rolls a 2. His Em increase is seven. Twelve becomes nineteen. His range with the power is seven. Each time it is used it remains in force for seven turns and reduces his current EnL by seven. He may attempt it seven times a day.

Fanatical Power The Character is tied to the Alignment from which his power is gained. He must align with that force. He is naturally capable of communicating with all creatures that are aligned with it.

Elder and Sidh Fanatics will be capable of entering both the Lower and Upper Worlds, Shamanic Fanatics may enter the Lower World. All other fanatics may enter the Upper World.

The **EL** of a Fanatic equals **(W+Em)/10**, rounded down. All other factors of the power's use are as specified for Innate Powers. The Referee, at his discretion, may assign other powers and detriments to Characters with this nature. (As he deems necessary to maintain Balance.) Fanatics may not have a fanatic tie with any other force. If one is rolled, re-roll.

Fire Powers As for Aerial Powers. Applies for Fire Powers, Dragons and Fire Elementals. If your campaign has non-supernatural animals with fire abilities it will apply for them also.

Forest Kin The character is innately tied to the wood. He can communicate with any beneficent force that is native to the forest. He is also innately able to use the Forest Powers family of spells.

A character with fire immunity.

A creature he can communicate with will not attack a Character with this gift. He will be viewed as a member of the Sidh by any Sidh creature he encounters. He is innately able to understand any Sidh tongue (understand, not speak) at **EL80**. He can speak Tongue of the Wood at **EL60**.

These characters are compelled to defend the forest and its creatures. They have no option in this regard. The Referee may allow one Will roll if the player wishes to delay doing so. Making it allows him to wait **WB×3** turns before acting.

NOTE — *The negative form of this gift also exists. Such people are tied to goblins, forest giants, etc. They are compelled to damage the wood and slay its good creatures. They do use Forest Powers. If the Referee is so inclined, he can allow the Character to roll **1D2***. A result of 1 indicates the normal form, a 2 the negative form.*

Immunity The Character is TOTALLY IMMUNE to the affect of a specific power. Consult the Immunity Table in the Treasure Section and determine what the immunity applies for. The Character cannot be damaged in any way by that power.

EXAMPLE — Baba has Iron immunity. No iron item can harm him.

NOTE — *If the immunity determined does not fit the nature of the character's race re-roll it. For example, no Elf or Faerry can have iron immunity.*

Innate Powers The Character is naturally able to use a spell of the Alignment specified. See §12 for the rules on casting Innate magic. If the spell determined is a family spell, his talent will allow him to use one of those applications. Determine which randomly.

The **EL** of an Innate Power equals the Character's **(W+Em)/20**, rounded down. Points gained for success may be applied towards the **MEL** in its use. Normal Expertise is not applicable to these powers. The **EL** increases only as the characteristics involved increase. The Mana Cost to use this spell is as normal for magic-users. Innate Powers may be derived from more than one alignment. No alignment tie is derived from Innate Power. (See Fanatical Power.)

All characters with an Innate Power are immune to that power at their **EL**. If the power they wield is part of a family spell, they have the granted immunity for EVERY spell in that family.

EXAMPLE — Johan has EL3 Fireswarm as an innate power. He gets EL3 immunity against ALL Fire Powers spells.

Intellectual Power The Native Intelligence of the Character is increased by **1D6+5**. (See Supernatural Agility for the proper application of this increase.)

Any person with this talent is considered to be a Natural Magician for all Wizardry spells IF he is trained as a Wizard, and are considered Natural Magicians if trained as Druids or Mashmashu.

Invisible Sight A Character with this power can see any invisible object. His Range equals **Em divided by 5**, rounded up. In addition, the Character will ADD his Empathy to his chance of disbelieving any Illusion that he sees.

Mana Reading When in the presence of mana, or those that are capable of casting mana, the Character will be able to determine its Alignment, Relative Power and, if a spell, a basic purpose. The **EL** and **MEL** for this are as specified for Innate Powers. The Range equals the Character's **W divided by 10**, rounded down. No Mana Cost applies to the use of this power. Each use costs ONE energy point. Success is automatic. It may be used once per **EL** in a given day. (If **EL5** you may read mana five times a day.)

When this power is used gain **1D10 MEP**. These points may not be gained more than once per day. For each use after the first use, one **MEP** is gained.

Mana Sensing The Character is able to detect the presence of spells. The Range is equal to his **Em divided by 5** rounded up. No Mana or Energy Cost applies in using this talent. Success is automatic. The knowledge received by the Character will be the Relative Strength of the Magic and nothing else. NO **MEP** gain applies for the use of this talent.

Mental Curse The curse affecting the Character will make it impossible for him to perform a given action, forces him to react in certain ways or rob him of some or all of his memories. The effect that applies is at the discretion of the Referee. Resistance to the curse is as specified for Emotional Curses.

Mental Invulnerability A Character with this attribute is TOTALLY IMMUNE to Telepathic Powers, magical Detection (including Mana sensing and Mana reading) and Soul Sight. He is immune, at an **EL** as specified in Innate Powers, to all spells that affect the mind of their victims. (See Immunity, in the Treasure Section, for the proper method of handling immunity.)

Characters that have this attribute make poor magic-users. Effectively, they are deadened to the flow of magic about them. If the Player chooses to become a magic-user, the following restrictions apply:

A) His Casting Speed, starting experience gain, starting expertise gain and the maximum Base Mana Cost spell that he can learn are all reduced by 50%, rounded down.
B) He receives no increase in his **MDV** due to his **MEL**.
C) The Character's Mana Level is used at ½ value, rounded down, in determining his Casting Ability.
D) He may never learn any supernatural language.
E) He may not learn any spell that has a Base Mana Cost higher than his Mana Level/3, rounded down.
F) In casting magic, his **EL** modifier equals his **EL** instead of **EL**×**2**.

NOTE — *Only Humans can have this Special Attribute, unless it is cast on a member of another race as a curse. If it is rolled for a non-human Character, re-roll.*

Natural Magician The Character is naturally capable of manipulating Mana. Whether he receives the proper training or not, he will be capable of using magic. If he is trained, in addition to his natural gift, he can increase his power to legendary proportions. The attributes of the Natural Magician are:

A) Untrained, the Character will gain mana at the rate specified for trained Wizards. It trained, any Mana that he has and all future increases are DOUBLED.

   EXAMPLE — A Natural Magician has 12 Mana Points. On completion of his training, he increases to 24. When he increases to his next level, if his Mana Level is 5, he will gain 10 Mana Points.

B) All Natural Magicians have any two of the following attributes: Supernatural Will, Intellectual Power and Empathic Power. Roll **1D3** to determine the one the character does NOT have.
C) Natural Magicians recover expended Mana at a faster rate than normal. When resting he adds **MEL**×**2**. At other times he recovers **(W+Em)/5** + **MEL/3**, rounded down. (See §2.4.11)
D) The number of Mana Points that he may cast in one phase is twice that normal for his **MEL** and **EL**, if he is trained.
E) Natural Magicians may learn and cast ANY type of magic they are natural for. The cost to gain the knowledge is ½ that normal, rounded up.
F) They can cast shamanistic magic without the need to first cast Orient Self.
G) Natural Magicians have the ability to use Mana Sensing.

Other attributes of this extremely talented individual are at the discretion of the Referee.

IMPORTANT — Trained Naturals, i.e. persons with Intellectual or Empathic Power as the source of their talent only receive benefits C, D, G above.

Other Powers The Referee can assign the Character any attributes that he desires. As examples, the Character can be winged, have infravision, have the power to walk through walls, etc. The Power assigned is limited only by the Referee's decision. It can be anything.

Physical Curse The Curse either diminishes some physical attribute or places some horrid physical growth or deformity on the Character. The attributes assigned are at the Referee's discretion. If characteristics are diminished, they will be reduced by **1D6+MEL**, with a minimum rating of zero, for as long as the Curse lasts. The **MEL** of the curse is **2D10+4**. Its **EL** is ½ **MEL**, rounded down.

No resistance is possible against the effects of a Physical Curse once it is in force. It may be cured magically or by placating it as specified for Emotional Curses.

Physical Power The Character's Native Strength is increased by **1D6+5**, or to a rating of 16, whichever is higher. Native Stamina is increased by ½ the amount of the Strength increase, rounded up. (See Supernatural Agility for the proper application of this increase.)

The increase in the Characteristics WILL affect the Height and Weight of the Character. The Character will add 3 to his Weight roll and add 1 to the final multiplier determined if his height is 72" or more.

EXCEPTION — The height increase gained may not increase the Character's height by more than 1.2 times the original height determined for him, rounded up.

EXAMPLE — A Dwarf Male Character has Physical Power. His rating is 10. His Native Strength is 5, Native Stamina is 19. Native Strength is increased to, 16. He adds 11 instead of 10 to achieve that value. Native Stamina is increased based on the rolled increase, in this case 5. His native Stamina increases to to 19+(10/2), 24. His original height was 45". His new Strength and Stamina, would increase his height to 55" EXCEPT that the new height may not exceed 1.2 times his old height. He is therefore, 45×1.2, 54" tall Always round down.

Shadow Weaver The Character is able to warp and use the substance of Shadow to his own benefit. The basic powers are:

A) The Character can move through Shadow invisibly. He uses the Shadow Invisibility spell (see §15.3) at will and is not required to cast this spell. Whenever he enters a shadow, and chooses to be invisible, he pays the Mana points required for the **EL** used and is. If trained, he may use an **EL** less than or equal to his innate **EL**.
B) The Character can create Shadow Warriors. See the Shadow Magic Create Warriors spell in §15.3 for details. The Warrior created has the form of the Shadow used to create it. The Character may not use his own Shadow for this purpose.
   Shadow Weavers may command any number of warriors without suffering restrictions. Treat it as an innate power in all ways unless the Shadow Weaver is trained. Once he is trained, this spell starts at his Innate **EL**, can be cast at that **EL** or lower and can draw from either the Casting Ability or the Energy Level.
C) The Character can see in any darkness without cost. He see in the dark as well as he can in the day. His sight is as good as an Elf at night and as good as a man in the day. See the Shadow Magic Dark Sight spell in §15.3.
D) The Character can send his own Shadow away to perform errands and other tasks for him. See the Liberate Shadow spell in §15.3 for details.

He may liberate his own spirit, with no **EL** modifier, at his innate **EL**. He may operate as normal while it is gone except he may not cast Shadow Magic. If trained, he casts the spell at 1/4 mana cost, rounded up, at any **EL** less than or equal to his innate **EL** AND receives the normal **EL** modifier. He may not liberate another person's shadow unless he is trained.

E) The Character's **EL** in all talents equals his **Empathy divided by 5**, rounded down. His **MEL** can be increased as normal.

F) The Character's Starting Mana Level is doubled.

The powers of a Shadow Weaver only work in a place that has Shadows in it. Total light and total darkness negate his ability to cast shadows.

Starting factors, **MEL**, Casting Ability, etc. are as specified for Wizards. Use Empathy as the prime characteristic. If a character also has Empathic Power, he gets double the benefits listed above AND may only cast Shadow magic.

Shadow Weavers are totally immune to affects by any force of Shadow, including Shadow magic cast by anyone else. They are expected to act against forces of darkness and light. Failure to do so, repeatedly, can result in the loss of this talent. If this occurs, they will be hunted by forces of Shadow unto death.

Shape Changer The Character is capable of taking the form of a specific type of creature or animal for any duration desired without the expenditure of mana. He is not required to possess any portion of that animal to make the change. He does not have the power to change into any other form of animal. The animal that he can take the form of is at the Referee's discretion.

All Shape Changers will have the Animal Power talent for the creature that they can take the form of. When a threat exists to that creature, fury will result without any chance of controlling it. The Character will always take his animal form when furious. His **MEL** and **EL** are as specified for Innate Power.

Shape Master People with this attribute are extremely potent shape changers. They can take the shape of anything, living or otherwise, that they have ever touched. If they have also "tasted" that item or thing, they gain every attribute it is naturally capable of using while he is in that form.

NOTE — *Naturally capable means those things that are a genetic/supernatural feature of the being. It does not apply to learned skills the being may have. If you taste a dragon, you can breath fire and are immune to it. You do not gain any magic it has learned.*

For an inanimate object "tasting" requires the master to remain in contact with it for **20−EL** phases. Once it is tasted, the caster can change into an identical item (the same size and weight.) He has no limitations in doing so.

EXAMPLE — A shape master is obsessed with a courtesan. He manages to taste her favorite dress. He can become that dress. Sooner or later she will put him on, he grins.

With animate objects he may maintain contact for **20−EL** minutes or consume one ounce of the creature's blood. Either grants the power transfer forever.

The energy cost to use this power for **EL**+1 hours equals the master's **EL**+1. If he is confronted by the being whose form he is wearing, he is forced into his normal form and stunned for one phase.

Shape Master's can force shapes on others. The cost when the power is used in this way is doubled. He must touch the person to be changed for however long it takes him to cast the needed points. The limitations and other factors of his gift are as listed for the Transmutation spell. To determine **MEL** and **EL**, see Innate Magic in §12.

Supernatural Agility The Character's Native Agility is increased by **1D6+5**. Regardless of the original Agility rating, the minimum rating for Agility, after this value is added, is 16. Use the new Agility rating as the Character's Native Ability.

EXAMPLE — A Character has a Native Ability, in Agility, of 6. He rolls a 2 on 1D6. Because an increase of 7 would not increase Agility enough, his Native Ability is increased to 16. If his assigned multiplier is set at four, this yields a Maximum Ability of 64.

IMPORTANT — The rolled increase in Native Ability, due to this attribute, is also added to the Character's Current Ability before any characteristic points are applied to it.

EXAMPLE — The Character rolled a 7 but must increase by 10 to reach 16. His Native Agility is 16 after it is modified by this Special Attribute. The starting Current Ability of the Character, in Agility, equals his Native Ability of 16 increased by 7, i.e. 23 before any characteristic points are applied to it.

People with this talent are Natural Magicians if trained as Kalu or Qadisthu.

Supernatural Dexterity As for Supernatural Agility except Dexterity is affected.

Supernatural Eloquence As for Supernatural Agility except Eloquence is affected.

People with this talent are Natural Magicians for Chaos Witchcraft.

Supernatural Power, Lower The Character is attuned to the Sidh forces of the Lower World. He has the natural ability to use all Sidh Magics, as for the Alfar. When he encounters Elf or Faerry parties he will be treated as one of the Alfar.

The Character is innately able to understand, and speak, all Sidh tongues. His **EL** equals **Em×2 or 80**, whichever is less.

All Non-Sidh Elder or Kotothi parties that encounter the Character will relate to him as they would to an Elf.

Supernatural Power, Upper The Character can communicate with any creature or person, native to the Upper World, that is aligned with Law, Chaos or Balance. Whether it is a creature, person or thing is irrelevant.

He has the ability, as for Mana Sensing, to detect forces native to this realm. Finally, he has the innate ability to use all Astral Power spells. The Character's **MEL** and **EL** for Communicate and Astral Powers, are as specified for Innate Powers.

IMPORTANT — The communication ability does NOT grant the ability to speak every Upper World supernatural language. He innately knows the Tongue of Tehuti only. This attribute is derived from Balance.

Supernatural Stamina As for Supernatural Agility except Stamina is affected. The amount of increase in Stamina does NOT apply in determining the Height of the Character.

EXAMPLE — The Native Stamina is 14. It increases to 20. 14 is used in the equation for determining the Character's height.

Supernatural Will As for Supernatural Agility except Will is affected. Characters that have this attribute also have the EVIL EYE if their rating (their native ability increase) is 11.

The Evil Eye may be used to cause Disease, Paralysis and Death. The Death effect is as for the Hand of Death. The **EL** with each spell equals **W/20**, rounded up. His starting **MEL** is as specified for Innate Magic. See the appropriate spells for the effects that apply. To gain effect with any of the powers, the Character must be using the power and have direct eye contact with an entity that can be affected.

People with this talent are considered to be Natural Magicians for ALL Shamanic Magics if trained as a Shaman, and are Natural Magicians if trained as a Druid or Priest (with the exception of Mashmashu, Kalu, Qadisthu and Bards.)

Three Attributes As specified in the table.

Two Attributes As specified in the table.

Wild Power The **MEL** and **EL** for this ability is **W divided by 10**, rounded up. The chance that the character can control what occurs when he uses his gift is **(MEL+EL)×2**. If he makes this roll he can specify any spell or affect he wishes. If not, the power operates as it wishes.

On such a failure the Referee will roll a random spell. It will go off, after the needed energy is paid, at the **MEL** and **EL** of the caster.

EXAMPLE — The player wants to blast a giant with a bolt of lightning. He is MEL6/EL6. He fails on his 24% chance of control. The Referee determines that the spell that is actually cast is Transmutation. If it succeeds the Giant is transmuted into something equally random.

Water Powers As for Aerial Powers except the connection is with Water Powers, Water Elementals and marine mammals.

2.3.8 Natural Talents (Optional)

The existing rules place a ceiling on how far a person can improve a given skill. It is based on the characteristics that apply for its use. A factor that is not considered is whether the character has a natural talent for a given skill or set of skills.

A player who chooses to risk this option rolls **1D3** times on the talented table and the liability table for each, i.e. if the result is a 2 he rolls twice for talent and twice for liability. If the player chooses to use the talent option, he must take both **2D10** rolls below.

Table 2.16: Natural Talents

Roll	Talent	Roll	Liability
2	Two Combat Skills	2	Two Other Skills
3+4	One Combat Skill	3+4	One Other Skill
5–17	No Born Talent	5–19	No Born Liability
18+19	One Other Skill	20	One Combat Skill
20	Two Other Skills		

Combat Skill Talent

The player rolls **1D3+2** to determine his Talent in a combat skill. Roll **D100** on the Combat Talent table to determine his exact Talent or Liability. His **EL** in that combat skill is HIS TALENT HIGHER than he has training for using that weapon.

Table 2.17: Combat Skill Talents

Roll	Talent	Roll	Talent
01–05	Dagger	58–62	Sling
06–10	Sword	63–65	All Members
11–15	Heavy Sword	66–70	Martial Artists
16–20	Mace	71–75	Spear
21–26	Scimitar	76–80	Staff
27–31	Horse Archery	81–85	Throwing Weapons
32–36	Polearm	86–90	Repeat. Crossbow
37–41	Unarmed Combat	91–95	Whip
42–46	Bow	96–99	Bladed Weapon
47–52	Horsemanship	100	Weapon Master
53–57	Crossbow		

Unless the player rolls a result that grants him an exceptional talent, his gift grants him full talent with ONE member of the weapon group he has talent for and half that increase, rounded down, for the other members. He may select the one he is talented with where more than one possibility exists.

EXAMPLE — A Character is a Rating 5 Talent with Heavy Swords. He chooses Bastard Sword. His EL is +5 with Bastard Sword and +2 with Broadsword and Great Sword.

Bladed Weapons The Talent applies as normal for all bladed weapons, i.e. sword, heavy sword, scimitar and dagger. He has full ability with one weapon and an increase at half his talent level with all others.

All Members The character has his full talent with any member of the group he chooses. If untrained, he may use that talent at half his talent level.

EXAMPLE — The Character is Talent 4 with Swords. If he picks one up, never having seen one before, he can use it at EL2.

Martial Artist The talent applies at full ability with the martial artist skill and half ability (rounded down) with any weapon the character is trained to use. At the Referee's option, it may yield benefits in acrobatics and other such skills.

Weapon Master The Character has a born affinity for weapons. He uses his full talent with any weapon he handles whether he is trained or not.

EXAMPLE — If the person is Talent 3, anything he picks up to use as a weapon is used at a minimum of EL3 whether he has seen it before or not.

Other Skills Talent

Roll **1D3** to determine the column to roll on and **D100** on that column of the Other Talents table to determine his exact Talent or Liability. The player then rolls **2D10** to determine his talent in an "or 80" skill and **1D3+2** in all other skills.

EXAMPLE — The player determines that his character is talented with a Mace and has a liability as a Jeweler. He rolls 1D3+2 and gets a rating of 4 for the Mace. He then rolls 2D10 and gets 13 for Jeweler. His EL is four better than he has training for using a Mace. It is 13 worse as a Jeweler. (If he is EL5 with a Mace, he uses EL9. If he is EL30 as a Jeweler, he uses EL17.)

When talent is applied to other skills the Character's use of the skill is better than normal, regardless of actual **EL**. Tangible items he creates with the skill, i.e. things with economic value, determine their worth by adding **Actual EL+ Talent**. There is no limit to this.

EXAMPLE — An EL50 Blacksmith with Talent 15 produces EL65 goods though his success rolls and all other factors are taken at EL50.

IMPORTANT — Unless specified otherwise in a description the Character must be trained in a skill in order to use his talent.

Special Talents

Animals The Character has a born affinity for animals. He may learn any husbandry skill at 50% cost and apply his rating to it at full value. He also increases his **EL** in such skills at half the normal cost. The Character's Starting **EL** is **that normal for his attributes + his talent rating** or Maximum, whichever is lower.

EXAMPLE — Husbandry — Horse costs 30 Expt. Points to learn and 8 Expt. Points per level to increase. The cost for this character is 15 and 4.

Additionally, when seeking to calm, gentle or otherwise make peace with an animal, wild or domestic, he may use his **IC+Talent** to influence them.

IMPORTANT — This gift only applies at full value for normal, non- aligned mammals. It is used at ¼ value, rounded up, with other lifeforms the Referee classes as animals.

Artisan The Character is a born artisan. This grants his full talent in Carpenter, Tanner, Brewer, Mason and Blacksmith. He can learn all five at half cost. His cost to increase is 2 Expt. Points per level for all five skills. His Talent applies at full value for all five skills.

If the Character chooses to learn Armorer or Architect — Civilian, his talent applies at ½ value, rounded down, for both. He gains no benefit for increasing his **EL**.

Charisma The Character's talent is applied fully to Rhetoric and Actor. He may use both skills at his talent level without learning them. In addition, **Talent×2** is added to his base **IC** at all times. When trying to influence a member of the opposite sex, he adds triple his talent level. A person with this trait has a certain glow about them. Increase **Ap** by **Talent×3**.

Criminal This skill applies to all three criminal professions (Assassin, Thief and Smuggler.) He also gains an advantage in Deftness equal to **(1D3+2)/2**, rounded up. For Assassin his Talent equals **1D3+2**. For Thief and Smugger it is **2D10**. Roll separately for all three. The talent increase does not apply for associated skills learned with those skills. It does apply for special attributes that those skills grant.

NOTE — *In the case of the Thief skill, if the resulting maximum rating is 100 or higher, the Character has an eidetic memory. He never forgets anything.*

Entertainer The talent applies at full value for all Entertainer skills. It also applies at ½ value, rounded up, for Eroticist. The increase is **1D3+2**. Roll for each skill this talent affects.

Healer The Character is a born healer. Untrained he can use his talent rating (**1D3+2**) as his **EL** for healing his own species. He can use it at 50% value, rounded up, for a related species and at 25% value, rounded up, for any living creature. Once he is trained, it applies at full value for any humanoid and half value for anything else.

EXAMPLE — The child Marian is a Talent 5 Healer. Untrained she is an EL5 healer for humans, EL3 for any humanoid and EL2 for anything animate and alive.

NOTE — *To use healing kits, herbs, bandages, etc., effectively the healer needs to be trained.*

Language — All The Character's talent applies to any language. The cost to learn them is 50% of normal as is the cost to increase a level. His maximum **EL** for a language equals the **EL** stated for it plus his Talent rating.

EXAMPLE — Horace has Talent 15. His Maximum EL with a human tongue is 95. Language of another race is 75 and any Supernatural Language is 55.

Physique The Character naturally masters physical skills, other than combat skills and artisan skills. The talent applies for Miner, Hillman, Tracking, Mountaineer, Badlander, Watercraft, Boatman, Climbing, Forester, Swimming and Seaman. Roll a talent level for each with the appropriate dice. It may only be used at ½ value, rounded down, until the Character learns the skill.

Scholastic The Character is a born Scholar. His talent applies for all Scholar skills and the scribe skill. He may learn any of these skills for 50% of the normal cost, rounded down, and increases his **EL** at 25% of the normal cost, rounded up. His full talent applies to Scribe and any scholastic discipline he learns.

Survival — All The Character is a born survivor. His talent applies toward survival in any terrain. If he has learned the skill for that terrain it has full value. If not it is ½ value, rounded up. One roll is taken. It applies to all forms of Survival.

Unlike other talents of this type, the rating is determined by rolling **1D6+2**. If the result of that roll is EIGHT, the Character may add his rating times two to his chance of detecting an ambush before it strikes him. In addition, the talent this Character wields helps him deal with adversity. 50% of the rating level, rounded down is added to his **DCV** and **MDV**.

Table 2.18: Other Skills Talents

One Roll	Skill	Two Roll	Skill	Three Roll	Skill
01–05	Merchant	01–04	Locksmith	01–04	Mason
06–08	Miner	05–09	Moneylender	05–08	Mountaineer
09–12	Hillman	10–14	Potter	09–13	Rhetoric
13–17	Navigation	15–20	Read and Write	14–17	Teamster
18–22	Scholar	21–23	Watercraft	18–22	House Servant
23–26	Vintner	24–27	Sign Language	23–26	Gardener
27–31	Cook	28–31	Barber	27–29	Smuggler
32–38	Survival — One	32–36	Tanner	30–33	Swimming
39–42	Thief	37–40	Survival — **1D6**	34–37	Scribe
43–45	Tracking	41–44	Trailing	38–41	Seaman
46	Servant — All	45	Survival — All	42–46	Husbandry
47–50	Assassin	46–49	Brewer	47–51	Jeweler
51–55	Bowyer	50–53	Forester	52–56	Language — Own Race
56–59	Acrobat	54–58	Gambler	57–61	Musician
60–63	Executioner	59–64	Herbalist	62–64	Sculptor
64–68	Carpenter	65–68	Eroticist	65–69	Blacksmith
69–72	Climbing	69–73	Actor	70–75	Clothier
73–77	Artist	74–77	Boatman	76–79	Deftness
78–81	Architect — Civ.	78–80	Armorer	80–83	Disguise Artist
82–85	Architect — Mil.	81–84	Architect — Naval	84–87	Fletcher
86–89	Badlander	85–88	Carrying	88–91	Dancer
90–93	Singer	89–92	Language — Other Race	92–95	Supernatural Language
94–97	Language — All	93–98	Healer	96+97	Entertainer
98	Criminal	99	Artisan	98+99	Scholastic
99+100	Animals	100	Charisma	100	Physique

EXAMPLE — The Character has a talent and a liability. He rolls 2 and 51 for the talent. He is a born Forester. Rolling 2D10 he gets a rating of 16. He then rolls 1 and 77 for the liability. He has negative ability as an artist. With 2D10 he determines his negative rating is 11.

Liabilities

The previous skills and special talents show the benefits of a Talent. Liabilities apply in equal measure to the Character's detriment.

EXAMPLE — If a Character has a rating 10 Liability in Blacksmith, his chance of success and the quality of his work is ten ELs less than the EL he has. If his Rating is 2 with a Sword, and his EL is 3, he uses EL1 in battle.

For the special skills, reverse the affect to the Character's detriment. His maximum **EL** is Rating lower than what his characteristics would normally allow, or 80, whichever is less.

EXAMPLE — For example, Scholastic Liability at rating 9 means the Character pays double for Scribe or any scholastic skill and quadruple to increase his EL.

Maximum EL

The Character's Maximum **EL** in the skill equals **Maximum EL+Talent** whether Maximum EL is greater than 80 or not. The "or 80" cap does not exist for talented characters. He has full use of his characteristics PLUS his talent rating. There is no limit as to what level that might be.

The "or 80" cap does apply to character's with a liability. They subtract their liability rating from the **EL** determined by their characteristics or 80, whichever is lower.

EXAMPLE — The talent's maximum EL with heavy sword is 13. His Talent Rating is 4 for the Bastard Sword. He can use up to EL17 with the Bastard Sword and EL15 with other heavy swords.

A Character has Talent 9 as an Armorer. If his stats show a maximum EL of 84 he can be an EL93 Armorer. If he has a liability in it instead, his maximum EL is 80−9=71 as 80 is less than 84.

2.4 Use of Characteristics

This section contains values that are determined based on the characteristics of the Character. As they increase, so do these values. Where possible the complete rules governing the factor are listed in the section where it is explained.

2.4.1 Combat Value

All Characters determine Offensive Combat Value (**OCV**) and a Defensive Combat Value (**DCV**). These are the basic values that are used in combat as described in Chapter 9.

The **OCV** of a Character equals **CEL+SB+StB**. A Character's **DCV** is equal to **CEL+AB+DB**.

EXAMPLE — Jash has +1StB, +2DB, +1AB and a CEL of 3. His OCV is (3+1)= 4. DCV equals (3+2+1)= 6.

2.4.2 Dodge Value

The Dodge Value (**DV**) of a Character equals:

AB+DB

Dodging is covered in detail in §9.7.

2.4.3 Hit Point Value

Hit Point Value (**HPV**) is the number of hit points that a Character can take before he reaches the point of unconsciousness. The **HPV** is determined by the Character's current Strength, Stamina and Constitution. The formula that is used is:

(S+St+C)/4, rounded up

NOTE — *Characters with less than ten hit points are rare and have little chance of surviving in combat. At least one characteristic should be changed to give the Character a chance to survive and a **HPV** of at least ten.*

2.4.4 Damage Tolerance

All Characters can withstand excessive amounts of damage. The Damage Tolerance Value (**DTV**) of a Character equals:

−((C/20)+StB), rounded up

A remaining **HPV** greater than zero indicates that the Character is conscious and active. Any damage between this negative **DTV** and zero indicates that the Character is semi-conscious and limited in actions. He may take one action per tactical turn OR move **MR/10** (rounded up) in a tactical turn. A value between **DTV** and **DTV×4** means the Character is unconscious. A value less than the **DTV×4** means that the Character is dead.

EXAMPLE — A Character has a DTV of −4. His HPV is 26. If his current HPV, considering damage taken, is one to twenty-six, he is conscious, From zero to minus four, he is semi-conscious. At minus five or less, he is unconscious. At minus 17 he is dead.

When a wound is suffered that leaves the character with an **HPV** value less than ONE, a roll is taken on the Bleeding Wounds Table. The victim may subtract his **CB** from the roll. If the wound was inflicted by a SEVERE hit add TWO to the roll. If it is a DEADLY hit add TWO PLUS the number of DICE USED to roll the deadly. (If a **5D10** deadly, add SEVEN.) The roll is taken with **2D10**.

Table 2.19: Bleeding Wounds

Roll	Effect
<4	Much of the affect of the blow is in fact a STUN. Recover **2D6** hits in **1D6** turns.
4–7	Increase damage ONE point per **CB** phases until the bleeding is stopped.
8–15	Damage increases **1D6−CB** points each phase with a minimum increase of ONE.
16–19	Damage increases **1D10−CB** each phase with a minimum increase of TWO.
20+ up	The wound inflicted is instantly terminal. (Head removed, Heart pierced, etc)

Stopping the Bleeding

The character is allowed to roll to stop the bleeding if the blow does not kill him outright. He should roll **−4×DTV** or less on **D100**. If he succeeds, the bleeding is stopped and the damage level no longer increases. Until he succeeds it increases as specified in Table 2.19. If the result rolled is greater but less than 96 the bleeding continues. If the result is 96–100 the loss increases ONE point per phase.

Should the player manage to get access to healing supplies while dying, he may roll against **−8×DTV**.

NOTE — *The system to stop bleeding above covers only an individual doing what he can solo. Aid from another player or a healer will increase the chance to stop bleeding to **−8×DTV** and add **EL** of the Healer. Those involved in the effort can do nothing else while attempting to save the threatened life.*

2.4.5 Healing

A Character's healing chance (**HC**) equals:

(C+St)/2, rounded up

When a Character starts a day damaged, he rolls his healing chance. Healing occurs when the roll of **D100** is less than or equal to the healing chance. The following factors are subtracted from the Player's roll:

A) **StB** is subtracted each day.
B) Per day that the Character fails to heal, additive, **CB** is subtracted. When healing occurs the **CB** is not added on the next day if a new healing roll is needed.

EXAMPLE — A Character has a StB of +1 and a CB of +2. On every healing roll, he will subtract ONE. Per day that he rolls and fails to heal, by rolling greater than his healing chance, he will add TWO for his CB, in addition to his STB MODIFIER. On the second day, after failing to heal on the first day, the Character subtracts three, on the third he subtracts five, on the fourth seven, etc. If he heals on the fourth, and still needs to heal, he subtracts one on the fifth.

NOTE — *A character with a negative **StB** or **CB** is adversely affected by that weakness. They lessen his chance to heal.*

***EXAMPLE** — The character has a −1 CB. Per day that he does not heal, his chance to do so decreases when he adds his CB. (−1, −2, −3, etc.)*

When natural healing occurs a Character heals **1D3+StB** hit points. No more than one healing roll is

allowed per day, unless magic is used on the Character. Healing cannot increase a Character above his **HPV** at any time.

EXAMPLE — If a Character's HPV is 23, healing stops when he is at 23 hit points.

When healing occurs through MAGICAL MEANS a Character heals **1D6+StB** hit points unless specified differently.

Healing Aids

Rest If a Character does nothing for the 24 hours preceding a Healing Chance roll, his Stamina Bonus is increased by 1 for that roll. If he takes this rest in a formal settlement, i.e. village, city, etc., the Healing Chance is increased by 5. Both factors apply only while resting and only to healing.

Medicines The use of medicines and natural balms will increase the Healing Chance and/or the Stamina Bonus. All such benefits apply for the Healing Chance roll immediately following the application of the medicine. They do not allow a separate or additional roll.

Healer A Healer will use its **EL** to increase the Healing Chance and **StB** of his patient. Successful use of the Healing Skill increases the Healing Chance by the **EL×2** AND increases the Stamina Bonus by the **EL/3**, rounded up. To gain this benefit the Healer must have access to the Healing materials in a Healing Kit. (*See Equipment List.*) If he does not, his skill is used at ½ value, rounded down. The increase applies only in Healing and only for one Healing Chance roll. If the Healer wants to continue treatment, he must stay and service the patient each day until he is healed. See Healer skill in see §4.6.23 for details.

Magical Healing When magic is used to heal, the effect will be as for Medicine use. However, with magic, a separate and additional Healing Chance roll is allowed immediately after the magic is successfully applied. The die used for Magic Healing on success is **1D6** instead of **1D3**. Magic will always affect the Healing Chance AND the Stamina Bonus. In rolling, no chance of Infection will apply.

When more than ONE Magical Healing power, regardless of type, is used on a given Character in the same 24 hour period, it can KILL. The chance that the Character can withstand the treatment is:

C×2−(Hit Points Taken×(Magic Uses for Healing−1))

EXAMPLE — A party desperately needs to heal their best fighter. His Constitution is 42. He has 23 hits. On the second application of Magical Healing in the same 24 hour period his chance of surviving is, 42×2−(23×(2−1)), 61%. If he rolls 62 or higher on D100, he is dead.

Infection

If a Character's Healing Chance roll, after all modification, is 91 OR HIGHER, he is infected. He will remain infected until he succeeds in healing again. The result of infection is:

A) Per day, starting immediately, the Infection will score **1D3** hits on the Character. **StB** and **CB** do not apply while infected.

Learning the sword.

B) While infected, the Character's Healing Chance is reduced 50%, rounded up.
C) If an infection scores 10 or more hit points on a Character, the Character is delirious and incapable of meaningful action.
D) All normal Damage Tolerance rules apply while infected.
E) When the player heals, the infection is checked. The successful healing serves only to check the infection. It will not cure any damage.

Trauma (Optional)

When a Character has been battered into his **DTV** and unconsciousness his **DTV×3** is added to his roll for Healing. If, on any roll while unconscious, he fails to heal, he is dead. (Trauma does not apply if unconsciousness is the result of subdual damage.)

2.4.6 Movement

The Movement Rate (**MR**) determined for a Character is the number of hexes that he is capable of moving in one tactical turn. See Chapter 8 for a full description of movement rules. The base factor for **MR** is listed in Table 2.20.

Table 2.20: Movement Rate

Race	MR	Race	MR
Human	10	Faerry	7(28)*
Elf	11	Dwarf	9
Halfbreeds			
Alfar	11	Lunafey	9
Anwora	12	Mir	12(40)**
Baobhan	9(28)**	Nar'morel	12
Daoine Sidhe	11	Nymph	11
Demon	10	Pseudothei	10
Devil	11(34)	Romati	10
Eld Troll	12	Seirim	12
Elf	11	Sernemu	10
Faerry	7(27)**	Trazire	11
Fusin	10	Troll	11
Goblin	9	True Sidhe	11
Green Lady	12(46)**	Vily	10(35)**
Incubus	12	Whisper	11
Jinn	10(40)**		

*The value in parentheses is the **MR** when flying.
** The Referee must decide whether the halfbreed has inherited wings from the parent. If he has not, disregard the number in parentheses.

MR Modifiers

All Characters will add their **AB** to their base **MR** for ground movement. Faerries and winged halfbreeds will add their **DB** to their **MR** for flying speed.

Characters that weigh 251 to 300 pounds will subtract ONE from their base **MR** for ground movement. Per additional 50 pounds, over 300, an additional ONE movement point should be subtracted.

Regardless of negative modifiers for weight, the minimum **MR** for a Character that is unencumbered, is SIX.

EXAMPLE — Vlad and Drexel are together. Vlad has an AB of zero and weight of 273 pounds. His MR is 9. Drexel is a Faerry with a DB of +1 and an AB of +2. His MR is to 9(29).

2.4.7 Carrying and Lifting

Portage Ability

A Character's Portage Ability (**PA**)equals:

(S×2)+(StB×20) or (S×2)

whichever is greater. This value is a weight, in pounds, that the Character can carry without reducing his **MR**. Per 20% increase over this value, the Character's **MR** is reduced 10%, with the amount of the reduction being rounded up.

EXAMPLE — Vobal the Dancer has a Strength of 20 and a +2 StB. His Portage Ability is, (20×2)+(2×20), 80 pounds. His MR is 13. If he carries 120 pounds of weight, excluding his body weight, his MR is reduced by 30% to an MR of 9.

Lifting Ability

The maximum weight that a Character can lift equals:

Portage Ability×5

EXAMPLE — Vobal's Portage Ability is 80. The maximum weight that he can lift is 400 pounds. In essence, he can lift things that weigh 225 to 400 pounds, but he cannot move with them.

NOTE — *Where a Character possesses Carrying skill, the **EL** is added directly to his Portage Ability and is used as part of that value in determining portage and lifting abilities.*

EXAMPLE — With EL20 in Carrying, Vobal would have a Portage Ability of 100. His speed reduces per extra 20 pounds that he carries and his maximum lift is 500 pounds.

2.4.8 Energy Level

The Energy Level (**EnL**) of a Character is equal to his **C+W**. It has the following effects:

A) Without extra-somatic aid, i.e. a wand, magic ring, etc., the usable Casting Ability of a magic-user can never exceed his Energy Level.

   EXAMPLE — A MEL14 Wizard has a Casting Ability of 139 and an Energy Level of 72. Without extra-somatic aid, he may never cast more than 72 Mana Points in one day. With it he can.

B) Forms of attack that target on the soul, mind or spirit of the Character score damage against his Energy Level If the Energy Level reaches zero the Character is killed.

C) Healing lost energy points is done by rolling against your Constitution and subtracting your Mana Level from the roll. If the result is less than or equal to the Constitution, **1D6+CB** energy points are regained.

Effects that attack the Energy Level are specified in their descriptions. Examples are Vampirism, Soul Attack, etc.

2.4.9 Mana Level

Mana Level (**ML**) is the basic score that determines how attuned a Character is to the use of magic. It is used in determining his Magic Defense and for magic-users their Casting Ability. The Character's Mana Level is equal to

(I+W+Em)/10, rounded up

2.4.10 Magic Defense

Magic Defense Value (**MDV**) is added in defence against magic cast against the Character. See Chapter 11 for details.

- The **MDV** of a non-magic user is Mana Level.
- A trained magic-user has an **MDV** equal to his **Mana Level plus (MEL)/2, rounded up**.
- A natural magic-user's **MDV** equals **Mana Level plus MEL**.

2.4.11 Casting Ability

A magic-user's Casting Ability (**CA**) determines the amount of Mana they can cast. It is a function of **MEL** and **ML**. Per **MEL** a magic-user increases his Casting Ability increases by his current **ML**.

IMPORTANT — In starting a magic-user, multiply starting MEL times current ML, after initial increases have been applied. If the starting MEL is zero, Casting Ability equals ML/2, rounded down.

EXAMPLE — A magic-user starts at MEL3, ML11. He has Casting Ability of 33. If, by the time he reaches MEL4, his ML has increased to 14 his Casting Ability increases from 33 to 47.

Untrained Natural Magician gain Mana at the rate specified for trained Wizards. If trained all future increases are doubled, i.e. he adds **MEL×2**.

Mana Regeneration

The speed with which a magic-user regenerates expended mana is:

W/10 (rounded up)+MEL/5 (rounded down)

Natural Magicians recover expended Mana faster. The Mana Regeneration of a Natural Magician equals:

(W+Em)/5+MEL/3 (rounded down)

Resting If a magic-user does not use any mana during a day that he is regenerating, or if he is a natural magic-user, add his **MEL** to the number of points that he normally regains for that day. If a natural magician rests, add **MEL×2** to the mana points that he regains.

EXAMPLE — A MEL6 magic-user casts no magic while he is regenerating his normal 7 mana points. He will regain 13 instead.

All mana is regained at the start of the day, based on the expenditures of the preceding twenty-four hours. Mana never regenerates to a point greater than the magic-user's current Casting Ability.

2.4.12 Poison Resistance

Poison Resistance (**PR**) is added to the roll that is taken when a Character might be affected by any poison, in the same way that the **MDV** is used against magic. A Character's poison resistance is:

(CB+StB)×2

EXAMPLE — A Character has an StB of +2 and a CB of +4. His poison resistance is 12. When a roll is taken to see if a poison affects him, 12 is added.

OPTIONAL — At the Referee's discretion poison resistance as an indicator of a Character's general health may be used to resist the effect of disease, plague, etc. Where it is to be applied is up to the Referee.

2.4.13 Food Requirement

The Food that a Character requires each day is based on his weight. The requirements, in Food Points (a standard of nutritional value), are listed in Table 2.21.

Table 2.21: Food Requirements

Weight	Food Required
Under 100 lbs.	½ FP
100–125 lbs.	1 FP
126–160 lbs.	2 FP
161–210 lbs.	3 FP
211–250 lbs.	4 FP
Per additional 30 Lbs.	+1 FP

Humans use this table as listed. Faerries and Elves reduce the value listed by 50%, retaining fractions. Dwarfs increase the requirement by 1 FP, i.e. a Dwarf weighing 130 pounds needs 3 FP. Halfbreeds consult the table below to find their food requirement factors.

NOTE — *The food requirement listed is a minimum number of points required to maintain the character. Less and he begins to starve. He could consume up to three times the amount needed if he chose to do so for some reason.*

The standard weight of a Food Point is ¼ pound.

Table 2.22: Halfbreed Food Requirements

Halfbreed Type	Food Required
Green Lady, Lunafey	25%*
Alfar, Anwora, Baobhan, Daoine Sidhe, Faerry, Elf, True Sidhe, Whisper	50%
Incubus, Vily, Nymph, Mir, Jinn, Goblin, Nar'morel, Trazire, Eld Troll, Fusin	100%
Pseudothei, Demon, Devil, Romati, Sernemu	+1
Seirim, Troll	+2

*A halfbreed of this type requires the special magical influence of his parent's home environment in addition to food. For the Green Lady this is a sacred forest. For Lunafey it is lunar radiation. Per week away from this the character loses **2D6** energy. The points lost can NOT be regained in any way until he or she is in the proper area.

2.4.14 Influence

A Character's Influence Chance (**IC**) equals **E+Em**. It reflects his ability to manipulate the actions of others through verbal persuasion. To use it, he must speak the language of the person or thing that he is attempting to influence. It may only be attempted with non-hostile, intelligent creatures.

If a Character has Rhetoric skill (see §4.6.37) his **EL** is added to the Influence Chance of a Character. It is also added to his minimum Influence Chance.

If a Player does not wish to be influenced, he may subtract his Will from the Influence Chance of the person trying. The minimum chance applies when NPC's do this. It does not apply when Players do.

Modifiers

The Influence Chance is modified by the factors in Table 2.23. In all cases where a Characteristic is listed it is the rating of the Listener not the Influencer. In all modifications, round up fractions.

EXAMPLE — A Character has a Base IC of 42%. He is Handsome. He is trying to influence a Duchess to perform a dangerous action that is to her advantage. The chance is, (42+10)×1.1, 58%.

Appearance Effect

Appearance is the Character's physical attractiveness to members of his own race. When dealing with other races, the Referee may modify a Character's appearance to fit the standards of beauty that apply in that race. Appearance will never apply except when dealing with Intelligent Lifeforms. Non-Intelligent forms couldn't care less.

Table 2.24 gives factors that can be used. Factors for other races that can be encountered should be determined by the Referee based on these values. The Racial view, after modification, is found on Table 2.25.

The effect listed is added to the Influence Chance before any other modifiers are applied. If **IC** is 28, and the Character is viewed as Ugly, it is reduced to 23 before other modifiers are applied. This does not apply when dealing with Contacts.

EXAMPLE — A Dwarf, Appearance 24, meets a Human, Appearance 60. The Dwarf sees the Human as having an Appearance

Table 2.23: Influence Chance Modifiers

	Factor	Modifier
A)	Initial Appearance reaction	Appearance Effect
B)	Influencer is a Stranger	**−10%**
C)	No Common Verbal Language or Means of Communication	**−100**
D)	Poor fluency in the Listener's Language	**−80+Fluency**
E)	Commercial Negotiation	0
F)	The Suggestion is CLEARLY to the Listener's advantage.	**+40%**
G)	The Suggestion is CLEARLY dangerous.	**−25**
H)	The Suggestion is CLEARLY NOT to the Listener's advantage.	**−30**
I)	Refusal will be physically dangerous to the listener (The Influencer is threatening him in some OBVIOUS way.)	**+20−(W/3)**
J)	The Listener is a Personal Contact of the Influencer	**+40%**
K)	The Listener is an Enemy of the Influencer	**−80**
L)	The Listener is under pressure from some other source to refuse the request.	**−40+W**
M)	E + F above	**+60%**
N)	E + H above	**−50**
O)	F + G above	**+10%**
P)	G + H above	**−90**
Q)	Opposite Sex member of Humanoid race	Appearance Effect

+X The factor is added before any other modification.
+X% The factor is applied after any +X factors.
−X% The factor is applied after all positive percentages have been applied.
−X The factor is subtracted after all percentage factors have been applied.

Table 2.24: Appearance Modification

Character's Race	Perceiver's Race			
	Human	Elf	Faerry	Dwarf
Human	0	−10	−15	−20
Elf	+10	0	+5	−10
Faerry	+20	+10	0	−5
Dwarf	−10	−15	−5	0

Table 2.25: Appearance Effect

Modified Rating	Appearance	Effect
0 or less	Hideous	−10
6 to 15	Ugly	−5
16 to 35	Average	0
36 to 65	Handsome	+5
66 to 95	Gorgeous	+10
96 and Up	Stunning	+15

of 40. The Human sees the Dwarf as having an Appearance of 14. For this interaction, the Human is Handsome. His IC is increased by five. The Dwarf is ugly to the human. Reduce his IC by five.

Minimum Chance

The Minimum Chance that a Character will have to successfully influence a non-enemy is equal to 25% of his Influence Chance, rounded down. This applies only for Player Characters. It does not apply when they are attempting to influence other Player Characters.

EXAMPLE — A Character has an Influence Chance of 82. His Minimum Chance, when applicable, is 20%.

Success

Each time that a Character influences someone he may increase either his Eloquence or his Empathy by 1. If the Influence attempt succeeds when he is at or below his minimum chance he may increase both characteristics by 1. (No characteristic may be increased past the Character's Maximum Ability in this way.)

NOTE — *In influence, the Player must explicitly define what he is attempting to influence the listener to do. The Referee will assign factors, as he feels appropriate, based on the description. If the description is insufficient and the attempt succeeds, the Referee will determine what the listener believes he has agreed to do.*

2.5 Common Knowledge

Every Character has certain skills and abilities, based on his race and culture, before he allocates any starting expertise points. The sections that follow detail this common knowledge, by race.

IMPORTANT — Any time a Common Knowledge skill is duplicated through a group skill (e.g. Forester, Assassin, etc.), the player may choose to give the character another related skill of the same value or the maximum EL currently possible in the skill that is duplicated.

Characters, regardless of race, do not gain any equipment based on common knowledge.

2.5.1 Human Characters

All human Characters speak their native tongue at an **EL** of 80. They also have the following skills, depending on whether they are civilized or barbarian in origin.

Civilized Characters

A) City dwellers receive their maximum **EL** currently possible in City Survival and **EL0** in Rhetoric. Other civilized people get the maximum **EL** currently possible for Survival in a terrain that is contained within the boundaries of the Character's home nation and **EL0** in Tracking.

NOTE — *Here you are deciding whether the Character is a city dweller or a person from some outlying region of the nation. The skill selections on table 2.26 should reflect that choice.*

B) Depending on the Character's Station, he has the skills listed in Table 2.26.

Barbarian Characters

A) The maximum **EL** currently possible in the terrain that the Character's tribe lives in.
B) A starting level in Sign Language.
C) **(Station/3, rounded up)+1** skills from the following list:

Any Combat Skill at **EL0**	Climbing
Swimming	Survival
Tracking	Carrying
Husbandry	Forester
Miner	Seaman*
Entertainer	A Language

*This skill may not be selected unless there is a large body of water, i.e. large lake, sea, etc., in or adjacent to the tribal area.

IMPORTANT — Except where specified otherwise, all skills above are gained at the maximum EL currently possible for the Character. If Survival is selected, the Character gains Survival skill in any one terrain type desired, other than his native terrain.

Table 2.26: Skills for Civilized Human Characters

Station	Skills
0	Carrying PLUS A non-combat skill with a Cost to Learn of TEN or less OR 10 partial expertise points towards an apprenticeship in any non-combat skill with a Cost to Learn of 40 or less.
1	Husbandry, Forester or Miner OR Any two skills with a Cost to Learn of FIFTEEN or less.
2	A Language at maximum **EL**, Sign Language at maximum **EL**, Locksmith, Seaman, Moneylender or Entertainer OR Any two skills with a Cost to Learn of TWENTY FIVE or less OR Sign Language at maximum **EL** and two skills with a Cost to Learn of TWENTY or less.
3	Read and Write plus one skill with a Cost to Learn of THIRTY or less OR Any two skills with a Cost to Learn of THIRTY or less.
4	Read and Write plus one skill with a Cost to Learn of FORTY or less OR Any two skills with a Cost to Learn of FORTY or less.
6	Read and Write plus any two skills with a Cost to Learn of FIFTY or less OR Three skills with a Cost to Learn of FORTY or less.
10	Read and Write plus any five skills with a Cost to Learn of SIXTY or less.

IMPORTANT — Where a skill is specifically named above, it is gained at the maximum EL currently possible. Any other skill selected as Common Knowledge is gained at a starting level only.

EXAMPLE — A Character is a city dweller with a Station of 2. Without cost, he speaks his native tongue at EL80, has his maximum EL in City Survival (based on his current characteristics), has EL0 in Rhetoric and receives the skill or skills listed in the table. He will choose to have one of the skills that is explicitly listed at his maximum EL or two skills, with a Cost to Learn of 25 or less, at a starting level.

NOTE — *The Player must make his selections based on the locale of his people and their nature. If he is a mountain dweller, and there is no desert within a thousand miles, he should not have desert survival, horse archery, etc.*

2.5.2 Elf

Elves have the following skills:

A) Mana Sensing **MEL** and **EL** dependent on the Character (see §12).
B) The ability to hide invisibly in any forest. The **EL** equals **W+Em or 80**, whichever is less. The **EL** is used to determine the chance that they are not observed if the person that they are hiding from is aware that something is present. Success indicates that they remain hidden. Any other result means that their presence is discovered.

NOTE — *This skill is used at HALF value in Hill and Swamp IF the Elf has survival skill in those areas. This*

skill is primarily useful against creatures whose primary sense, for observing their environment, is sight. Where this is not the case, or where magic is used to detect the Elf, the skill is relatively useless.

C) **EL80** in the tongue of the Elf Sidh. **EL60** in the tongue of the Faerry Sidh. If the Elf is a trained magician, maximum **EL** in the tongue of the Sidh.
D) Innate ability to enter the Upper and Lower Worlds. Determine **EL** based on the Elf's characteristics. **MEL** equals the Elf's **MEL** as a magic-user, or 2, whichever is higher.
E) The maximum **EL** currently possible in Forest and Hill Survival.
F) The ability to read the intent of others, as for Empathic Power. Treat as an Innate Power. The **EL** equals **Em/10** rounded down.

Special

Elves cannot be affected by hostile Sidh Magic. All Elves double their **MDV** in defending against Elder and Balance magic. They are afflicted by Iron. Any damage caused by Iron or Steel weapons is increased by two hit points, after **AV** subtraction, if the net damage scored is greater than zero.

Elves do not make plate armor or platemail. Elven chainmail, **AV**4, is very rare. Commonly, it is only worn by Elven kings. Any armors that they do make will have an **AV** one level higher than standard human armor and weight 20% less, rounded up.

Elves will NEVER wear, use or willingly touch any item that is made out of Iron or Steel. The metal items that they make are made of noble metals, especially silver, and do not contain any Iron whatsoever.

The values of Elven weapons are listed in table 2.27.

Table 2.27: Elven Weapons

Weapon	WSB	Fatigue	Skill Type
Sword	+1	12	Scimitar
Dagger	+1	8	Sword
Throwing Dagger	0	7	Sword
Bow	+2	NA	Bow(Composite)
Spear	0(+2)	10	Spear
Arrow	+1	15	Used with the Bow

Other weapons are not commonly used by Elves. They are only manufactured by them as rare curiosities. (The Referee may modify these weapon parameters as he sees fit.)

All Elves have a minor affliction to light. Reduce both the **OCV** and **DCV** by 50%, rounded up, when they are fighting in magical light or daylight. Any light power will score its normal damage plus its **EL** when the target is an Elf. Light that does not have a normal damage effect will not damage an Elf in any way.

All elves have night vision. They can see in darkness as if it were daylight if the darkness is not magical AND there is a light source available. Elven characters cannot see in total darkness.

A mounted Elf in battle.

Elven Society

Elven society has a rigid, hereditary hierarchy. Beyond the social importance that is given to birth, status is gained through skill in magic and war. The Station of a character will never be less than ½ his **CEL** or **MEL**, whichever is higher. If it is, his station is increased upon successfully influencing Elves of higher or equal station that he has indeed earned the position that he claims.

Beyond the hierarchy of birth and accomplishment, individuals are allowed freedom to do as they wish. As long as their actions do not violate the land, interfere with another Elf or bring trouble to the clan, they are tolerated.

Where events caused by a character's actions bring trouble, the Referee (as the Elven council of nobility) will determine what penalty, quest or Geas is imposed on the miscreant.

EXAMPLE — An Elf Character starts with a station of 2. When his CEL or MEL reaches level 5, his station can increase to 3. To gain the increase he must convince Elves with a station of 3 or higher that he deserves it.

2.5.3 Faerry

All Faerries:

A) Learn new languages at 50% of the normal cost to do so, rounded down.
B) Have Mana Sensing, **MEL** and **EL** dependent on the Character's characteristics. See §12 to determine the starting **MEL** and **EL**.
C) Have Mana Reading, **MEL** and **EL** dependent on the Character's characteristics (see §12).

D) Speak the tongue of the Faerry Sidh and the tongue of the Elf Sidh at **EL80**. They speak one human tongue at **EL60**. If the Faerry is a trained magician, he speaks the tongue of the Sidh at **EL80**.
E) Are winged and capable of flying.
F) Can enter the Lower World, **MEL** and **EL** dependent on the Character (see §12).
G) Have the maximum **EL** currently possible in Forest and Swamp Survival.
H) Have Innate Power in ONE Sidh spell. The Player may choose any spell with a Base Mana Cost of TWO or less. Starting **MEL** and **EL** are dependent on the Character (see §12). Optionally, the Referee may roll a random spell. If so, it can be any Sidh spell.

Special

All Faerries, like Elves, have a minor affliction to light. Reduce both the **OCV** and **DCV** by 50%, rounded up, when they are fighting in magical light or daylight. Any light power will score its normal damage plus its **EL** when the target is a Faerry. Light that does not have a normal damage effect will not damage a Faerry in any way.

All Faerries have night vision. They can see in darkness as if it were daylight if the darkness is not magical AND there is a light source available. Faerry characters cannot see in total darkness.

They are afflicted by Iron, as specified for the Elf. Any damage caused by Iron or Steel weapons is increased by two hit points, after **AV** subtraction, if the net damage scored is greater than zero.

Faerries have limited access to, and training in, weapons. The standard weapons are daggers, slings and light lances. Items of their own manufacture will have a **WSB** one less than standard and a fatigue of two less. They are not accomplished weapon smiths.

Faerries do not choose to wear armor. They will NEVER wear, use or willingly touch any item that is made out of Iron or Steel. The metal items that they make are made of alloys that do not contain any Iron whatsoever.

All Faerries are natural magicians in the use of Sidh Magic. If trained, the Faerry can use any Sidh, Neutral, Balance or Elder spell that he learns. Untrained, all Faerries have innate ability in ONE Sidh Magic spell. They may learn others in the course of play if they are a Character.

They can ride Fay creatures but seldom choose to do so.

2.5.4 Dwarfs

All Dwarfs:

A) Can communicate with other Dwarfs, wordlessly, as for a Communicate spell. **MEL** and **EL** are dependent on the Character's characteristics (see §12). If either Dwarf succeeds when the skill is used, communication occurs. The range equals **EL**. They must be looking at each other.
B) Are prone to Controllable Battle Fury when they encounter a hated enemy of their race.

   NOTE — *Goblins are the primary enemy that applies here. All dwarfs detest them. The Referee, at his discretion, may expand this hatred to include Chaos and Kotothi creatures that can be encountered underground.*

A dwarf at his forge.

C) Speak Dwarf Elder at **EL80** and the Tongue of Dvalinn at maximum **EL**.
D) Have a starting Level as a Miner (when Station 0–3) or an Armorer (when Station 4 and up.)
E) Have a maximum **EL** currently possible in Mountain Survival and both forms of Underground Survival.
F) Can enter the Lower World, **MEL** and **EL** dependent on the Character's characteristics (see §12).

Special

Dwarfs are resistant to Poison, Disease and Plague. Triple the **MDV** when they are resisting these powers. They are also resistant to Fire. Any damage that they suffer from fire of any kind, excluding Astral Fire, is reduced 50%, rounded down.

All Dwarfs speak Dwarf Elder and the Tongue of Dvalinn. Dwarf Elder is related to the common Elder tongue and the tongue of the Faerry Sidh. The tongue of Dvalinn is only used by Dwarfs when they are speaking to another Dwarf. It is not related to any other language. It is their magical tongue and is sacred to them. No Dwarf will ever lie when he speaks in this tongue. No non-Dwarf will ever be taught it willingly.

All Dwarfs have night vision. They can see in darkness as if it were daylight if the darkness is not magical AND there is a light source available. Dwarven characters cannot see in total darkness.

The magic of Dwarfdom is learned by Dwarfs that are skilled as armorers when they achieve an **EL** of 60 or higher. It allows them to place permanent magics on items that they manufacture. It is only rarely used to cast any magic other than permanent magic rites. (*Such debasement of these sacred rites is commonly frowned upon by the Dwarf.*

It is moral only in the most dire emergencies).

NOTE — *A Dwarf character that reaches **EL60** as an Armorer can learn these rites. To do so he must complete a 150 expertise point initiation and training session. Thereafter, he is a Rune Master and can use Elder Magics and Permanent Magic as magic-users. Any Dwarf who becomes a Rune Master will increase his station to six if it is lower.*

All Dwarfs that are encountered are armed and armored. All Dwarf armor is one **AV** level higher than the **AV** listed in the Armor Table in §7.2. All shields and helmets are two levels higher.

Dwarfs never use any missile weapon except spears and daggers. (The bow, after all, was an insidious invention of immoral, dishonorable elves.) If the Referee allows, Dwarfs may make and use crossbows.

Dwarf Magic

A Dwarf's innate skill in magic varies with his WILL and his **EL** as an Armorer or Artisan, depending on what he is making. His maximum **EL** in Magic is:

(W+EL)/10, rounded down

Only male Dwarfs are taught the magic arts of their race. Females are excluded from them at all levels. (*In fact, there is no mythological precedent for the existence of female Dwarfs. They are added to allow female players that want to be Dwarfs to do so without mandatory sex reversal. There is also a logical assumption that a race, unless it is immortal, must breed to survive. The presence of divergent sexes is therefore likely*).

2.5.5 Halfbreeds

As stated previously, the common knowledge such a character has varies with the nature of his non-human parent and whether that parent raises him. If the human parent raises the Character he has Human common knowledge.

If the non-human parent does, he gets his common knowledge from them. Where that parent is Sidh use Elf or Faerry common knowledge (as appropriate). For True Sidhe use Elf. For Baobhan use BOTH Faerry and Human (no innate power is gained.) In all other cases it is up to the Referee to determine what common knowledge is appropriate.

NOTE — *All powers for non-human races should be treated as innate powers unless specified otherwise. To determine the starting **MEL** and **EL**, where it is not specified, see Innate Magic §12.*

3 Cultural Variation & Language

3.1 Languages of the Perilous Lands

The Language skill (§4.6.27) describes the concept of using Language Families, with Related and Unrelated Tongues. This section gives an overview of the Languages in use in the Perilous Lands. The Referee can use them if he uses the Perilous Lands setting, adapt them as he sees fit or create his own linguistic groups.

3.1.1 General Rules

A) Civilized human tongues have a written form that can be learned. It is used in conducting commerce, recording events and for official purposes. (Usually only 15 to 30% of a population is literate.)
B) Barbarian tongues only have a spoken form. Any writing the people have is magically significant. It is not taught to the general public.
C) Supernatural languages are those languages spoken natively by supernatural forces and non-human races. The Supernatural languages of the Perilous Lands setting are detailed in §3.2 and Table 3.1.

3.1.2 Linguistic Families

There are twenty-one linguistic groups. Group members marked with an asterisk are Barbarian tongues. The others are civilized. Where "associated tongues" are listed, these tongues are considered to be related, through borrowing, though they are actually members of a different linguistic group. In most cases, the presence of associated tongues is a result of conquest by a member of the linguistic group they are listed under. You will also find certain tongues listed after the group members that borrow from one or more member tongues but are not associated. In these cases a player who knows languages in the group may be able to pick up key words and phrases used in the listed language because they use local corruptions of words that are native to his language. The linguistic groups are:

Armani No western tongue is related to Armani. It borrows from Goidanese. According to Goidanese scholars who managed to learn Armani, it is closer to Elf Sidh than to any human tongue.

In fact, Armani is related to Elf Sidh, Faerry Sidh and the Tongue of the Sidh. It is a corruption of those languages by a human culture native to the western continent. It does not have any of the magical significance of the Sidh tongues.

Bhamoti Bhamoti, Rizeeli*, Balas* and L'p'nth's Desert tongue**.

**Use of this tongue is outlawed in L'p'nth. It survives as a secret tongue, commonly used by bandits, rebels and assassins. The penalty for speaking it in public is death by slow torture.

Caldan Caldan and Kazi*. Speakers of the Fierazi* tongues borrow certain words (especially commercial terms) from Caldan.

Ced La'Ced, Aratad, E'lici and Salaqi. Associated tongues are Irava, Xianese, Zarunese and Shazir.

Cerulean Cerulean, Patani* and Dallazi*. Associated tongues are Dhalrani, Balas* Dechan, Bhamoti and Rogizini. The desert tribes of western L'p'nth borrow extensively from the Cerulean language.

Fomorian Fomorian, Shandar*, Kolari* and Goidanese*. An associated language, borrowing from Goidanese*, is Armani.

Irava Irava and Xianese. They borrow extensively from Ced family languages especially Aratad and Salaqi.

Kakana Kakana*, Ghazai*, Kalem* and Timbaza*. In the recent past the Izza* have borrowed heavily from this group, especially for terms dealing with drugs, slavery and torture.

Kameri Kameri*, Assiran*, No'reas* and So'reas*. Omava*, Dirlla, Kazi*, Djani and Zen'dali* borrow from various members of this group.

Katai Katai, Chunai, Bayan and L'p'nth. The Sarghut* borrow certain phrases from Katai, L'p'nth and Bayan. The Fomorian dialect of the Kingdom of the East has adopted words from Katai and Chunai. Somme Kll'maun* dialects are associated with Bayan.

Korchi Korchi, Dirlla and Trean. Associated tongues are Djani and Goidanese*. The Fierazi No'reas* dialect, especially that used by the Nethagen, borrows from the Korchi language.

NOTE — *Archaic forms of Fomorian were associated with Korchi. They expunged most of that phraseology from the language.*

Lemasan Lemasan, Matan, Taolisan and Dawanese. Associated tongues are the "Eastern Tongues" and Teosan.

Nordian Djani, Ghiam*, Valhani and Novarischi. Associated tongues are Assiran*, No'reas* and So'reas*. The family members are remnants of the Empire del'Nord. The associates were among those who conquered them.

Nylasa Nylasa* (both Ga'Nylasa and Pa'Nylasa), Izza* and Mopazi*. The Fomorian dialect of Port Doman borrows from this linguistic group.

Ro'bab Ro'babzan* and Shurani*. Associated tongues are Kiraza and the old tongue of K'lza'babwe**.

**Under the Lorcan emperors the old tongue is out of favor. Ro'babzan has been the official language since the reign of Ali Lorca. The old tongue is used in the city by the noble and merchant classes.

Robari Robari is the only member of this group. They borrow from Matan and take a few words from Sair'a'cili*.

Rogizini Rogizini, Gomese, Climan, Dechan, Kiraza, Shazir, Sair'Kacili and Sair'a'cili*.

Rhuskan Rhuselska*, Yapanza*, Kll'maun*, Djakschi* and Omava*. The Kameri* borrow some terms from Omava*.

Sarghut Sarghut and Helva. The Helva and the Humagi speak Helva. Few languages borrow anything from this tongue.

Teosan Teosan and Dhalrani. The Cerulean tongue borrows from Dhalrani.

Thaliban Thaliban, Thaban*, Zen'dali, Portan, Ba'Ru, Marentian, Donaran and Zarunese. Associated tongues are Salaqi, E'lici and Xianese.

NOTE — *Portan is an argot featuring elements of the languages of most every culture within six hundred miles. Ba'Ru is a fusion of Marentian and Zen'dali.*

3.2 Supernatural and Non-Human Languages

The languages listed in Table 3.1 are spoken by supernatural forces and non-human races, See §11.9 for optional rules that may apply if these languages are used.

3.3 Cultural Variation (Optional)

Each culture in the Perilous Lands book has height, weight and other statistics listed for it. This information may be used to add flavor to your game and modify Characters to fit the culture chosen. The basic ways that this can be done are described in the following sections.

3.3.1 Height

Different peoples have different average heights. In the basic system, the average height of a male character is 70". The female average is 63". Characters from specific cultures may use the height statistics from that culture to modify their determined height (or they may pick a culture based on the height they roll.)

IMPORTANT — The height figures given in the Culture Book are the average MALE heights for the culture. The average female height can be determined as follows:

A) Where the male height is 66" or more the average female height is 10% less, rounded up.

EXAMPLE — The average Ro'babzan city-man is 76" tall. The average woman has a height of 69".

B) Where the male height is less than 66" the average female height is 5% less, rounded up.

EXAMPLE — The average male height in Katai is 64". The average female height is 61".

To modify a Character's height to take account of this factor, the following procedure should be used:

A) Subtract the average height in the basic system, 70" for males and 63" for females, from the cultural average for the culture.
B) Divide the difference by TWO and round to the highest whole number value, i.e. 4.5 becomes 5, -4.5 becomes -5.
C) ADD the result to the Character's determined height. The result is the actual height.

IMPORTANT — Use the system for determining weight as normal once the actual height is determined.

EXAMPLE — Your Character is a swordsman of Katai. His determined height is 68". His actual height, 68+((64-70)/2), is 65". (Characters are given an advantage because they are exceptional humans and more likely to be large.)

IMPORTANT — Changes in height from the system above do NOT affect any of the Character's Native Ability scores. He retains the values determined by his rolls.

3.3.2 Common Language

Each culture has an overview of the languages spoken by the population. Each language is followed by a percentage. This indicates the chance that a random encountered person speaks a language other than his native language. If the nation has a language with no percentage it is likely to be the native tongue and thus spoken by all inhabitants.

The Referee may limit a starting Character to languages spoken by the local populace. Optionally, if a language is not common, the chance of finding an instructor during Character creation can be set at double the chance that a random member speaks the language. If this chance or less is not rolled on **D100** the Character cannot start with this language.

3.3.3 Favored Weapons

The Referee may insist that a Character's first weapon skill be a weapon favored by his culture. Thus, if he is Portan, his first weapon, and the one a Skilled Master can train him in if he gets that Special Event, must be dagger, clubs or sword.

3.3.4 Favored Armor

Each barbarian nation has armor preferences. The Referee may compel Players to abide by these in purchasing their initial equipment. Thus, a Character from a nation that dislikes helmets and doesn't use shields may not start with a helmet, shield or shield skill. If his nation's preferred armor is leather, and he wishes to have armor, he has leather armor. There are other examples of reasonable limitations that can be applied. How they are, if at all, is up to the Referee.

Table 3.1: Supernatural Language Table

Language	Alignment	Speakers
Tongue of the Abyss	Chaos	Lalassu, (Beasts of Chaos), (Endukuggu and Nindukuggu)
Tongue of Ahriman	Chaos	Aatxe, Daiva, Mor'daeva, Druga, Iritxu, Rakshasha, Soul Son, (Tree of Souls)
Animal Tongues	Neutral	A single animal species, Tonah, Vily
Tongue of the Black Goddess	Chaos	(Barguest), Edimmu, (Firehounds), Ghosts, (Poltergeist)
Tongue fo the Black Sands	Chaos	Dalhan, (Desert Lions), (Gargoyle), Qutrub, Scorpion People, (Scorpion Beasts), Serpent Women, Sernemu
Tongue of the Blasted Soul	Chaos	Soul Daivas, (Tree of Souls)
Tongue of Darkness	Chaos	(Dark's Serpent), Gwyligi, Heliophobic Demons, (Kekoni), Scorpion Women, (Serpent Women)
Tongue of the Dead	Chaos	The Dead, Div, Lich, (Sernemu), Vrykalakas, (Zombie)
Tongue of Death	Chaos	Alal, Alu, Charontes, Disease Demons, Harab Serapel, Heliophobic Demons, Lalassu, Lammashta
Tongue of the Desert	Elder	Jinn Races, Ifreet, Jinn, Peri
Tongue of Dvalinn	Elder	Dwarfs, Gnomes, Norggen
Dwarf Elder	Elder	Besamar, Dwarfs
Tongue of the Earth	Elder	(Barguest), (Dzaliri), Earth Elementals, Simurgh
The Elder Tongue	Elder	Centaurs, Dryad, Hamadryad, (Haunier), Naga, Satyrs, Jinn, Peri, Vily, Water Nymph, Wood Nymph
Tongue of Elder Fire	Elder	(Barguest), Elder Dragons, Fire Elementals, Jinn, (Mushrussu), Peri
Elder Water Tongue	Elder	Asrai, (Harboul), (Mer), Naga, (Water animals), Water Elementals, Water Nymph
Elf Sidh	Sidh	Alfar, (Barguest), (Cu Sith), Daoine Sidhe, Elf, Faerry, (Fay Horse), Gwydi, Searbhani, True Sidh
Enki	Law	Ahuras, Dolaura, Edali, (White Otter)
Faerry Sidh	Sidh	Alfar, Baobhan, Baobhan Sith, Cait Sith, (Cu Sith), Elf, Faerry, Hob, Sprite, Searbhani, Whispers
Tongue of Fiery Chaos	Chaos	Fiery Spirit, Subterranean Demon, Devil, Chaos Dragon
Tongue of Gartun	Elder	Gartula, Great Apes, (Great Serpents)
Tongue of Gavreel	Law	Cadue, Maskela, (White Otter)
Goblin	Elder	(Barguest), Bugbear, Goblins, Hobgoblin, Spriggans, Trold Folk
Great Ape	Elder	Great Apes
Tongue of Hecate	Neutral	(Hellhound), Lunafey
Kotothi Tongue	Elder	Athach, Baobhan Sith, (Barguest), (Chimeara), (Cu Sidhe), Daoine Sidhe, Firbolg, Forest and Hill Giants, Fusin, (Great Ape), Great Serpent, Great Spider, Gartula Leader, Intelligent Giants, Spriggans, Sprite, Elite Troll, Trold Folk, (Wyvern)
Tongue of Labbiel	Law	Labura, Labbrila, Maskela
Tongue of Lawful Fire	Law	(Angels of Fury), Amaliel, (Blancara), Mushrussu, Hafaza, Kerubim, (Vereghina), (Flaming Steed), Law Dragon, Tower Lord
Tongue of Light	Law	Ahura, Argol, Kerubim, Maskela, Master, (Mushrussu)
Lilith's Command	Chaos	Immortal Akhkharu, Incubic Spirits, Lamia, Kumiho, (Qutrub), Vampire, (Vrykalakas)
Neutral Tongue	Neutral	Elefan, Leon, Lis, (Matapone), Matin, Midge, (Nakinal), Nar'morel, Shiroona, Trazire, Vily
The Primal Tongue	Balance	Asaghi, Asura, Balance Dragon, Cailoa, Chimana, Manu'te, Merkabah, (Other Balance), Seker*, Zehani, Zehani Wolf
Tongue of the Seirim	Neutral	Anakim, High Vily, Seirim
Tongue of the Serpent	Elder	Beithir, (Cuca), (Diraillata), (Dirasa), Dae'ta Koti, Elder Dragon, Great Serpent, Herensuge, Hydra, (Great Ape), Nebora, Tatzlwurm
Tongue of the Sidh	Sidh	Afanc, Alfar, A'mora, Anwora, Asrai, (Barguest), (Cu Sith), Cait Sith Queen, Daoine Sidhe, Elf, Faerry, (Fay Horse), Gwydi, (Hob), Larshee, Peist, Searbhani, (Sidh Boar), True Sidh
Tongue of Shadow	Shadow	All shadow, Shadow Fox, Shadow Beast, Kiana'Shan, (Shadow Warriors)
Tongue of Shurikal	Elder	Firbolg, Great Spider, (Waste Lion)
Tongue of Tiamat	Chaos	Mer, Shachihoko, Undine, Water Panthers
Tonah Tongue	Neutral	(All wild animals), (Barguest), Haunier Elder, High Vily, Neutral Dragon, Shamanic Dragon, Tonah
Troll Tongue	Elder	Border Redcap, (Common Troll), Eld Troll, Elite Goblin, Elite Troll, Grundwergen, Rock Troll, Trold Folk, Wood Troll
Tongue of the True Sidhe	Neutral	(Alfar), Anwora, Daoine Sidhe, Baobhan Sith, Baobhan, Hag, Midge, Mir, Romati, True Sidhe

Table 3.2: Supernatural Language Table (continued)

Language	Alignment	Speakers
Tongue of the Wind	Elder	Air Elemental, Jinn, Peri
Tongue of the Wood	Neutral	Abnari, Anari, Brilliant Centaur, Brown Man, Dryad, Ents, Faun, Forrestal, Green Lady, Hamadryad, High Vily, Leon, Satyr, (Unicorn), Vily
Tongue of Utgard Geror	Elder	(Barguest), Intelligent Giants, (Other Giants), (Ogres)
Tongue of Young Chaos	Chaos	Asura, Chaos Dragon, Decay Demon, Devil, Disease Demon, Flayers, Gargoyle, Heliophobic Demon, Imp, Iritxu, Nergali, Pseudothei, Rakshasha, Storm Demon, Subterranean Demon, Terrestrial Demon, Tuchulcha, Wyrm
		*(Seker) understand ALL languages.
IMPORTANT — Unparenthesized speakers are those races that actually SPEAK the tongue. Any speaker that is in parentheses is capable of understanding the tongue if it is spoken to him. They do not, as a rule, speak the tongue themselves.		

3.3.5 Basic Characteristics of the Barbarian Cultures

The barbarian cultures have certain characteristics that are common, such as their average physical size, favored weapons and general description (based on "earth" equivalents. to give the Referee an idea of what the people look like) and other points of note. The Referee should use this section to determine what equipment encountered barbarians have.

After the average height, the cultural variation height modifiers for Male and Female Characters are listed.

The A'ha'Kacili

Height: 66" (Male: −2", Female: −1"), Weight: 150 lbs.
Earth equivalent: North African Berbers.
Favored Weapons: Light Lance, Scimitar and Composite Bow.

Language: Sair'a'cili (The tongue of the tents),
Sair'Kacili (The tongue of God's tents) 30%,
Rogizini 25%, Gomese 25%,
Shandar 10%.

Other Notes: The Kacili prefer peaked helmets and flowing robes. When they choose to wear armor, only in battles, it is light leather or scalemail. The only shields used in Kacili are bucklers.

The Armagh

Height: 68" (Male: −1", Female: −1"), Weight: 160 lbs.
Earth equivalent: Irish.
Favored Weapons: War Staff, Bow, Club.

Language: Goidanese, Armani*,
Dirllaran 20%, Trean 5%,
Fomorian 10%, Korchi 10%,
Shandar 10%, Kolari 25%.

(** Armani is the native tongue of the Armagh. It is not related to any other tongue. The Armagh only use it among themselves. It is a civilized tongue with a written form.*)

Other Notes: The Armagh wear banded ring or chainmail in battle. They always wear helmets and often carry shields. In peace they dress in finely-woven cloth, furs and jewelry.

The Assiran

Height: 72" (Male: +1", Female: +1"), Weight: 200 lbs.
Earth equivalent: Scandinavian.
Favored Weapons: Axe, Sword, Spear.
Language: Assiran,
Helva 10%, Valhani 30%,
Ghiamem 5%, Kameri 20%.
Other Notes: The Assiran prefer to wear fur and leather. They dislike helmets and favor the use of heavy shields. Fur-covered boots are a common piece of apparel in this culture.

The Bal'sani

Height: 67" (Male: −2", Female: −1"), Weight: 165 lbs.
Earth equivalent: The Riffs of Algeria and Morocco.
Favored Weapons: Bow, Spear, Sword.
Language: Balas,
Dechan 30% (20%), Cerulean 20% (40%),
Rogizini 5% (10%).
(*The percentages in parentheses are for the Col'ka.*)
Other Notes: The Bal'sani use scalemail as a common item of apparel. They dislike shields and helmets. They favor strategies that allow them to hit enemies without risking damage themselves.

The Dalya

Height: 68" (Male: −1", Female: −1"), Weight: 175 lbs.
Earth equivalent: Northern Afghans, people of southern Turkestan.
Favored Weapons: Scimitar, Bow, Spear.
Language: Dallazi.
Other Notes: The Dalya commonly use bucklers, leather armor and leather helmets in battle. For everyday wear they prefer soft leather, fur and woolen vests.

The Djakschil

Height: 66" (Male: −2", Female: −1"), Weight: 170 lbs.
Earth equivalent: Lithuanians, Latvians, etc.
Favored Weapons: Spear, Short Sword, Bow.
Language: Djakschi.
Other Notes: These tribesmen only encumber themselves with shields, helmets and armor when they go to war. At all other times they prefer to wear furs, soft leather and homespun cloth. In war, their common armors are leather and banded ring.

The Fierazi

Height: 70" (Male: 0", Female: 0"), Weight: 180 lbs.
Earth equivalent: Gallic (French/Spanish), Swiss.
Favored Weapons: Longbow, Heavy Axe, Spear.
Language:
So'reas 100% (A, NA, N, I),
No'reas 100% (TA, RA, EN, NI),
Djani 10% (20% for EN, NI),
Kazi 5% (15% for A, N, I),
Dirlla 5% (30% for A), (*Group*
Zen'dali 5% (10% for I, RA, NI),
Caldan 5% (20% for N, TA, EN),
Korchi 0% (10% for A, Nethagen),
Trean 0% (10% for A).
NA: the Kona. Group N: the Suadan, the Bauvan, the Kailaran. Group I: the Mortiti, the Aliti. Group TA: the Berlita, the Pometa, the Shieta. Group RA: the Stiera, the Buera. Group EN: the Morden, the Puessen, the Vandamen, the Nethagen. Group NI: the Thurani, the Larbani, Goisni.)
Other Notes: The Fierazi rarely use armor, shields or helmets. They favor soft buckskin and have a fondness, when not at war or hunting, for brightly colored capes and fine jewelry.

The Ghazai

Height: 69” (Male: −1”, Female: −1”), Weight: 170 lbs.
Earth equivalent: Zulus.
Favored Weapons: Spear, Javelin, Fighting Dagger.
Language: Ghazai,
Sair’a’cili 5%, Fomorian 10%,
Gomese 15%, Mopazi 10%,
Timbaza 25%, Nylasa 5%.
Other Notes: The Ghazai carry a shield, spear and at least two javelins into battle. They rarely use armor and helmets. As a culture, they make minimal use of clothing. What clothing is used is made of fur or leather.

The Ghiamen

Height: 70” (Male: 0”, Female: 0”), Weight: 195 lbs.
Ancestry: These tribes are descended from the Empire del’Nord. They are light-haired and heavily built.
Favored Weapons: Axes, Heavy Swords, Polearms.
Language: Ghiam,
Assiran 5%, Kameri 5%,
No’reas 5%.

The Goidanese

Height: 70” (Male: 0”, Female: 0”), Weight: 185 lbs.
Earth equivalent: Irish, Welsh.
Favored Weapons: Spear, Sword, Hammer.
Language: Goidanese,
Dirllaran 20%, Trean 5%,
Fomorian 10%, Korchi 10%,
Shandar 10%, Kolari 25%.
Other Notes: The Goidanese carry shields in battle and often wear helmets. Their common form of armor is Ring Mail and Leather. When not dressed for war they wear woven cloth and leather sandals.

The Helva

Height: 66” (Male: −2”, Female: −1”), Weight: 145 lbs.
Earth equivalent: Turks.
Favored Weapons: Light Lance, Sword, Bow.
Language: Helva.
Other Notes: The Helva use quilted armor and bucklers. They dislike helmets. Their cloth is brightly dyed in purple, yellow and/or red.

The Humagi

Height: 66” (Male: −2”, Female: −1”), Weight: 145 lbs.
Earth equivalent: Turks, Ugric peoples of Russia.
Favored Weapons: Scimitar, Bow, Sword.
Language: Helva.
Other Notes: The Humagi prefer leather armor, leather helmets and bucklers. They are usually armed and armored. if not armored they wear a loincloth or other light garments.

The Ipanza

Height: 64” (Male: −3”, Female: −2”), Weight: 140 lbs.
Earth equivalent: Laplanders.
Favored Weapons: Spear, Javelin, Bow.
Language: Yapanza,
Rhuselska 10%, Novarischi 20%.
Other Notes: The Ipanza do not use armor, shields or helmets. They prefer soft furs and leather as clothing and make extensive use of sleds and trained dogs. They are masters of survival on the tundra and can survive where few others can.

The Izza

Height: 66” (Male: −1”, Female: −1”), Weight: 160 lbs.
Earth equivalent: The Ibo and Nigeria.
Favored Weapons: Spear, Fighting Dagger, Club.
Language: Izza,

Fomorian 50%, Mopazi 15%,
Nylasa 10%.

Other Notes: The Izza dislike helmets and shields. They wear scalemail on raids and in battle. For clothing, when they choose to wear any, they prefer furs and Fomorian cloth.

The Kakana

Height: 63" (Male: −4", Female: −2"), Weight: 140 lbs.
Earth equivalent: Tribes of Eastern Congo, especially those near the rain forests.
Favored Weapons: Daggers, Javelin, Bow.

Language: Kakana.

Other Notes: The Kakana never use armor. Both sexes in this culture wear fur or loin cloths. Clothing is minimal among the Kakana.

The Kalem

Height: 65" (Male: −3", Female: −1"), Weight: 145 lbs.
Earth equivalent: Hottentots of Southwest Africa.
Favored Weapons: Bow, Spear, Club.

Language: Kalem,
Kakana 25%, Shandar 20%,
Sair'a'cili 10%.

Other Notes: The Kalem commonly wear g-strings. They never use armor and make minimal use of clothing.

The Kameran

Height: 73" (Male: +2", Female: +2"), Weight: 165 lbs.
Earth equivalent: Northern Germanic groups.
Favored Weapons: Great Sword, other Heavy Swords and Axes.

Language: Kameri,
Ghiam 5%, Valhani 10%,
Zen'dali 15%, Assiran 20%.

Other Notes: The most common equipment is scalemail, metal helmet, banded shield and bastard sword. Great Swords are commonly restricted to chiefs and warriors who have earned the right to wield them. Young warriors use axes. For everyday wear the Kameran favor leather and, when they can get it, woven cloth. Their elite are armored in chainmail.

The Kazi

Height: 67" (Male: −2", Female: −1"), Weight: 165 lbs.
Earth equivalent: Cossacks, Southwest American Indians especially Navajo, Apache and Comanche.
Favored Weapons: Sword, Composite Bow, Fighting Dagger.

Language: Kazi,
So'reas 10%, Dirllaran 10%,
Zen'dali 20%, Caldan 40%,
Djani 5%.

Other Notes: The Kazi favor leather armor, scalemail, bucklers and leather helmets. Most warriors are armed with all of the weapons listed above. For normal wear they prefer leather and durable cloth.

The Kll'maun

Height: 69" (Male: −1", Female: −1"), Weight: 180 lbs.
Earth equivalent: The Anu of Hokkaido Island.
Favored Weapons: Spear, Broadsword, Axe.

Language: Kll'maun,
Sarghut 5%, Katai 5%.

Other Notes: The Kll'maun use bucklers and leather armor in battle. For everyday wear they prefer hardened leather and fur.

The Kolari

Height: 71" (Male: +1", Female: +1"), Weight: 185 lbs.
Earth equivalent: Scot, Welsh, Celts of Brittany.
Favored Weapons: Broadsword, Hammer, Axes.

Language: Kolari/Kolaro,

The Kalem The Kameran The Kazi The Kll'maun The Kolari

Climan	0% (10%),	Fomorian	5% (20%),
Goidanese	10% (5%),	Korchi	15% (5%).

(*The values in parentheses are used for the Kolaro.*)

Other Notes: The Kolari use leather armor and scalemail. They always carry a shield in battle if they are not fighting as an archer. Their everyday garments are fur or leather. Among the Kolaro Fomorian cloth is used extensively.

L'p'nth Tribes

Height: 66" (Male: −2", Female: −1"), Weight: 160 lbs.
Earth equivalent: Syrians, Middle Eastern Arabs.
Favored Weapons: Light Lance, Sword, Daggers.

Language: L'p'nth,

Marentian	5%,	Katai	5%,
Cerulean	10%,	Zen'dali	10%,
Bhamoti	5%.		

Other Notes: These tribes use leather armor and bucklers in battle. They rarely use helmets. Their common wear is flowing robes, with concealing face cloths, dyed in yellow or brown.

The Mopazi

Height: 66" (Male: −2", Female: −1"), Weight: 155 lbs.
Earth equivalent: The Ashanti, West African tribes.
Favored Weapons: Club, Javelin, Spear.

Language: Mopazi,

Fomorian	10%,	Ghazai	10%,
Izza	15%,	Nylasa	40%.

Other Notes: The Mopazi carry small bucklers and never use armor. Most warriors prefer to fight in the nude, clothing is little used in this culture. When clothing must be worn, they prefer woven cloth.

The Nylasa

Height: 68" (Male: −1", Female: −1"), Weight: 170 lbs.
Earth equivalent: Hausa & Fulani of West Africa.
Favored Weapons: Spear, Sword, Javelin.

Language: Nylasa 100% (80%),

Mopazi	20% (0%),	Ro'babzan	10% (0%),
Gomese	5% (15%),	Fomorian	5% (0%),
Sair'a'cili	5% (40%),	Dark Tongue*	0% (20%).

(**The tongue of the Dark City. It is used by men of the Pa'Nylasa when they speak to another initiate. At other times they use sign language, Nylasa or Sair'a'cili. The values between parentheses are for the Pa'Nylasa.*)

Other Notes: The Nylasa use shields in battle. Their elite fight in tiger skin. Other warriors wear different furs. Except in battle, and ceremonial occasions, they rarely wear much clothing. They never wear armor or helmets.

The Omavor

Height: 69" (Male: −1", Female: −1"), Weight: 175 lbs.
Earth equivalent: Poles.
Favored Weapons: Sling, Bow, Spear.

Language: Omava,

Kameri	50%,	Assiran	10%,
The Primal Tongue	(All Shamans.)		

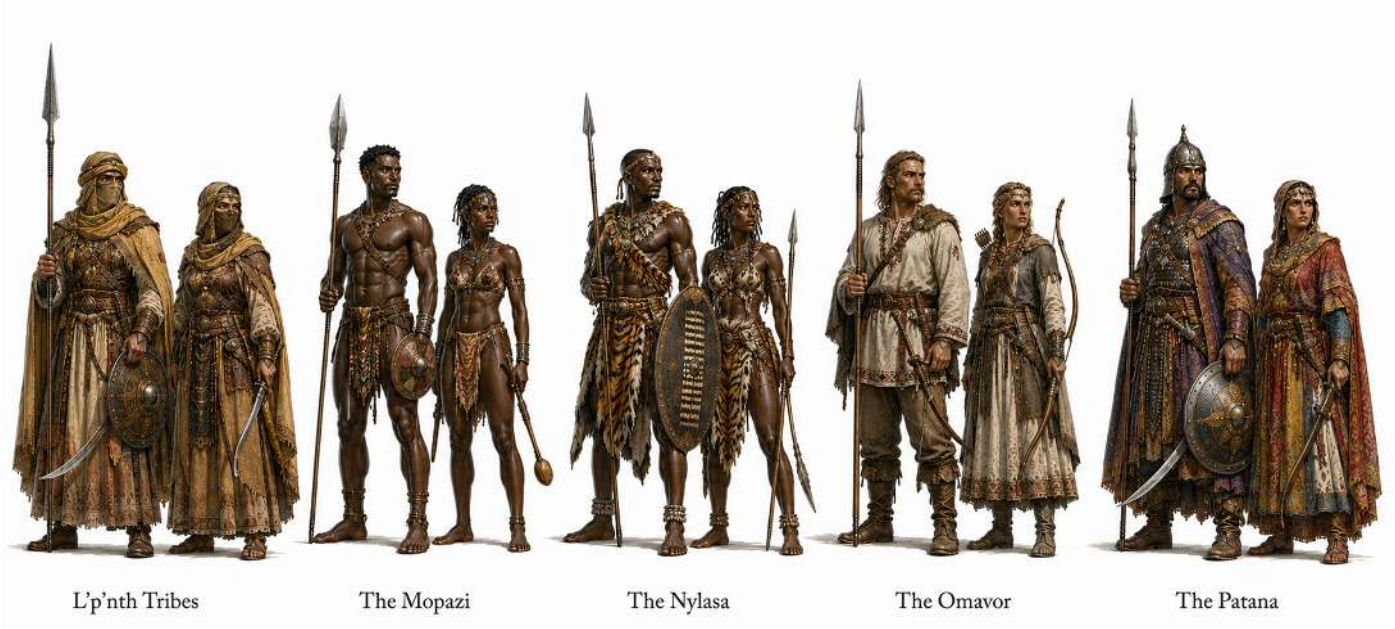
Other Notes: The Omavor wear woven cloth and soft leather. They rarely use shields, armor or helmets.

The Patana

Height: 67" (Male: −2", Female: −1"), Weight: 175 lbs.
Earth equivalent: Southern Afghan tribes, especially the Pathan.
Favored Weapons: Tulwar, Light Lance, Fighting Dagger.

Language: Patani.

Other Notes: The Patana wear leather. In battle they use bucklers, scalemail and helmets. With the rise of the new Cerulean dynasty, they have taken to wearing finely-embroidered cloth in fine robes and capes.



The Rhuselska

Height: 71" (Male: +1", Female: +1"), Weight: 185 lbs.
Earth equivalent: Great Russian.
Favored Weapons: Axe, Mace, Club, Polearms.
Language: Rhuska,
Djani 5%, Yapanza 10%,
Novarischi 20%.
Other Notes: Rhuselska warriors use shields, leather armor and helmets. In war the use of banded ring and scalemail is common. When they are not armored they wear homespun cloth and furs.

The Rizeela

Height: 68" (Male: −1", Female: −1"), Weight: 165 lbs.
Earth equivalent: Greek, Southern Italian.
Favored Weapons: Bastard Sword, Sword, Bow.
Language: Rizeeli,
L'p'nth 5%, Cerulean 5%,
Marentian 20%, Bhamoti 30%.
Other Notes: Most Rizeeli carry shields in battle. Many of them are skilled archers. They rarely use helmets and often wear leather armor or ring mail in battle. Their common wear is woven cloth and leather.

Ro'babzan Tribes

Height: 69" (Male: −1", Female: −1"), Weight: 175 lbs.
Earth equivalent: Northern Bantu stock especially the Matabele.
Favored Weapons: Spear, Club, Javelin.
Language: Native Dialects 80%**,
The Old Tongue 60%*, Kiraza 10%,
Sair'a'cili 5%, Fomorian 5%
(** The tongue of the city (Under the Lorcan emperors, The Old Tongue is out of favor. Ro'babzan has been the official language of the nation since the reign of Ali Lorca. The Old Tongue is still used extensively in the city by the noble and merchant classes.*
***Each tribe has its own dialect of Ro'babzan. They are related to each other and are not related to The Old Tongue. The dominant native dialects are N'yeta, Zalaziba and Zimmali.*)
Other Notes: The Ro'babzans prefer fur and leather clothing. They often carry shields and wear leather vests in battle. Elite warriors are outfitted in scalemail. Most warriors wear fur-covered helmets and gauntlets in battle.

The Robari

Height: 67" (Male: −2", Female: −1"), Weight: 170 lbs.
Earth equivalent: Arabs of East Africa, non-Berber only.
Favored Weapons: Poleaxe, Broadsword, Spear.
Language: Robari,
Fomorian 5%, Rogizini 5%,
Sair'a'cili 5%, Matan 20%.
Other Notes: The Robari use leather armor, helmets and shields in war. For common wear they favor simple robes with full face coverings and cowls.

The Sarghut

Height: 69" (Male: −1", Female: −1"), Weight: 170 lbs.
Earth equivalent: Mongols.
Favored Weapons: Tulwar, Scimitar, Composite Bow, Light Lance.
Language: Sarghut,
Zen'dali 15%, Katai 10%,
Helva 10%.
Other Notes: Leather armor, scalemail, helmets and bucklers are often used in battle. Most Sarghut warriors carry all of the weapon forms above into battle. For common wear they prefer leather armor and furs.

The Shandar

Height: 68" (Male: −1", Female: −1"), Weight: 170 lbs.

Earth equivalent: Most are Basque, some are Berber, many are a mixture of the two.
Favored Weapons: Battle Axe, Broadsword, Spear.
Language: Shandar.
Other Notes: Except for the A'chalani (*who outfit themselves like the A'ha'kacili*) the Shandar dislike helmets and shields. They wear leather armor and rarely use missile weapons in battle. Many of them feel that a victory is more honorable if they fight an enemy face to face.

The Shurani

Height: 66" (Male: −2", Female: −1"), Weight: 160 lbs.
Earth equivalent: Black Malay stock especially the Malagasy of Madagascar.
Favored Weapons: Club, Fighting Dagger, Spear.
Language: Shurani.
Other Notes: The Shurani rarely use armor. They wear very little clothing in the summer and furs in the winter. When available, they prefer woven cloth and other civilized niceties.

Thaliban Tribes

Height: 68" (Male: −1", Female: −1"), Weight: 165 lbs.
Earth equivalent: Goths of southern France & northern Italy.
Favored Weapons: Sword, Longbow, Spear.
Language: Thaban,
Marentian 5%, Zen'dali 10%.
Other Notes: Most warriors fight in leather armor, carry a buckler and take two of the three favored weapons in battle. They dislike cumbersome armor and helmets because they are "civilized" evils. Their common wear is buckskin and soft leather.

The Timbaza

Height: 76" (Male: +3", Female: +3"), Weight: 180 lbs.
Earth equivalent: Watusi in size, Pygmy in attitude.
Favored Weapons: Spear, Bow, Throwing Darts.
Language: Timbaza,
Kakana 10%, Ghazai 20%,
Fomorian 20%, Sair'a'cili 25%.
Other Notes: Warriors wear a quilted vest into battle. Helmets and shields are not common. Their common wear is cloth g-strings when any clothing is worn.

The Vassa

Height: 70" (Male: 0", Female: 0"), Weight: 180lbs.
Earth equivalent: Southern Slavs, especially Serbs and Bulgarians.
Favored Weapons: Spear, Sword, Bow.
Language: Vassa,
Omava 10%, Assiran 10%,
Helva 10%, Rhuska 10%.
Other Notes: Warriors favor scalemail. They often use shields and rarely wear helmets. Their common wear is soft fur and leather.

The Zen'da

Height: 72" (Male: +1", Female: +1"), Weight: 190 lbs.
Earth equivalent: American Plains Indians, Cheyenne, Sioux, Blackfoot.
Favored Weapons: Composite Bow, Scimitar, Light Lance.
Language: Zen'dali*,
Neighboring tongues** 10%.
(** There are three dialects of this language (Eastern, Central, Western regions.) **Where a given Zen'da tribe borders on another culture, the members of that tribe will have a 10% chance of speaking that culture's native tongue.*)
Other Notes: Most Zen'da warriors carry bucklers and rarely use armor. When they are armored, they use leather or banded ring. They dislike helmets. In general, they prefer to have maximum mobility and unrestricted vision in battle.

The Shandar The Shurani Thaliban Tribes The Timbaza The Vassa The Zenda

3.3.6 Basic Characteristics of the Civilized Cultures

A'Korchu

Height: 65" (Male: −3", Female: −1"), Weight: 145 lbs.
Ancestry: The Korchi are a unique and ancient people. They tend to be dark-haired with pale complexions and light builds. Pure-blooded Korchi are often albinos.

Language: Korchi,

Fomorian	10%,	Dirlla	10%,
Djani	10%,	Goidanese	10%,
Kolari	10%,	No'reas	10%.

Common Weapons: Short Sword, Bow, Fighting Dagger.

Aratad Confederacy

Height: 67" (Male: −2", Female: −1"), Weight: 140 lbs.
Ancestry: The people of Aratad are of La'Cedi stock. See the Empire of the Ced.

Language: Aratad,

Fomorian	5%,	Salaqi	20%,
La'Ced	20%,	Shandar	5%,
Portan	5%,	Gomese	20%,
Zarunese	25%,	Rogizini	5%,
Donaran	20%,	Marentian	20%,
Dechan	5%,	Irava	5%,
Bhamoti	20%.		

Common Weapons: Spear, Sling, Sword.

Ba'Rual

Height: 70" (Male: 0", Female: 0"), Weight: 170 lbs.
Ancestry: Ba'Rual ancestors are, primarily, Zen'da Barbarians & Thalibans. See Marentia for details.

Language: Ba'Ru,

Marentian	50%,	Zen'dali	30%,
Bhamoti	15%,	L'p'nth	10%,
Sarghut	5%,	Helva	5%,
Rizeeli	5%.		

Common Weapons: Scimitar, Fighting Dagger, Composite Bow.

Bhamotin

Height: 68" (Male: −1", Female: −1"), Weight: 165 lbs.
Ancestry: The Bhamotin are related to Rizeela & the Bal'sani. They merge the appearance of those people.

Language: Bhamoti,

Climan	5%,	Gomese	5%,
Fomorian	10%,	Cerulean	10%,
Donaran	10%,	La'Ced	10%,
Aratad	15%,	Rogizini	20%,
Marentian	25%,	Rizeeli	40%.

Common Weapons: Broadsword, Pike, Sword.

Caldo

Height: 67" (Male: −2", Female: −1"), Weight: 165 lbs.
Ancestry: Caldans are of Kazi stock. See the Kazi.

Language: Caldan,

Zen'dali	5%,	Dwarf Elder	50%,
Donaran	20%,	So'reas	10%,
Dirlla	15%,	Djani	25%,
Salaqi	15%,	Kazi	40%,
No'reas	10%.		

Common Weapons: Pike, Short Sword, Javelin.

Empire of Ced & Nerid

Height: 67" (Male: −2", Female: −1"), Weight: 140 lbs.
Ancestry: These people are La'Cedi. Most have dark hair and dark complexion. They tend to be dexterous and agile.

Language:

Ced: La'Ced,

Aratad	20%,	Zarunese	10%,
Salaqi*	30%,	Donaran	10%,
Climan	10%.		

(** There is a large community of Salaqi refugees in the hills near the Nerid border.*)

Nerid: La'Ced,

A'Korchu Aratad Confederacy Ba'rual Bhamotin Caldo

Rogizini	5%,	Climan	10%,
Salaqi	20%,	Zarunese	5%,
Shandar	5%,	Fomorian	10%,
Bhamoti	5%,	Aratad	10%,
Portan	30%,	Dechan	5%,
Donaran	10%,	Marentian	15%,
Kolari	5%,	Gomese	5%.

Common Weapons: Short Sword, Spear, Crossbow.

The Cerulean Empire

Height: 68" (Male: −1", Female: −1"), Weight: 175 lbs. Ancestry: The Cerulean people are kin of the Patana and Dalya. See those tribes. The people in the east are kin of Katai, those in the west are Rogizni and Bhamoti kin. Residents in the south, around Dhalran, are related to the people of Teos.

Language: Cerulean,

Balas	10%,	Dallazi	20%,
Katai	30%,	Dechan	5%,
Bhamoti	10%,	Patani	30%,
Dhalrani	40%,	L'p'nth	10%,
Teosan	10%,	Fomorian	5%,
Rogizini*	30%.		

(**The Dominant language in the Satrapy of Ba'shan.*)

Common Weapons: Scimitar, Spear, Bow.

Chiros, Ticasi, the Salaqi & the E'lici

Height: 68" (Male: −1", Female: −1"), Weight: 150 lbs. Ancestry: These people are of La'Cedi stock. They follow the characteristics of that group but are a bit larger, heavier built and lighter skinned.

Language:

Chiros: La'Ced 60%,

Donaran	50%,	Aratad	20%,
Salaqi	60%,	Climan	20%.

Ticasi: Salaqi 80%,

La'Ced	40%,	Aratad	40%,
Donaran	40%,	Caldan	40%,
Climan	40%,	So'reas	20%,
Kazi	20%,	Zarunese	20%,
Zen'dali(W)	20%,	Irava	20%,
Thaban	20%,	Thaliban	20%,
Rogizini	20%,	Goidanese	10%,
Korchi	10%,	No'reas	10%,
Djani	10%,	Ghiam	10%,
Zen'dali(C)	10%,	Marentian	10%,
Bhamoti	10%,	Cerulean	10%,
Balas	10%,	Robari	10%,
Sair'a'cili	10%,	Ro'babzan	10%,
Shandar	10%,	Gomese	10%,
Dirlla	10%,	Kolari	10%,
Trean	10%,		

Tongue of the Abyss	5%,
Animal Tongues	5%,
Tongue of Darkness	5%,
Tongue of the Dead	5%,
Tongue of Death	5%,
Tongue of Dvalinn	5%,
Dwarf Elder	5%,
Tongue of the Earth	5%,
The Elder Tongue	5%,
Elder Water Tongue	5%,
Elf Sidh	5%,
Faerry Sidh	5%,
Tongue of Fiery Chaos	5%,
Giant Tongue	5%,
Goblin	5%,
Great Ape	5%,
Tongue of Catheta	5%,
Tongue of the Jinn	5%,
Kotothi Tongue	5%,
Tongue of Light	5%,
Ashura's Command	5%,
The Primal Tongue	5%,
Tongue of the Sidh	5%,
Tonah Tongue	5%,
Troll Tongue	5%,
Tongue of the Wind	5%,
Tongue of Young Chaos	5%,
Tongue of the Desert	5%

Tongue of Elder Fire 5%,
Tongue of Lawful Fire 5%,
Tongue of the Blasted Soul 5%.

Salaqi: Salaqi,

Donaran	40%,	Shandar	15%,
Fomorian	10%,	Bhamoti	10%,
Ja'xon	10%,	Sair'a'cili	5%,
Marentian	10%,	Gomese	5%.

E'lici: E'lici,

Donaran	40%,	Shandar	15%,
Fomorian	10%,	Bhamoti	10%,
Ja'xon	10%,	Sair'a'cili	5%,
Marentian	10%,	Gomese	5%.

Common Weapons: Fighting Dagger, Sword, Spear.

Choshai, Chunrey, Katai & Regis Baya

Height: 64" (Male: −3", Female: −2"), Weight: 135 lbs. (Choshai: 142 lbs.)

Ancestry: The Katai people are unique. Most have black hair, oriental eyes and skin of a vaguely golden color. Citizens of Dzhamou, Choshai and Tirat vary somewhat. They have a paler complexion and are about 5% heavier.

Language: Choshai: Katai,
Kll'maun 35%
(*Most of the Kll'maun speakers are slaves.*)

Chunrey: Chunai,

Dawanese	10%,	Fomorian	10%,
Katai	40%,	Lemasan	10%,
Cerulean	5%,	Taolisan	10%,
Teosan	10%.		

Lower Katai: Katai,

Chunai	30%,	Fomorian	15%,
Cerulean	10%,	Taolisan	5%,
Teosan	5%,	Lemasan	5%.

Middle Katai: Katai,

Chunai	15%,	Fomorian	5%,
Cerulean	5%,	L'p'nth	5%,
Sarghut	5%.		

Upper Katai: Katai,

Chunai	10%,	Sarghut	10%,
Bayan	10%,	Zen'dali	5%,
Kll'maun	5%.		

Regis Baya: Bayan,

Sarghut	10%,	Katai	20%,
Kll'maun	40%.		

NOTE — *Areas within 400 miles of the city of Katai are Middle Katai. Areas south of this are Lower Katai. Areas to the north are Upper Katai. Most people in Katai fall into the Middle Katai category.*

Common Weapons: Swords, Spears, Polearms.

Clima

Height: 66" (Male: −2", Female: −1"), Weight: 140 lbs.

Ancestry: The Climans are of Rogizini stock, though smaller with shorter legs.

Language: Climan,

Shandar	5%,	Salaqi	30%,
La'Ced	15%,	Kolari	5%,
Bhamoti	5%,	Rogizini	5%,
Gomese	5%,	Fomorian	5%,
Donaran	5%,	Marentian	5%.

Common Weapons: Spear, Sling, Mace.

Dawana, Lemasa & Ma'Helas

Height: 62" (Male: −4", Female: −2"), Weight: 125 lbs. (Ma'Helas Height: 65" (Male: −3", Female: −1"), Weight: 138 lbs.)

Ancestry: The Lemasan family are small and dexterous people with a good deal of stamina. They tend to have light complexions, oriental eyes and light brown or black hair. The Ma'Helan's, due to centuries of inbreeding with local barbarians, are 5% larger and 10% heavier than other members of this group.

Language:

Dawana: Dawanese,

Fomorian	20%	Taolisan	10%,
Chunai	15%,	Katai	10%,
Lemasan	50%,	Eastern Tongues*	5%.

Lemasa: Lemasan,

Katai	10%,	Taolisan	20%,
Dawanese	20%,	Fomorian	25%,
Chunai	5%,	Eastern Tongues*	15%.

Ma'Helas: Matan,

Fomorian	5%,	Shurani	5%,
Dechan	15%,	Rogizini	5%,
Sair'a'cili	10%,	Robari	30%,
Cerulean	5%,	Ro'babzan	5%.

(**The languages of the three nations that Lemasa has trade ties with. Lemasa restricts knowledge of the existence of these people and very little is known about them, except by Lemasan scholars and traders.*)

Common Weapons: Javelin, Short Sword, Daggers.

Dechat, Gom, Ja'xon, No'mal, Rogizini & the Shazir of Shiben

Height: 68" (Male: −1", Female: −1"), Weight: 155 lbs.
Ancestry: The Rogizini people, in the main, have sun-darkened skin and brown hair. Most are long-legged and agile. Rogizini dancers can be exceptional.

Language:

Dechat: Dechan 80%,

Balas	20%,	Cerulean	25%,
Matan	10%,	Portan	5%,
Teosan	5%,	Sair'a'cili	15%,
Rogizini	20%,	Fomorian	10%.

Gom: Gomese,

Donaran	10%,	Marentian	5%,
Fomorian	20%,	Shandar	10%,
Rogizini	5%,	Climan	20%,
Bhamoti	5%,	Aratad	5%,
Sair'a'cili	15%,	La'Ced	5%,
Kolari	5%,	Nylasa	10%,
Ghazai	5%,	Ro'babzan	5%.

Ja'xon: Ja'xon,

Gomese	90%,	Fomorian	5%,
Marentian	5%,	Sair'a'cili	20%,
Donaran	10%,	Shandar	40%,
Rogizini	5%,	Bhamoti	5%.

No'mal: Dechan,

Fomorian	20%,	Balas	20%,
Cerulean	25%.		

Rogizini: Rogizini,

Donaran	5%,	Dechan	10%,
Climan	15%,	Marentian	5%,
Salaqi	10%,	Cerulean	20%,
Fomorian	5%,	Bhamoti	5%,
Sair'a'cili	10%.		

Shazir: Shazir,

Climan	10%,	Aratad	15%,
Donaran	40%,	La'Ced	20%,
Salaqi	60%,	Rogizini	5%.

Common Weapons: Scimitars, Daggers, Bows.

Dirllar & Treaus

Height: 66" (Male: −2", Female: −1"), Weight: 125 lbs.
Ancestry: Both of these groups have been strongly influenced by the Korchi. They are not native Korchi stock. They have the basic appearance of the Korchi except they are more robust and their complexion is more of a flesh tone.

Language:

Dirllar: Dirlla,

Korchi	5%,	Fomorian	10%,
No'reas	10%,	Djani	10%,
Caldan	15%,	Trean	10%,
So'reas	40%,	Kazi	10%,
Goidanese	20%.		

Treaus: Trean,

Elf Sidh	20%,	Faerry Sidh	20%,
The Elder Tongue	10%,	Elder Water Tongue	10%,
Dwarf Elder	10%,	Tongue of Elder Fire	10%,
Dirlla	40%,	Korchi	40%,
So'reas	40%,	Caldan	40%,
Kolari	40%,	Goidanese	5%,
Fomorian	5%,	Djani	5%,
No'reas	5%,	Kazi	5%,
Donaran	5%,	Salaqi	5%,
Gomese	5%,	Shandar	5%,
Rogizini	5%.		

Common Weapons: Swords, Daggers, Bows.

Djanesborg, Valheim & Novarask

Height: 70" (Male: 0", Female: 0"), Weight: 195 lbs.
Ancestry: Like the Ghiamen, these nations are descended from the Empire del'Nord. They are light-haired and heavily built.

Language:

Djanesborg: Djani,
Goidanese 5% (*60% for natives of Sokkvabbek*),
Dirlla 5%, Caldan 15%,
No'reas 20%.

Novarask: Novarischi 100% (5%),
Rhuselska 15% (60%), Yapanza 10% (30%),
Djani 5% (20%).

(*Those values in parentheses are used by dwellers in the Lesser City.*)

Valheim: Valhani,
Kameri 10%, Assiran 30%,
del'Nord 5%*.

(**An archaic tongue spoken by religious elders and members of the Society of Teutas. It is a corrupted form of the native tongue of the Empire del'Nord.*)

Common Weapons: Axes, Heavy Swords, Spears.

Donara & Shanda

Height: 69" (Male: −1", Female: −1"), Weight: 170 lbs.
Ancestry: Most Donarans are a mixture of Zen'da and La'Cedi stock. Civilized Shandans mix Donaran with Bhamoti, Gomese, La'Cedi, Fomorian and Shandar. Though dark hair and average features dominate, there is considerable variation in appearance.

Language:

Donara: Donaran 80%,
Xianese 20%, Salaqi 30%,
Caldan 5%, Gomese 5%,
Kazi 5%, La'Ced 10%,
E'lici 20%, Aratad 10%.

Shanda: Donaran 40% (20%),
Shandar 25% (100%), Fomorian 10% (25%),
Bhamoti 30% (10%), Ja'xon 20% (20%),
Sair'a'cili 5% (40%), Marentian 30% (10%),
Gomese 15% (5%)

(*The percentage in parentheses are used by the A'chalani.*)

Common Weapons: Swords, Maces, Bows.

The Fomorian Empire

Height: 71" (Male: +1", Female: +1"), Weight: 185 lbs. (The Kingdom of the East Height: 67" (Male: −2", Female: −1"), Weight: 166 lbs.)
Ancestry: The Fomorians are of the same stock as the Kolari, Shandar and Goidanese. Their appearance is a composite of these groups. The Fomorians of Aredan and Shestar have interbred with natives. Most of them are mulattoes, though they do not vary in size. The Fomorians of the Kingdom of the East have bred with Katai and Lemasan stock. They are 5% shorter and 10% lighter. In both cases, their appearance merges Fomorian standard appearance with that of the culture they have bred with.

Language:

Aredan: Fomorian,
Shurani 30%.

Ashudan: Fomorian
Shurani 5%, Cerulean 10%,
Matan 5%, Rogizini 10%,
Dechan 5%.

Atler: Fomorian,
Korchi 10% , Kolari 30%,
Goidanese 5%, Dirlla 10%.

Kingdom of The East: Fomorian 70%,
Dawanese, 5%, Cerulean 10%,
Lemasan 20%, Chunai 15%,
Katai 50%, Taolisan 5%,
Teosan 5%.

Fomoria: Fomorian,
Goidanese 10%, Dirllaran 25%,
Korchi 5% , Shandar 20%,
Kolari 20%, Matan 20%,
Climan 15%, Bhamoti 15%,
Rogizini 15%, Nylasa 15%,
Teosan 15%, Katai 15%,
Chunai 15%, Lemasan 15%,
Marentian 15%, Dechan 15%,
Donaran 15%.

Musira: Fomorian,
Donaran 5%, Kolari 10%,
Gomese 20%, Shandar 20%.

Port Doman: Fomorian, 80%,
Sair'a'cili 5%, Gomese 20%,
Izza 30%, Nylasa 60%.

Shestar: Fomorian,
Sair'a'cili 5%, Nylasa 10%,
Ro'babzan 20%, Kiraza 50%,
Izza 5%.

Kingdom of the Islands: Fomorian,
Goidanese 10%, Dirllaran 25%,
Korchi 5%, Shandar 20%,
Kolari 20%, Matan 20%,
Climan 15%, Bhamoti 15%,
Rogizini 15%, Nylasa 15%,
Teosan 15% Katai 15%,
Chunai 15%, Lemasan 15%,
Marentian 15%, Dechan 15%,
Donaran 15%.

Vahear: Fomorian,
Bhamoti 5%, Cerulean 5%,
Teosan 10%, Rogizini 5%,
Dechan 20%, Matan 5%.

Xan: Fomorian,
Marentian 5%, Bhamoti 10%,
Donaran 20%, Korchi 5%,
Shandar 10%, Kolari 25%,
Climan 5%, Aratad 5%,
Gomese 15%, Dirlla 5%.

Common Weapons: Swords, Spears,Polearms.

Iravoy & Xan

Height: 68" (Male: −1", Female: −1"), Weight: 180 lbs.
Ancestry: These people date from barbarians who lived in the area before the Ced conquered it. They are a robust, heavy-boned, red-haired people who tend towards stockiness.

Language:

Iravoy: Irava,
La'Ced 30%, Zarunese 20%,
Aratad 20%.

Xan: Gomese,

Donaran	10%,	Marentian	5%,
Fomorian	20%,	Shandar	10%,
Rogizini	5%,	Climan	20%,
Bhamoti	5%,	Aratad	5%,
Sair'a'cili	15%,	La'Ced	5%,
Kolari	5%,	Nylasa	10%,
Ghazai	5%,	Ro'babzan	5%.

Common Weapons: Bows, Axes, Spears.

Kirazan

Height: 68" (Male: −1", Female: −1"), Weight: 160 lbs.
Ancestry: The Kirazi are descended from Ro'babzan barbarians and A'ha'Kacili raiders. They merge the appearance of these groups.

Language: Kiraza,

Fomorian	10%,	Rogizini	10%,
Sair'a'cili	25%,	Nylasa	15%,
Ro'babzan	40%,	Gomese	10%,
Matan	10%.		

Common Weapons: Lances, Scimitars, Composite Bow.

L'p'nth

Height: 65" (Male: −3", Female: −1"), Weight: 145 lbs.
Ancestry: The people of L'p'nth merge Katai with the local barbarian stock. Only the elite remain a Katai appearance. The other citizens are almost indistinguishable from the locals, i.e. the people who lived here before the Katai exiles arrived.

Language: L'p'nth,

Marentian	5%,	Katai	5%,
Cerulean	10%,	Zen'dali	10%,
Bhamoti	5%.		

Common Weapons: Maces, Spear, Javelin.

Marentia & Zarun

Height: 70" (Male: 0", Female: 0"), Weight: 170 lbs.
Ancestry: Most of these people are descended from Thaliba and Zen'da. They are tall, well-built people with dark hair and high cheekbones. Many of their citizens have aquiline noses and exceptional strength. People of Western Zarun have La'Cedi blood instead of Thaliban. Their appearance is closer to that specified for Donarans.

Language:

Marentia: Marentian,

Gomese	10Ba'Ru	10%,	
Bhamoti	15%,	Donaran	5%,
Rogizini	10%,	Zen'dali	25%,
L'p'nth	5%,	La'Ced	10%.

Zarun: Zarunese,

Marentian	15%,	Thaban	15%,
Aratad	20%,	Climan	5%,
La'Ced	20%,	Zen'dali	25%,
Donaran	10%,	Portan	15%.

Common Weapons: Broadsword, Swords, Spears.

Ro'babzan City-Men

Height: 74" (Male: +2", Female: +2"), Weight: 210 lbs.
Ancestry: These people are descended from the sleepers of K'lza'babwe. Over time they have interbred, to some extent, with the local barbarians. This has darkened their complexions and decreased their size. (Their average height was 78". As an example of their size, history says that K'bab the Conqueror was eight feet tall and weighted three hundred and fifty pounds.) The city people have chocolate brown complexions and straight, thick, black hair. All have aquiline noses, wide faces and square jaws.

Language: Native Dialects 80%**,

The Old Tongue	60%*,	Kiraza	10%,
Sair'a'cili	5%,	Fomorian	5%.

(** The tongue of the city (Under the Lorcan emperors, The Old Tongue is out of favor. Ro'babzan has been the official language of the nation since the reign of Ali Lorca. The Old Tongue is still used extensively in the city by the noble and merchant classes.*

*** Each tribe has its own dialect of Ro'babzan. They are related to each other and are not related to The Old Tongue. The dominant native dialects are N'yeta, Zalaziba and Zimmali.*)

Common Weapons: Swords, Spear, Javelin.

Shiben

Height: 68" (Male: −1", Female: −1"), Weight: 155 lbs.
Ancestry: There are two cultural groups in Shiben, the Shazir and the Salaqi. See these groups. There is little mingling between these peoples, though they are on very friendly terms.

Language: Shazir 80%,

Climan	10%,	Aratad	15%,
Donaran	40%,	La'Ced	20%,
Salaqi	60%*,	Rogizini	5%.

(**There is a large Salaqi community in Shiben.*)

Common Weapons: Vary.

Shurikal

Height: 66" (Male: −2", Female: −1"), Weight: 160 lbs.
Ancestry: The civilized citizens of Shurikal have the same appearance as the Shurani barbarians. Their clothing is much finer and their use of cosmetics and perfumes make a major difference, but, essentially, the are the same.

Language: Shurani,

Tongue of the Kotothi 5%*

(* *Members of the Caste of Power & the Shurani Guard speak this tongue. It is the tongue of the elite in this nation.*)

Common Weapons: Club, Fighting Dagger, Spear.

Taolisa

Height: 67" (Male: −2", Female: −1"), Weight: 150 lbs.
Ancestry: Taolisans are kin to the Lemasans but are much larger with heavier builds. other than this, their appearance is identical.

Language: Taolisan,

Katai	10%,	Fomorian	15%,
Lemasan	20%,	Dawanese	30%,
Chunai	10%.		

Common Weapons: Sword, Daggers, Polearms.

Teos

Height: 60" (Male: −5", Female: −2"), Weight: 130 lbs.
Ancestry: The Teosans are an ancient race, descended from subject peoples who survived the destruction of the area's previous empire and the creation of the Wasted Lands. Most have swarthy brown skin, fine-boned features and coal black hair. They can be compared to earth's Indonesian people.

Language: Teosan,

Taolisan	10%,	Katai	10%,
Cerulean	25%,	Fomorian	50%,
Dechan	5%.		

Common Weapons: Javelin, Bows, Daggers.

Thaliba & Porta

Height: 68" (Male: −1", Female: −1"), Weight: 150 lbs.
Ancestry: The Thalibans are an ancient people who entered the area more than 2000 years ago as barbarian invaders. Their appearance is very close to that listed for the Thaliban tribes, though their fine clothing, coiffures and cosmetics make them appear much more handsome. The Portans are the "mutts" of the Sea of Tears. They have citizens from all of the nations washed in by its shores. Porta is a melting pot for this area.

Language: Thaliban,

Rogizini	(5%),	Aratad	5% (15%),
La'Ced	5% (10%),	Salaqi	10%,
Donaran	5% (5%),	Zarunese	5% (20%),
Kolari	(5%),	Thaban	5% (10%),
Portan	5% (60%),	Fomorian	10%,
Shandar	(5%),	Gomese	5% (10%),
Marentian	5% (15%),	Zen'dali	10%,
Climan	5% (10%),	Bhamoti	5% (5%),
Cerulean	(5%).		

(*The values in parentheses are used by natives of Porta.*)

Common Weapons: Thaliba: Sword, Polearms, Crossbow, Porta: Daggers, Clubs, Swords.

A pair of Ipanza hunters.

4 Character Skills

4.1 Learning Skills

All skills are purchased with EXPERTISE POINTS. The number of Expertise points it takes to learn a skill at Starting Level is determined by its Cost to Learn. You will start the game with a number of expertise points as determined in Initial Increases, §2.3.5. Expertise is expended either to gain new skills OR to improve skills that the Character already has.

All skills are increased in Expertise Levels (**EL**). Combat skills start at **EL0**, whereas most Other skills have a starting level, unless specified otherwise.

4.2 Increase of Skills

All skills have a Cost per **EL** Increase listed. This determines the number of expertise points needed to increase the skill to the next **EL**. Where the Cost is a fixed number, this is ALWAYS the cost required per additional level. Where a New Expertise Level (**NEL**) factor is listed, the cost to increase is the **NEL** times the factor listed in Expertise Points..

EXAMPLE — If the New Level is 4 and NEL×5 is listed 20 points are required to advance. If NEL^2 is listed, 16 points are required, i.e. 4×4.

A Character wishes to increase his skill with the Bastard Sword from EL3 to EL5. The cost to do so is (4×7)+(5×7), 63 Expertise Points.

4.2.1 Education

Characters may use Education to learn skills. Per day allocated to a skill, ONE Expertise Point is earned. If any other actions are taken during that day, the gain is reduced 50%, retaining fractions.

Instructors

If the Character engages an Instructor in a skill, he will DOUBLE the Expertise gain per day of study. An Instructor can never increase your **EL** beyond his. If he is not another Player, or a Contact, he must be paid **1CC per EL** per week (*for skills with a Maximum **EL** of 80*) or **1SC per EL** per week (*other skills*).

4.2.2 Experiential Training

Expertise may be gained through the successful use of skills that are already known. Per encounter, in which a specific skill is used successfully, the Character gains the expertise specified in Table 4.1.

Table 4.1: Expertise Gain

Skill Type	Point Gain	
Combat Skill	**CDF×2**	
Other Skill	**1D10**	
Magic Skill	**MDV×2** or **BMC×2**	See §6.2.2

EXAMPLE — A character with EL3 in the Dagger uses it to score a hit in a battle. He will gain CDF×2 Expertise points for using it in that battle. If a Jeweler succeeds in determining the value of a gem he gains 1D10 points towards increasing his skill as a Jeweler.

The points above are gained for Success. For Combat Skills, success is scoring damage. For other skills, success is getting the desired result.

EXCEPTION — Shield users succeed when they block a Shield Hit in battle. If their shield is not hit, Partial Success will apply.

4.2.3 Partial Success

For all skills, points can be gained for Partial Success. For Combat Skills, Partial Success is using a skill but not scoring any damage with it. For other skills, Partial Success occurs when your roll is 1 to 25, inclusive, higher than your chance of success.

Each time that Partial Success is achieved, the Character will receive ONE Expertise Point in the skill used.

4.2.4 Failure

If a Combat Skill is not used, or another skill fails, failure is the result. No Expertise is gained for Failure. For Magic, see Chapter 11 for the results of Failure.

4.2.5 Continued Attempts

For Other Skills ONLY, the Character can make continued attempts to succeed. If a continued attempt follows Partial Success, the chance of success is not reduced. If it follows Failure, the chance is reduced 50%, rounded down. The reduction applies only for the thing that the Player is having his Character re-attempt. The effect is cumulative.

EXAMPLE — A Locksmith has a 62% chance of picking a lock. He fails with a roll of 89. If he re-attempts the effort, his success chance is 31%. He rolls 68. His third try has a 15% chance of success.

4.3 Maximum Level

The Maximum **EL** that a character can achieve in a skill is based on the characteristics that apply to that skill. The Current Maximum is determined using the Character's Current Ability ratings in the characteristics that apply. If "or 80" is specified, the maximum limit, regardless of characteristics, for that skill is **EL80**.

Where an **EL** is specified, no characteristics apply. The specified **EL** is the maximum limit. In all divisions, round up.

4.4 Combat Skills

Skills that have a direct influence on Combat. See Book Two for the rules that govern weapon use in play. Weapon skills, listed in Table 4.3, are initially gained in a specific Weapon Course. See Table 4.2 for an overview of which weapons belong to a weapon course. After a skill is learned, and skill for all weapons in that Weapon course is gained at **EL0**, each weapon in the class is advanced individually.

EXAMPLE — A Character with Heavy Sword skill can have EL4 in Broadsword, EL1 in Bastard Sword and EL0 in Great Sword.

ALL Combat Skills start at **EL0** unless special circumstances apply.

Table 4.2: Weapon Types

COURSE NAME	WEAPONS INCLUDED
Axe	Throwing Axe*, Axe, Battle Axe, Hand Axe
Bow	Bow, Composite Bow, Longbow
Crossbow	Light and Heavy Crossbow, Arbalest
Dagger	Throwing Dagger, Fighting Dagger
Heavy Lance	Heavy Lance
Heavy Sword	Broadsword, Bastard Sword, Great Sword
Light Lance	Lance**
Light Sword	Epee, Rapier
Mace	Club, Mace, Flail, Hammer
Miscellaneous Throwing Weapons	Rocks, Bottles, Chairs, Shuriken, Molotov Cocktails, Throwing Net, Bolas, etc.
Polearms	Halberd, Poleaxe, Glaive
Repeating Crossbow	Repeating Crossbow
Scimitar	Scimitar, Tulwar
Spear	Spear, Javelin, Pike
Sling	Sling, Handle Sling
Sword	Sword, Short Sword***
Throwing Axe	Throwing Axe
War Staff	War Staff, any pole of usable dimensions
Whip	Bullwhip, Cat of Nine Tails, Knout, Lash

* Skill applies for fighting with the weapon only. You must learn Throwing Axe to throw it effectively.
** Light spears intended to be thrown, and used as thrusting weapons, from horseback. Lance skill trains the user in both. If a Character has Lance skill, he may use light spears and javelins from horseback at ½ his **EL**, rounded up, in the weapon used.
***The Short Sword is a weapon with a short, wide blade that is intended for thrusting and is best used with a shield. The standard sword used by Roman legions is a fine example of this type of weapon.

4.4.1 Use of Expertise

Weapon **ELs** are used in combat to subtract from your attack roll OR add to the roll of a single attacker that is attacking you. You may not do both during the same phase. Missile Weapon **ELs** may only be used OFFENSIVELY, i.e. on your attack roll. They have no defensive value.

Weapon Expertise will increase the amount of damage that the Character will score on Deadly and Severe hits. The **EL/2**, rounded up, applies on Severe Hits. The **EL** is added for Deadly Hits.

EXAMPLE — If the EL is 7, +4 damage is scored on Severe hits and +7 on Deadly hits.

When examining a weapon that you are skilled in, the **EL×10** is your chance of determining whether it is a good weapon. If the item was made by another race or is magical the chance is **EL×5**. Success yields a correct appraisal of the weapon's quality, Partial Success means the Character is unsure, Failure indicates the appraisal is inaccurate. The Referee will inform the Player that it is excellent, good or bad.

4.4.2 Untrained Use

When a Character uses a weapon that he is not trained in he will ADD the **COST TO LEARN** for the weapon type to his attack roll.

EXAMPLE — If a Character picks up a Scimitar without training, he adds 20 to his roll, i.e. a 24 becomes a 44.

Per Expertise Point gained with the weapon, either educationally or in combat, this inexperience factor is reduced ONE. It reaches zero when you have achieved **EL0** with that weapon. A Character is considered untrained as long as he is required to add any amount to his attack roll due to his skill level.

Points are gained as specified for Combat Skills in the preceding portions of this section. While untrained status applies, the Character may not use any **WSB** that applies for the weapon. He has yet to discover how to employ it efficiently. If the weapon has a **WSB** of 0 or −1, lower the **WSB** by 1 while the Character is untrained.

4.4.3 Shields

This skill allows the use of shields in combat. The **EL** with the shield is added to the **AV** of the shield being used. **AV+EL** is the total damage that a shield can block in combat without being broken itself.

Characters may add their shield **EL** to opponent's attack rolls. The factor added may not exceed the **AV** of the shield used.

IMPORTANT — At no time may a Character using his EL more than double the AV of any shield that he is using. If the AV of a shield is 8 the Character may not add more than 16.

Untrained Use

When unskilled persons use a shield, the **AV** is reduced by 4. Per 5 Expertise Points gained, the reduction is reduced 1. The reduction reaches zero when **EL0** in the Shield has been attained.

4.4.3.1 Non-Combat Use

As for Weapons.

4.4.4 Horsemanship

The ability to ride a horse. Where mounts other than horses are available, the skill is gained individually for EACH creature. If the person learning is already a trained horseman, reduce the cost to gain the knowledge at **EL0** by **20** expertise points.

Table 4.3: Combat Skills

Skill	Cost To Learn	Per EL Increase	Maximum Level
Axe	18	**NEL×6**	**(S+St)/10**
Bow	27	**NEL×9**	**(D+A)/10**
Crossbow	35	**NEL×8**	**(S+D)/10**
Dagger — Fight	12	**NEL×5**	**(St+D)/10+EB**
Dagger — Throw	24	**NEL×7**	**(D+A)/10**
Heavy Lance	35	**NEL×8**	**(S+A)/10**
Heavy Sword	25	**NEL×7**	**(S+St)/10**
Horse Archery	15	**NEL×4**	**(D+A)/10**
Horsemanship	40	**NEL^2**	**(D+A)/10+SB**
Light Lance	25	**NEL×6**	**(D+A)/10**
Light Sword	20	**NEL×6**	**(D+A)/10**
Mace	20	**NEL×6**	**(S+St)/10**
Martial Arts	60	**NEL×12**	**(S+St+D+A)/20**
Miscellaneous Throwing Weapons	5	**NEL×10**	**(D+A)/10**
Polearms	30	**NEL×7**	**(S+St+D)/15**
Repeating Crossbow	50	**NEL×9**	**(St+D)/10**
Scimitar	20	**NEL×6**	**(St+A)/10**
Shield	25	**NEL×6**	**(S+D+A)/15**
Spear — Fight	15	**NEL×5**	**(S+D)/10**
Spear — Throw	22	**NEL×6**	**(D+A)/10**
Sling	30	**NEL×8**	**(D+A)/10**
Sword	15	**NEL×5**	**(St+A)/10**
Throwing Axe	25	**NEL×6**	**(D+A)/10**
Two-weapon Fighting	15	**NEL×8**	**(S+D+A)/15**
Unarmed Combat	20	**NEL^2**	**(S+St+D+A)/20**
War Staff	15	**NEL^2**	**(S+St+D+A)/20**
Whip	30	**NEL×8**	**(St+D+A)/15**

Expertise Effect

A) When fighting from horseback, on a war-trained mount, add the Horsemanship **EL** to the **EL** of the weapon used for all hit chance and damage modifiers.

B) The Horsemanship **EL** may always be used independently of the Weapon **EL**, i.e. one can be used offensively while the other is used defensively.

C) The **EL** required to ride and control each type of mount, for which Horsemanship is applicable, is listed in Table 4.4.

Table 4.4: **EL** required to ride mount types

Mount Type	**EL**	Mount type	**EL**
Draft Horse	0	War Horse I	2
Riding Horse I	0	War Horse II	3
Riding Horse II	1	War Horse III	5
Riding Horse III	3	War Horse IV	9
Riding Horse IV	5	War Horse V + up	13
Mule	0*	Hippogriff	6
Donkey	0*	Griffin	8
Ox and Bovines	0*	Roc	10

*May never be used in combat. The rider must dismount to fight.

D) In combat, while charging only, the rating of a war-trained mount is added to the horsemanship **EL** of the rider IF that **EL** is sufficient to control the mount. The same factor is added to the damage scored by a charge, if the mount is controlled.

E) The **EL** of a horseman that cares for his wounded mount is subtracted from its healing chance roll, in addition to any healing skills that he may have. The **EL×10** is his chance of determining how good the animal is without husbandry skill in horses. If judging a related species to one he has skill in **EL×5** is used.

4.4.5 Horse Archery

The ability to use Bows from horseback. The Maximum **EL** that a Character can use when firing from a mount is equal to his Horse Archery **EL** OR his **EL** with the weapon, whichever is less.

EXAMPLE — An archer has EL9 in Horse Archery and EL5 with the Composite Bow. With a Composite Bow, he will fire using an EL of 5 when mounted.

The Character's Horse Archery skill is subtracted from the modifier listed in the Combat section of Book Two for firing from a Moving Mount.

EXAMPLE — The Archer above will subtract 9 from the modifier listed for the Composite Bow. Were he EL9 with that bow he would subtract his full EL of 9 in Horse Archery.

4.4.6 Martial Arts

The character has studied the discipline of both unarmed combat and various forms of weapon combat. His unarmed attacks can affect any target regardless of armor. In addition, his **EL/3, rounded down,** is added to his **EL** with any weapon he has the skill to use. At no time may this increase more than double his **EL** with that weapon.

OPTIONAL — Martial artists learn special methods of using weapons and their hands. If the Referee wishes, specialty strikes of various kinds may be added for such characters. If so, the **EL** in the strike method is raised independently of the Martial Artist **EL** AND may never exceed the character's **EL** as a martial artist.

4.4.7 Miscellaneous Throwing Weapons

The weapons included here are Rocks, Bottles and whatever else the Referee chooses to add or allow. The rules are as for other weapons, see §4.4.1. After learning at **EL0** skill goes up individually for different items.

4.4.8 Two-weapon Fighting

Fighting with two weapons, or light weapons, is a unique style that can be used. The requirements to do so are:

A) A two-weapon user must be trained in both weapons if they are different.
B) A two-weapon user must complete a course specifically in using this technique. After completing the course, he will raise his two-weapon **EL** separately from his skill in the weapons that he uses. He gains expertise in the weapon(s) used and in two-weapon skill, when they are used in combat.
C) A two-weapon user must have two, functional weapons, that fit within the size limits required to use this skill, in order to use the technique once it is learned.

EXAMPLE — If he is carrying a sword and a dagger, he can use the technique. If he is carrying a sword and a broadsword, he may not.

The basic methods of using this technique are:

1) He may use his **EL** offensively and attack twice in the same phase. When he does, his **EL** is divided as he desires between the two attacks. In addition, his first attack will strike one position higher on the attack priority table.

   IMPORTANT — When the two-weapon user uses this option, people who attack him during that phase, in normal melee combat only, will subtract FIVE from their roll to hit, i.e. a 41 becomes a 36.
2) He may make one attack during the phase and use his other weapon to block incoming attacks, as for a shield. In this case, he will divide his **EL** between offense and defense as he desires. His defense will apply as a shield using the **FV** of the weapon as its shielding **AV**.
3) He may fight defensively, without attacking. In this case his full **EL** applies defensively and the **highest FV** of the two weapons **+2** is used as the shielding **AV**, i.e. if he has two swords, the shielding **AV** is 9+2, 11.

Special Rules

A) The shielding effect in 2 and 3 above does not apply against magic. It is negated against attacking creatures and weapon-users if the **SB**+(**NWI**×(−1)) or **SB**+**WSB** is greater than or equal to the shielding **AV**.

   IMPORTANT — Do not include the EL in calculating this factor. Do include it in determining whether the blow will break the weapon. (Only the portion of the EL that is applied defensively will ever be applied in any way in resisting breakage.)
B) Damage and breakage rules are as specified for shields in §9.8. If two weapons are used defensively, both take damage if damage is scored. If the blow is sufficient to break the weapon, when two are used, the one with the lowest **FV** is broken and the other takes 1 damage point.
C) Only weapons with a base **WSB** of ZERO or less, excluding magic enhancements and special benefits gained through manufacturing race or specific uses, AND a weight of TWO pounds or less, that are not solely missile weapons, may be used for this technique.

   EXCEPTION — Unless the Referee specifically allows it, only swords and sword form weapons can be used for this technique. Axes may not be. (They are light enough but do not have the physical dimensions necessary to be used effectively.)

4.4.9 Unarmed Combat

The Character is skilled in unarmed combat. The **EL** is used, as specified in §4.4.1, when the Character is fighting with his bare hands. The damage scored using this skill is detailed in Book Two, Chapter 9.

The fighter may not score additional damage against an armored, including natural armor, opponent unless his **EL** is greater than the **AV** or **NAV** of the target's armor.

EXAMPLE — To gain a damage increase against a person in Plate Mail your EL must be 5 or higher. To gain it against a Dragon, NAV 6, the EL must be 7 or higher.

4.5 Magic Skills

See Book Two, Chapter 11. All skills start at **EL0**. Completion of the basic training for the Magic Path gives the Character Spell Knowledge, Experience, and Expertise as specified in Chapter 13.

A scimitar.

4.6 Other Skills

Other skills are physical skills that give a Character an increased chance of success in performing certain actions and skills that allow the Character to use special skills in play. The starting **EL** in these skills is determined as specified in Table 4.5.

NOTE — *For skills where an item is made, the time stated is for making that item and doing nothing else. If some other action is taken, double the time required to make the item, i.e. per day doing something else as well you get ½ days progress on the item.*

Table 4.5: Starting **ELs** for Other Skills

Maximum EL	Starting EL
X or 80	The starting **EL** equals the highest Current Ability that the Character has in a Characteristic that applies to that skill.
Other*	Other skills that are not increased to 80, i.e. those that "or 80" is not listed for. To calculate the starting **EL**, use the highest characteristic that applies. Divide this number by the divisor that is used in the Maximum **EL** formula, or ten, whichever is higher. Round up. The resulting number is the starting **EL**, with a maximum of ten.
Language	The starting **EL** for a new non-native language equals the Empathy of the Character. For a language of another race it equals the **Empathy divided by 2**, rounded up.
Carrying	The starting **EL** equals **Strength divided by 2**, rounded up.

*Where a bonus is used to determine the maximum **EL** in one of these skills, that characteristic does not apply in determining a Character's starting **EL** in that skill.

EXAMPLE — A Character learns Climbing. His starting EL is derived from Strength or Agility, divided by ten and rounded up. Stamina does not apply in determining the starting EL. A Character becomes an Assassin. His starting EL equals his highest applicable Current Ability divided by 20, rounded up.

4.6.1 Architect

Player Architects must specify whether the Character is a military or civilian architect. Both specialties allow him to design structures, create simple machines and engines and detect weaknesses or points of easy access in structures. Military architects use the skill at full value for military buildings and design. When either uses his skill in the other's area, his **EL** applies at ½ value (rounded down). The cost to learn the other specialty, once the first is known, is 75 expertise points. The starting **EL** in the second field may not exceed the Current **EL** in the first specialty.

OPTIONAL — A second architect type, using the factors above, is the Naval Architect. This specialist learns to design and analyze the structure of ships. Within this specialty, the Referee should require specialization as either a military or civilian naval architect. This has the advantages stated above except it applies to shipping and facilities with a maritime function, i.e. wharves, piers, warehouses, quays, etc.

4.6.2 Armorer

The Character is skilled in the manufacture of weapons and armors. The effects are:

A) The Armorer may make a metal item on the Weapon or Armor table, or any item that is used as a weapon or armor that does not require magic to produce.

B) If the **AV** or **WSB** of the item is greater than or equal to the Armorer's **EL divided by 10**, rounded up, he may not make the item. For shields, the **AV** is **divided by 2** and rounded down.

C) The time required to make an item is equal to the **AV** or **WSB**, plus 1, squared in days. For **WSB** −1 weapons the time required is ½ day. For Shields and Helmets, the value is not squared.

NOTE — *If the Armorer has assistants, reduce the time needed to make a given item by his **EL/20, rounded up** for each of them. The maximum reduction is 25% of the determined time, rounded up.*

EXAMPLE — An EL40 Armorer wants to make Chainmail. It will take, 3+1 squared, 16 days for him to do so working by himself. With two assistants he completes the same job in 12 days.

D) The Armorer can evaluate a weapon or piece of armor as for the Artist.

E) An Armorer can repair damage to armor and weapons. The time required to repair **1D3−1+EL/20** (rounded down) points of damage is 5% of the time it takes him to make the item. If he is not skilled enough to make an item he cannot repair it.

EXAMPLE — A soldier takes his damaged platemail to an EL53 Armorer. His time to make that item is 25 days. Per one and a quarter days he repairs 1D3+1 points of damage done to it.

NOTE — *An Armorer must have access to tools and a forge to make or repair metal items.*

IMPORTANT — For Elf and Dwarf Armorers the calculation for repair times is based on the AV for the armor type not the actual AV of the armors made by their race. A Dwarf Armorer repairs dwarven platemail with the same speed that a human armorer repairs human platemail. In making armor or weapons, use the actual AV or WSB.

F) In making arrowheads the time determined for the **WSB** yields a number of arrowheads equal to the **EL/10+1 (rounded up)**. Elven arrowheads are made based on a **WSB** of 1 not their actual 2.

4.6.3 Artist

The Character is skilled in various media of artistic expression. He must select one form as his primary specialty, i.e. painting, sculpture, etc. The skill may be used to:

A) Analyze the quality of Artwork — Success will yield the value of the piece. Partial Success will give the value within 20% in either direction. Failure will give a value within 100% in either direction. The Character will believe any value determined to be correct.

Table 4.6: Other Skills

Skill	Cost to Learn	Per EL Increase	Maximum Level
Architect	150	**8**	**(I+W+Em)/2 or 80**
Armorer	100	**9**	**I+W+(StB×5) or 80**
Artist	60	**5**	**(W+D+Em)/2 or 80**
Assassin	200	**NEL×15**	**(I+W+D+A)/20**
Badlander	50	**10**	**(A+Em)+(StB×5) or 80**
Blacksmith	10	**5**	**(S+W) or 80**
Boatman	40	**9**	**(S+A)+(StB×5) or 80**
Bowyer	45	**7**	**(I+W+D)/2 or 80**
Brewer	10	**3**	**(I+Em) or 80**
Carpenter	10	**5**	**(W+D)+StB×5 or 80**
Carrying	10	**2**	**(S+St)/2, rounded up**
Climbing	20	**NEL²**	**(S+A)/10+StB**
Clothier	10	**4**	**(W+D+Em)/2 or 80**
Deftness	15	**3**	**(W+D) or 80**
Disguise Artist	30	**5**	**(I+Em+D)/2 or 80**
Entertainer:	40	**NEL²**	
Acrobat			**(D+A+E)/15**
Actor			**(I+E+Em)/15**
Dancer			**(A+Em+Ap)/15**
Musician			**(D+Em)/10**
Singer			**(W+E+Em)/15**
Eroticist	70	**NEL²**	**(W+Em+A+Ap)/20**
Executioner	30	**NEL²**	**(S+W+E)/15**
Fletcher	10	**4**	**(W+D) or 80**
Forester	40	9	**(S+A)+(StB×5) or 80**
Gambler	60	**NEL×5**	**(W+D+E+Em)/20**
Healer	120	**20**	**(I+Em)/10**
Herbalist	80	**7**	**(I+Em) or 80**
Husbandry	30	**8**	**(W+Em) or 80**
Jeweler	100	**10**	**(W+D) or 80**
Language of Another Race	30	**3**	**EL60**
Language of Your Own Race	20	**2**	**EL80**
Locksmith	25	**7**	**(W+D) or 80**
Mason	10	**5**	**(S+St) or 80**
Merchant	45	**5**	**(W+E) or 80**
Miner	30	**6**	**(S+St) or 80**
Moneylender	60	**5**	**(I+W+E)/2 or 80**
Mountaineer (Hillman)	40	**9**	**(S+A)+(StB×5) or 80**
Navigation	80	**12**	**((I+W)/2)+Emor 80**
Potter	10	**4**	**(D+W+Em)/2 or 80**
Read and Write	45	**3**	**(I+Em) or 80**
Rhetoric	30	**NEL²**	**(W+E+Em)/15**
Scholar	100	**6**	**(I+W+Em)/2 or 80**
Scribe	30	**4**	**(D+Em) or 80**
Seaman	25	**5**	**(S+St+A)/2 or 80**
Servant	10	**3**	**(St+I+Em)/2 or 80**
Sign Language	15	**2**	**(I+Em) or 80**
Smuggler	120	**8**	**(D+W+E)/2 or 80**
Supernatural Language	60	**6**	**(I+W+Em)/3 or 60**
Survival	20	**15**	**(I+Em)/10+StB**
Swimming	15	**NEL×5**	**(S+St)/10+AB**
Tanner	10	**5**	**(St+W) or 80**
Teamster	10	**3**	**(St+W) or 80**
Thief	90(120)	**10**	**(I+D+A)/2 or 80**
Tracking	20	**NEL²**	**(W+Em)/10**
Trailing	15	**4**	**(I+Em+A)/2 or 80**
Vintner	15	**4**	**(I+Em) or 80**
Watercraft	25	**5**	**(S+St+A)/2 or 80**

B) Create Art — The Artist can produce valuable artwork. The cost of the materials will be determined by the Referee based on what the artist wants to make. The value of the finished piece will equal the cost of the materials times **(EL/20, rounded up+1)** The time required to create the item is at the Referee's discretion.
C) Specialty — The artist uses his **EL** at full value in his specialty and HALF value (rounded down) for other art forms. He may gain additional specialties at his current **EL** for **30 EP**. Each increases separately in play.

4.6.4 Assassin

Entry into the Assassin's Guild is restricted to the children of Assassins, persons sponsored by Assassins and individuals that influence the Assassins AND have promising characteristics.

The chance of a Character being accepted is equal to his Maximum **EL×6**, using Maximum Ability ratings. If the attempt is made, and fails, the Character starts the game with the ill favor of the Guild.

The Assassin skill gives the following benefits:

A) Subtract the **EL** from Combat rolls, when he ambushes a victim successfully.
B) Subtract the **EL×2** when he tries to ambush someone.
C) Subtract the **EL×3** when he Trails someone or tries to hide.
D) The **EL/3**, rounded down, is added to the Character's **OCV**.
E) All Assassins gain the following skills as part of their training in addition to their Assassin skills: Trailing **Maximum EL**, City Survival **Maximum EL**, Martial Artist **Maximum EL**, Climbing **EL2**, Swimming **EL2**, Rhetoric **EL2**. City-born Assassins are allowed to replace the City Survival increase for their skill with Underground II survival, to reflect their knowledge of the city's sewers and labyrinths.
F) When an Assassin attacks from a successful ambush, the following damage results:

Deadly hit (SB+1)D10+(EL as Assassin×2) + all normal Modifiers.
Severe hit 2D10+EL as Assassin + all normal modifiers.
Normal hit 1D10+EL as Assassin/2 (rounded down) + normal modifiers.
Shield hit As for Normal Hit above.
Miss As for a normal Shield Hit.

G) The Assassin will always add his **EL/3**, rounded down, to his **EL** with any weapon that he is trained to use.

Expertise Points

Assassins gain **1D10+countable hit points** each time that a successful ambush results in a kill or a deadly hit. In all other cases where the skill is used successfully, he will receive the normal **1D10** points for expertise.

EXAMPLE — An assassin slays a normal man. He will receive 1D10+11 if he scores the full 11 hits (i.e. 9 plus 2 for the DTV) that are possible. Against Vlad Stonehand, HPV 51, DTV −5, a successful blow could yield as much as 66 expertise points in the skill.

IMPORTANT — Assassins may only gain sufficient expertise from a single encounter to allow them to increase one level as assassins. Any points gained over the number required to reach the new level are lost.

Restrictions

The Assassin's Guild is strict. No Player Assassin may impart the secret knowledge and techniques of the Guild to any non-member. If they do so, EVERY member of the Guild is obligated to kill him.

The Assassin should remain available to his Guild, so that he may be assigned "projects". The maximum station of the target assigned will equal the Assassin's **EL+1**. The price paid to him, by the Guild, equals the **Station of the victim+1** squared in Silver Coins. (To take out a contract on someone, ½ this amount in Gold Coins must be paid).

Assassins may contract on their own as long as the Guild receives 50%, is appraised of the target and gives permission. Failure to insure any of these will result in heavy Guild penalties, as determined by the Referee.

Guild Assassinations (Optional)

The basic amount that the Guild pays its assassins is only 20% of what they receive. While this is appropriate for thugs and inexperienced guild members, it is insufficient for a Master Assassin (especially if he is a loyal guild member with a good reputation). If you agree, the fee paid by the Guild can be the base fee, plus an additional percentage equal to **(EL−4)×5% or 75%**, whichever is lower, of the total amount paid to the guild. The minimum payment will always be the base fee.

EXAMPLE — The Guild receives 2GC to kill a merchant. The assassin chosen receives a base of 4SC to do the job. If his EL is 4 or less, this is all that he gets. If his EL is 8 he receives an additional 20% (8SC) because of his skill and reputation. In the best case, EL19 and up, the assassin would make 15SC on the job.

NOTE — *It is logical to assume the Assassin's Guild members would have safe houses and other facilities available to them, as specified for the Thieves Guild. Such facilities should be made available to guild members.*

4.6.5 Badlander

The Badlander is skilled in finding his way through unfamiliar and/or hostile terrain, seeking out trails and water sources and in avoiding or anticipating ambushes. They are frequently loners who are employed as border guards and guides.

When Searching, Ambushing, Avoiding or Hunting, the Badlander will add his **EL/5** (rounded up) to his Survival skill in both Badlands and Desert terrain. The resulting increase may not more than double his effective Survival **EL**. He may roll using his **EL** to detect an ambush in these terrains before it is sprung. Success indicates that he is aware of the ambush, knows where the enemy is coming from and can alert other party members. Partial Success indicates that he is alert but cannot warn anyone else. Failure gives him no advantage; he is caught unaware. (Party members that are aware may strike on the first phase of the ambush

or roll to wake up immediately. This skill is only usable when the Badlander is awake.)

Badlanders have an increased chance of Waking Up in any environment. Their chance will be one level higher than normal, i.e. if the normal roll for the situation is **W+Em**, the Badlander will roll against **(W+Em)×2**.

The other advantages gained through this skill are:

1) Tracking, maximum **EL** currently possible.
2) The Badlander knows the basic creatures native to the Badlands and any legends about the Badlands nearest to his home.
3) 40% chance the Badlander speaks Dwarf Elder (**EL** equal to Current Empathy). If so, he is a dwarf friend.
4) 10% chance of speaking Elf Sidh (**EL** equal to Current Empathy). If so, he is a friend of the Searbhani.
5) Starting **EL** in both Sling forms.
6) 60% chance maximum **EL** currently possible in Fighting Dagger.
7) Maximum **EL** currently possible in Badlands Survival.

NOTE — *If your campaign is set in the Perilous Lands, the Kazi are an example of Badlanders.*

4.6.6 Blacksmith

A Blacksmith is skilled in simple iron working, i.e. making and repairing common iron items. He has no skill with weapons or armor and gains no advantage in analyzing these items. He can make rough approximations of iron quality, workmanship, etc. for iron items he examines. (If Armorers wish to be Blacksmiths, they must buy this skill in addition to their skill as Armorers.)

4.6.7 Boatman

This skill is divided into two types. Either the character is skilled in lakes and open waterways or he is skilled in Swamps. The advantages that the character will gain varies depending on the environment that the player chooses, In both environments, the character can judge currents and distances travelled by water, with a successful roll against his **EL**, and has a memory for landmarks and watercourses similar to the Thief's memory of maps and passages. Success in both cases equals 100% accuracy, Partial Success is 75% accuracy and Failure is 50% accuracy.

The other advantages of this skill are:

Open Waterway Boatman

1) Knowledge of creatures that can be encountered in waterways.
2) Waterway Survival, maximum **EL** currently possible.
3) Starting **EL** with War Staff.
4) 40% chance of maximum **EL** currently possible with the Sling.

Swamp Boatman

1) Maximum **EL** currently possible in Swamp Survival.
2) Knowledge of creatures that can be encountered in the Swamp.
3) Starting **EL** with the Bow.
4) 40% chance of maximum **EL** currently possible with War Staff.

4.6.8 Bowyer

Skill in making bows. As for Armorer except the skill applies for bows. The time necessary to make a bow is 6 days for a Bow, 12 for a Longbow and 24 for a Composite Bow. The **EL/10** (rounded down), is subtracted from the number of days required. For Crossbows, the skill costs 60 expertise points. The time to make crossbows is Light 3 days, Heavy 6 days, Arbalest 18 days and Repeating Crossbow, if possible in the area, 36 days. All times are based on the availability of the materials necessary. Where this is not the case the Referee may increase the time required by up to a factor of 20, i.e. up to 20 times the listed time.

NOTE — *If the Character is an Elven Bowyer he only makes Elven Bows. The time to do so is 60 days. (If he has to make or collect the necessary material himself it could take years to finish the bow.)*

4.6.9 Brewer

As for Vintner except the skill applies for beer, ale and other brewed beverages. At **EL60** and up, the Brewer has enough skill to make Peska if he has a formula for it.

4.6.10 Carpenter

Per time that the Cost to Learn is paid, choose one of the following specialties: 1) Marine Carpenter, 2) Woodworker or 3) Builder. Each specialty costs the full Cost to Learn. The cost to learn all three forms of Carpentry is 30 expertise points.

A Marine Carpenter can make naval implements, judge the quality of vessels and, given a known design and the materials, construct small vessels for carrying less than ten people in coastal or riverine waters. He may not build ocean-going or larger vessels without the services of a Naval Architect.

Woodworkers are skilled in making common items, i.e. barrels, furniture, etc. They can analyze the quality of various woods for durability, usefulness, etc. (Possibly quite important if you need to break down a door.) If the woodworker is also an artist, or has art knowledge, he can create exceptional pieces that could be worth a great deal.

NOTE — *It is up to the Referee to handle the possible monetary gain from using this skill. In general, the most anyone would pay for an item made by a woodworker equals **EL** divided by 5, rounded down, in Copper Coins. If the character is also an artist the coin type is Silver and the formula is*

(Woodwork EL+Artist EL)/10, rounded down.

A Builder is skilled in raising wooden buildings. He can analyze the features of these buildings. He may not build structures more complex than a peasant house unless he has a building plan or the services of an architect.

NOTE — *This skill can give the character advantages in spotting traps, strange features in buildings, secret doors, etc. It is also used to rig passable structures to shelter the party from the elements when they are in the wild.*

4.6.11 Carrying

The Character has learned economical ways of packing and efficient methods of lifting and carrying. The **EL** is added to the Portage Ability of the Character. It may never more than double that value.

EXAMPLE — A Character has an EL of 34. His Portage Ability is 23 pounds. with this skill, the Portage Ability is increased to 46 pounds.

No Success Roll is taken with this skill. The Character will gain **1** Expertise Point per day that he uses the skill.

4.6.12 Climbing

The Character is trained in climbing steep obstructions, i.e. walls, cliffs, mountains, etc. His Climbing Factor equals:

EL+AB+((SB+StB)/2 rounded down)

In climbing situations, the Referee will assign a difficulty level to the object being climbed. The level will range from zero (easy) to five (very difficult). The climbing factor is indexed against this difficulty level in Table 4.7 to determine the chance that the object is climbed successfully.

If the Character that is climbing is not a trained climber, use an **EL** of −4 in determining the climbing factor above. (*Per 5 expertise points gained, the negative **EL** is increased by **1** until a starting **EL** of zero is reached*).

Table 4.7: Climbing Table

Climbing Factor	Difficulty Level					
	0	1	2	3	4	5
−2 to 0	40%	30%	20%	10%	5%	5%
1+2	50%	40%	30%	20%	10%	5%
3+4	60%	50%	40%	30%	20%	10%
5+6	70%	60%	50%	40%	30%	20%
7+8	80%	70%	50%	50%	40%	30%
9+10	90%	80%	70%	60%	50%	40%
11–13	S	90%	80%	70%	60%	50%
14–16	S	S	90%	80%	70%	60%
17–19	S	S	S	90%	80%	70%
20+up	S	S	S	S	90%	80%
S = Success F = Failure						

Partial Success with this skill indicates that the climber loses his grip BUT has a chance to regain it. Re-roll subtracting the climber's **EL** from the roll. If he succeeds, he does not fall. If he does not succeed, he falls.

NOTE — *The Referee must verbally describe the area that the climber wishes to climb. This description should give the Player some indication of he difficulty of the slope that he is considering climbing. If the climber has equipment, increase his success chance by as much as **EL**×**10**, depending on the quality of his equipment.*

Falls

When a climber fails, or fails to catch himself after Partial Success, he will fall to the ground. If he catches himself after Partial Success, he will fall **1D10−2** feet before he catches himself.

The damage scored from a fall is determined using the following formula:

(1D6×(Feet fallen/10, rounded up))−EL

The minimum damage that can be suffered from a fall equals the number of feet fallen, divided by 10, rounded down.

EXAMPLE — Two Characters, EL3 and EL−2, fall 17 feet off a wall. The damage roll for the first is a 3, the roll for the second is a 2. The first Character takes, (3×(17/10)−3, 3 hits. The second Character takes, (2×(17/10)−(−2), 6 hits.

OPTIONAL — The Referee can modify the damage suffered in a fall, if positive damage results, using Table 4.8. In all cases where the faller strikes a sharp or jagged object in falling, double the multiplier listed above. In using the multipliers, all fractions are dropped.

Table 4.8: Damage in Falling

	Difficulty Rating					
	0	1	2	3	4	5
Fluid	×.1	×.2	×.4	×.6	×.8	×1
Soft	×.2	×.4	×.6	×.8	×1	×2
Resistant	×.3	×.6	×.8	×1	×2	×3
Hard	×.5	×.8	×1	×2	×3	×4

EXAMPLE — In the case above, the climbers fell onto a cobblestone alley, i.e. hard at difficulty 1 in this case. The first climber takes, 3×.8, 2 hits. The other takes 6×.8, 5 hits.

4.6.13 Clothier

There are three types of clothiers, i.e. cloth workers, that Players may choose from. They are 1) Weaver, 2) Tailor and 3) Designer. The first two are purchased at the cost above. To be a designer, the Character must be a Weaver and a Tailor and pay 20 expertise points for a starting level as a Designer.

Weavers weave cloth, rugs, etc. They can judge the quality of woven cloth. Tailors can make garments, if cloth and a basic pattern are available. They can also determine the quality of the workmanship of clothing. Designers have all the skills of Weavers and Tailors. They are capable of creating unique designs and can tell, from cut and style, where a particular garment is from (given experience in clothing styles of that area.)

4.6.14 Deftness

The Character is a skilled Cutpurse and Pickpocket. Success with this skill indicates that the purse is cut, or the pocket picked, without the victim's knowledge. Partial Success means that the Pickpocket pulled away before failing. Failure indicates that the Character is caught in the act. The result of Failure can vary from a loud scream to an incandescent pickpocket, depending on the victim. (*The Referee can also apply Deftness in sleight of hand maneuvers, etc. It can be helpful to a gambler.*)

4.6.15 Disguise Artist

The Character is skilled at disguising his appearance. Success indicates that the Character cannot be recognized through his disguise. Partial Success indicates that his appearance is obscured. Close friends, relatives and enemies will be able to recognize him for who he is. Strangers will

not be able to. Failure indicates that the disguise is obvious to any perceiver. It will fool no one.

The Referee will take this roll. In all cases, unless the Character rolls less than his Intelligence, he will believe that his Disguise is perfect. If the Character is trying to appear to be someone specific, Partial Success is failure for the close friends and relatives of the person that he appears to be.

The Referee will vary the time to put on a disguise depending on its complexity. If a player attempts to use the skill on someone else, he may take twice as long in doing so OR add TEN to his roll for success. The choice is his.

4.6.16 Entertainer

Training in one of five crafts. The attributes are:

Acrobat

If a Character is a Dancer, reduce the Cost to Learn Acrobat by 10. On the Entertainment table Acrobats use the same line as Dancers. If a Character is both an Acrobat and a Dancer, subtract 1 per Acrobat **EL/5** (rounded up) from his success roll as a Dancer and add one to the number of coins earned performing.

In addition to performing, acrobatic training affects other abilities. The following advantages are gained:

A) Increase **DCV** by **EL/5** (rounded down).
B) Increase Dodge Value by **EL/3** (rounded down).
C) An Acrobat's Climbing Factor is increased by **EL/5** (rounded down) whether he is a trained climber or not. This applies for all aspects of Climbing including falls.
D) Acrobats add their **EL** to all uses of Deftness, and all Dexterity or Agility based saving throws, where precise body placement is important.

Actor

All Actors gain a starting level in Rhetoric and Disguise Artist as part of their training. Their **EL** as Actors may be used as an additional factor when they use either of these skills.

EXAMPLE — An Actor, EL6, has EL4 in Rhetoric. When he uses Rhetoric, he may apply an EL of 10 instead of 4.

If the actor gives performances to earn money, he will roll on the Entertainment Table using his Actor **EL** only.

Dancer

The Dancer is skilled in the lithe, agile movements of the dance. Beyond the ability to perform for his bread, the training of the Dancer will have the following benefits:

A) Per increase in **EL**, beginning with **EL0**, increase Current Agility by one. If Agility reaches its Maximum Ability it may not be increased further.
B) The **EL/2**, rounded down, may be subtracted from any problem solving roll in which Agility is used as one of the prime factors.

An entertainer.

Musician

The Musician is trained to play ONE musical instrument. After his initial training, he may learn the basics of one other at a starting level cost of 15 Expertise Points.

If the Musician is also trained in Singing and Rhetoric, and pays 20 Expertise points, he is a Troubadour, not just a Musician. Musicians may only use their talent to perform.

Singer

A Singer is trained in the use of his voice and in the poetic ballads of his culture. To learn the ballads of another culture, he must speak the language and expend 20 Expertise Points. This will gain him a starting level in that culture's music. Singers may only perform.

The Entertainment Table

To determine success with an Entertainment skill, roll **2D10**, subtract your **EL** and add any Crowd Type modifier that applies on Table 4.9.

Table 4.9: The Entertainment Table

Skill	<5	5–7	8–11	12–16	>16
Singer	**2D6**	**1D6**	**1D3**	**1D2**	*
Musician	**1D10+2**	**1D3+1**	**1D2**	**1D2***	*
Troubadour	**2D10**	**1D10**	**1D6**	**1D3**	*
Actor	**2D6+2**	**1D6+1**	**1D3**	**1D2**	*
Dancer	**3D6**	**2D6**	**1D6**	**1D3**	*

Table 4.10: Crowd Type

Roll	Coin Type	Modifier
1–4	BB	−2
5–7	CC	0
8+9	SC	4
10	GC	8

The crowd type, rolled randomly or determined by the events of the adventure, refers to the average station of the

perceivers. On a 1–4 they are peasants and serfs, on a 5–7 they are commoners, on a 8+9 they are wealthy tradesmen or low nobility and on a 10 they are high nobles. The Modifier is added to the roll of **2D10** when the success roll is taken. If the result is * a roll must be taken on the Punishment Table (Table 4.11).

EXAMPLE — A Troubadour has an EL of 7. He is entertaining, roll 8, a Gentile audience. He rolls a 14. 14−7+4 is 11. He gains 1D6SC for his efforts.

Table 4.11: The Punishment Table

Roll	BB	CC	SC	GC
1–4	Gain **1D6** FP	**1D3** Hits	None	None
5–7	**1D3** Hits	**1D6** Hits	Evicted	Lashed
8+9	**1D6** Hits	Evicted	Lashed	Prison
10	Evicted	Lashed	Tarred	Death

Explanation

1D6 FP You are pelted with this food. 1t is barely edible.

xDx hits You are pelted with bricks, bottles, etc. and suffer damage as a result. Gain **1D6** FP if it is a BB or CC audience.

None The audience holds you in disdain but are too cultured to throw bricks or tomatoes.

Evicted You are bodily removed from the stage, the building and, if it is a noble audience, the city.

Lashed As for Evicted. You suffer **1D10** hits from a thorough flogging.

Tarred Hot tar is spread on your body and feathers are ground into it. You are ridden out of town on a rail. All equipment is lost if you roll a 40 or less on **D100**. If not, it is put next to you when you are released. Take **2D10** hits in burns from the tar. It will take **1D10** days to remove all the tar and feathers.

Prison The Noble is not pleased. You are locked in his dungeon for **2D10** days. When this period ends, if you fail to influence him, torture results. Take **1D6×1D6** hits. If you survive you will be released.

Death The Noble is insulted by your performance. You are incarcerated for **1D6** days. At the end of this time, if you fail to influence the Noble, you will be executed. If you influence him, you are lashed and evicted instead.

4.6.17 Eroticist

An Eroticist is a specialist in bringing pleasure to others. This skill is used, like Rhetoric, to convince others to do something the Eroticist desires. Though the name of the skill has sexual connotations, skill in that area is only part of this skill. The Eroticist is a personal companion, skilled entertainer and trained to find out what a person needs to relax and then provide it. A fully trained Eroticist is a consummate entertainer, a perfect companion and something of a physical therapist. As part of this skill, the Eroticist gains the following advantages:

A) Knowledge of natural materials and drugs that bring pleasure or ease pain. (Starting Level as Herbalist with knowledge restricted to the areas above only.)

B) A Starting Level in Rhetoric.

C) May learn Dancer, Singer and any Musician skill at ½ the normal Cost to learn. (If skills are not learned at the same time that Erotic training is taken this advantage is lost.)

D) May use **EL/5, rounded up**, to give soothing massages for injured persons. The effect increases both **StB** and **CB** for healing by the number determined plus one. If the Eroticist does not have the oils and balms used with massages, reduce the effect by 50% rounded down.

EXAMPLE — The slave Aisan is an EL11 Eroticist. Her massages increase StB and CB by 3 for healing. Without the proper balms and oils, her arts increase both by 1.

4.6.18 Executioner

An Executioner is skilled in killing bound or helpless targets and in the effective use of torture. The skill applies when the target is unaware of the Executioner or unable to defend itself. The effect is as specified in Table 4.12.

Table 4.12: Executioner Skill Effect

Type of Hit Scored	Damage Plus
Normal or Shield Hit*	**EL/2**, rounded up
Severe Hit	**EL**
Deadly Hit	**EL×2**
*In this circumstance, any Shield Hit is a Normal Hit.	

When the skill is used against a defenseless or immobile target, the **EL×2** is subtracted from the attack roll.

Torture allows the Executioner to question prisoners. The Prisoner will answer the question, with at least partial truth, if the Executioner rolls:

(EL×6)−Victim's Stamina/2) or less

The time to torture and ask one question is **1D6** tactical turns. The damage inflicted in doing so is **1D3** hit points. No Combat Experience is gained for damage scored in this way.

The Executioner is capable of telling when he is bringing his subject close to death. He may stop at any time. The chance that the victim passes out is a percentage of his total hit points.

EXAMPLE — The torturer has inflicted 13 hits on a person that takes 20. There is a 65% chance that that person passes out. The person will be unconscious ½ hour per hit point inflicted.

IMPORTANT — The chance that the victim will pass out is rolled after each damage inflicting session. The best members of this profession are also skilled as healers, herbalists and scholars of anatomy.

4.6.19 Fletcher

Skill in making arrows. This skill operates. for arrows and quarrels, as specified for the Armorer. The Fletcher can make **EL/10, rounded up,** arrows per day, if the materials are available. If not he must acquire them. A person with this skill makes the shaft, nock and feathers the arrow. He must acquire the other parts from others unless he is also an Armorer and a Tanner.

4.6.20 Forester

The Character is skilled in forestry. He is able to judge the value of a stand of trees, as for the artist, and knows efficient methods of harvesting them.

The Forester is skilled in Tracking, maximum **EL** currently possible, and has knowledge of the creatures that can be encountered in the forest. The creature skill allows him to recognize any creature that can be encountered in the forest. He will also know any legends or rumors about the forest nearest to his home city or village.

The Forester has the ability to remember trails and landmarks, as for a Thief's memory for maps and passages. His chance of success in this equals his **EL**.

There are chances that the Forester will have other special benefits. Roll **D100** for each entry on Table 4.13. All knowledge is gained without cost, it is part of the art of Forestry.

Table 4.13: Forester Special Benefits

Chance	Benefit
40%	**EL Em*** in the Tongue of the Elf Sidh or Faerry Sidh.
25%	**EL60** Tongue of the Wood
80%	**EL2** in the Axe**
40%	Longbow skill is Maximum **EL** currently possible.
100%	Maximum Current **EL** in Forest Survival

*The **EL** equals the Current **Em** of the Character in this characteristic. If he speaks the tongue, he is considered to be a friend by that race. Roll **1D2**, if 1 he speaks Elf Sidh, if 2 he speaks Faerry Sidh.
** Gained for Axe only. He does not learn the other members in the group.

OPTIONAL — If the character does not get a Sidh language or Tongue of the Wood roll a 20% chance that he speaks the Kotothi Tongue and is a Goblin or Sprite friend. Doing so is up to the player if the Referee allows the option.

4.6.21 Gambler

Gamblers are skilled in games of chance and sleight of hand tricks. They get a Starting Level in Deftness as part of this skill. They also have the following advantages:

A) With a successful Deftness roll, adding his Gambler **EL** to his Deftness, he can cheat while gambling. Successful cheats add **EL×3** to their gambling roll. If the Deftness roll is a Partial Success the Gambler adds his **EL** to the roll. If it is a Failure he adds nothing.
B) Without cheating, a Gambler may add his **EL** to his Gambling roll, reflecting his familiarity with the sport and a learned ability to figure the odds.
C) Gamblers have an increased chance of spotting cheaters and may roll **Em+(Gambler EL×5)** to spot another professional while gambling.
D) Gamblers can make and use devices that give the benefits of A above without requiring a Deftness roll to cheat, i.e. marked cards, loaded dice, etc.

Gambling Made Easy

The rules below are used to simulate a night of gambling for one or more players. Where the gaming is especially intense, the Referee may require the people involved to participate in up to three passes using these rules. When this should apply is left to the Referee's discretion.

The Wager The Referee determines, based on the place and individuals involved, what coin type is being played for. When the game is player initiated, they can set the stake by convincing their would be pigeon to play at that level. Once the coin type is set it remains at that level for the entire game UNLESS the situation changes it.

The Game The basic game requires each participant to roll **3D10**. It can be played in simple or complex forms. The gambling modifiers listed above are added to the roll of **3D10** to determine the number of coins won or lost.

Simple In this game the high roller wins the amount of his roll after all modifiers have been added. Each loser pays an equal share of these winnings. Fractions from division are dropped and paid by the participant with the lowest roll.

When they are on the losing end, trained Gamblers may roll their **EL×6** on **D100**. If the winner is a Gambler his **EL×3** is subtracted from this chance. Success reduces their loss by 50%, rounded down. Partial Success reduces it by ONE coin. Failure has no effect. Any savings are subtracted from the winner's winnings.

Complex In this form of the game each roll is compared to every other roll to determine who wins. In this way there can be more than one winner and loser. The basic procedure is as above except each person pays the difference between his roll and any higher roll AND collects the difference between his roll and any lower roll. See the example below to see how this works.

EXAMPLE — Five Players throw 42, 28, 20, 16 and 8 respectively. The following table results:

	Player					
Player	1(42)	2(28)	3(20)	4(16)	5(8)	Total
1(42)	xxxx	+14	+22	+26	+34	+96
2(28)	−14	xxxx	+8	+12	+20	+26
3(20)	−22	−8	xxxx	+4	+12	−14
4(16)	−26	−12	−4	xxxx	+8	−34
5(8)	−34	−20	−12	−8	xxxx	−74

This might change if Player 1 or 2 got caught cheating, especially if the stake is gold and Player 4 or 5 do the catching.

NOTE — *Cutting losses may be attempted here also. Success reduces the coin loss by **EL×2**; Partial Success reduces it by the **EL**. Failure has no effect. Losses cut are divided evenly between all winners. In the case above, if Player 3 is an **EL5** Gambler who succeeds in reducing his loss he loses 4 coins. Player 1 and 2 win 91 and 21 respectively.*

Detecting a Cheater The basic factor for catching someone cheating is determined by adding **City Survival+3×Gambling EL**. This is the net factor that you work with in catching him. If the cheater made his Deftness roll the chance to catch him equals the **Net Factor**. If the result is a Partial Success it is the **Net Factor×2**. If he fails the chance equals the **Net Factor×4**. From this factor, subtract the **EL** of the Gambler you are trying to catch.

EXAMPLE — Evad the Deft (EL11) is playing three pigeons and a stranger. He decides to cheat. His opponents are City Survival 3, 6, 12 and 8. The stranger is an EL7 Gambler. Evad has a partial success on Deftness. The first player can't catch him. The second player has a 1% chance. The third player has a 13% chance. The Stranger has a 42% chance.

4.6.22 Herbalist

Skill in recognizing medicinal plants and other natural material and preparing medicines from them. Success with the skill will indicate recognition OR proper preparation of the item. Partial Success indicates that the Herbalist is unsure of his analysis and will require further study. In the other case, it indicates that the preparation is too weak or too strong. The Referee will modify it's effects by **2D10**% in either direction. If it is too strong, the **Percentage Change−(C/5)**, rounded up, is the chance that it will kill the imbiber.

If the Herbalist fails, he analyzes the item incorrectly or produces a potion with the opposite effect of that desired. In either case, he will be sure that he has succeeded. (*The Referee must take this roll to insure the suspense of the Player*).

EXAMPLE — The Player finds Belladonna. He analyzes it as Angelina. He will use it as such if circumstances call for the benefits gainable from Angelina. In making a healing potion, the Herbalist fails. The potion could be a virulent poison that will kill the imbiber if he takes it.

4.6.23 Healer

Skill in healing a specific race or species. The Healer must learn to care for his own race before any other intelligent race. He may learn to care for animals at **½ the cost specified**, rounded up. He need not learn to care for Intelligent creatures first. Healing that has value for one species or race will only have ½ value when used on another related species. (*It has no value when the forms of the two species are totally distinct*).

EXAMPLE — A healer is skilled in healing horses. He can apply his skill at ½ value on Donkeys and Mules. It has no value on Humans, Dogs, etc.

The effect of Healing Skill increases the Healing Chance by the **EL×2** AND increases the Stamina Bonus by the **EL/3**, rounded up. To gain this benefit the Healer must have access to the healing materials in a Healing Kit. (*See Equipment List.*) If he does not, his skill is used at ½ value, rounded down. The increase applies only in Healing and only for one Healing Chance roll. If the Healer wants to continue treatment, he must stay and service the patient each day until he is healed.

EXAMPLE — A Character has StB +1 and HC of 33. The Healer is EL7. When he uses his skill, in addition to the benefit of any medicines that he uses, the HC is increased by 14 to 47 and the StB is increased 3 to +4. If he has no materials the increases are 1 to HC and 2 to StB.

The Healer receives Expertise points based on whether the creature treated heals. If he heals, the Healer succeeds. If he is not healed, the Healer fails.

4.6.24 Husbandry

Skill in the care and training of a specific species of animal. Success yields a correct evaluation of the animal's worth or one command correctly taught. Partial Success yields an evaluation that is in error by 20% in either direction or the incomplete teaching of a command. (*50% chance that the animal will respond. If the command is re-taught, the Husbandman can subtract 10 from his roll. The time to attempt to teach a command is 2 days.*) Failure indicates that the value is off by 100% in either direction or the animal fails to understand the command AND has a **50%−(EL/2, round down)** chance of attacking the Husbandman.

Only animals listed in the Equipment List, or that the Referee specifically allows, may be trained. The number of commands that they can be trained to obey is **1D6+Intellect**, for Carnivores and Omnivores, and **1D3*+Intellect** for other animals.

NOTE — *Creatures in the Creatures Sections that are mentioned as being utilized as mounts can also be taught commands. Examples of these are Griffins and Hippogriffs.*

The cost for a Husbandman to gain a new specialty, once he has the basic skill, is 20 Expertise points for a Starting Level. To gain these points, he must have continual access to a sample of the species throughout his training.

Without separate training as a Healer, the Husbandman can use healing arts on species that he is trained for. The Healing **EL** equals his **EL** in Husbandry **divided by 20**, rounded up.

4.6.25 Jeweler

Skill in the cutting, setting and evaluation of gems, jewels and jewelry. The basic attributes are as for the Artist, except applying to these items.

NOTE — *This skill is used by wizards in crafting magic items that use jewels as a part of their focus.*

4.6.26 Language — Another Race

The maximum **EL** that can ever be attained in a Language of another race is 60. All rules are as for those specified in Language — Own Race.

4.6.27 Language — Own Race

The ability to speak a tongue of the Player's choice. All Character's start with a specified core of Language skill. These are the tongues that he was raised speaking or educated in. The maximum **EL** that can be attained in a Native or Related Language is **EL80**. If it is an unrelated tongue, or the tongue of another race, the maximum is **60**. For tongues that are dead, i.e. for which no speakers can be found to teach it, the maximum is **EL40**.

EXAMPLE — On Earth, two Language groups are Germanic and Swahili. All Germanic tongues are related to each other. A German speaker can much more easily understand a person speaking Dutch than he can a person speaking Swahili. The same is true in the reverse.

To simulate the rules shown in the example, the following rules can be used:

A) For the Perilous Lands, an overview is given in §3.1 of the languages spoken in different parts of the world and how these are related to each other. (*If the game takes place in a different world setting, the Referee should establish language families. Within each family, the member tongues are Related. Outside the family, they are Unrelated.*)
B) A person without knowledge of a Language will have a chance of Partial Success if that Language is related to his own, or one that he speaks. The chance equals the Character's Empathy. He gains no such benefit for unrelated tongues.
C) The chance of success in understanding a Language that has been learned is equal to the **EL** of the Listener. Partial Success indicates **10+EL%** understanding of what is said. Failure indicates that nothing is understood.
D) Extra time can be taken to insure understanding. If three times the normal time is taken by the Listener AND the Speaker, the chance of success is doubled.
E) **Key Words (Optional)** — The Referee may allow Characters to learn Key words in the various tongues. The cost to do so is ½ Expertise point per word or 1 per short phrase. He will understand these items with an **EL** equal to his **Em**. It is always the Player's responsibility to keep track of the words and phrases that he is familiar with if this option is used.
F) A Language may only be learned, beyond the key word level, if the Player gains access to a person that has Native fluency in it, i.e. an **EL** of 80.
G) Civilized human tongues will have a written form that can be learned. It is used in conducting commerce, recording events and for official purposes. (Usually only 15 to 30% of a population is literate.)
H) Barbarian tongues will only have a spoken form. Any writing the people have is magically significant. It is not taught to the general public.

4.6.28 Locksmith

Skill in making and opening non-magical locks. The chance to open a lock made by another Locksmith is equal to the Opener's **EL**. Success opens it, Partial Success allows another try, Failure means that the Locksmith does not have the skill to open it.

A Locksmith may always open a lock of his own construction. (*A craftsman has his own trade secrets, he will always know the secret to opening his own locks.*)

A Locksmith can construct locks, including locks that have triggers to spring traps if they are tampered with. A Trap Lock is triggered whenever a person fails in his attempt to open it. The chance that it will be triggered is equal to 20 plus the **EL** of the Locksmith that made it minus the **EL** of the opener. If the result of this formula is zero or less, the opener is too skilled to fall for that simple a trap.

NOTE — *The Referee decides how long it takes to make a lock based on its nature and what material is used to make it.*

4.6.29 Mason

A skilled stone-worker. Masons must choose between 1) Stonelayer, 2) Stonecutter and 3) Brick Mason. Each time that the skill is purchased, one of these skills can be gained. Stonelayers know how stones are put in place in building. Stonecutters can cut and shape blocks of building stone and other crude stone artifacts. Brick masons know how to make bricks and mortar and lay them in place. Stonelayers and Brick Masons can analyze structural features of stone or brick buildings that apply to their skill, i.e. notice strange textures or material, pick up anomalies in the building that might conceal a door, trap, etc. Stonecutters can analyze the shape of the building's stones to get a clue about hidden structural features.

4.6.30 Merchant

Merchant characters are skilled bargainers, experts in the sale and analysis of a specific commodity and excellent traders. As part of this skill, the Character receives a Starting Level in Rhetoric and Read and Write (a foreign tongue he speaks if he can already write his own).

Characters must select a precise category of goods that they can buy and sell. His **EL+20** is used in analyzing the quality and value of this commodity. His unmodified **EL** is used with related commodities. His **EL/2**, rounded down, can be used for items made with related methods or materials. (If the merchant sells some type of animal, this chance can be used with other animals, i.e. a horse merchant looking at a mule gets this chance, looking at a dog, bird or lizard he does not.)

EXAMPLE — You are a weapons merchant who specializes in Heavy Swords. You have EL+20 chance looking at any Heavy Sword, EL chance with all Swords and Daggers and EL/2 with any other bladed weapons (including those made by another race).

In another case, the player wants to be a horse trader. He can't. He must select a specific class of horse, i.e. riding, war or draft. He gets EL+20 for that type, EL for all other Horses and EL/2 for all other Equines (Mules, Burros, Sri E'poni, etc).

NOTE — *For an additional 20 expertise points, the player may select HUMANS as his commodity. In this case, he gains a Starting Level as an Executioner as well and is a Slaver.*

4.6.31 Miner

Skill in extracting metals and other wealth from mines. The Miner can recognize raw ores and gems when be sees them and determine a rough value for them, within 20% of their actual value. (*This only applies when they are in the Ore form or uncut*).

All Miners will have the maximum **EL** currently possible in both forms of Underground Survival. They will have a 40% chance of speaking the Dwarf Elder tongue. If they do, the **EL** equals their Empathy and they are considered a friend by the Dwarfs.

4.6.32 Moneylender

In most civilized societies, the lending of money for profit is considered to be an dishonorable profession. If your station is 6 or higher, or if you are not human, you may not gain this skill. It is beneath you. Characters that violate this rule, and that are found out, are generally disowned. No barbarian can be a moneylender in starting a Character.

Campaign Moneylending

A) The interest rate that a Moneylender will charge is based on the station of the person in the society. Traditional practice is that the Higher the status of the Debtor, the Lower the rate of interest. All interest rates charged are MONTHLY RATES. Moneylenders are not required to abide by the traditional rates.
A standard chart of traditional rates is found in Table 4.14.

Table 4.14: Moneylending

Station	Monthly Rate	Maximum Loan (Unsecured)	(Secured)
0+1	22–40%	2GC	10GC
2–4	11–20%	9GC	45GC
6	1–5%	32GC	160GC
10	1–3%	50GC	250GC

NOTE — *An unsecured loan is one where the borrower's vow and good name are the only collateral. A secured loan is one where an amount of property at least equal to the loan is set aside as collateral for the debt. If the borrower forfeits the loan, the property belongs to the lender.*

B) All loans must be repaid within 12 months. If not, the lender and his minions may take action to collect either Money or Vengeance.
C) The **EL** of the Moneylender is his chance of convincing the person to accept his terms. Per point that the rate exceeds tradition, add 2 to this roll. Per point that it is less, subtract 3. Both modifiers are based on the maximum rate that is traditionally charged.

EXAMPLE — Vobal the Dancer, station 6, wants a 40GC loan. Galtan the Pelaran, EL76, convinces him to pay 10% per month. His chance was 76−((10−5)×2), 66%.

NOTE — *Moneylenders can have an underground society for exchanging information with each other. They may also have a strong connection to the Assassin's Guilds in their areas. They are noted for hiring thugs and assassins to exact payment or vengeance for past due debts.*

4.6.33 Mountaineer (Hillman)

Like the Boatman skill, a character must specialize; in this case the Mountains or Hills. In both eases the character can judge heights and distances and has a memory for landmarks similar to a Thief's memory of maps. A Mountaineer/Hillman has a chance equal to his **EL** to know where he is, relative to where he had been and where he wants to go. With success, he can retrace his steps and/or plot the most efficient route from where he is to where he wants to be. Success, Partial Success and Failure have the meaning specified for Boatman above.

The separate skills of each career are as follows:

Mountaineer

1) Maximum **EL** currently possible in Mountain Survival.
2) Knowledge of the creatures that can be encountered in the Mountains.
3) Maximum **EL** currently possible in Climbing.
4) 40% chance of speaking Dwarf Elder (starting **EL** equals Empathy). If so, he is a Dwarf friend and gains a starting **EL** in both forms of Underground Survival.
5) 50% chance maximum **EL** currently possible with one type of Heavy Sword (player's choice).

Hillman

1) Maximum **EL** currently possible in Hill Survival.
2) Knowledge of the creatures encountered in the Hills.
3) Starting **EL** in Climbing.
4) 40% chance of speaking Elf Sidh (starting **EL** equals Empathy). If so, character is an elf friend and gains a starting **EL** in Forest Survival.
5) 50% chance maximum **EL** currently possible in Unarmed Combat.

4.6.34 Navigation

Skill in plotting the course of seagoing vessels. The **EL** is the chance, rolled per week, of success in following the intended course. Partial Success indicates that the vessel goes off course but the Navigator discovers the error after **1D2** days of sailing in a random direction. Failure indicates that the vessel is off course in a random direction until the next time that the Navigator has Success, i.e. at least one week.

The Navigator will know the layout of the major waterways and ports within **20 miles times his EL** of his home port.

Navigation skill is used to fight off Storms. (See Storms in the Encounter section.)

A Navigator has the maximum **EL** currently possible in Ocean Survival and knowledge of sea creatures he may encounter without additional cost.

4.6.35 Potter

The Character is skilled with ceramics. The skill may be used to make ceramic items or analyze the value of ceramics as specified for Artists. To make fine ceramics the potter must be an artist also.

4.6.36 Read and Write

The ability to read and write the written form of a language that you can speak. If you do not have an instructor for this, once the game has started, double the cost to gain the skill.

The skill is used, in all particulars, as for Language.

4.6.37 Rhetoric

Skill in the persuasive use of language. The **EL** is added to the Influence Chance of a Character. It is also added to his minimum Influence Chance.

EXAMPLE — The Influence Chance is 40%. The Minimum Chance is 10%. If the Rhetoric EL is 7, the Influence Chance is 47% and the Minimum Chance is 17%.

4.6.38 Scholar

Scholars have a developed mastery of a specific field of knowledge. All Scholars receive their Maximum Level in Reading and Writing any two languages OR any one archaic language. They also have a Starting Level in one Scholar

specialty of their choice. The languages chosen must bear a logical relationship to the Scholarly specialty selected. After the Cost to Learn specified above is paid, and the first specialty is gained, the Character can gain a Starting Level in a related specialty at a cost of 25 Expertise points and any other specialty at a cost of 50 Expertise points.

EXAMPLE — The scholars specialty is paintings. He can gain sculpting for 25 Expertise points. It will cost him 50 to become a historian.

The ability of the Scholar allows him to recognize items from within his area of interest and, with successful analysis, to determine their approximate age, value, area of origin and significance. Players must be PRECISE in defining their specialty such that it covers a specific type of item or knowledge. Some basic specialties that can be used are listed in table 4.15.

Table 4.15: Specialties for Scholars

	Definition Required		
Specialty Area	1	2	3
History	yes	no	yes
Metaphysics	no	yes	no
Art	no	yes	no
Architecture	no	yes	yes
Theology	yes	no	no
Mathematics	no	yes	no
Geology	yes	yes	no
Geography	yes	yes	no
Linguistics	yes	no	yes
Medicine	no	yes	no
Another Race	yes	yes	yes
Astrology	no	yes	no
Antique Coins	yes	no	yes
Clothing	no	no	yes
Myths and Legends	yes	no	yes

Explanation

YES indicates that factor should be defined for the specialty selected.

NO means that it need not be (but you may wish to do so anyway).

The definition of factors 1, 2 and 3 are as specified below:

1 The physical area, nation or group the scholar studies.
2 The specific type of item or specialty within the class that is studied.
3 A general historical epoch the scholar concentrates on.

EXAMPLE — The player wants to be an Art Scholar. He must define the specialty studied. He chooses Sculpture (He could have chosen Painting, Ceramics, Mosaic Art, etc.) Though it is not necessary, he also defines his primary interest as being the sculpture of the E'lici 10th Dynasty to flesh out his skill.

With the appropriate factors defined, the scholar will have a precise specialty that can be used in play. His **EL** is his chance of analyzing that area. Half his **EL**, rounded up, is his chance for dealing with closely related areas.

IMPORTANT — This skill REQUIRES the player to logically define the skill he wants to have. The Referee will set the level of definition required. A scholar specialty should never be taken without such forethought. No Scholar skill gives the character any talent in making or fashioning the item studied or any advantage in the use of any other skill, i.e. an art scholar is not an artist, though he can be if he acquires the appropriate skill.

4.6.39 Scribe

Characters must know how to read and write before they learn this skill. Scribes are skilled copyists and calligraphers. Once the basic skill is gained in their native writing form, they gain it for the unique styles of other cultures at a cost of 15 expertise points per culture.

A scribe can tell, from the writing style used, what culture a writer is from (if they know that style, if not they know he isn't from the local area). In addition, because of the beauty of his writing, his documents, when intended to influence the reader, carry more weight. Add his **EL/5**, rounded up, to the Influence Chance of the person who originated the message. (The Influence chance can never be more than doubled in this way.)

4.6.40 Seaman

A trained seaman is skilled in the various crew tasks common on a seagoing vessel. ln addition, he may fight on the deck of a ship without reduction in Combat Value. Any person that is not a Seaman will reduce his **OCV**, **DCV** and all weapon **ELs**, by 50% rounded up, when fighting on the deck of a moving ship.

A Seaman has the maximum **EL** currently possible in Ocean Survival without additional cost.

They may use their Seaman **EL** at 1/2 value when sailing on inland waterways and lakes.

4.6.41 Servant

The Servant professions, each acquired separately, are House Servant, Cook, Barber, Gardener, etc. (Servants such as maids, butlers, waitresses. etc. are House Servants.) House servants are skilled in dealing with people, general cleaning and (**EL40** and up) managing house affairs. Cooks are trained in the culinary arts. They gain some advantage in detecting unusual undertastes, such as a poison. Barbers are trained in personal hygiene maintenance. Their knowledge, in most civilized lands, includes knowledge of cosmetics as well as common hair-styles. Gardeners are skilled in caring for plants and in landscaping. They may use their **EL/2**, as a Herbalist, to identify plants native to their homeland.

NOTE — *If you wish to create other service professions, assign the basic skills logically. The basic factors should be as specified above. For all of these skills, the practices and items they are fluent with are those that are native to their culture. The full Cost to Learn must be paid to gain the skill for the practices of any other culture. Until it is paid, use the existing **EL** at 1/2 value. Afterwards, the existing **EL** may be used at its full value.*

4.6.42 Sign Language

The ability to communicate general concepts non-verbally. The **EL** is the chance of success, as for Language. If the

person that you are trying to communicate with does not know Sign Language, the best possible result when the skill is used will be Partial Success.

Sign Language will only have value when used with Intelligent, Humanoid races. (Key signs can be learned, as for key words.)

4.6.43 Smuggler

Smugglers are skilled in concealing items to prevent them from being found. In addition to the basic skill, Smugglers have a starting level in the Merchant specialty of their choice and a starting level as an Actor (Actor only. To gain the other skills that go with it, the Actor skill must be bought. If it is, the Smuggler gets a maximum level as an Actor and a starting level in Disguise and Rhetoric.)

Smugglers gain the following advantages in play:

A) They can detect items, passages or devices hidden by others.
B) They can hide items with a reduced chance that others can detect them, given available space and a way to do it. (To hide an item perfectly the smuggler must specify how he is hiding the item, roll success AND have enough time to hide it as specified.) The Referee may modify a Searcher's success chance based on how well the item is hidden, the roll and how much of the necessary time the Smuggler actually had to hide the item.
C) They add their **EL/5**, rounded up, to anyone's roll to find them if they try to hide or try to avoid an encounter.

In A and B above the Smuggler uses his **EL** as his chance. When the person trying to detect hidden items is also a trained smuggler, the Smuggler may subtract his **EL/2**, rounded up, from that Smuggler's roll to find the item.

4.6.44 Survival

Experience in surviving the various environments that exist in the game. Survival skill is gained in the following specific environments separately. Each has its own special rules and valuable knowledge to be learned.

Scrounger	Waterway	Ocean	Swamp
Underground I	City	Mountain	Lower World
Underground II	Forest	Hill	Upper World
Plains	Jungle	Badlands	Desert

Underground I is survival learned in natural caves and caverns. Underground II applies for manufactured mines, dungeons, mazes, etc. Waterway Survival is the basic survival skill operating on waterways and lakes. Ocean Survival applies for ocean environments, sea voyages and other like areas.

The survival **EL** is used in Hunting, Ambushing, avoiding ambushes and avoiding encounters. Per day of surviving in a given terrain **1** Expertise Point is gained. This is assigned to the terrain in which it is earned only. When a new survival skill is gained after play commences, the starting **EL** is 0.

Scrounger

This allows the character to find what he wants near or in human habitations. It has no value anywhere else. The basic attributes of the skill are as follows:

1) When hunting for food, the Scrounging **EL** is subtracted from the success roll, i.e. if the **EL** is 4 and the roll is a 32, the roll becomes a 28. (Only the highest Scrounger **EL** applies.)
2) Add the **EL×2** to the Availability Chance for an item that the Scrounger tries to find in a market or elsewhere in a human habitation.
3) Subtract the **EL** from the roll when searching for anything in a city or town environment.

This skill may only be learned by a person who has City Survival. It may not be used at an **EL** higher than the character's current **EL** in City Survival. It is used at ½ value, rounded up, in areas that the Scrounger does not have personal knowledge of or where he does not speak the native language of the area.

4.6.45 Swimming

The Character has learned to swim for distance on the surface and survive for short periods under the water. Table 4.16 lists the factors that apply.

Table 4.16: Swimming Table

EL	Turns* Swimming	Phases* Underwater	Drowning Chance	MR
0	25	2	15%	3
1	30	4	14%	3
2	40	6	13%	3
3	60	8	12%	4
4	90	10	11%	4
5	130	13	10%	4
6	180	16	9%	5
7	240	20	8%	5
8	320	24	7%	5
9	400	28	6%	6
10	500	32	5%	6
11	620	36	4%	6
12	750	40	3%	7
13	900	45	2%	7
14	1100	50	1%	8
15	1300	55	1%	8
16	1500	60	1%	9

*Add the Character's **StB×2** to these factors. For Turns Swimming, TRIPLE the factor if the Referee determines the waters are calm and easy to swim in. Reduce it by 50% (rounded up) if they are difficult.

Drowning

When the number of turns swimming, or phases underwater, is exceeded the Character has a chance to drown. Per turn swimming or phase underwater, the Character will roll his drowning chance. Per additional increment of time, the listed drowning chance is added to the accumulated drowning chance, i.e. after three turns on the surface, after becoming fatigued, a Character with **EL9** will have an 18% chance of drowning.

Untrained Swimmers

Persons that do not know how to swim will be fatigued from the first turn of swimming. Their drowning chance is 20% per turn, or phase underwater. They will have a swimming speed of 1.

Armor and Swimming (Optional)

No Character may swim in any armor whose **AV** exceeds the Character's **SB/2**, rounded down. Any Character that attempts to do so will be fatigued immediately and will have FOUR times his normal drowning chance while the armor is worn or carried.

While swimming in armor the **MR** is divided by the **AV**, rounded down. If the adjusted **MR** is zero, the Character sinks. He does not have sufficient expertise to fight the increased weight.

NOTE — *This rule is optional. The Referee may specify that the armor wearer sinks automatically.*

Swimming Underwater

On the first two phases underwater, if the Character dives in, his swimming speed will equal his **MR**. At all other times, the speed swimming underwater will equal 50% of the **MR**, rounded up.

Turning

When a swimming Character turns more than 45 degrees his **MR** is reduced to zero for one phase. In that phase, he may not move.

NOTE — *All rules and restrictions above apply to humanoid form creatures that are swimming unless they are fully adapted to an aquatic existence. The Referee may create other rules as he believes they are necessary.*

4.6.46 Thief

In the Skill Table, the unparenthesized value is the cost to learn the skill from the Guild. The other value is the cost for free lance thieves.

A Thief will have the following skills:

A) The Ability to memorize maps. The chance equals the **EL**. Success is indelible, 100% accuracy, Partial Success is 20% inaccuracy and Failure is 50% inaccuracy.
B) Maximum **EL** currently possible in City Survival and Climbing. City-born Thieves are allowed to replace the City Survival increase for their skill with Underground II survival, to reflect their knowledge of the city's sewers and labyrinths.
C) Gain Trailing, Deftness or Locksmith at a starting level as part of training.
D) With a roll as for (A) above, the Thief can memorize passages that he passes through.

Restrictions

If the Character is a Free Lance Thief, all Guild Thieves are his enemies. Guild Thieves have access to Guild Halls, safe houses and fences through their guild. They must pay the Guild 40% of the profit from any theft.

To be a Guild thief, the Character must be accepted. The chance equals his maximum **EL** as a thief, using Maximum Abilities. If he is refused, he will never be accepted.

Thieves that fail to give the Guild their cut lose all privileges and are expelled, at best. Free lancers are subject to death, the Guild will pay **1SC per EL** of any free lance thief taken down by a member.

4.6.47 Tanner

Skill in working leather, tanning and fashioning leather items. If the Tanner's **EL** is greater than 40 he is capable of making serviceable Leather Armor. He can analyze common leather items and tell leather from other like materials, i.e. he knows which is leather though he may not know what the items that aren't are made of.

4.6.48 Teamster

Skill in driving wagons and carts, caring for animal harnesses and, if twice the normal cost is paid, taking care of draft animals. The Teamster can analyze the quality of a wagon, cart or harnesses. He can also tell how good a team is, i.e. the quality of the animals, how well-trained they are in working together, etc. If he learns to care for animals, his Healing **EL** for common draft animals (horses and oxen) equals his **EL as a Teamster divided by 20** and rounded up.

4.6.49 Tracking

The ability to follow, or obscure, a trail in a non-city environment that the Character has survival skill in. The **EL×2** is added to the chance to follow a trail or subtracted from the chance that a pursuer can follow it.

4.6.50 Trailing

The ability to follow someone in a City environment. The chance of maintaining contact equals the **EL**. Success indicates that contact is maintained and the target is unaware that he is being followed. On Partial Success contact is maintained but the person being followed is allowed an **Em** roll to realize someone is following. If he makes that roll, he knows he is being followed, but does not know who is following him. Failure indicates either that contact is lost OR that the person becomes aware of the follower. In failure, the follower is not aware that he blew it until he can't find his victim or is ambushed by him.

If a victim is followed successfully, the skill may be used to set an ambush for him. A separate roll, as above, is required for this. The person ambushed must be a person that the Character has trailed successfully or that he knows passes a certain place at a certain time dependably.

IMPORTANT — If the person being trailed has Trailing skill his EL applies when he is followed. If he has a reason to be alert, subtract his EL from the EL of the follower. If the result is zero or less, the follower automatically fails. If he does not have an EXPLICIT reason to be alert subtract EL/2, rounded down.

4.6.51 Vintner

The character is skilled in making wine and analyzing the quality of wines. The **EL** is used to determine his chance of success in this analysis. The quality of wine that he makes is based on his **EL** as in Table 4.17.

Table 4.17: Wine Quality

EL	Quality
1–20	Poor
21–50	Good
51–70	Fine
71–80	Exceptional

The quality yielded above is, of course, dependent on the availability of the proper equipment, aging time and materials. No one can make exceptional wine from junk grapes.

4.6.52 Watercraft

The character is trained to perform tasks common in operating small boats. He may fight from these boats without reduction of his **OCV** or **DCV**. (Those without this skill reduce both values and their weapon **EL** by 50% when fighting from a small boat.)

Skilled watermen may navigate on inland waterways, handle swift currents and avoid water obstacles in inland waterways and lakes. They may use their Watercraft **EL** at ½ value when sailing in the open sea, i.e. operating as Seamen. (The same applies for Seamen when they sail on inland waterways and lakes.)

Finally, watermen will have some training in maintaining and repairing small vessels. Their success chance doing either is equal to their **EL**.

4.7 General Knowledge

It is possible to utilize some of the abilities gained from certain skills without fully mastering that skill. For our purposes, this is called General Knowledge. It indicates that the Character has not sought to, or yet been able to, master a given skill but he has learned certain things to his benefit. Persons who gain General Knowledge in a skill determine the costs, benefits and restrictions below:

4.7.1 Restrictions

A) Not allowed for any Combat skill.
B) Not allowed for any skill with a cost to learn less than 20.
C) Skill gained is subject to Referee interpretation.
D) General Knowledge of this kind may not be gained in Survival or Language skills. It is only applicable towards skills that have multiple applications or benefits.

4.7.2 Cost

The cost for General Knowledge with a given skill is **⅓ of the Cost to Learn** that skill completely, rounded up. Where it is gained in play, the time to learn is as for any other training.

4.7.3 Benefits

The character is able to use ONE specific attribute of the skill as if he had full training. He may not use any other attribute of the skill in any way. The Starting and Maximum **EL** for the knowledge gained are as normal for the skill. The Cost to Increase **EL** is ½ that specified for the skill, rounded up.

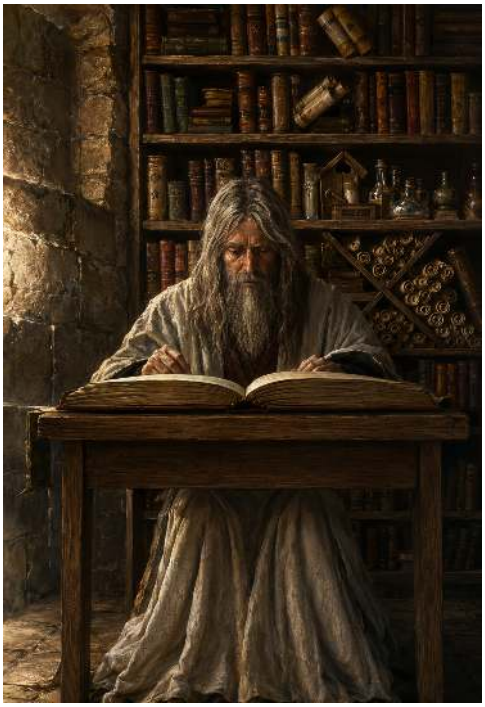
EXAMPLE — Merda Redoris apprenticed to a Jeweler before he ran off to become a soldier. He did not master the art, but he learned how to analyze the value of gems. He has EL43 in Analyzing Gems. He knows none of the other skills associated with the trade. Wal-Azabar's father was once an entertainer and acrobat. When he returned to the desert, he decided to teach his sons ways to position themselves in defense. Wal-Azabar has EL6 Acrobat only usable for DCV increase.

4.7.4 Further Education

If the person with General Knowledge decides to study further, the expertise allocated to gaining General Knowledge can be applied towards the cost to gain that skill. However, no expertise gained from using the General Knowledge may be applied to further studies in the skill. They are only applicable to the Character's use of his General Knowledge.

EXAMPLE — Junal the Binder has EL65 in repairing weapons with his Armorer General Knowledge. He decides to become a real armorer. His cost to get the General Knowledge is his starting point for progressing. The expertise he has gained in repairing weapons is ignored in this. Second, with his attributes Junal's starting level is 40. He has EL65 in repairing weapon still and EL40 in all other skills of an Armorer.

NOTE — *How the Referee chooses to use this rule is at his discretion. Its purpose is to give Referees and Players the ability to flesh out character personas as reasonably as possible. It also adds a new layer of realism to the game. It is reasonable to assume that people who deal often with a given set of circumstances or a certain class of thing pick up some knowledge relevant to those dealings. It is not completely reasonable to assume that every such person will, or can, master the skill or skills necessary to possess all of that knowledge. This rule allows you to simulate this fact. Properly used it should increase your ability to create characters that are complete individuals.*



A wizard at his studies.

5 Problem Solving

Problem solving is, specifically, the use of characteristics and/or skills in the game environment to successfully perform desired actions and eliminate potentially serious difficulties.

If this rule is used, the Referee will, based on the situation, determine chances of success that employ the characteristics and/or skills of the Character. The sections that follow detail a method for doing this.

5.1 Characteristic Use

Where characteristics are used to define the chance of solving a problem, the Referee will determine:

A) Which characteristics apply to the problem.
B) The difficulty of the problem.

Based on the difficulty of the problem and the number of characteristics that are involved, the Referee will assign an appropriate multiplier or divisor. Table 5.1 should be used for this purpose.

Table 5.1: Multipliers for Problem Solving

Difficulty of the Problem	Number of Characteristics		
	One	Two	Three
Easy	×3	×2	×1
Moderate	×2	×1	/2
Difficult	×1	/2	/3
Very Difficult	/2	/3	/4
Impossible	/3	/4	/5
×=times /=divided by			

IMPORTANT — In all divisions above, round down. All rolls are taken with D100. If the chance is 100 or higher, success is automatic for that Character. Where the Referee considers the task to be impossible, the divisor listed is the MINIMUM divisor that he must apply. A divisor up to twice that listed may be applied if he chooses to do so. In all cases, the Referee will determine whether Partial Success is appropriate for the action attempted. Unless he specifies that it is, the action either succeeds or fails. No Partial Success applies.

5.1.1 Characteristic Applicability

Based on his impression of what attributes are tested by a given problem, the Referee chooses the characteristics that are used to solve a problem. The basic descriptions below, in record sheet order, may be used to guide this choice.

Strength Strength is a rating of the Character's physical power. All problems that must be overpowered, physically moved or that entail vigorous, powerful action should use Strength as a factor.

Stamina Stamina is the physical toughness and staying power of the individual. Any action that requires that the Character maintain a level of activity over a period of time, resist fatigue associated with the performance of action or otherwise respond with a physically stubborn tenacity should require Stamina as a factor.

Dexterity Dexterity is the Character's ability to rapidly maneuver his limbs and perform precise actions with his hands and/or feet. Any action that requires quick, or precise, arm or leg movements in its resolution should use Dexterity as a factor. Those that require precise manipulation of an object should also apply Dexterity.

Agility Agility reflects the Character's body sense and ability to maneuver his body as a whole. Problems that require quick body movement, precise positioning of the body or otherwise deft awareness of bodily position should use Agility as a factor.

Intelligence Intelligence is the mental power of the Character. Problems that require logical analysis, rational judgement or a calculated response should require Intelligence as a factor in their solution.

Will The Character's mental toughness. Problems that require tenacious, stubborn or resolute response should require Will as a factor in their solution. Also, those problems that require that the Character resist intimidation, on either a physical of mental level, should use Will as a factor.

Eloquence Eloquence rates the Character's mental dexterity. Essentially, it can be viewed as his ability to think quickly. Problems that require a Character to be convincing in interpersonal relations, think quickly in any situation or otherwise respond with mental rapidity should require Eloquence as a factor in their solution.

Empathy Empathy reflects the Character's ability to understand the persons or things that he encounters, with or without precise knowledge, on an intuitive basis. It should be applied in cases where the Character is dealing with an unknown, trying to deal with a surprise of some kind, attempting to relate to other creatures or in any other situation where a quick intuitive understanding of a problem is beneficial.

Constitution Constitution rates the physical health of the Character. In situations where the Character's health can influence his chance of survival, Constitution may be applied.

Appearance The physical beauty of the Character. In interpersonal relations where a Character's beauty is a beneficial factor, Appearance may be used.

EXAMPLE — A Character is being tortured. He does not want to respond to the Executioner's questions in any way. Will is used to determine his chance. At the Referee's discretion Stamina may be used as well.

In another situation, a Character decides that he wants to jump from his Charging horse and tackle someone. The jump will require Agility. The tackle will require Strength and Dexterity. The Referee may also require Empathy or Intelligence to determine if the Character picks the right time to start his leap and/or guesses where his target will be correctly. If he misses, Agility and Dexterity will determine his chance of flipping around and landing on his feet.

5.2 Strength Use

In actions where Strength is the deciding factor, and the Strength of the Character is balanced against the Strength of another person or object, such as pinning an opponent, breaking down a door, etc., the following rules will apply:

5.2.1 Overpowering

The basic chance to overpower an opponent is determined by subtracting his Strength from yours. If the result is negative, you have no chance of success. If you succeed, the opponent is pinned, held, knocked over, etc., depending on what you specified you were attempting to do.

If the target you are attempting to affect dodges successfully, failure is automatic. If you are damaged while making the attempt, add five times the number of hits scored to your roll. A Minimum Chance equal to **S divided by 5**, rounded up, can be applied if the Referee chooses to do so.

IMPORTANT — If the Referee allows, additional persons may add their Strength to this attempt. Each additional person adds his Strength to the initiators Strength.

EXAMPLE — Three Characters, S43, 29 and 14 battle a Rock Troll, S80. The Character with S29 decides to throw himself at the Troll to tackle it. (29—80, an action doomed to failure.) His friends grab him to throttle his suicidal ambition. Their chance of Success is (43+14)—29, 28%.

5.2.2 Battering Down Doors

When attempts are made to batter in doors, break locks, etc., the Referee will use the system detailed in §5.2.1 above. To do so, he must determine a Strength rating for the door, lock, etc. The Strength Table (5.2) is provided as a guide for these values.

Table 5.2: Strength Table

Material	Resistance
Rotted Wood	0–5 (**1D6—1**)
Normal Wood	6–16 (**2D6+4**)
Good Wood	17–35 (**2D10+15**)
Aged Wood	38–65 (**3D10+35**)
Rusted Metal	1–10 (**1D10**)
Soft Metal	12–30 (**2D10+10**)
Hard Metal	43-70 (**3D10+40**)
Tempered Metal*	61–160 (**D100+60**)
*Whether the metal is tempered normally or with magic.	

NOTE — *As an option, you may take the factors above as a number of "hit points" that the item will take before it breaks. The Players attempting to break it would then roll **1D10** and divide the applied strength by their roll, rounding up.*

The result is the "hits" inflicted. For damage to count, at least 25% of the item's value, rounded up, must be inflicted on it.

EXAMPLE — Before meeting the Rock Troll, the three adventurers, S43, 29 and 14, found a door. It was aged wood worth 43. The strong adventurer charged it, rolling a 3 on the D10. He scored $43/3$, 15 hits. The door is damaged and holds. In the next phase, he and S29 hit it. The applied Strength is 72. $72/8$ is 9 for no damage. They go again. $72/2$ is 36 hits and the door burst asunder.

5.3 Bonus Use (Optional)

The system above requires time and a great deal of dice rolling. If you think that is cumbersome, or want the situation to move more rapidly, the Bonus Method can be used. In this method the Referee determines a number for a given problem. If the Character's applicable bonuses are greater than that number he succeeds. If they are equal he gets a partial. When they are less he fails.

To use this system each player must record the applicable bonus for all ten of his characteristics. When they attempt an action, the Referee decides how difficult it is. This done, he determines a number on the table below and compares the character's bonuses in the relevant characteristics to that number.

If the situation is one where characters could reasonably work together, apply the bonuses for the character who stated what was being done to resolve the problem and add one per person helping.

EXAMPLE — The character that came up with the solution for a difficult problem has plus five in bonuses in applicable characteristics. Two characters are helping. His value for resolving the problem is SEVEN. Unless the roll of 1D6+1 is 6, the party succeeds.

Table 5.3: Bonus Method Problem Solving

Difficulty	Dice Rolled
Easy	**1D3−1**
Moderate	**1D6−1**
Difficult	**1D6+1**
Very Difficult	**1D6+3**
Impossible	**1D6+5**

EXAMPLE — A large boulder is hurtling down on a character. He has seconds to step aside. The Referee determines it is a difficult situation and rolls 1D6+1. He gets a 4. He decides D and A apply. The character's DB is +3. His AB is +2. He evades the boulder.

5.4 Skill Use

Where a given skill that has been learned applies to an action that a Character attempts, it may be used in Problem Solving. For a number of specific actions, the skill offers a specific method to resolve skill use, or skill-specific bonuses in use. This includes the actions and skills listed in Table 5.4

Table 5.4: Actions with Skill Specific Problem Solving Rules

Action	Skills(s)	See
Climbing and Falling	Climbing	§4.6.12
Entertaining	Entertainer	§4.6.16
Gambling	Gambler	§4.6.21
Questioning and Torture	Executioner	§4.6.18
Swimming and Drowning	Swimming	§4.6.45
Survival		§8.3.2
Tracking	Tracking	§4.6.49
Trailing	Trailing	§4.6.50
Waking Up	Badlander	§4.6.5

For other skills the chance of success, based on the Referee's estimation of the difficulty of the problem, is determined by Table 5.5.

Table 5.5: Multipliers for Skill Use

	Skill Type	
Difficulty of the Problem	"or 8o"	Other*
Easy	×2	×20
Moderate	×1	×10
Difficult	/2	×5
Very Difficult	/3	×3
Impossible	/5	×1

EXAMPLE — A barbarian wants to track an unskilled man that is trekking through the barbarian's lands. This is easy. The Tracking EL×20 is his chance of success.

A thief wants to trail an experienced assassin through the city that the thief has just entered. This is very difficult. The Trailing EL divided by 3 is his chance of success.

5.5 Characteristic and Skill Combinations

In certain situations, the Referee will determine that both characteristics and a skill apply to a given problem. When this is the case, the value of the skill, after multiplication or division for difficulty in section 5.4, is used as a characteristic in section 5.1.

EXAMPLE — In the case above, where a thief attempts to trail an assassin, the Referee can specify that Empathy and Trailing skill apply in this very difficult problem. The thief has an Empathy of 42 and Trailing of 75, (42+(75/3))/2 yields a 33% chance of success.

IMPORTANT — No Characteristic that is one of those used in the maximum EL formula for the skill being used should be added into the problem as an influencing factor (Its weight is already reflected by the skill training.)

5.6 Restrictions

The following restrictions should be used in using the Problem Solving system:

A) No more than three characteristics should be used for any one problem.
B) No more than one skill should be applied to any one problem.
C) Where both characteristics and a skill are applied, no more than three factors should be applied, i.e. the skill applies as a characteristic towards the limit of three specified in A above.
D) Any success chance, for solving any problem, of 100 or higher indicates automatic success. Any result of zero or less is automatic failure.
E) Where skills are used to solve a problem that involves another entity, and that entity has the skill that the Referee chooses to apply, the entities skill may be used to reduce the chance that the Character succeeds in the action. Use of non-player skill in this way is optional.

5.7 Skill Specific Problem Solving Procedures

5.7.1 Climbing and Falling

The Climbing Factor equals:

Climbing EL+AB+((SB+StB)/2 rounded down)

In climbing situations, the Referee will assign a difficulty level to the object being climbed. The level will range from zero (easy) to five (very difficult). The climbing factor is indexed against this difficulty level in Table 5.6 to determine the chance that the object is climbed successfully.

If the Character that is climbing is not a trained climber (§4.6.12), use an **EL** of −4 in determining the climbing factor above. (*Per 5 expertise points gained, the negative **EL** is increased by **1** until a starting **EL** of zero is reached*).

Partial Success with this skill indicates that the climber loses his grip but has a chance to regain it. Re-roll subtracting the climber's **EL** from the roll. If he succeeds, he does not fall. If he does not succeed, he falls.

NOTE — *The Referee must verbally describe the area that the climber wishes to climb. This description should give the Player some indication of he difficulty of the slope that he is considering climbing. If the climber has equipment, increase his success chance by as much as **EL×10**, depending on the quality of his equipment.*

Table 5.6: Climbing Table

Climbing Factor	Difficulty Level					
	0	1	2	3	4	5
−2 to 0	40%	30%	20%	10%	5%	5%
1+2	50%	40%	30%	20%	10%	5%
3+4	60%	50%	40%	30%	20%	10%
5+6	70%	60%	50%	40%	30%	20%
7+8	80%	70%	50%	50%	40%	30%
9+10	90%	80%	70%	60%	50%	40%
11–13	S	90%	80%	70%	60%	50%
14–16	S	S	90%	80%	70%	60%
17–19	S	S	S	90%	80%	70%
20+up	S	S	S	S	90%	80%
S = Success F = Failure						

Falls

When a climber fails, or fails to catch himself after Partial Success, he will fall to the ground. If he catches himself after Partial Success, he will fall **1D10−2** feet before he catches himself.

The damage scored from a fall is determined using the following formula:

(1D6×(Feet fallen/10, rounded up))−EL

The minimum damage that can be suffered from a fall equals the number of feet fallen, divided by 10, rounded down.

EXAMPLE — Two Characters, EL3 and EL−2, fall 17 feet off a wall. The damage roll for the first is a 3, the roll for the second is a 2. The first Character takes, (3×(17/10)−3, 3 hits. The second Character takes, (2×(17/10)−(−2), 6 hits.

OPTIONAL — The Referee can modify the damage suffered in a fall, if positive damage results, using Table 4.8. In all cases

Table 5.7: Damage in Falling

	Difficulty Rating					
	0	1	2	3	4	5
Fluid	×.1	×.2	×.4	×.6	×.8	×1
Soft	×.2	×.4	×.6	×.8	×1	×2
Resistant	×.3	×.6	×.8	×1	×2	×3
Hard	×.5	×.8	×1	×2	×3	×4

where the faller strikes a sharp or jagged object in falling, double the multiplier listed above. In using the multipliers, all fractions are dropped.

EXAMPLE — In the case above, the climbers fell onto a cobblestone alley, i.e. hard at difficulty 1 in this case. The first climber takes, 3×.8, 2 hits. The other takes 6×.8, 5 hits.

5.7.2 Entertaining

To determine success with an Entertainment skill (§4.6.16), roll **2D10**, subtract the relevant Entertainer **EL** and add any Crowd Type modifier that applies on Table 5.8.

The crowd type, rolled randomly or determined by the events of the adventure, refers to the average station of the perceivers. On a 1–4 they are peasants and serfs, on a 5–7 they are commoners, on a 8+9 they are wealthy tradesmen or low nobility and on a 10 they are high nobles. The Modifier is added to the roll of **2D10** when the success roll is

Table 5.8: The Entertainment Table

Skill	<5	5–7	8–11	12–16	>16
Singer	**2D6**	**1D6**	**1D3**	**1D2**	*
Musician	**1D10+2**	**1D3+1**	**1D2**	**1D2***	*
Troubadour	**2D10**	**1D10**	**1D6**	**1D3**	*
Actor	**2D6+2**	**1D6+1**	**1D3**	**1D2**	*
Dancer	**3D6**	**2D6**	**1D6**	**1D3**	*

Table 5.9: Crowd Type

Roll	Coin Type	Modifier
1–4	BB	−2
5–7	CC	0
8+9	SC	4
10	GC	8

taken. If the result is * a roll must be taken on the Punishment Table (Table 5.10).

EXAMPLE — A Troubadour has an EL of 7. He is entertaining, roll 8, a Gentile audience. He rolls a 14. 14−7+4 is 11. He gains 1D6SC for his efforts.

Table 5.10: The Punishment Table

Roll	BB	CC	SC	GC
1–4	Gain **1D6** FP	**1D3** Hits	None	None
5–7	**1D3** Hits	**1D6** Hits	Evicted	Lashed
8+9	**1D6** Hits	Evicted	Lashed	Prison
10	Evicted	Lashed	Tarred	Death

Explanation

1D6 FP You are pelted with this food. 1t is barely edible.

xDx hits You are pelted with bricks, bottles, etc. and suffer damage as a result. Gain **1D6** FP if it is a BB or CC audience.

None The audience holds you in disdain but are too cultured to throw bricks or tomatoes.

Evicted You are bodily removed from the stage, the building and, if it is a noble audience, the city.

Lashed As for Evicted. You suffer **1D10** hits from a thorough flogging.

Tarred Hot tar is spread on your body and feathers are ground into it. You are ridden out of town on a rail. All equipment is lost if you roll a 40 or less on **D100**. If not, it is put next to you when you are released. Take **2D10** hits in burns from the tar. It will take **1D10** days to remove all the tar and feathers.

Prison The Noble is not pleased. You are locked in his dungeon for **2D10** days. When this period ends, if you fail to influence him, torture results. Take **1D6×1D6** hits. If you survive you will be released.

Death The Noble is insulted by your performance. You are incarcerated for **1D6** days. At the end of this time, if you fail to influence the Noble, you will be executed. If you influence him, you are lashed and evicted instead.

5.7.3 Gambling

The rules below are used to simulate a night of gambling for one or more players. Where the gaming is especially intense,

the Referee may require the people involved to participate in up to three passes using these rules. When this should apply is left to the Referee's discretion.

The Wager The Referee determines, based on the place and individuals involved, what coin type is being played for. When the game is player initiated, they can set the stake by convincing their would be pigeon to play at that level. Once the coin type is set it remains at that level for the entire game UNLESS the situation changes it.

The Game The basic game requires each participant to roll **3D10**. It can be played in simple or complex forms. The gambling modifiers listed above are added to the roll of **3D10** to determine the number of coins won or lost.

Simple In this game the high roller wins the amount of his roll after all modifiers have been added. Each loser pays an equal share of these winnings. Fractions from division are dropped and paid by the participant with the lowest roll.

When they are on the losing end, trained Gamblers (§4.6.21) may roll their **EL×6** on **D100**. If the winner is a Gambler his **EL×3** is subtracted from this chance. Success reduces their loss by 50%, rounded down. Partial Success reduces it by ONE coin. Failure has no effect. Any savings are subtracted from the winner's winnings.

Complex In this form of the game each roll is compared to every other roll to determine who wins. In this way there can be more than one winner and loser. The basic procedure is as above except each person pays the difference between his roll and any higher roll AND collects the difference between his roll and any lower roll. See the example below to see how this works.

EXAMPLE — Five Players throw 42, 28, 20, 16 and 8 respectively. The following table results:

	Player					
Player	1(42)	2(28)	3(20)	4(16)	5(8)	Total
1(42)	xxxx	+14	+22	+26	+34	+96
2(28)	−14	xxxx	+8	+12	+20	+26
3(20)	−22	−8	xxxx	+4	+12	−14
4(16)	−26	−12	−4	xxxx	+8	−34
5(8)	−34	−20	−12	−8	xxxx	−74

This might change if Player 1 or 2 got caught cheating, especially if the stake is gold and Player 4 or 5 do the catching.

NOTE — *Cutting losses may be attempted here also. Success reduces the coin loss by **EL×2**; Partial Success reduces it by the **EL**. Failure has no effect. Losses cut are divided evenly between all winners. In the case above, if Player 3 is an **EL5** Gambler who succeeds in reducing his loss he loses 4 coins. Player 1 and 2 win 91 and 21 respectively.*

Detecting a Cheater The basic factor for catching someone cheating is determined by adding **City Survival+3×Gambling EL**. This is the net factor that you work with in catching him. If the cheater made his Deftness roll the chance to catch him equals the **Net Factor**. If the result is a Partial Success it is the **Net Factor×2**. If he fails the chance equals the **Net Factor×4**. From this factor, subtract the **EL** of the Gambler you are trying to catch.

EXAMPLE — Evad the Deft (EL11) is playing three pigeons and a stranger. He decides to cheat. His opponents are City Survival 3, 6, 12 and 8. The stranger is an EL7 Gambler. Evad has a partial success on Deftness. The first player can't catch him. The second player has a 1% chance. The third player has a 13% chance. The Stranger has a 42% chance.

5.7.4 Swimming and Drowning

When attempting to swim for distance on the surface and survive for short periods under the water, Swimming skill (§4.6.45) is needed. Table 5.11 lists the factors that apply.

Table 5.11: Swimming Table

EL	Turns* Swimming	Phases* Underwater	Drowning Chance	MR
0	25	2	15%	3
1	30	4	14%	3
2	40	6	13%	3
3	60	8	12%	4
4	90	10	11%	4
5	130	13	10%	4
6	180	16	9%	5
7	240	20	8%	5
8	320	24	7%	5
9	400	28	6%	6
10	500	32	5%	6
11	620	36	4%	6
12	750	40	3%	7
13	900	45	2%	7
14	1100	50	1%	8
15	1300	55	1%	8
16	1500	60	1%	9

*Add the Character's **StB×2** to these factors. For Turns Swimming, TRIPLE the factor if the Referee determines the waters are calm and easy to swim in. Reduce it by 50% (rounded up) if they are difficult.

Drowning

When the number of turns swimming, or phases underwater, is exceeded the Character has a chance to drown. Per turn swimming or phase underwater, the Character will roll his drowning chance. Per additional increment of time, the listed drowning chance is added to the accumulated drowning chance, i.e. after three turns on the surface, after becoming fatigued, a Character with **EL9** will have an 18% chance of drowning.

Untrained Swimmers

Persons that do not know how to swim will be fatigued from the first turn of swimming. Their drowning chance is 20% per turn, or phase underwater. They will have a swimming speed of 1.

Armor and Swimming (Optional)

No Character may swim in any armor whose **AV** exceeds the Character's **SB/2**, rounded down. Any Character that attempts to do so will be fatigued immediately and will have FOUR times his normal drowning chance while the armor is worn or carried.

While swimming in armor the **MR** is divided by the **AV**, rounded down. If the adjusted **MR** is zero, the Character

sinks. He does not have sufficient expertise to fight the increased weight.

NOTE — *This rule is optional. The Referee may specify that the armor wearer sinks automatically.*

Swimming Underwater

On the first two phases underwater, if the Character dives in, his swimming speed will equal his **MR**. At all other times, the speed swimming underwater will equal 50% of the **MR**, rounded up.

Turning

When a swimming Character turns more than 45 degrees his **MR** is reduced to zero for one phase. In that phase, he may not move.

NOTE — *All rules and restrictions above apply to humanoid form creatures that are swimming unless they are fully adapted to an aquatic existence. The Referee may create other rules as he believes they are necessary.*

5.7.5 Torture and Questioning

Torture can be used to question prisoners and other defenseless targets. The Prisoner will answer the question, with at least partial truth, if the Torturer is skilled as an Executioner (§4.6.18) and rolls:

(Executioner EL×6)−Victim's Stamina/2) or less

The time to torture and ask one question is **1D6** tactical turns. The damage inflicted in doing so is **1D3** hit points. No Combat Experience is gained for damage scored in this way.

The Executioner is capable of telling when he is bringing his subject close to death. He may stop at any time. The chance that the victim passes out is a percentage of his total hit points.

EXAMPLE — The torturer has inflicted 13 hits on a person that takes 20. There is a 65% chance that that person passes out. The person will be unconscious ½ hour per hit point inflicted.

5.7.6 Survival — Searching & Tracking

The survival **EL** (§4.6.44) is used in Hunting, Ambushing, avoiding ambushes and avoiding encounters. See §8.3.3 for the rules to determine the chance to locate specific items in a given terrain.

The Player with the Highest Survival **EL** for the terrain that is being searched will roll **D100** and subtract his **EL** from the roll. Any result less than or equal to the Base Chance indicates a successful search. Partial Success means that the party may continue to search during future strategic turns with no reduction in their Base Chance of success. Failure means that the Base Chance is reduced 50%, rounded down, if the party chooses to continue the search. At any time that the Base Chance reaches zero, the party will give up and is no longer allowed to search that hex for the item that they want to find.

The Tracking **EL×2** (§4.6.49) is added to the chance to follow a trail or subtracted from the chance that a pursuer can follow it in a non-city environment that the Character has Survival skill in.

Trailing skill (§4.6.50) is used in a city environment instead.

5.7.7 Survival — Waking Up

In an emergency, sleeping party members may attempt to wake up (§8.3.4). The chance that they do, rolled each phase, equals:

(W+ Em)/2, rounded up

The following modifiers apply to this chance:

A) There is a discernible noise OR another party member tries to wake the person: **Chance×2**.
B) There is a discernible noise AND another party member tries to wake the person: **Chance×3**.
C) The person suffers an injury while sleeping: **Automatically wakes**.

Each sleeper is allowed to roll each phase. The chance determined above is always additive. On the first phase after waking the person is allowed to stand and gather his wits. On all phases thereafter he may take any action that he desires.

Badlanders have an increased chance of Waking Up in any environment. Their chance will be one level higher than normal, i.e. if the normal roll for the situation is **W+Em**, the Badlander will roll against **(W+Em)×2**.

5.8 Characteristic and Skill Gains

Each time that a problem is solved successfully, the Character is enhanced by his success. For characteristics, success yields ONE characteristic point in one of the characteristics that was used. For skills, success yields the normal expertise gain that is specified in section 4.2.2. If the skill that the Referee chooses to apply is a Combat Skill, the **CDF** that is used is as listed in Table 5.12.

Table 5.12: **CDF** for Problem Solving

Difficulty of the Problem	CDF
Easy	1
Moderate	2
Difficult	4
Very Difficult	6
Impossible	10

OPTIONAL — Instead of using the basic gain of one characteristic point, the gain can be based on Table 5.13.

Table 5.13: Characteristics and Skill Gains

Difficulty of the Problem	Gain
Easy	0
Moderate	1
Difficult	2
Very Difficult	3
Impossible	4

IMPORTANT — The gain listed in Table 5.13 is the total number of characteristic points that are earned by the Character. Points are only earned for success. They are applied to any characteristic that was used in solving the problem. They may not increase any characteristic above its Maximum Ability.

EXAMPLE — A very difficult problem uses Agility and Empathy. The Character's Current and Maximum Empathy is 36. His Current Agility is 27 while his Maximum Agility is 44. In this case, no points can be applied to Empathy as it is at its Maximum. All three points that are gained are applied to Agility, which now has a Current Ability of 30.

NOTE — *This Problem Solving system provides a framework for the Referee. It is not an exact system. The active ingredient that will make it work, or fail, in your campaign is the rational, logical deliberations of your Referee when he chooses to apply it. This is its driving force.*

6 Experience and Training

There are two types of Experience:

A) Combat Experience.
B) Magic Experience.

Combat Experience is only gained in Combat. Magic Experience is only gained through the successful use of Magic.

6.1 Combat Experience Gain

Per Hit Point scored on an opponent, excluding any damage scored with a spell, the Character scoring the damage will receive the target's **CDF** in Combat Experience Points (**CEP**).

EXAMPLE — If the CDF of a target is 2, 7 hits are worth 14 Experience Points. if the CDF is 7, 7 hits are worth 49 Experience Points.

6.1.1 Combat Experience Levels

Table 6.1 shows the TOTAL Combat Experience Points required to reach each Combat Experience Level (**CEL**).

Table 6.1: Combat Experience Levels

CEL	Point Total	CEL	Point Total	CEL	Point Total
0	0	8	3000	15	22000
1	40	9	4200	16	30000
2	100	10	5500	17	40000
3	250	11	7000	18	52000
4	450	12	9000	19	66000
5	750	13	12000	20	80000
6	1200	14	16000	21+up	+1000
7	2000				×**CEL**/level

EXAMPLE — If a Character has 40 to 99 CEP his CEL is 1. To reach CEL22 he needs 80000+(21×1000)+(22×1000) = 123000 CEP.

6.1.2 Expertise

For each skill used in combat, except magic, the Character will receive the **CDF**×**2** in Expertise points. If the skill is used against targets with varying **CDF** values, the HIGHEST **CDF** value is used to determine the Expertise gain.

EXAMPLE — A Character fights a person with a CDF of 1. He receives 2 Expertise Points in each skill used. If he fights a CDF of 1 and a CDF of 3 he will receive 6 Expertise Points per skill used on both.

6.1.3 Characteristic Points

Per 50 Combat Experience Points that a Character gains in Combat, he may increase any modifiable characteristic by l. In determining the number of points earned in a single encounter, round up.

EXAMPLE — A Character earns 124 Combat Experience Points. He gains, 124/50, 3 characteristic points.

EXCEPTION — To earn any characteristic points, the Character must earn at least 10 Combat Experience Points in the encounter.

6.2 Magic Experience Gain

The number of Magic Experience Points (**MEP**) that are gained when a spell succeeds depend on the type of spell that is used. The following rules apply:

A) Any spell used to inflict physical damage or that is used offensively to cause something to happen to another creature:

Victims' MDV×(EL+2)

B) Any other type of spell:

Base Mana Cost×(EL+2)

IMPORTANT — In all cases where multiple targets are affected by a single spell, the magic-user gains Experience Points for the highest MDV that is affected ONLY.

EXAMPLE — A fireball torches four men, MDV1, MDV2, MDV2 and MDV4. It is an EL4 spell. The caster receives points for affecting a MDV of 4, i.e. 24 magic experience points.

6.2.1 Magic Experience Levels

Table 6.2 shows the TOTAL Magic Experience Points that are required to reach each Magic Experience Level (**MEL**).

Table 6.2: Magic Experience Levels

MEL	Point Total	MEL	Point Total	MEL	Point Total
0	0	8	2400	15	32000
1	20	9	4000	16	42000
2	40	10	6000	17	54000
3	80	11	9000	18	68000
4	150	12	13000	19	84000
5	300	13	18000	20	100000
6	600	14	24000	21+up	+2000
7	1200				×**MEL**/level

EXAMPLE — A Character with 80 to 149 magic experience points is MEL3. To reach MEL21, 142000 magic experience points are needed.

6.2.2 Expertise

Using the cases specified in 6.2, the expertise point gain in the spell used is:

A) Target's **MDV**×**2**
B) **Base Mana Cost**×**2**

Failure

When a spell is attempted, and fails, the magic-user receives ONE expertise point in that spell. He does not receive magic experience or characteristic points from failure.

When abysmal failure occurs, the magic-user receives nothing for the spell. His failure is total and he learns nothing from it.

6.2.3 Characteristic Points

Per 25 Magic Experience Points gained, rounded up, the magic-user receives ONE Characteristic point. Points that are gained through the use of magic may NOT be used to increase Strength, Agility or any unmodifiable characteristic. No Characteristic points are gained due to Failure or Abysmal Failure.

6.3 Other Skills Gain

No Experience is gained from the use of Other skills. As specified in §4.2.2, successful use of a skill yields **1D10** expertise points. Partial success yields 1 expertise point. Failure yields nothing.

6.4 Encounter Resolution

Full points are gained by a Character only if the encounter is resolved successfully, from his viewpoint. For an encounter to be successful, the opponent faced must be:

A) Killed.
B) Driven Away.
C) Captured.

Encounters that end with the Character being driven away yield 25% of the Experience determined, rounded down. If he is captured he will receive 50% of the Experience determined, rounded down. A Character receives no points if he is killed.

All Experience gains are per encounter or conflict. They are awarded at the end of the encounter AND before the next encounter commences.

No points of any kind are gained when the target affected is not free to resist, i.e. he is bound, unconscious, etc. If magic is used, points are gained ignoring this restriction.

EXCEPTION — If the Character is an Executioner he may gain Expertise in this skill by attacking helpless targets.

6.4.1 Death Wounds

When the wound that is struck is sufficient to drive the victim into unconsciousness, or kill him, the person that scored the hit will receive his normal experience for the hit points scored OR experience based on:

Target's remaining HPV+(Target's DTV×(−1))

Where the values differ, the points received will be the smaller of the two values.

EXAMPLE — Vlad scores a 37 point deadly hit on a wolf that has 5 hits remaining and a DTV of −3. Its CDF is 2. Vlad receives 16 experience for this blow.

When more than one person hits a creature in a phase where it becomes unconscious or is killed, all will receive experience points as specified above.

EXAMPLE — Vlad, Jaxom and Carroak all hit the same wolf on the phase of its death. They each receive 16 experience points, if the hit points that they inflicted warrant at least that much.

Where the creature being fought is operating on a berserk **DTV**, and it is into its **DTV** on the phase that it is killed, only the remaining **DTV×(−1)** is considered to determine the points that are gained from the killing blow.

EXAMPLE — Saryan fight a creature with a −6* DTV. On the phase that he strikes the death blow, it is at −2. He will, given a CDF of 3, receive, −4×(−1)×3, 12 experience points.

6.5 Restrictions

A) Magic Experience Points may only be gained by trained magic-users, Natural Magicians and Characters with a castable Innate Power of some kind.
B) No Magic Experience Points are gained when using an item or artifact that itself produces the spell without any Mana expenditure on the part of the user.
C) The Level increase as a result of a given encounter is unlimited.

   EXAMPLE — A Character has 47 Combat Experience Points. He kills a Creature and gains 250 CEP. He will advance from CEL1 to CEL3 as a result of this victory.

D) No Characteristic may be increased more than 10% of its Current Ability rating as a result of a single encounter. Round up in determining the Maximum Limit that applies.

   EXAMPLE — If the Current Ability is 8, the characteristic can be increased by 1. If it is 34, it can be increased by 4.

E) No more than 50% of the characteristic points earned in a single encounter may be assigned to any one characteristic. Round up in determining the Maximum Limit that applies.

   EXAMPLE — If a Character earns 3 Characteristic points, the most that he may assign to one Characteristic is 2. The other point must be assigned to one of his other Characteristics. If it cannot be, it is taken as an Experience Point.

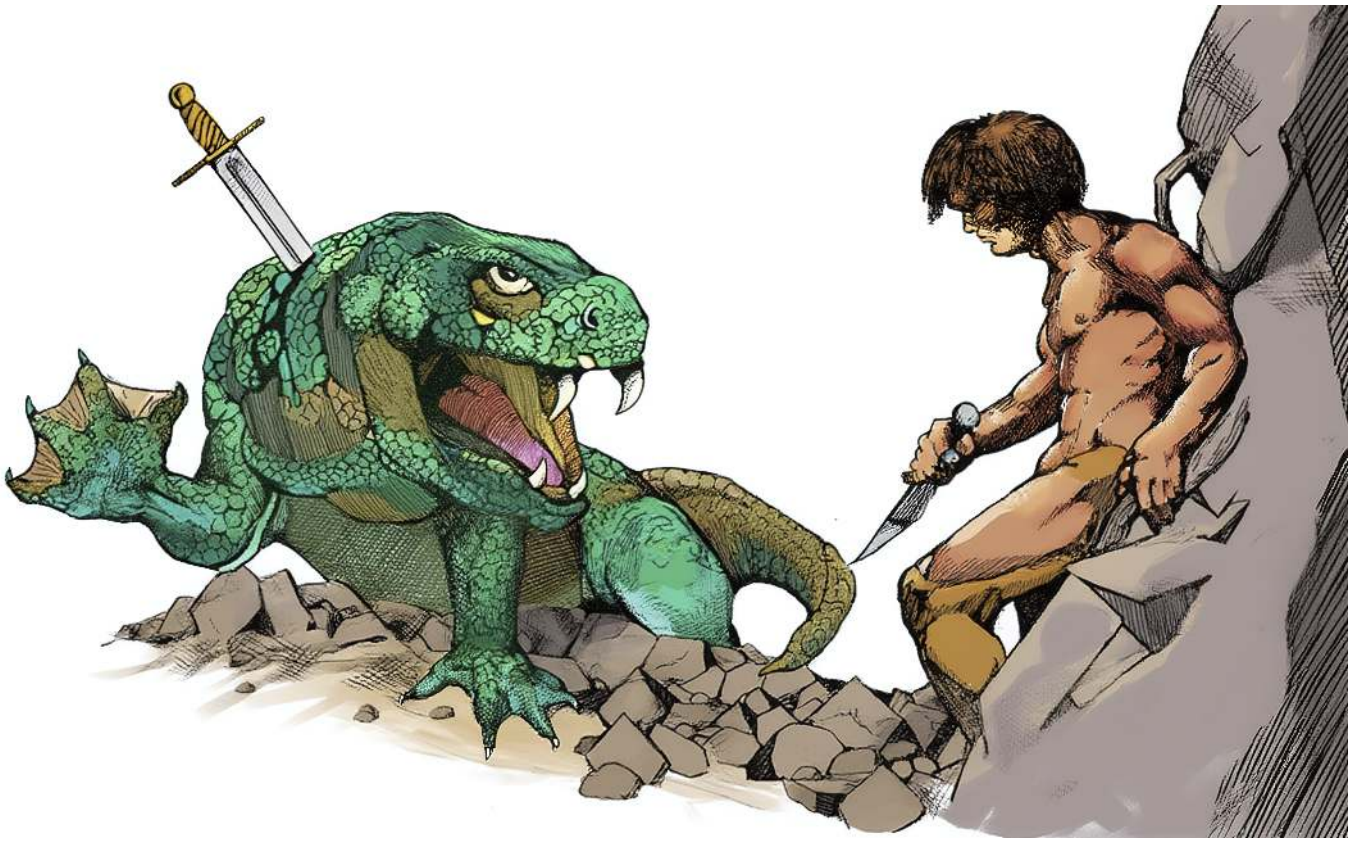
F) Expertise Points gained that exceed a Character's current maximum **EL**, are taken as either Combat or Magic Experience, whichever is applicable.

NOTE — *Sections (D) and (E) above are entirely optional. Ignore them if you so choose.*

6.6 Training

Beyond the method specified previously, Characters can increase any modifiable characteristic through training. Training is the allocation of time specifically to the increase of a selected characteristic.

Per FOUR days allocated, the selected characteristic may be increased by 1. With an instructor, THREE days must be allocated for this process. The maximum number of points that can be gained through training equals the Character's **Native Ability PLUS (his assigned multiplier times 2)**.



A bit of a problem.

EXAMPLE — A Character has a native Ability of 16 in Strength. His multiplier is 3. He may gain, 16+(3×2), 22 points through training his Strength. The time to do so without an instructor, for the maximum increase possible, is 88 days.

For days of training to have the desired effect, all days required to raise the characteristic by 1 point must be allocated within 2 weeks, i.e. within 14 days of the expenditure of the first day to gain the increase.

EXAMPLE — On Day 1 a half day is allocated to Stamina training. Unless the remaining $3\frac{1}{2}$ days are allocated by the end of day 15, the half day allocated is wasted.

NOTE — *Training requires dedicated effort to succeed. Failure to maintain the regimen selected is the same as not doing it at all. In setting up a Character, Players may train at $\frac{1}{2}$ the cost specified above, i.e. receive one Characteristic point per two Expertise Points allocated. No time is expended when players train at this time.*

6.6.1 Multiplier Training (Optional)

The multipliers assigned during the Character creation phase set the development priorities of the Character. Multiplied by Native Ability, they represent the effect of his interests and goals on the development of his somatic potential. Later in a Character's career he may be concerned with other priorities and a wish to improve other attributes.

If the Referee allows, a Character may increase his multipliers up to the normal maximum (usually 4.0) at a high cost in Characteristic Points. These **CP** must be reserved for this purpose and not used to increase Current Abilities. **CP** gained through magic use may not be used to increase multipliers for Strength or Agility. No multiplier may be more than doubled beyond the starting multiplier, i.e. a 1.5 starting multiplier cannot be raised beyond 3.

NOTE — *Some races, such as Dwarfs and Faerries, have maximum multipliers for **C** and **Ap** that are higher than four. These races may increase the multipliers for **C** and **Ap** beyond four to their racial maximum as given in Table 2.5.*

The cost to increase a multiplier by 0.5 the first time equals 100 **CP** (equivalent to 5000 **CEP** or 2500 **MEP**.) Any further increase of the same multiplier by 0.5 doubles the cost (Second increase doubles the cost to 200 **CP**, third increase raised the cost to 400 **CP**, etc.) The time needed to increase the multiplier is THIRTY days of training. All days must be allocated in a two month period to gain the increase. Otherwise the **CP** invested are lost.

Raising the multiplier automatically raises the Maximum Ability, but not Current Ability. Current Ability must be increased in the normal manner.

7 Economics and Equipment

The basic monetary system used in these rules is a gold standard. The ratios are:

1 Gold Coin = 10 Silver Coins
1 Silver Coin = 10 Copper Coins
1 Copper Coin = 10 Brass Bits

The weight of Coins is 1/8th of an ounce. The weight of the Brass Bit is 1/16th of an ounce. Money is also available in bar form, i.e. ingots. The standard weight of a bar is 5 pounds, i.e. 80 ounces or 640 coins of the type. (For the **BB**, a bar is 1280 Brass Bits.)

7.1 Economic Variation

In a world with diverse nations and cultures, it is to be expected they have equally diverse coinage, For simplicity's sake these rules standardize on the above gold standard. Should the Referee and Players prefer the additional complexity and record keeping they are welcome to make up their own local currencies and exchange rates.

Similarly, in a world with widely spread and sometimes isolated cultures, there is no guarantee that the items that have value in one culture have the same value in another.

EXAMPLE — With a bar of Gold, you are extremely wealthy in a land where Gold is prized. Where Iron is the valued metal, you could be a near pauper.

7.1.1 Rarity and Value

The prime indicators of value are:

A) Rarity.
B) The importance of the material in the culture.
C) The Cultural value of the items that it is used to produce.

EXAMPLE — In a culture with little native Iron, a dedication to warfare and a disdain for personal ornamentation, Iron would far exceed Gold in value. Brass could easily be the second most valuable metal.

7.1.2 Exchange Value

The material that is the primary means of exchange in a culture must be one that is sufficiently common to provide an adequate supply for all its people. Thus, in the standard culture, Copper and Brass are the medium of Common exchange, i.e. most prevalently used in day to day society.

7.1.3 Variation

For Variation, the Referee must determine

1) The Rarest Valued Material,
2) The most common material.

The Rare Material is placed at the top of the exchange, the common material is placed at the bottom. Other items fluctuate in value between these points.

EXAMPLE — The City state of Dirllar*

1 Silver Coin = 1 Gold Coin
1 Gold Coin = 10 Brass Bits
1 Brass Bit = 5 Copper Coins
1 Copper Coin = 1 ounce of Salt

*Silver and Gold are Rare, Salt is the Common medium of exchange.

7.2 Equipment

The following tables delineate the common items that may be purchased. Should you desire to include others, base their value on the values set for these other items.

IMPORTANT — All weapons that are purchased include any quiver, sheath or other covering that is commonly used with that weapon. Where the Referee considers that a holder or covering that a Player desires is not standard, he may charge more for the weapon to reflect the cost of that item.

×X In some tables a factor is listed in Cost and/or Weight. The listed factor is multiplied times the cost listed for the general or normal form of the item desired. The result is the base for that item.

EXAMPLE — The player has a chance to have his Character buy an Elven Fighting Dagger. The cost is 1SC×25, 25SC.

NOTE — *The Equipment tables represent an effort to produce an organized, extensive and comprehensive set of equipment. If these tables do not contain items that you desire to include, they should be added based on the values listed for related items.*

7.2.1 General Equipment

Cost The base price of an item. As for money, this value can be varied for rarity. It may be increased or decreased by up to a factor of 5.

EXAMPLE — A suit of Plate Mail can range in cost from 9GC to 225GC. It would be 9GC in a great armor center and 225GC in a place where it is not made and seldom seen.

EXAMPLE — Factor variation is an amount that the base price can be reduced or increased. In example, a book can range from 3SC to 30GC in cost.

Weight (Wgt) The weight of the item in pounds. If x/x is the listing, the first number is the weight, the second is the number of items that total to that weight.

EXAMPLE — 1/4/12' indicates that 12 feet of the material weighs 1/4 pound.

Avail. The chance that the item is available. This roll is not taken in the set-up of a Character. It should be taken once play begins.

Avail.* As Avail. except the roll should be taken in the Character generation stage also.

Strength A factor that is added to damage scored in combat. To use it, the Character's **SB** must be at least equal to that listed for the weapon.

EXCEPTION — The SB of the player does not matter for use of parenthesized strength values. They are received as part of the weapon's use in particular situations.

Fatigue If the optional Weapon Breakage system is used, Fatigue is the basic resistance of a weapon.

7.2.2 Armor and Weapon Tables

Type The general family of weapons that the Character must be skilled in to use the weapon at **EL0**.

WSB In all cases where a weapon is used to fire a projectile, the **WSB** of the attack equals the **WSB** of the weapon PLUS the **WSB** of the projectile.

EXAMPLE — When a handle sling is used to cast a stone the WSB is, +1+(−1), zero.

Armor Value (AV) A factor that is subtracted from damage scored against the armor wearer.

Helmets AV The +**X** factor, as for Armor above, is only applied when a Severe or Deadly hit is scored against the wearer.

Shields AV The value is the number of hit points that the shield will block if it is hit.

7.2.3 Animals

Carrying Capacity

Table 7.1 gives the Portage factors for animals that can be saddled or harnessed, The amount listed is the amount that they can carry or pull, in pounds, without a speed reduction.

These values apply for the average representative of the species or type. Larger or smaller members of the various types will increase or decrease these values based on the parenthesized value, if any.

EXAMPLE — In rolling for the quality of a Warhorse I purchased, a 99 is rolled. It is double value. When saddled, it can carry 240 (80) without speed reduction, 40×2 is the parenthesized value and is added to the unparenthesized value.

Values listed that are not in parentheses in the Saddled column represent the weight of the rider AND all items that he has on his person. The value in parentheses is the maximum weight that can be carried in saddle bags, or other containers, behind the rider. If no such weight is carried, add this value to the rider weight.

In the Harnessed column, this is the total weight in a Wagon or Sledge, including the weight of the Wagon or Sledge, that the animal can pull. Beyond this value, additional animals will be required or speed reduction will occur. If no weight is given the animal is never used in this way.

Speed Reduction

Per 10% over the limit above, reduce the animal's speed by 10% rounded down. If an animal is pulling a Wagon or Sledge, its speed is 80% of that listed for it in the Creatures Section, rounded down.

IMPORTANT — When animals pull as a team, their pulling weights, Harnessed, are totalled. If the individual animals are not trained to work together, reduce this total value by 30%, rounded down.

For movement, the MR of a team of animals is based on the MR of its slowest member, as specified above.

EXAMPLE — An animal with a speed of 24 is pulling a Wagon. Its maximum rate will be 18. Reductions are based on this figure if the wagon is overloaded.

Animal Commands

Where it is specified that an animal can be given verbal commands, the commands are general actions to be done by the animal. The master learns key words and symbols that have been taught to the animal. When a specific signal is given, the animal performs the action that IT associates with that signal.

EXCEPTION — Animals that are classed as Highly trained or Superior will only obey a command if it is given by their master. They will ignore any other person's orders. For this exception to apply, the master must train with the animal when it is taught the commands. Otherwise, regardless of ownership, he will NOT be considered to be the master by the animal.

The Commands The Referee can vary the meaning of commands as he desires. Samples of commands that fit within the narrow range that must apply are given below. Commands marked * cannot be learned by Warhorses or other Herbivores unless the Referee specifically allows it.

Sit* The animal will sit on its haunches until it is released from the command.

Stay The animal will stay where it is until it is released.

Come The animal goes to its master by the fastest route possible.

Go The animal leaves its master by the fastest route possible, but stays in earshot.

Kill* The command is accompanied by a gesture. The animal will attack the target indicated by the gesture until it is released or the target is dead.

Hold* As for Kill except the animal will grab the indicated victim and hang on until released. If a fetch command is given as well the animal will attempt to bring the victim to its master.

Protect* The animal will guard the area, specifically to protect its Master. It will threaten anything that enters a 10 feet area, with the master at the center except for persons and animals excluded by the master. It will always attack if its threats are not heeded.

Heel The animal will follow the master on his right side until released or given other orders.

Play Dead* The animal will lie motionless until released.

Freeze The animal immediately ceases all movement and activity. It will remain motionless until released.

Release A general command that releases the animal from other orders. The animal will stop doing whatever it was doing as a result of the original command.

Table 7.1: Animal Table

Item	Cost	Avail.	Cost of Upkeep*	Normal Usage	Quality	Carrying Capacity Saddled	Carrying Capacity Harnessed
Riding Horse I	3GC	100%	3FP	Non-Combat Mount	Poor	140(30)	250
Riding Horse II	6GC	90%	3FP	Non-Combat Mount	Average	160(40)	275
Riding Horse III	12GC	70%	3FP	Non-Combat Mount	Good	180(45)	–
Riding Horse IV	25GC	30%	3FP	Non-Combat Mount	Superior	190(45)	–
Warhorse I	4GC	100%	3FP	Combat Mount	Poor	160(40)	–
Warhorse II	8GC	80%	4FP	Combat Mount	Average	200(50)	–
Warhorse III	16GC	50%	4FP	Combat Mount	Good	225(60)	–
Warhorse IV**	40GC	10%	5FP	Combat Mount	Superior	250(60)	–
Riding Camel†	5GC	80%	4FP	Carrying loads, riding	Average	180(50)	–
War Camel†	10GC	50%	5FP	Combat mount, riding	Good	225(60)	–
Griffin*	8GC	25%	5FP	Guard, combat, riding	Good	150(45)	–
Hippogriff	5GC	40%	4FP	Combat, riding	Average	160(30)	–
Draft Horse	1GC	100%	4FP	Carrying, loads pulling		225(60)	350
Burro	9CC	100%	None	Carrying loads, riding		100(35)	140
Donkey	1SC	100%	None	Carrying loads, riding		120(30)	150
Mule	5SC	80%	4FP	Carrying loads, pulling, riding		180(50)	300
Bull	2GC	40%	6FP	Food animal			
Cow	6SC	80%	4FP	Food Animal.			
Goat	1SC	100%	None	Food Animal.	***	–	60
Ox	12SC	60%	6FP	Carrying loads, pulling, riding		–	450
Dog I**	1SC	100%	2FP	Tracking, Guard Dog	Average	–	60
Dog II**	4SC	80%	2FP	Guard Dog, War trained.	Good		
Dog III**	2GC	30%	2FP	War trained	Superior		
Cat	1CC	70%	½FP	Pet, detection			
Small Bird	5BB	80%	½FP	Pet, detection			
Falcon	8SC	80%	1FP	Hunting			
Hawk	2GC	60%	2FP	Hunting			
Eagle	3GC	50%	3FP	Hunting			
War Eagle	6GC	20%	3FP	Combat. May not be used to hunt.			

** Verbal Commands	
Dog I	**1D3+1**
Dog II	**1D6**
Dog III	**1D6+4**
Horse IV	**1D3**
Griffin	**1D3+4**

Food Animals			
Animal	FP gain/day	Slaughtered	
Bull	–	350	
Cow	5	250	
Goat	2	40	
Any		2FP/pound	

Hunting Animals	
Animal	FP gain/day
Dog I	1
Dog II	2
Falcon	**1D6**
Hawk	**1D6+2**
Eagle	**2D6**

* Upkeep per day. *** If the species has fine wool, double the cost. † Only available in the Desert.

NOTE — *At the referee's option, other creatures may be trained. Skill in Husbandry is required to train any creature.*

Fetch* The animal will bring the master the item indicated. The item to be brought must be in plain sight or, as the Referee determines, clearly known to the animal.

Hunting Animals

Hunting dog add **Rating×5** to your success chance when you hunt. If you succeed the **FP** gain is increased by the number stated. For hunting birds, there is an 60% chance of gaining the listed **FP** when you use them to hunt. While doing so you may not hunt yourself.

In search of treasure.

Table 7.2: Weapons Table

Weapon	Cost	Avail.	Wgt	WSB	FV	Type	Special Rules
Hand Axe	2SC	100%	2	0	8	Axe	
Axe	6SC	100%	4	+1(0)	9	Axe	As for Broadsword
Battle Axe*	12SC	80%	6	+2(+1)	11	Axe	As for Great Sword
Throwing Axe†	3SC	75%	1 1/2	−1	7	Axe	
Bow*	5SC	100%	1 1/2	0	NA	Bow	
Longbow*	27SC	75%	2 1/2	+1	NA	Bow	
Composite Bow*	40SC	50%	2	0	NA	Bow	
Arrows (each)	2BB	100%	1/8	0	6	Used with Bow	
Caltrop	1CC/3	60%	1/2/3	0	5	Nuisance Weapon, no course applies	
Light Crossbow**	24SC	90%	2 1/2	+1(0)	NA	Crossbow	The parenthesized **WSB** applies at extreme range.
Heavy Crossbow**	16SC	70%	5	+2(+1)	NA	Crossbow	The parenthesized **WSB** applies at extreme range.
Arbalest*	48SC	40%	8	+4(+2)	NA	Crossbow	The parenthesized **WSB** applies at extreme range.
Repeating Crossbow‡	12GC	10%	4	0(−1)	NA	Repeating Crossbow	The parenthesized **WSB** applies at long range.
Quarrel	2BB	100%	1/8	0	6	Used with Crossbow	
Darts	3BB/5	NA‡	1/4/5	−1	4	Used with Repeating Crossbow	
Lead Pellets	4BB/5	NA‡	1/4/5	0	-	Used with Repeating Crossbow	
Throwing Dagger	4CC	100%	1/2	−1	4	Dagger	
Fighting Dagger	1SC	100%	1	0	6	Dagger	
Lance	15CC	100%	1	−1(+1)	7	Lance	The parenthesized **WSB** applies when used from a charging mount. Increase the effective **WSB** by **1** against charging, mounted opponents.
Heavy Lance	10SC	60%	6	0(+2)	10	Heavy Lance	The parenthesized **WSB** applies when used from a charging mount. Not usable by footmen. Double the effective **WSB** against charging, mounted opponents.
Short Sword	3SC	100%	2	0	7	Sword	**+10** on roll to hit when thrown. Usable while mounted.
Sword	5SC	100%	3	0	9	Sword	As for Short Sword
Broadsword	9SC	80%	4	+1(0)	10	Heavy Sword	The parenthesized **WSB** applies when charging on foot. No restriction when used while mounted.
Bastard Sword	12SC	70%	6	+1(0)	10	Heavy Sword	The parenthesized **WSB** applies when charging on foot. **+5** on attack roll when used while mounted.
Great Sword*	30SC	50%	8	+2(+1)	13	Heavy Sword	The parenthesized **WSB** applies when charging on foot. Not usable while mounted.
Epee	8SC	70%	1 1/2	−1	6	Light Sword	**+10** on roll to hit when thrown.
Rapier	21SC	50%	2	0	8	Light Sword	As for Epee.
Sap	2CC	50%	5	0(−1)	-	Mace	As for Club.
Club	6CC	100%	4	0(−1)	10	Mace	The parenthesized **WSB** applies on Shield Hits and when charging on foot. Increase the effective **WSB** by **1** on Deadly and Severe Hits.
Mace	6SC	80%	5	+1(0)	11	Mace	As for Club
Flail	20SC	50%	7	+1(0)	9	Mace	As for Club. Increase the effective **WSB** by **2** when charging and mounted.
Hammer*	10SC	60%	10	+2(+1)	10	Mace	As for Club
Glaive*	10SC	80%	9	0(+2)	10	Polearms	The parenthesized **WSB** applies when used by stationary footman. Double effective **WSB** when used against charging, mounted opponent.
Halberd (Poleaxe)*	20SC	60%	12	+1(+3)	14	Polearms	As for Glaive
Pike*	12SC	70%	9	+1	10	Spear	As for spear. Triple **WSB** when used by stationary footmen against charging, mounted opponent.
Scimitar	6SC	80%	2	0(+1)	9	Scimitar	The parenthesized **WSB** applies when used while charging and mounted.
Tulwar	10SC	60%	3	+1(+2)	12	Scimitar	As for Scimitar
Sling**	1CC	100%	1/2	0(+1)	NA	Sling	The parenthesized **WSB** applies on Deadly Hits.
Handle Sling*	5CC	50%	1 1/2	+1(+2)	NA	Sling	The parenthesized **WSB** applies on Deadly Hits.
Sling Projectile	5BB	70%	1/2	0	NA	Used with Slings	
Stone, Rock, etc.	-	-	-	−2(−1)	NA	idem	The parenthesized **WSB** applies when cast with a sling or if the thrower has an **SB** of +3 or higher.
Spear	3SC	100%	3	0	8	Spear	**+5** on roll to hit when charging on foot. Increase effective **WSB** by **1** when used by stationary footman against charging, mounted opponent.
Javelin	1SC	100%	1	−1	6	Spear	
War Staff*	1SC	80%	8	+1	9	Staff	Only usable on foot. Increase the effective **WSB** by **1** on Deadly Hits. **+5** on attack rolls when charging on foot.
Quarter Staff*	1CC	100%	6	0	8	Staff	As for Warstaff
Bullwhip	3CC	70%	1	0	-	Whip	Does no damage to a target whose **AV** or **NAV** is greater than **WSB**.
Cat of Nine Tails	1SC	60%	2	−1	-	Whip	As for Bullwhip
Knout	3SC	40%	2	+1	-	Whip	As for Bullwhip
Lash	6BB	100%	-	−2	-	Whip	As for Bullwhip

* Two Hands required. ** Two hands required to load, may be fired with one hand. † To throw the weapon effectively the Throwing Axe course must also be taken. ‡If the Repeating Crossbow is available, so are these items.

Table 7.3: Armor Table

Armor Type	Cost	Avail.	Wgt	Armor Value	Description.
Cloth Helmet	8BB	100%	1	+1†	A thick cloth skullcap or turban.
Leather Helmet	2CC	100%	2	+1	Metal banded skull cap.
Metal Helmet	1SC	100%	4	+2	All metal skull cap with flaps.
Full Helm	1GC	60%	8	+3*	All metal helmet with visor.
Buckler	4CC	100%	4 1/2	5	Small leather and wood shield.
Banded Shield	3SC	100%	8	8	Wood Banded with metal.
Metal Shield	30SC	50%	12	13	All metal.
Leather Armor	6CC	100%	5	1	Leather studded with metal.
Quilted Armor	9CC	100%	4	1	Thick padded cloth.
Ring Mail**	5SC	90%	6	1	Metal rings interlocked.
Banded Ring	10SC	80%	9	2	Metal rings interlocked & banded w/leather strips.
Scale Mail	20SC	70%	12	2	Metal, bone, etc. sewn on leather.
Brigandine	30SC	60%	14	2	Scale, covered with cloth.
Chainmail	15GC	60%	50	3	Small rings interlocked as mesh.
Plate Mail	45GC	40%	75	4	Chain with plates in strategic positions.
Plate Armor	135GC	20%	90	5	Plate sections covering chainmail.
Ornate Plate Armor	200GC	5%	90	4	Plate sections covering chainmail finely crafted, ornate.

* This Helm is worn exclusively with Plate Mail and Plate Armor. Reduce its **AV** by ONE if worn with other armors.
** Ring Mail may be worn over Leather or Quilted armor. This is the only case where more than one suit of armor may be worn at the same time.
† Reduce **AV** bonus by ONE on Deadly Hits.

Table 7.4: Animal Equipment Table

Item	Cost	Avail.	Wgt	Normal Usage
Leather Barding	2GC	80%	15	Light Armor for War or Riding Horse.
Chain Barding	15GC	60%	50	Chainmail Armor for Warhorse.
Full Barding	6GC	20%	100	Plate Mail Armor for Warhorse II and up.
Bridle	3CC	100%	1 1/2	Used to control Mount.
Saddle	3SC	100%	6	Allows Mount to carry a rider and small loads.
Spurs	2CC	80%	1/4	Used to influence recalcitrant mounts.
Blinders	2BB	100%	1/2	Restricts animal's vision to what is directly in front of him.
Horse Harness	1SC	100%	3	Allows horse to pull wagon or sledge. Used with Draft Horse, Mule, Riding Horses I and II only.
Donkey/Burro Harness	6CC	100%	3	Allows Donkey or Burro to pull Small wagon or carry loads.
War Leather	5SC	80%	3	Leather Armor for Dogs II and III.
War Mail	5GC	40%	10	Chainmail Armor for Dog III.
Dog Harness	2CC	60%	2	Allows dog to pull small sledge or carry weight on its back. Not used by Dogs II or III.
Bolas	1SC	40%	2	Used to capture run away creatures. Specific training required.
Ox Yoke	1SC	100%	10	Allows Ox to pull Wagon or Sledge.
Goad	1CC	100%	1	Used to handle large animals.
Whip	5CC	100%	1	Used on stubborn animals and as instrument or punishment. At Referee's option may be trained in, and used, as a weapon. See the Weapon Table for scores that apply.
Falcon Hood	1BB	100%	None	Control Hood.
Falconer's Gauntlets	1CC	100%	1/2	Protect arm from landing birds.
Hawk Hood	4BB	100%	None	Control Hood.
Eagle Hood	1CC	100%	None	Control Hood for Eagle and War Eagle.
Whistle	1BB	100%	None	Recall trained bird.
Jesses	2BB	100%	None	Leather straps for control and location of trained bird.

Table 7.5: Travel Equipment

Item	Cost	Weight	Description
Glass Flask	6BB	1/4	Four ounce container with cork.
Metal Flask	2CC	1/2	Eight ounce container with cap.
Bowl	3BB	1/2	Small wooden bowl, holds 1 pint of soup or stew.
Cup	2BB	1/4	Small wooden cup, holds eight ounces of liquid.
Drinking Glass	3CC	1/2	Small, thick-walled glass for wines. Holds eight ounces.
Goblet	1CC	1	Pewter goblet for drinking. Holds eight ounces.
Plate	2BB	1/2	One-foot diameter plate for eating on.
Tin Plate	7BB	1/2	Nine-inch diameter tin plate for eating.
Spoon	4BB	–	Simple wooden spoon.
Tankard	4BB	1	Wooden tankard, holds one pint.
Pewter Tankard	7BB	1	Pewter tankard, holds one pint.
Skillet	3CC	2	Medium iron skillet for cooking.
Pot	20CC	15	Beaten iron cauldron for cooking, holds 1 gallon.
Vial I	3BB	1/8	One ounce pottery container with cork. For fine porcelain multiply price ×3, for glass ×10.
Vial II	6BB	1/4	Four ounce pottery container with cork.
Jar l	5BB	1	Ceramic with cover, one quart.
Jar II	1CC	2	Ceramic with cover, two quarts.
Jar III	3CC	3	Ceramic with cover, one gallon.
Skin I	2BB	1/4	Sixteen ounce container with cap.
Skin II	4BB	1/4	One quart container with cap.
Skin III	8BB	1/2	Five quart container with cap.
Skin IV	2CC	1	Fifteen quart container with cap.
Keg I	×12	×15	Ten quart keg. Multiply factors times the cost and weight of the beverage within it.
Keg II	×25	×30	Twenty quart keg, multiply as specified above.
Keg III	×50	×50	Forty quart keg, multiply as specified above.
Strap	1BB	None	Carrying thong for all containers except kegs.
Oil	1CC	1/4	Four ounces, container extra, used for Lighting.
Cooking Oil	8BB	1	One pint, container extra, used for cooking.
Naphtha	1SC	1/4	Four ounces, container extra, used in warfare.
Fuse	1BB	None	1" of oil soaked material, used in bombs. Approximate burn rate is 1 second per inch.
Candle	1BB	1/4/10	One candle.
Tar	1CC	3	One quart. Used in lighting and as protective.
Torch	3BB	1/2	Tar coated stick for lighting.
Candle Lantern	1CC	1/2	Holds one candle.
Oil Lantern	4CC	1/2	Holds four ounces of oil, contains wick.
Wick	1BB	None	Replacement wick for oil lantern.
Flint And Steel	5BB	1/4	Used to light combustible material.
Flints	1BB	1/4/5	Replacement flints for Flint and Steel.
Whetstone	8BB	1/2	Abrasive stone used to sharpen cooking knives or combat blades.
Bedroll	3BB	1	Blankets and bedding for sleeping.
Blanket	2BB	1/4	Blanket.
One Man Tent	6BB	3	Canvas shelter, 2' by 6' in area.
Two Man Tent	1CC	4	Canvas shelter, 3' by 6 1/2' in area.
Four Man Tent	4CC	8	Canvas shelter, 8' diameter circle.
Pavilion	5GC	30	Large shelter at least 20' by 20' in area for up to 25 people. Can be multi-room construction.
Tent Poles	1BB		Poles for 1 and 2 man tents. Two required.
	2BB		Poles for 4 man tent. One required.
	3BB		Poles for Pavilion. At least Six required.
Stakes	1BB/5	1/4	Used for putting up tents.
Mallet	3BB	1	Used for pounding stakes.
Hide Construction	−20%	+10%	Any tent can be purchased in hide. Round up when cost and weight modifications are made.
Silk Construction	×4	−10%	Pavilions can be made in fine cloth.
Stakes (per 5)	1BB	1/4	Used for putting up tents.
Belt Pouch/Purse	2BB	None	Small container. Carrying capacity 2(5) (2 lbs when held, 5 when attached to belt.)
Sack	1BB	None	Carrying Capacity 10(20). (10 lbs when held, 20 in Back Rack.)
Bag	3BB	None	Carrying Capacity 20(50). As for Sack.
Large Bag	5BB	1/4	Carrying Capacity 30(75). As for Sack.
Bag Strap	1BB	None	Attaches to ONE bag or sack for carrying over the shoulder.
Back Rack	1CC	1 1/2	Will hold 2 Large Bags, 3 Bags or 5 Sacks. The cost includes the straps necessary for its use.

Table 7.6: Travel Rations and Supplies

Item	Cost	Weight	Description
Travel Ration	1BB	1/4	1FP of non-perishable, dried meat.
Grain (10 lbs)	1CC	10	ten Food points of grain, bagged. Usable by Characters or Herbivores.
Fresh Meat	2BB	1	5FP of perishable meat. Usable for Character or Carnivore needs. Edible for five days after purchase.
Cheese (1lb)	3BB	1	8FP of cheap cheese.
Other Foods	1D6BB	Varies	Sugars, fruits, dried fruits, etc. The Referee will decide if the item desired is available and how much is received for the amount demanded.
Water	1BB	1 1/2	One quart of potable water, container extra.
Beer	4BB	1 1/2	One quart of beer, container extra. 1 FP.
Ale	5BB	1 1/2	One quart of ale, container extra. 1 FP.
Cheap Wine	5BB	1 1/2	One quart, 1FP, container extra.
Good Wine	1CC	1 1/2	One quart, 2FP, container extra.
Fine Wine	5CC	1 1/2	One quart, 2FP, sold in bottle.
Superior Wine	2SC	1 1/2	One quart, 2FP, sold in bottle.
Goideli Wine	4SC	1 1/2	One quart, sold in bottle. A distilled beverage with 4× the potency of the strongest wines. No food value.
Peska	**2D10**CC	2	Healing and addictive beverage. The quality equals the cost paid divided by 2, rounded down. See Natural Magic Items, in the Treasure Section.
Salt	5CC	1/4	Four ounces, container extra. Used as a preservative. In some areas, used as money. Triples the time that Fresh Meat remains edible.

Table 7.7: Transport Table

Vehicle	Cost	Weight	Description
Sledge	1CC	12	Wooden platform that is dragged along the ground. Surface area 3' by 6'.
Cart	8CC	15	Light wagon, pulled by one animal. Surface area 2' by 3'. Height 2 1/2'.
Small Wagon	1SC	35	Pulled by one or two animals. Surface area 4' by 6'. Height 3 1/2'.
Wagon	5SC	70	Pulled by up to four animals. Surface area 4' by 8'. Height 4'.
Large Wagon	2GC	150	Pulled by up to eight animals. Surface area 5' by 10'. Height 5 1/2'.
Great Wagon	6GC	400	Pulled by up to twelve animals. Used as dwelling by some nomadic barbarians. Surface 6' by 12', minimum. Height 10'
Small Travois	3BB	3	Travois pulled by dog, donkey or burro. Surface area 1' by 2'.
Travois	2CC	9	Travois for horse. Surface area 2' by 6'.
NOTE — *To draw any of the above vehicles, the animal pulling it must be harnessed.*			
Litter	1BB	2	A device for carrying a wounded person. Requires two people carrying. Person carried in this way gets the benefit of rest if he does nothing else.
Palanquin	5GC	50	Noble vehicle carried by four to six bearers. Surface area 3' by 5'. Height 4'

Table 7.8: Hirelings

Profession	Cost Minimum	Avail.	Description
Soldier	2SC/month	80%	Trained soldier with random equipment
Bearer	3CC/month	100%	Person for general service, no combat training. Includes teamsters, etc.
Magician	**MEL** GC/month	20%	Trained in Wizardry, no combat training.
Specialist	3SC/month	50%	Person trained in one of the educational specialties. No other training.
Crier	2BB/day	100%	Person to spread message in city.
Horseman	4SC/month	50%	Trained soldier with random equipment and mount.
Messenger	1SC/10 miles	100−(Miles/10)	Message carrier. Paid in advance.
NOTE — *Per **OCV**−2 add 5CC to the cost above. If the hireling is to be taken out of the area in which he is hired, the cost is doubled and 2 months pay must be paid in advance. Cost figures are a minimum. The actual pay must be negotiated. Use the appropriate section of Book Three to determine full values for the hireling.*			

Table 7.9: Slave Chart

Slave Type	Cost Formula	Descriptions
Fighting	**(OCV×DCV)+EL SC**	A trained soldier who is trusted not to turn on his master.
Field	**(S+St)** CC	General Labor. Either unskilled or untrustworthy slave.
House	**(I+Ap)** CC plus 1**SC** per skill.	If this is a female slave, double the value determined. House servants are personal servants or in the house staff.
Lead Slave	×3	Experienced and trusted slave able to train others. Triple the value determined for the slave's type. He or she is able to train other slaves of that type, keep a group of slaves in line and, in some cases, administer a household.
Pleasure Slave	**(Em+Ap)** SC	Skilled companion. Usually female. Cost varies intensely with training. For each appropriate skill, increase cost by a factor of one to a maximum of 10× the cost above. If a trained Eroticist, increase by a factor of 3.
Bondslave	Varies	A person that sells himself to pay debts owed. Cost is the amount of the debt. Cost is repaid at salary rate of person or 25GC per year, whichever is less.
Children	**×½**	Slaves aged 1 to 16 years. Cost ½ of area. Training must be provided by purchaser.
EXAMPLE — A fighting slave with an OCV of 7, DCV of 6 and EL of 4 will cost 46SC. A Pleasure slave, Empathy 60 and Appearance 41, would cost 101SC. If she is a musician, house servant and eroticist, the value is 5*101, 505SC.		
NOTE — *As for hirelings, the referee must determine the actual characteristics. These are not known in detail to the purchaser, unless obvious. The honesty of the Slaver will determine how close they are to the values that the person pays for. Roll **1D10×1D6** for each characteristic.*		
Non-human Slaves Sidh Slaves are highly prized in many societies. No such slave will be a fighting or field slave. All are controlled at all times to keep them from escaping. Their value is no less than triple the values stated. If they escape they kill the owner if an easy chance presents itself. Their first priority always is getting away. Vengeance waits until that is fact. Dwarfs also have value. Given their nature they are rarely enslaved. Rarely one can be a willing Bondslave. When they are slaved, dwarfs are used as miners and armorers under rigid, often magical, control. Any dwarf who escapes from such captivity will try to slay his owner before returning to dwarf society.		

Table 7.10: Buildings/Property

Average Property Type	Cost	Descriptions
Farmland	1SC	One acre of farmland.
Forest	2SC	One acre with good timber.
City Land	1GC	per 50 square feet.
Other Land	2CC	One acre of marginal or poor land.
Hovel	5CC	15×15 foot, one story, poorly constructed building. Land is extra.
Peasant House	4SC	20×15 foot, 1½ story with cellar, land included.
Small Manor	30GC	2 story with full basement, land included.
Noble House	80GC	3 story with full basement, land included.
City Estate	200GC	3 story with full basement, size at least 100×50 feet. Land included.
Country Estate	2000GC	Large estate with a minimum of 500 acres of mixed land types and multiple buildings. Manor House at least 120×80 feet.
Wizard Tower	Varies	30' diameter stone tower. The base cost is 100GC per above ground level and 200GC per basement level. The amount of land included depends on the wizard's reputation and where he tries to build it. The structure should be at least three stories with one basement level (500GC).
City Palace	500GC	Minimum cost, size at least 120×80 feet. Land included.
Inn or Hotel	×300	Multiply factor times the cost of a night's lodging. The result is the minimum amount that the owner will accept or the minimum cost to build.
NOTE — *If the Player wishes to purchase other buildings the referee will determine the cost based on the values given above.*		

Table 7.11: Miscellaneous Items

Item	Cost	Weight	Description
Nails	1BB	1/4	20 small iron spikes.
Work Hammer	2CC	1	Tool, −1 **WSB** as Weapon.
Hatchet	8CC	1	Tool. Can be used as Throwing Axe with −1 **WSB**.
Pitchfork	2CC	1 1/2	Tool. Can be used as Spear with −1 **WSB**.
Hoe	1CC	1 1/2	Tool. Can be used as Axe with −1 **WSB**.
Pick	5CC	6	Tool. Can be used as Axe with 0 **WSB**.
Shovel	4CC	3	Tool. Can be used as Club with −1 **WSB**.
Plow	6BB	5	Tool. Used to till field.
Sledge Hammer	1SC	8	Tool. Can be used as War Hammer with 0 **WSB**.
Fishing Net	2CC	1	5'×5' net (Adds +2 to Survival **EL** foraging for food in waterways.)
Trowel	3BB	1	Tool, Can be used as Fighting dagger with −2 **WSB**.
Other Tools	V	V	As determined by the Referee.
Parchment	2BB	-	10×12 inch sheet for writing.
Parchment Scroll	6CC	1/4	10' scroll with winding bar used for writing and documents.
Quill	1BB	-	Writing implement.
Ink	1CC	-	One ounce in bottle. Used in writing.
Chain	8BB	3	3' heavy iron chain
Chain, Elf	2SC	2	3' heavy silver chain (Safe for binding Sidh.)
Musical Instrument	V	V	Instruments of all types. Referee will vary price charged by type of instrument.
Religious Symbols	1SC	Varies	Symbols of various aligned deities. Price can vary by a factor of 100 in either direction, i.e. 1BB to 100SC.

Table 7.12: Clothing Table

Item	Cost	Weight	Description
Tunic	6BB	1/4	Mid thigh length cloth shirt.
Jerkin	3CC	1/2	Waist length leather shirt.
Cloak	3CC	1/2	Knee length cloth. Weighted if desired.
Coat	6CC	3	Heavy garment covering from shoulders to mid calf. Double cost and weight is leather.
Robe	1CC	1/4	Ankle length cloth garment.
Cowl I	3CC	1/2	Robe with hood.
Cowl II	5CC	1	Cloak with hood.
Pants	1CC	1/2	Waist to ankle cloth covering. Increase cost by 2CC for Leather.
Belt	5BB	–	Leather strap for binding clothing around the waist.
Bandolier	3BB	–	Leather band with loops running from shoulder to waist on other side.
Sandals	2BB	1/8	Leather covering for bottom of feet.
Boots	5CC	2	Covers from mid-calf to bottom of feet. Leather.
Ornate Footwear	1GC	1/2	Finely crafted covering for feet.
Dress	1CC	1/4	Mid-calf to Angle length sheath. Common garment for women.
Gown	1SC	1/2	Fine dress for woman.
Slave Silks	1SC	–	Revealing light garments worn by pleasure slaves, in the main.
Underwear	2BB	–	Miscellaneous garments worn under clothing.
Lingerie	1CC	–	More or less provocative nightwear.
Riding Tunic	4BB	1/4	Abbreviated dress used when mounted.
Gloves	2CC	–	Hand covering in cloth. Double cost for leather. Triple for thick leather.
Gauntlets	1SC	1	Thick leather gloves with metal studs. Used in combat.
Cap	2BB	–	Cloth cap for head. Double cost for leather.
Hat	2CC	–	Full hat for head. Double cost for leather. Quadruple cost for fine materials.
Normal Cloth	1BB	1/10	Cost per yard of common fabric.
Fine Cloth	6BB	1/10	Cost per yard of fine fabric.
Silk	3CC	1/10	Cost per yard of silk.
Canvas	1BB	1/4	Cost per yard of canvas.

NOTE — *The Clothing types above are general classes made with common materials. The referee can vary all prices listed by a factor of 20 in either direction to reflect material and quality of workmanship, rounded up. If fine material is used multiply the result by six. If silk or other elite material is used multiply by thirty.*

EXAMPLE — A common gown can range in price from 5BB to 2GC. Made with fine material it can cost up to 12GC. Using silk the cost can be as high as 60GC.

Table 7.13: Lodging and Entertainment Table

Location/Item	Lodging Cost	Meal Cost	Descriptions
Farmstead	*	*	Common dwelling outside of city. *If owner influenced to take you in, no charge. If not, no staying without conflict.
Home	Station CC	–	If owner influenced to take you in, no charge. If not, no staying without conflict. Meals and amenities included.
Roadside Hostel	5BB	2BB	One night's lodging in Common Room, 2 FP meal. Hostel's outside of cities on roads.
Cheap Inn	1CC	3BB	City inn, poor district. Common Room lodging and 2 FP meal.
Good Inn	3CC	6BB	City inn, poor or market district. Common Room lodging and 2 FP meal.
Fine Inn	1SC	1CC	City inn, market district or noble area. Common Room lodging and 3 FP meal.
Superior Inn	3SC	3CC	City Inn, elite area. Lodging and 3FP meal.
Private Room	×**2**	–	Lodging in private room in above places, i.e. private room in Cheap Inn is 4CC.
Fine Hotel	2GC	–	Meal cost is included with lodging. All lodging is in private rooms.
Personal Service	–	Varies	Services ranging from in room servant to a companion for the night. The average price equals the lodging cost for the inn or hotel. Actual cost negotiable based on the type of service, i.e. maid is less than average, courtesan is more.
Ship Meals		1CC	2FP meal from ship's stores. Not paid if you provide your own food.
Beer		1BB	8 ounce mug.
Ale		1BB	8 ounce mug.
Cheap Wine		2BB	4 ounce glass.
Good Wine		5BB	4 ounce glass.
Fine Wine		2SC	4 ounce glass.
Goideli Wine		1SC	2 ounce glass. Cost /10 in Goidan, /5 in nearby Fomorian kingdoms and Kolar peninsula.
Peska		**(Q)CC**	4 ounce Glass. (Q) = the quality of the Peska imbibed, i.e. 1–10.
Quarts		×**5**	Beer and Ale.
		×**15**	Wine.
		×**20**	Goideli Wine
		×**10**	Peska. All come in container.

Table 7.14: Travel Charges

Travel In/Past	Cost	Description
Road Station	1CC	Tariff levied per person or animal.
City Gate	1CC	Cost to enter fortified city. Can vary by a factor of ten. Not all cities access this fee. Most who do only charge foreigners. The more restrictive the culture or city the higher the fee will be.
Caravan	1CC	Paid per 10 miles travelled with the caravan. All payment is in advance.
Merchant Ship	2CC	Paid per 10 miles, food extra. Payment in advance.
Passenger Ship	1SC	Paid per 20 miles. Food and amenities included. Payment in advance.
Other Ship	*	As negotiated with the Captain.
Shipping Cargo	1SC	Per animal transported. Payment in advance.
	1BB	Per 10 lbs of inanimate cargo transported.

NOTE — *All travel charges are per individual. Animals larger than horse sized will cost at least twice the amount listed.*

Table 7.15: Climbing Supplies

Item	Cost	Weight	Description
5' of Rope	2BB	1/4/5'	Used to bind and climb.
2' of Cord	1BB	1/4/12'	Light rope used in binding and tying only.
1' of Fine Rope	2BB	1/4/10'	A climber's rope, thin and strong
Grappling Hook	1CC	1	Attached to rope to grab protuberances.
Climber's Hammer	1SC	1 1/2	Used to pound spikes.
Iron Spike (each)	1BB	1/8	Various uses.

Table 7.16: Common Medical Aids

Item	Cost	Avail.	Weight	Description
Healing Kit	1SC	100%	1	Bag with 25' of Bandage, 3 ounces of Soothing Herb, 3 ounces of Healing Herb, 1 ounce of Burn Ointment and a Healer's Knife. Healers must have this kit to use their full skill.
Healer's Knife	2CC	100%	1/4	General cutting tool. Used for Poison extraction. If used in time, increase Poison Resistance by the Healer's **EL×2 or 2**, whichever is higher.
Roll Bandage	1BB	100%	1/4/25	Cost per foot. Wounds that are bandaged will have +5 Healing Chance. **1D6** feet of bandage is required each time that bandaging is necessary.
Soothing Herbs	2BB	100%	1/16	One ounce of herbs. Calms pain. While effected movement allowed at two levels above your actual damage level for **MR** reductions. 1/2 ounce required per time employed.
Burn Ointment	1CC	100%	1/16	One ounce of ointment. Used for burns. On burns only it will have effect of Soothing Herb and Healing Herb. 1/4 ounce used per time.
Healing Herbs			1/16	**2D10** ounce of healing balm, for wounds as detailed below. Per time used, 1/4 ounce is required.
Cinquefoil	5CC	100%		Commonly used healing herb for any wounds except burns. Increases Healing Chance by 10%, rounded up. *
Agrimony	8CC	50%		Increases Stamina +15 and Healing Chance by +20 against disease and poison.
Amaranth Seeds	1SC	30%		Healing herb for damage. Adds +20 to Stamina and +10 to Healing Chance*
Angelica	5SC	10%		Potion gives +30 to Stamina and Healing Chance vs. Disease, Decay or Corruption.*
Basil	5BB	60%		**BL1** cure for sting wounds (damage and poison.)*
Bindweed	1CC	80%		Acts as a **BL2** paralytic poison for males, and as a pain relieve for females.*
Bush Resin	1SC	5%		Adds +40 to Healing Chance. If healing occurs, **1D6+8+StB** are healed.
Chervil	2SC	30%		Adds +15 to Healing Chance. Automatically cures any infection.
Clove Pink	3CC	70%		Adds 15 to Healing Chance when diseased or infected.
Fire Snake Liver	3SC	70%		Increases Healing Chance by 5 and induces a coma until fully healed.
Fire Snake Venom	3CC	70%		**BL10** cure for all Poisons, induces **MEL2/EL2** Pain also.
Garlic	1BB	100%		**MEL3/EL2** cure for Insanity.*
Mephis	2CC	40%		Grants **EL3** Immunity to magical Pain, and total Immunity to normal pain for two hours.*
Mugwort	2SC	25%		**BL6** cure for poison.*
Te'sla Blood	1SC	1%		Adds +40 to Healing Chance, +20 to **MDV**, and +4 to **StB** for 24 hrs (for healing or vs. disease only.) Acts as a **BL7** Death poison vs. Law or Chaos aligned entities instead.
White Poppy	5GC	10%		Adds +40 to Healing Chance, and grants an **EL2** Healing on use.

* See the Treasure Section for detailed description.

NOTE — *The items in Table 7.16 are the only common knowledge medical items. Other items can be used. All require the services of a Healer and/or Magic User to be used safely. Non-Healers will receive only the basic benefits listed above.*

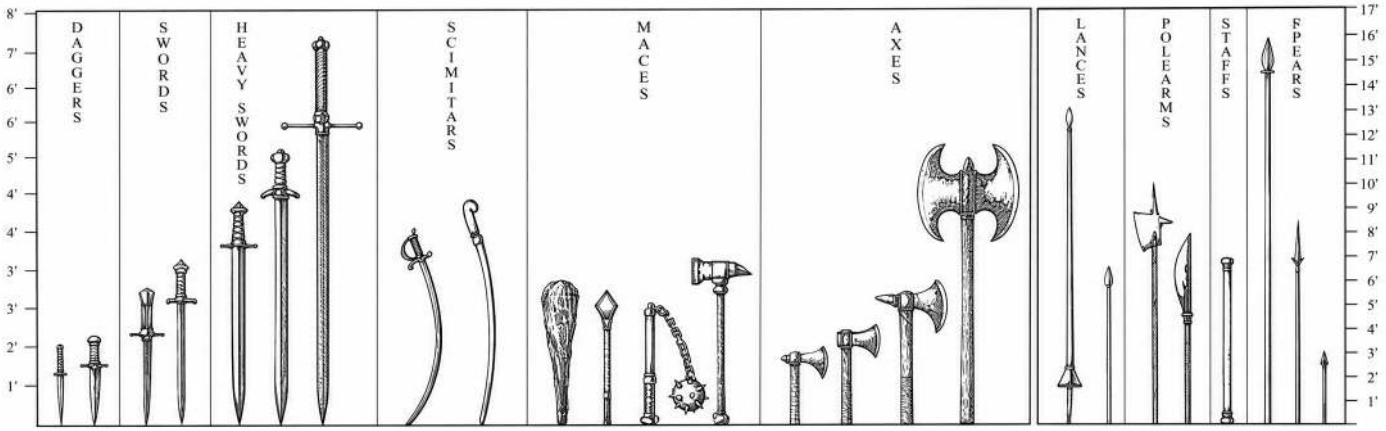


Table 7.17: Magic and Special Goods

Item Type	Cost	Weight	Avail.*	Description
Magic Weapon	×100†	×1	5%	Magic form of common weapon.
Elven Weapon	×25	×1/2	15%	Elven, non-iron, weapon, common type.
Dwarf Weapon	×40	×1	20%	Sword, Axe, Mace and Dagger forms only. High quality iron.
Elven Bow	×25	×1	15%	Composite only.
Elven Arrows	×20	×1	20%	Chance per arrow.
Magic Armor	×150†	×1	5%	Magic form of any armor type.
Elven Armor	×40	×1/2	5%	Non-iron, scale and chainmail only.
Dwarf Armor	×60	×1 1/4	10%	High quality iron, any armor type.
Paraphernalia	1GC†	Varies	20%(80%)	Items of varying type, i.e. staffs, wands, rings, goblets, maps. Price can vary by a factor of 100.
Potions/Elixirs	2GC†	1	30%	Sixteen ounces. Various types of magical and non-human beverages and powders. All attributes determined by the Referee. Factor of 10 cost variation.
Dwarf Ale	5SC	1 1/2	35%	Quart of average ale
Book/Scroll	3GC†	1	5%(40%)	Contents of book up to Referee. Can vary by a factor of 10 in cost.
Jewelry, Gems And Jewels			20%(100%)	The Referee will determine the value using the Treasure section. The item's true value is unknown to the player unless he has the appropriate skills.

*Chance is that of finding someone who says he has the item desired and will sell it. The chance that is actually magical is 50%. If not, the Character is being conned.
† The value of Magic Items depends on the **MEL**+**EL** and abilities of the item. See the Treasure Section for details. The base costs and factors listed here can be used if the Referee doesn't want to detail the item.
The value in parentheses is for non-magical items with no special value in play.

Aerial Vily at rest.

Powers & Perils

BOOK TWO

The Combat and Magic Book

8 Movement, Travel & Exploration

8.1 General Rules

Each game day is divided into two strategic turns of equal length. The first strategic turn represents the Day. The second strategic turn is the Night. The parameters for time and distance listed in Table 8.1 are used throughout this game. All Ranges and Movement speeds are based on the Tactical Hex.

Table 8.1: Movement Scale Chart

	Tactical	Grand Tactical	Strategic
One Hex (Inch)	10 Feet	100 Feet	20 Miles
One Turn	12 Seconds	Two Minutes	Twelve Hours
One Phase	3 Seconds	Not Applicable	Not Applicable

NOTE — *In all cases where " or inch are used, without explicit definition, the term is equivalent to the 10 foot hex used as a tactical standard.*

In all cases where the words turn or phase are used without accompanying adjective, the word will refer to the tactical unit of that type.

8.1.1 Strategic

The strategic scale is used to map large areas of terrain. The Basic Movement rate, in miles per Strategic Turn, equals the **MR** determined for the Character or other creature. The Referee may modify these values based on the terrain, the speed with which the Players wish to move and other factors. Whether he does so is entirely at his discretion. If desired, a base speed of 10 miles per strategic turn, walking, 20 miles per strategic turn, riding, and 40 miles per strategic turn, flying, may be used for all parties.

8.1.2 Grand Tactical

The grand tactical scale is used to map large encounter areas, i.e. cities, ruins, villages. It should only be used for this purpose.

8.1.3 Tactical

The tactical scale is used to resolve all combat and encounters. See §8.2.

8.2 Tactical Movement & Phases

Each tactical turn is divided into four phases. Each phase represents 3 seconds of elapsed time. The number of Movement Points that are available in each phase are determined on the chart below depending on the Movement Rate (**MR**) and the Phase being played.

EXAMPLE — A Creature has an MR of 50. 50/4=12 with 2 remaining. The PMR for the Creature is 13/12/13/12.

Table 8.2: Phase Movement Table

	Phase					Phase			
MR	1	2	3	4	MR	1	2	3	4
0	0	0	0	0	16	4	4	4	4
1	1	0	0	0	17	5	4	4	4
2	1	0	1	0	18	5	4	5	4
3	1	1	1	0	19	5	5	5	4
4	1	1	1	1	20	5	5	5	5
5	2	1	1	1	21	6	5	5	5
6	2	1	2	1	22	6	5	6	5
7	2	2	2	1	23	6	6	6	5
8	2	2	2	2	24	6	6	6	6
9	3	2	2	2	25	7	6	6	6
10	3	2	3	2	26	7	6	7	6
11	3	3	3	2	27	7	7	7	6
12	3	3	3	3	28	7	7	7	7
13	4	3	3	3	29	8	7	7	7
14	4	3	4	3	30	8	7	8	7
15	4	4	4	3	31	8	8	8	7

For determining the Phase Movement Rate (**PMR**) for **MRs** in excess of 32, divide the **MR** by 4. This value is assigned to each phase. Any remainder is assigned, 1 per phase, in phase 1,3,2 order.

8.2.1 Movement Order

Within each phase, the creature with the highest **PMR** will move first. If a tie exists, Characters will always move before creatures or non-characters. If Characters are tied, the Character with the highest Agility will move first. If this does not resolve the tie, continue with; 1) Highest **CEL**, 2) Lowest **AV**, 3) Tallest, 4) Lowest Weight. If it is still unresolved, the Characters should take turns moving first.

8.2.2 The Phase Sequence

The major combat actions are resolved in the following order:

I) Mana Allocation
II) Missile Fire
III) Magic Effect
IV) Movement and Melee

Mana Allocation

During this phase, any magic-users that wish to cast magic will allocate the necessary mana. The number of Mana Points that a magic-user can cast in one phase equals **(MEL+EL)/2**, rounded up. The spell cast will not go into effect until all points cast for it have been allocated. When they have, it takes effect in the Magic Effect phase immediately following.

EXAMPLE — An MEL 4 Wizard casts a 4 point spell. He can cast 3 Mana Points per phase with that spell. On the Mana Allocation in which he casts the final Mana Point, the 2nd phase of casting, the spell is complete. It will take effect in the Magic Effect Segment of the 2nd phase.

If the magic-user is damaged while casting a spell, i.e. before all mana has been allocated to it, the spell will not take effect and any mana cast is lost. He must start over to cast the spell.

EXAMPLE — In the case above, if the Caster took an arrow after casting the initial 3 Mana points the spell will not take effect and the points cast are lost.

Missile Fire

All projectile weapons and thrown missiles are used at this time.

Damage scored by arrows, quarrels, pellets, darts and other small projectiles, that score damage against an armor wearer, will not damage the armor that is worn. The penetration that occurs when they inflict their damage is at no time sufficient to count as real damage for the armor, though it does damage the wearer.

EXAMPLE — An arrow scores 13 hits on a person in Plate Mail. Four hits are blocked by the armor. The wearer takes 9 hits, the armor's DR is not reduced by the arrow.

A quarrel strikes a shield, doing 20 hits. It is firmly embedded in the undamaged shield, and probably the shield arm of the shield-user.

If the Missile Weapon is being used from horseback, i.e. mounted, the firer may fire it during the Missile Phase.

If he does not choose to do so, he may fire during the Movement and Melee Phase at any point of his move.

The **MP** cost to fire a weapon during the Movement and Melee Phase is 3 **MP** for a Bow and 2 **MP** for a thrown weapon.

EXAMPLE — The PMR of the Mount is 7 for the Phase. If the Character fires his Bow on the move he may only move 4.

Magic Effect

In the magic effect phase, any spell that has received all of the mana required for it to take effect will be resolved. The effect of all spells are resolved using the Magic Table, §11.1.

Movement And Melee

During this phase, all combatants will move and all combat will be resolved. Whenever a combatant enters a hex, moves within ½" or is in range of the melee weapons involved on either side, the combatants involved will have the option to fight. If either chooses to do so, both lose their remaining movement for the phase. When all movement has been completed, they will fight.

8.2.3 Refusing Combat

If a Character does not wish to fight, and he is faster than a combatant that does, he may refuse combat by moving out of the range of his enemies attack. If the refused combatant wishes to do so, he will be allowed a free attack against the Character. The free attack is allowed if:

A) The combatant can follow the Refuser at least ONE HEX during the phase that combat was refused.
B) No other person engages the refused combatant during the same phase as the refusal.

If two combatants start the phase within range to fight, and either wishes to do so, combat is mandatory as specified above.

8.2.4 Movement Modes

Two movement modes apply for all combatants: Stationary and Charge.

Footmen

Any unmounted Character, or any creature with an **MR** of less than 15, is considered to be a Footman. Footmen are considered to be stationary if they do not move at all. (This excludes changes of facing within the hex that the combatant is in.) Footmen that move are Charging.

Mounted

Any Character that is riding, or any creature with an **MR** of 15 or greater, is considered to be Mounted. If a Mounted person moves 25% or less of his **PMR**, he is stationary. If he moves faster, he is charging. For the effects of these Modes see Mounted Combat and Horsemanship. (Creatures that are classed as mounted, may attempt to trample when fleeing. Their **OCV/3**, rounded down, should be used as their rating.)

8.2.5 Movement Restrictions

A) If a Missile weapon is fired during the Missile Segment by a combatant on foot, he may not move in that phase's Movement and Melee Segment. If a weapon is thrown, he may move after reducing his **PMR** for the phase by 2, if his **PMR** is not zero.
B) **Damage Reduction** — Damage will reduce the speed of all Creatures. (Except those specifically excluded.) Divide the Character's highest **PMR** rating into the number of hits that he can take and round up. This yields a number of hits that he can take before the **PMR** is reduced by 1. When a reduction occurs, it occurs in all Phases of a turn and lasts until the damage heals.

   EXAMPLE — A Character has an MR of 13, i.e. 4/3/3/3. He takes 29 hits. 29/4 yields a value of 8. Per 8 hits that he suffers, rounded down, his PMR in all Phases is reduced by 1. (If he takes 10 hits, the PMR values become 3/2/2/2).

C) Any Creature that dodges during a Phase will move at 50% of it's normal **PMR**, rounded up, in the next Phase.
D) Any Creature that has it's **PMR** reduced by more than 1 in a single phase may not move in the next Movement and Melee Segment.
E) Magic-users may not move in any phase that they cast Mana.

8.2.6 Armor Encumbrance (Optional)

If a Character is knocked off his feet while in armor there is a chance that he will be unable to get up. If his Strength, times two, is not greater than the weight listed for the armor it will take him a full turn to rise without assistance. If it is equal or greater, it will take him one phase to rise, spent doing nothing else.

EXAMPLE — To regain your feet in one phase while you are wearing Chainmail, a Strength of at least 13 is required.

A warhammer.

8.3 Strategic Turn Modes

Each strategic turn the Players will select one of four modes for their party. Unless the party splits into one or more groups, the entire party must commit to ONE of the modes in Table 8.3. The modifier listed in the table is added to the Referee's roll on the appropriate Encounter Table. The minimum result, due to this modifier, will be 01.

Table 8.3: Movement Modes

Mode	Modifier
Normal Movement	0
Hunting	−5
Searching	−10
Camped	+5

8.3.1 Normal Movement

This mode should apply in the day unless the party specifies that they are taking some other action. Normal Movement indicates that the party is moving quickly towards their destination. While doing so, they ignore anything except direct threats to their existence or interesting events that they chance upon.

Movement Speed

The Basic Movement rate, in miles per Strategic Turn, equals the **MR** determined for the Character or other creature. The average party will move 10 miles per strategic turn on foot, 20 when mounted and 40 when flying. If the party is on foot or mounted, and they travel on a prepared roadway, increase their speed by 50%. This modifier applies only to Strategic Movement on the Roadway. It has no tactical effect on movement.

8.3.2 Hunting

The party is searching the local area for food. This entails following game trails, setting snares, gathering edible material, etc. Per hunting party created, the Players will have a chance to find food in the wild. Each party created will have a separate chance of hunting success and of having an encounter. To speed play, the Players involved should roll the chance of hunting successfully while the Referee rolls the chance that they have an encounter.

Hunting Success

The chance of hunting successfully, per party, is rolled with **D100**. The formula below is used to determine this chance:

Base Chance + (Highest Survival EL×3)*

* The Highest Survival **EL** for the terrain that the party is actually hunting in.

The Base Chance in the formula above is located in the Table below. The Highest Survival **EL** in the formula indicates that the hunting party will only use the HIGHEST **EL** possessed by the members of the hunting party in the formula.

EXAMPLE — A Sidh forest has a Base Yield of, 5×2, 10. A Troll wood has a Base Yield of, 5×½, 2.

Food Point Yield

Depending on how successful a hunting party is, the amount of food (in Food Points) yielded by hunting is:

Success: (Base Yield×the number of hunters) + Highest Survival EL
Partial Success: Success Yield/3, rounded up.
Failure: Success Yield/10, rounded up.

Restrictions and Options

For a party to have its full chance of hunting successfully it must remain within the strategic hex that it is in for the entire strategic turn. If they do not do so, and decide to hunt as they take Normal Movement, the following restrictions will apply:

A) The hunting encounter chance modifier will apply instead of the normal movement modifier.
B) The chance of hunting success is reduced 50%, rounded down.

EXAMPLE — A party of three hunts in the forest. Its highest Forest Survival EL is 9. When hunting normally the party has a 77% chance of Success. If it hunts while moving, the chance of success is 38%. In either case, Success yields 24 Food Points. Partial Success yields 8 Food Points. Failure yields 2 Food Points.

Table 8.4: Hunting Modifiers

Terrain	Base Chance	Base Yield
Aerial*	+20%	**
Badlands	30%	2
City	50%	3
City Margins	**	**
Desert	25%	1
Forest	50%	5
Hill	45%	3
Jungle	40%	6
Lower World	*	×2/×½†
Mountain	40%	2
Ocean	60%	5
Plains	35%	3
Roadway	25%	1
Ruins	15%	**
Swamp	35%	4
Underground	20%	1
Upper World	20%	**2D6**
Waterway	60%	4

* Add the Base Chance to the Base Chance for the terrain that the party is flying over. The increase is only received when the flyer is at an elevation of at least 30 and no more than 120 feet. It will apply at ½ value in Forest, Jungle, Mountains, Ruins and Swamps. It will not apply in Underground, City and Upper World hunting unless the Referee specifies that it does. Any encounter that a flying hunter has will be an Aerial Encounter. ** As listed for the surrounding terrain or, for Aerial, the terrain below.
*** Food is only found in Law or non-elemental Elder Regions. Other areas, unless specifically allowed by the Referee, have no edible growing substances or food animals. The food potential of areas that are created by the Referee may be set at his discretion.
† The multiplier to the left of the slash applies in the Elder Lands, areas inhabited by the Sidh and other Elder Races. The multiplier to the right of the slash applies in the Pale of Kototh and all Elemental Kingdoms. In all multiplications using this factor, the result is rounded down. If the final result is zero, no edible food can be found in the area. It is a desiccated, withered and noxious area.

NOTE — *The food yielded by hunting reflects the killing of small game and the gathering of edible plants. Large game is only taken as a result of an encounter or successful tracking after searching for animal signs.*

8.3.3 Searching

The strategic turn is spent in a single strategic hex systematically searching for a specific place or thing. If the item searched for is present, and the party knows the general area that it is in, they may find it.

Successful Searches

The result of searches is determined in the following manner:

A) The Referee will set a Base Chance of success, depending on the size of the item searched for, how well it is hidden and other factors that he considers to be appropriate. The MINIMUM Base Chance that the Referee may set is 10%. The MAXIMUM Base Chance that can be set is 80%.

B) The Player with the Highest Survival **EL** for the terrain that is being searched will roll **D100** and subtract his **EL** from the roll. Any result less than or equal to the Base Chance indicates a successful search. Partial Success means that the party may continue to search during future strategic turns with no reduction in their Base Chance of success. Failure means that the Base Chance is reduced 50%, rounded down, if the party chooses to continue the search. At any time that the Base Chance reaches zero, the party will give up and is no longer allowed to search that hex for the item that they want to find.

Specific things that may be searched for are left to the discretion of the Referee. Possibilities are game trails, natural materials, buildings, animal signs, mineral deposits, etc.

NOTE — *In all cases, the party must have some reason to believe that the item searched for is in the hex that they are searching. Random searches, without this knowledge, should have a Base Chance of 30% or less if the Referee chooses to allow them at all. The Referee may determine what is found by a random search on Table 8.5.*

Table 8.5: Random Finds

Roll	Find
01–25	Food Points**
26–40	Animal Signs
41–50	Game Trail
51–65	Creatures
66–70	Natural Material
71–75	Mineral Deposit
76+77	Buildings
78–82	Creature Lair
83–88	Cave or Cavern
89–100	Other*

* Anything that the Referee desires the party to find.
** **D100** Food Points. The type of food is at the Referee's discretion.

8.3.4 Camped

A party is camped when it spends the entire strategic turn resting in a single place. Unless the party specifies otherwise, parties are always considered to be camped during the Night. All parties must camp once every second Strategic turn at a minimum.

Sleep

When a party is camped at night a maximum of ½ of their total number, rounded down, may be awake. All others are asleep. Animals that are with the party are never figured into the total number unless they are guard trained animals.

EXAMPLE — A party consists of 5 men, 2 guard dogs and 5 horses. The total considered is 7. No more than 3 will be awake at any one time.

A late night visitor.

The Players should be required to divide themselves into watches based on the number that can be awake that is determined above. If an encounter occurs, only the watch that is awake at the time, determined randomly, can initially respond to the encounter.

Waking

In an emergency, sleeping party members may attempt to wake up. The chance that they do, rolled each phase, equals:

(W+ Em)/2, rounded up

The following modifiers apply to this chance:

A) There is a discernible noise OR another party member tries to wake the person: **Chance×2**.
B) There is a discernible noise AND another party member tries to wake the person: **Chance×3**.
C) The person suffers an injury while sleeping: **Automatically wakes**.

Each sleeper is allowed to roll each phase. The chance determined above is always additive. On the first phase after waking the person is allowed to stand and gather his wits. On all phases thereafter he may take any action that he desires.

EXAMPLE — Vobal the Dancer has W 24 and Em 15. His chance of waking is 20%. In case A it is 40%. In case B it is 60%. If he fails, on the next phase the chances are 40%, 80% and 120% respectively.

If a party remains camped more than one consecutive strategic turn, to gain the rest modifier for healing or for some other reason, they are only required to sleep on the ODD numbered strategic turns, i.e. during the night. On the other turns, all members of the party may be awake. Amy that are asleep will have twice the normal chance of waking. Any Character that sleeps during a strategic turn where it is not required will have twice his normal chance of waking during the strategic turns when sleep is required. He is well rested.

NOTE — *The limit on the number of Characters awake in §8.3.4 reflects a rotating guard scheme. Optionally, the Referee may allow the party one chance in six that the encounter occurs early in the night when all party members would still be awake.*

9 Combat

The Combat Values that were determined in §2.4.1 for each Character are the basic values that are used in Combat. **OCV** and **DCV** determine the chance that a successful hit on an opponent is scored, **HPV** and **DTV** determine how much damage a Character can take before becoming incapacitated or dying, and Doge Value is used when dodging to avoid being hit altogether.

9.1 Combat Positioning

The **OCV** of a Character equals **CEL+SB+StB**. A Character's **DCV** is equal to **CEL+AB+DB**.

To determine the line that you will roll when you attack another person or creature, subtract the defender's **DCV** from your **OCV**. The result is the line on the Combat Table 9.1 that you will roll on.

EXAMPLE — If a Character with an OCV of 7 attacks a creature with a DCV of 9, he rolls on the −2 line.

9.2 Combat Modifiers

When the lines that will be used have been determined, the following factors are used to modify the roll of the attacker or defender:

A) **Weapon Expertise** — A weapon user may subtract his **EL** from his own roll OR add it to his opponent's roll. He must specify which tactic he is using. If he does not do so, it is assumed that he is fighting offensively, i.e. adding it to his attack roll. When a Character uses a weapon that he is not trained in he will ADD the **COST TO LEARN** for the weapon type to his attack roll.

B) **Natural Weapon Index** — Certain creatures have a listed bonus for potent natural weapons that are part of their physiology. This bonus, as it applies, is added to their roll when they attack. It does not apply if the creature is using a weapon.

C) **Shield Expertise** — A shield user may add his **EL**, up to the **AV** of his shield, to the roll of any attacker. Shield expertise only has value defensively.

D) **Situation** — When fighting multiple opponents, in case of ambushes or one opponent is otherwise impaired, see Table 9.2 for the modifiers that apply.

9.2.1 Fighting on Moving Surfaces

Any person that is fighting while on a moving surface, such as a ship at sea, and does not have the appropriate skill, will reduce his **OCV**, **DCV** and all weapon **ELs** by 50%, rounded up, when fighting.

A Seaman (see §4.6.40) or a person with Watercraft (see §4.6.52) will ignore this reduction fighting on the deck of a moving ship. For other situations where fights take place on moving surfaces, the Referee must decide which skill, if any, is appropriate.

Table 9.1: The Combat Table

BASE LINE	HIT TYPE DEADLY	SEVERE	HIT	SHIELD	MISS
−20*	−10	−9 to −5	−4 to 03	04–15	16–100
−19	−9	−8 to −4	−3 to 04	05–16	17–100
−18	−8	−7 to −3	−2 to 05	06–17	18–100
−17	−8	−7 to −2	−1 to 06	07–18	19–100
−16	−7	−6 to −1	0 to 07	08–19	20–100
−15	−7	−6 to 0	01 to 08	09–20	21–100
−14	−6	−5 to 01	02 to 09	10–22	23-100
−13	−6	−5 to 02	03 to 10	11–24	25–100
−12	−5	−4 to 03	04 to 11	12–26	27–100
−11	−5	−4 to 04	05 to 12	13–28	29–100
−10	−4	−3 to 05	06 to 13	14–30	31–100
−9	−4	−3 to 06	07 to 15	16–32	33–100
−8	−3	−2 to 06	07 to 16	17–34	35–100
−7	−3	−2 to 07	08 to 18	19–36	37–100
−6	−2	−1 to 07	08 to 19	20–38	39–100
−5	−2	−1 to 08	09 to 20	21–40	41–100
−4	−1	0 to 08	09 to 21	22-42	43–100
−3	−1	0 to 09	10 to 22	23–44	45–100
−2	−1	0 to 09	10 to 23	24–46	47–100
−1	0	01 to 10	11 to 24	25–48	49–100
ZERO	0	01 to 10	11 to 25	26–50	51–100
+1	0	01 to 11	12 to 26	27–52	53–100
+2	01	02 to 12	13 to 28	29–54	55–100
+3	01	02 to 12	13 to 29	30–56	57–100
+4	01	02 to 13	14 to 31	32–58	59–100
+5	02	03 to 14	15 to 32	33–60	61–100
+6	02	03 to 14	15 to 34	35–62	63–100
+7	02	03 to 15	16 to 36	37–64	65–100
+8	03	04 to 16	17 to 37	38–66	67–100
+9	03	04 to 16	17 to 39	40–68	69–100
+10	03	04 to 17	18 to 40	41–70	71–100
+11	04	05 to 18	19 to 42	43–72	73–100
+12	04	05 to 18	19 to 43	44–74	75–100
+13	04	05 to 19	20 to 45	46–76	77–100
+14	05	06 to 20	21 to 47	48–78	79–100
+15	05	06 to 20	21 to 48	49–80	81–100
+16	05	06 to 21	22 to 50	51–81	82–100
+17	06	07 to 22	23 to 51	52–82	83–100
+18	06	07 to 22	23 to 53	54–83	84–100
+19	06	07 to 23	24 to 54	55–84	85–100
+20*	07	08 to 24	25 to 56	57–85	86–100

*Any result with a base line less than −20 is rolled on the −20 line. This is the worst possible chance. Any result greater than +20 is rolled on the +20 line. This is the best possible chance.

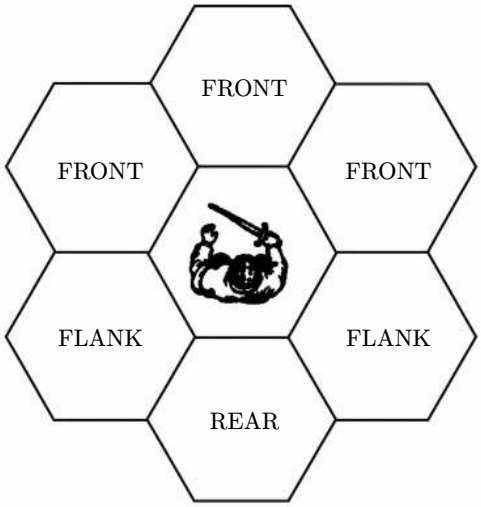
IMPORTANT — When +20 is exceeded, the attacker will subtract the difference between the two lines IF the roll, after all other modifiers, is an 85 or less. If it is an 86 or higher, the line difference is ignored.

NOTE — *As a player, if your character finds himself fighting a creature whose offensive line against you is in excess of +20, combat is definitely NOT the best solution. Feets don't fail me now …*

Table 9.2: Situation Table

Situation	Effect
Fighting more than one opponent	−5**
Defender is unable to move*	−20
Defender is ambushed, taken from the rear or unaware of the attacker*	−15
Defender is not fully conscious, i.e. drugged, asleep, unconscious, etc.*	−20
Defender is taken from the flank	−10
Mounted Attack	See Mounted Combat and Horsemanship.
Attack from above	−5
Defender is Small	+3 per point below 4 in **OCV**. (For Humanoid form, +2 per hit point below 8.)

*When the Defender is in this position any Deadly Hit is fatal, Severe Hits are Deadly, Hits are Severe and Shield Hits are Hits.
**Modifier used by the forces that outnumber the person attacked.



Facing directions.

9.2.2 Facing

Unless a combatant has a strong tail, or other weapon that can be used in the rear, he may only attack opponents that are located to his front. The front is a 180 degree area radiating from one side of the counter, or figure, that represents the combatant to the other.

The flank of an opponent are 60 degree areas adjacent to the front on either side of the counter or figure.

The opponent's rear is a 60 degree area that is adjacent to both flanks and not adjacent to the front.

A creature with weapons in both front and rear can attack in either direction and is not considered to have a rear for the purpose of Combat.

Creatures that attack within a specified area will affect all targets within that area. They will have neither a rear or a flank for the purpose of Combat.

Creatures, such as the Hydra, that are multi-headed will not have a flank. If they are multi-headed and one of the heads is in the rear, such as the Chimeara, they will have neither rear or flank.

9.3 Attack Order

The major actions within a phase are resolved in the following order:

I) Mana Allocation
II) Missile Fire
III) Magic Effect
IV) Movement and Melee

The order of attack within the melee resolution in a single phase is determined by the weapon used to attack or the **OCV** of the creature if a creature possesses natural weapons. For normal weapon users, the class of weapon determines the Attack Order.

9.3.1 Weapon Classes

The classes below are listed in Attack Order priority.

Polearms

The Halberd (Poleaxe) and Glaive fall in this class. When they are used by a Stationary Footman, the parenthesized **WSB** listed for them will apply. At all other times, it will not.

When a Polearm is used against a Charging, Mounted opponent, double the parenthesized **WSB**.

Polearms may be used to attack into adjacent hexes. No **WSB** increases apply if the weapon is used while charging.

Heavy Lance

The **WSB** only applies when it is used from a Charging Mount. Against another Charging Mounted target, the **WSB** listed is doubled if a hit is scored.

Spears

The Spear and Light Lance are used at this time. For the Light Lance, the **WSB** will only apply on the Charge when it is thrown or used as for the Heavy Lance. Spears may be used in the same way but will garner no additional effectiveness. If a Spear is used while charging on foot, add 5 to your roll. Either may be thrown from a Stationary position.

Staff

May only be used while on foot. If it is used while charging, add 5 to your roll. On Deadly Hits, double the **WSB**.

Heavy Swords

The Great Sword, Bastard Sword and Broadsword. The Great Sword may not be used while mounted. If the Bastard Sword is used while mounted, add 5 to your roll. No restriction applies on the Broadsword. When any of these weapons are used while charging on foot subtract 1 from the damage scored.

Axe

The Axe and the Battle Axe. The Axe is used from Horseback as for the Broadsword. The Battle Axe is used as for the Great Sword. No deduction applies if they are used while charging on foot.

Scimitar

The Scimitar and the Tulwar. When they are used from the back of a Charging Mount, add ONE to the **WSB**.

Mace

The Mace, Hammer, Flail and Club. On Deadly and Severe damage, add 1 to the damage inflicted. Against Shields, subtract 1 from the damage inflicted. Subtract one from damage if the weapon is used by a Charging Footman. Add 1 for a Flail used by a Charging Mounted combatant.

Swords

Swords and Light swords. Used as for Broadsword from Horseback. No deduction applies when they are used while charging on foot. If used as a Missile Weapon, roll on the Other Missile Weapon line adding 10 to your roll.

Other Weapons

Throwing Axe, Javelin, Dagger, Throwing Dagger. These are weapons that are short or that are primarily meant to be thrown. If they are thrown, they strike before Polearms. If not, they strike last.

Caltrops

Caltrops are a spiked nuisance weapon. They are spread in front of the defender as a defense against mounted attackers. The Referee may decide to ignore them in play. If you wish to use them, the **OCV** will be equal to the number of Caltrops spread along the line that the mounted creature must pass. If a hit is scored, they will do **1D6** hit points and will break the charge if the damage scored or less is rolled on **1D10**. Caltrop damage is unaffected by Armor.

EXAMPLE — 8 Caltrops are spread in the area that a knight charges through. Rolling with an OCV of 8, i.e. on line + 8, a hit is scored. Rolling 1D6, 3 points damage are inflicted on the horse. Rolling 1D10, a 1–3 will indicate that the charge is broken. No charge benefits are received by the opponent if the charge is broken.

9.3.2 Magic Weapons

The Attack Priority for a Magic Weapon **equals the order listed for the Weapon type minus EL/2, rounded up**. The best priority that a throwable weapon can have is zero, i.e. before all thrown Weapons. The best priority that any other Magical Weapon can have is 2.

9.3.3 Creatures

Table 9.3 gives the Attack Order of creatures, based on the weapons above and the **OCV** of the creature.

In case of ties, Characters will always attack first. If both combatants are Characters, ties are broken as for movement ties. Use Dexterity as the first tie breaker instead of Agility.

Table 9.3: Attack Priority Table

Order	Weapon Class	Creature **OCV**
1	Thrown Weapon	–
2	–	17+Up
3	Polearms	13–16
4	Heavy Lance	–
5	Spear/Light Lance	9–12
6	Staff	–
7	Heavy Sword/Axe	6–8
8	Scimitar/Mace	–
9	Sword/Light Sword	3–5
10	Other Weapons	0–2

9.4 Combat Damage

The following factors increase or decrease the damage suffered in combat:

A) **Strength Bonus** — Add the attacker's **SB** to the number of hits that he scores in combat.
B) **Weapon Expertise** — On Severe Hits, the **EL**/2 rounded up is added to the damage scored. On Deadly hits add the **EL** to the damage scored.
C) **Armor** — The **AV** of a suit of armor is subtracted from the damage scored on the wearer.
D) **Weapon Strength** — The **WSB** of a weapon is applied as for (A) above if the Character is strong enough to use it and has the necessary skill.
E) **Helmets** — The **AV** of Helmets is applied on all Severe and Deadly Hits scored on the wearer.
F) **Shields** — When a Shield Hit is scored, the **AV** of the shield is the number of hits that the shield will block. If the value is exceeded, the shield is destroyed. If 50% of the value, rounded down, or more is inflicted the **AV** is reduced by 1. When unskilled persons use a shield, the **AV** is reduced by 4. Per 5 Expertise Points gained, the reduction is reduced 1. The reduction reaches zero when **EL0** in the Shield has been attained (see §4.4.3).

Table 9.4 lists every normal factor that applies as a modifier to the attack roll or the damage scored by a hit. Magical factors that may apply are covered in later sections of this book.

Table Explanation

Creature The factor is added to the creature's attack roll.
Either The factor is subtracted from the user's attack roll or added to his opponent's attack roll.
Increase The damage inflicted is increased by this factor.
None The factor has no effect in this area.

Table 9.4: Combat Modifier Table

Factor	Roll Modifier	Damage Modifier
Weapon expertise	Either	Increase
Shield expertise	Opponent	Reduce
Shield	None	Reduce
Armor	None	Reduce
Helmet	None	Reduce*
Weapon Strength	None	Increase
Natural Weapon	Creature	None
Strength Bonus	None	Increase
*Applies on Deadly and Severe hits only.		

Opponent The factor is added to the opponent's roll.
Reduce The factor is subtracted from the hit points that are scored on the user by an attacker.

9.4.1 Damage Classes

Deadly Hit

A Deadly Hit will score **2D10** or **(SB+1)D10**, whichever is greater. To this value, **WSB** and **EL** are added.

EXAMPLE — If Vlad Stonehand, SB+4, EL11 in Bastard Sword, scores a Deadly hit with his Bastard Sword, he will do 5D10+12 hit points damage. He could kill a Giant with one blow if he is lucky.

A hit is Deadly if the roll, after all modifiers have been applied, is less than or equal to the number listed on the Deadly Hit line of the Combat Table.

Severe Hit

The damage inflicted by a severe hit is determined, depending on the attributes of the attacker, using the cases below:

A) The attacker possesses natural weapons*:

1D10+SB or zero, whichever is higher

B) The attacker is unarmed and without natural weapons:

1D6+SB**

C) The attacker is armed with a weapon:

1D10+SB+WSB+(EL/2, rounded up)

* An attacker is considered to have natural weapons if the **NWI** specified for it is zero or higher.

** If the attacker is skilled in Martial Arts or has an Unarmed Combat **EL** greater than the **AV** or **NAV** of the opponent, the **EL**/2 rounded up is added to the damage that is scored.

EXAMPLE — A troll, +3SB, fights an unarmed Saryan of Kamen, +2SB, EL6 Hand-to-Hand. Both score Severe Hits. The troll scores 1D10+3 hit points. Saryan scores 1D6+2+(6/2) hit points.

Hit

A hit result scores damage as specified in the cases below:

A) The attacker possesses natural weapons*:

1D6+SB

B) The attacker is unarmed and without natural weapon:

1D3+(SB/2, rounded down)**

C) The attacker is armed with a weapon:

1D6+SB+WSB

*See the first note in §9.4.1.
If the attacker is skilled in Martial Arts or has an Unarmed Combat **EL greater than the **AV** or **NAV** of the opponent, the **SB** is not divided as specified above.

Shield Hit

The blow strikes the shield of the defender. If he has a shield, it blocks the damage. Roll damage as for a hit. If the defender does not have a shield, treat this as a hit.

Miss

No damage is scored on the target.

9.4.2 Damage Taken

The damage scored after the effect of armor (and possibly spell effects) has been taken into account is deducted from the target's Hit Point Value **HPV**(see §2.4.3). The **HPV** is the number of hit points that a Character can take before he reaches the point of unconsciousness or becomes otherwise incapacitated, depending on his Damage Tolerance Value **DTV**(§2.4.4).

A remaining **HPV** greater than zero indicates that the Character is conscious and active. Any damage between the negative **DTV** and zero indicates that the Character is semi-conscious and limited in actions. He may take one action per tactical turn or move **MR/10** (rounded up) in a tactical turn. A value between **DTV** and **DTV×4** means the Character is unconscious. A value less than the **DTV×4** means that the Character is dead.

EXAMPLE — A Character has a DTV of −4. His HPV is 26. If his current HPV, considering damage taken, is one to twenty-six, he is conscious, From zero to minus four, he is semi-conscious. At minus five or less, he is unconscious. At minus 17 he is dead.

When a wound is suffered that leaves the character with an **HPV** value less than one, a roll is taken on the Bleeding Wounds Table. The victim may subtract his **CB** from the roll. If the wound was inflicted by a severe hit add two to the roll. If it is a deadly hit add two plus the number of dice used to roll the deadly. (If a **5D10** deadly, add seven.) The roll is taken with **2D10**.

Table 9.5: Bleeding Wounds

Roll	Effect
<4	Much of the affect of the blow is in fact a stun. Recover **2D6** hits in **1D6** turns.
4–7	Increase damage one point per **CB** phases until the bleeding is stopped.
8–15	Damage increases **1D6−CB** points each phase with a minimum increase of one.
16–19	Damage increases **1D10−CB** each phase with a minimum increase of two.
20+ up	The wound inflicted is instantly terminal. (Head removed, Heart pierced, etc)

Stopping the Bleeding

The character is allowed to roll to stop the bleeding if the blow does not kill him outright. He should roll **−4×DTV** or less on **D100**. If he succeeds, the bleeding is stopped and the damage level no longer increases. Until he succeeds it increases as specified in Table 9.5. If the result rolled is greater but less than 96 the bleeding continues. If the result is 96–100 the loss increases ONE point per phase.

Should the player manage to get access to healing supplies while dying, he may roll against **−8×DTV**.

NOTE — *The system to stop bleeding above covers only an individual doing what he can solo. Aid from another player or a healer will increase the chance to stop bleeding to* ***−8×DTV*** *and add* ***EL*** *of the Healer. Those involved in the effort can do nothing else while attempting to save the threatened life.*

9.4.3 Subdual Damage (Optional)

If this option is used, Players may choose to strike with the intention of rendering the opponent unconscious instead of killing him. When this form of attack is selected, the following rules will apply:

General Rules

Any damage scored on the target is taken as subdual damage. When the total number of subdual points is equal to, or greater than, the target's **HPV**, the target is unconscious or otherwise rendered helpless.

When hand-to-hand tactics, weapons that do not have the potential of killing or edged weapons that strike flat are used to inflict the subdual damage, **20%** of the damage inflicted, rounded down, is taken as actual physical damage by the target.

When weapons that have no flat and edge sides, i.e. maces, staffs, etc, are used in subduing a target, **40%** of the damage that is inflicted, rounded down, is taken as physical damage.

EXCEPTION — If such a weapon is specifically designed for subduing enemies, and not intended as a killing weapon in battle, it will always score subdual damage when it is used AND 20% of the damage inflicted, rounded up, will be the actual physical damage.

One Blow Unconsciousness

Any single blow that inflicts actual physical damage when it hits has a chance to drive the person hit into unconsciousness, regardless of the **HPV** that the target has remaining. The chance, stated as a percentage of the **HPV**, equals:

(Total Subdual Damage+Actual Damage)/HPV

This fraction is converted to a percentage, rounding down. This percentage, minus the Stamina of the victim, is the percentage chance that that punch will knock the person out.

EXAMPLE — In a hand-to-hand battle, one participant misses and the other hits him for two points. He cannot be knocked out by this blow but does take two points of subdual damage. In the next phase, the victim is hit again, for thirteen points. This blow does two points of physical damage and thirteen subdual. It can also knock the victim out. The chance, given an HPV of 24 and Stamina of 30, is (2+13+2)/24, 70%, 70%−30=a 40% chance.

IMPORTANT — If the victim is not knocked out he carries fifteen points of subdual damage into the next round. Actual damage applies only towards knockouts in the subdual system, unless the actual damage scored is sufficient to kill the victim — in which case it will. No target that is taken unaware when subdual is attempted may subtract his Stamina from his chance of being knocked out. Use the determined percentage without modification.

Duration of Unconsciousness

A person that is knocked out will remain unconscious for:

(100−Stamina)+(Actual Damage×10) turns

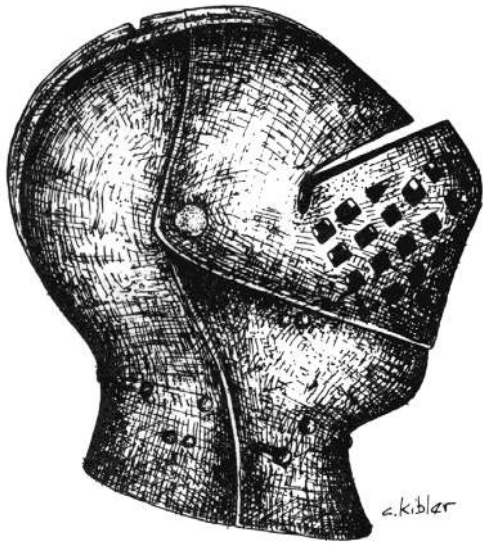
EXAMPLE — If the victim above is knocked out, he will remain unconscious for, (100−30)+(2×10), 90 turns, i.e. nearly eighteen minutes.

IMPORTANT — Regardless of the result of this formula, the MINIMUM number of turns that a person will remain unconscious if he is knocked out equals:

10−StB turns

If the result of the main formula is negative, the formula above should be used.

NOTE — *If the subdual attack is not being used to knock the victim out, but to subdue him in another way the turns determined above, are the number of turns that pass before the victim can take any action against his subduers. During this period, the Players must specify the means that they are using to maintain their control. If the Referee considers these methods inadequate, or useless, he may modify the duration of the subdual accordingly. In all cases where this form of attack is allowed, the decision of the Referee is final.*



9.5 Missile Fire

A Missile, specifically, is any object that is projected at a target from a distance. In this game, all NON-MAGICAL projectiles of any kind are Missiles.

Missile Fire is resolved using the Combat Table. The Line that the firer will use is determined by the Range and the weapon that he is using. The roll is modified by the firer's **EL** and other factors.

9.5.1 The Missile Table

Table 9.6 is used to determine the Line that will be used when a weapon is fired, thrown, etc.

The numerical values listed in the table, except for Base Range, indicate the Line that is used on the Combat Table. The Ext. column indicates what may or may not be employed at extreme range.

Table 9.6: Missile Table

	Range Fraction					
Weapon Used	Point Blank	Short	Med.	Long	Ext.	**Base Range**
Arbalest	+15	+8	−2	−12	Yes	24
Bolas	+10	−1	−13	−20	No	4**
Bow	+11	+4	−6	−18	Yes	20
Composite Bow	+14	+7	−3	−14	Yes	25
Handle Sling	+3	+9	−4	−17	Yes	18**
Heavy Crossbow	+12	+6	−3	−16	Yes	20
Javelin	+6	0	−9	−20	No	6*
Light Crossbow	+9	+5	−6	−20	Yes	18
Light Lance	+8	−2	−10	−20	No	3**
Long Bow	+12	+8	0	−10	Yes	30
Other Dagger	+5	−3	−15	−20	No	4**
Other Thrown Weapons	+4	−4	−14	−20	No	4*
Repeating Crossbow	+7	+1	−8	−18	No	16
Sling	+4	+6	−6	−19	Yes	12**
Spear	+5	−1	−7	−16	No	8*
Throwing Axe	+6	−2	−10	−20	No	5*
Throwing Dagger	+8	0	−12	−20	No	5**

*Range = Base Range + the thrower's **SB** in hexes.
Range = Base Range + (the thrower's **SB/2, rounded down) in hexes.

NOTE — *If the divisions in §9.5.1 are too time-consuming or difficult, Table 9.7 can be used to determine the ranges that apply for missile weapons.*

The Range Fractions

Point Blank Point Blank Range applies when the weapon is fired within 10% of its Base Range, rounded down. If the result is zero, the firer must be in the same hex, within 1", of his target.

Short When the weapon is fired from 10 to 25% of its Base Range, rounded down, it is at Short Range. If the value is zero, the Short Range line is used instead of Point Blank.

Med Medium range applies from 25 to 50% of the stated Base Range, rounded up.

Long Long Range applies from 50 to 100% of the stated Base Range.

Ext Extreme Range applies if a YES is found for the weapon in the Ext. column of the Missile Table.
Any weapon that can be fired at Extreme Range can be fired at up to DOUBLE the Base Range specified for it. (If the Base Range is 25, it can be fired at a range of 50.) Per additional hex, inch, that the weapon is fired ADD ONE to your roll on the Combat Table using the line specified for Long Range.

EXAMPLE — An archer fires a longbow at a range of 35. he will roll on line −10 adding 5 to his roll for extreme range.

EXAMPLE — The Range breakdown for a Longbow is:

Point Blank	0–3	Long	16–30
Short	4–7	Extreme	31–60
Medium	8–15		

Table 9.7: Range Table

Range	**Point Blank**	**Short**	**Med.**	**Long**	**Ext.**
2	None	0	1	2	None
3	None	0	1+2	3	None
4	0	1	2	3+4	None
5	0	1	2+3	4+5	None
6	0	1	2+3	4–6	None
7	0	1	2–4	5–7	None
8	0	1+2	3+4	5–8	None
9	0	1+2	3–5	6–9	None
10	0+1	2	3–5	6–10	None
11	0+1	2	3–6	7–11	12–22*
12	0+1	2+3	4–6	7–12	13–24*
13	0+1	2+3	4–7	8–13	14–26*
14	0+1	2+3	4–7	8–14	15–28*
15	0+1	2+3	4–8	9–15	16–30*
16	0+1	2–4	5–8	9–16	17–32*
17	0+1	2–4	5–9	10–17	18–34*
18	0+1	2–4	5–9	10–18	19–36*
19	0+1	2–4	5–10	11–19	20–38*
20	0–2	3–5	6–10	11–20	21–40*
21	0–2	3–5	6–11	12–21	22–42*
22	0–2	3–5	6–11	12–22	23–44*
23	0–2	3–5	6–12	13–23	24–46
24	0–2	3–6	7–12	13–24	25–48
25	0–2	3–6	7–13	14–25	26–50
26	0–2	3–6	7–13	14–26	27–52
27	0–2	3–7	7–14	15–27	28–54
28	0–2	3–7	8–14	15–28	29–56
29	0–2	4–7	8–15	16–29	30–58
30	0–3	4–7	8–15	16–30	31–60

*If Extreme Range is possible for the weapon type that is being used.

9.5.2 Fire Modifiers

All armor, shield, helmet, weapon strength and Expertise modifiers apply in Missile Fire. Expertise modifiers only applies for the firer; they give the target no benefit.

The target may use his Expertise with a Shield to modify the firer's roll. The **EL** is added to the firer's roll when he

fires. The total added in this way may not exceed the **AV** of the shield that the target is using.

EXAMPLE — A target has EL12 in the shield. When using a buckler he may only add 5 to the roll. When using a metal shield, AV13, he may add 12 to the roll.

9.5.3 Missile Damage

Damage from Missile Fire is identical to that specified for "Attacker using a Weapon" in Normal Combat. At no time will the firer's **SB** be added to the damage scored, unless the object is a thrown weapon.

9.5.4 Situation Modifiers

All listed Situation Modifiers apply for Missile Fire as well. In addition, the following factors apply:

A) **Night Fire** — When the target is in darkness, or otherwise obscured from the firer, the firer will double the Range to determine the Line that he will fire on.

EXAMPLE — A beast is moving towards the camp. The guard fires at it at a range of 7 with a Longbow. The effective range, used to determine his line on the combat table is, 7×2, 14. He will fire on line 0 instead of line +8.

B) **Concealment** — When the target is partially hidden behind an object that is capable of deflecting the missile, the effective range is determined as for A above.

C) If both A and B apply, quadruple the Range.

EXAMPLE — When a shot is taken, the target is partially behind a boulder. If the range is 11, it becomes 22. If it is also night, or vision is obscured, a range of 11 would become an effective range of 44.

D) **Size** — Per 15 hits, rounded down, that a creature can take the Archer will subtract 1 from his roll. If the target has a determined height, subtract 1 per 5 inches, rounded down, that he is taller than 72".
If a Humanoid form creature does not have a determined height, subtract 1 per 20 hits that it takes, rounded down.

E) **Strength Bonus** — If the weapon used is one whose range is modified by the firer's **SB**, the **SB** is added to any damage that is inflicted by the item thrown.

EXAMPLE — A giant, SB+8, throws a rock. On a normal hit, it will do 1D6+8 hits to the target. His base range is 12.

9.5.5 Attacked Archers

If a missile-user, firing any type of Bow or Sling, is attacked in a phase that he fired in he may not counter attack. The archer can change weapons that phase but may not attack in melee or use his **EL** defensively. It takes a full phase to get the normal use of his new weapon.

9.5.6 Crossbows

Table 9.8 applies for Crossbows only.

The time required to reload starts with the last phase on which the weapon was fired.

The Repeating Crossbow, a complex machine, may be fired ONCE per phase for FIVE PHASES before it must be reloaded. All other Crossbows may be fired once before they must be reloaded.

Table 9.8: Reload Times for Crossbows

CROSSBOW TYPE	PHASES TO RELOAD
Repeating Crossbow	8
Light Crossbow	2
Heavy Crossbow	3
Arbalest	4

If a Character is interrupted while he is reloading his crossbow, i.e. he has to defend himself, he will lose all accumulated phases of reloading. He must start over.

NOTE — *The repeating crossbow is equivalent to the weapon used in the far east, especially in China. It fires darts or pellets, depending on the ammunition that its magazine is designed for.*

9.5.7 Bows

To use a Bow, Composite Bow or Longbow the firer's **SB** must be at least equal to the **WSB of the Bow−1**. If it is less, the Character cannot draw the Bow.

Elven Bows

The rule in §9.5.7 above will never apply for Elven Bows.

Magic Bows

For non-Elven Magic bows, the firer's **SB** must be at least equal to **WSB**/2, rounded down.

9.5.8 Horse Archery

A missile user is allowed to use some weapons while he is mounted. These weapons are listed on Table 9.9.

Horse Archery skill (§4.4.5) is needed to use Bows from horseback. The Maximum **EL** that a Character can use when firing from a mount is equal to his Horse Archery **EL** OR his **EL** with the weapon, whichever is less.

The Character's Horse Archery skill is subtracted from the modifier listed in the table below for firing from a Moving Mount.

Table 9.9: Weapons for Mounted Missile User

Weapon	Stationary	Charging
Bow	0	+10*
Composite Bow	0	+5*
Light Crossbow	+5*	+15*
Spear	+5**	+15**
Javelin	0	+10**
Light Lance	+5	+10(0)***
Bolas	+5**	+5**

*The Modifier is added per Range Fraction above Point Blank range. (If a Bow is fired from a charging horse at Medium range the modifier is +20, i.e. a 14 becomes a 34.)
** These weapons may only be used from a mount at Point Blank and Short range. The modifier is added at each range level, starting with Point Blank, as stated for Bows.
*** For the Light Lance, the modifier in parentheses is used if the missile is cast at Point Blank range. If it is cast at Short Range, the other modifier applies.

9.6 Throwing Stones

In some cases, the Players or Referee may need to determine the WEIGHT of a miscellaneous projectile that is thrown at them, or by them.

9.6.1 Maximum Weight

If the thrower has a determined Portage Ability, the maximum weight that he can throw for the Range determined for him is **PA**/10, rounded down.

Each weight increase, equal to the throwing weight determined, reduces the throwing range by 50% rounded down.

EXAMPLE — Vlad Stonehand has a Portage Ability of 244 pounds. He can throw a 24 pound, or less, projectile 8 hexes. He can throw a 25 to 48 pound object 4 hexes. He can throw a 49 to 72 pound object 2 hexes. etc.

If the thrower does not have a Portage Ability, the maximum weight equals **S**/**4** rounded up. All other rules apply as specified.

9.6.2 Damage

The **WSB** that a thrown projectile of this type has is based on its weight. Table 9.10 details this factor. The Referee will determine the weight of the projectile.

Table 9.10: Damage Done by Throwing Stones

WEIGHT	WSB	HCM
<1 pound	−2(−1)	None
1–2 pounds	−1(0)	None
3–6 pounds	0(+1)	None
7–14 pounds	+1(+2)	−1
15–29 pounds	+2(+3)	−2
30–49 pounds	+3(+4)	−4
50–79 pounds	+4(+5)	−6
80–119 pounds	+5(+6)	−8
120–169 pounds	+6(+7)	−10
+50 pounds	+1(+1)	−2

The parenthesized **WSB** applies when cast with a sling or if the thrower has an **SB** of +3 or higher.
NOTE — *The +50 pounds increase states the amount of increase per additional 50 pounds of weight. For example, if a 500 pound statue is thrown (or falls) on someone the **WSB** is +14(+15) and the **HCM** is −26.*

HCM in Table 9.10 is used for **EL** to determine if a hit is scored and what kind of hit it is. It has no effect on the amount of damage that the projectile will do if it hits.

IMPORTANT — The thrower's SB will apply for all thrown weapons. It will not apply for projectiles that are cast from a Sling.

OPTIONAL — The total number of hit points inflicted by a thrown projectile can be varied by the type of material. Stone and hard metal get full damage. Hard wood and soft metal score $1/2$ damage rounded up. Soft wood and other soft materials that are hard enough to do anything score $1/4$ damage rounded up.

9.7 Dodging (Optional)

Any defender engaged in combat may attempt to dodge blows that are aimed at him. The Dodge Value of a Character, as defined in §2.4.2, equals:

AB+DB

If a defender dodges, the total value that is dodged equals:

The AV of the dodger's armor+the attacker's Dodge Value

IMPORTANT — In all cases, the AV that is used in determining the total value dodged is the AV for the type of armor, as listed in the equipment list. For creatures with a NAV, the creature's actual NAV is used when he attempts to dodge.

EXAMPLE — A Character is wearing EL5 magic chainmail. An AV of 3 is used in determining total value when he attempts to dodge. A dragon has a NAV of 3. Three is added when it attempts to dodge.

9.7.1 Dodge Results

If the listing in the table is (A), or the dodger rolls less than or equal to the listed percentage, the dodge is successful In this case, the attacker's blow automatically misses and he need not roll it.

Any other result indicates that the dodge fails. The attacker must roll to hit the dodger and he will score damage if he does so.

Regardless of the success or failure of a dodge, the dodger may not perform any other action during the phase that he dodges, excluding use of a shield defensively. No dodging defender may attack, in any way, in any phase that he dodges. His efforts are totally consumed by the defensive maneuver of dodging.

Both factors are used on Table 9.11 to determine a percentage chance that the attempt to dodge is successful. In all cases, ANY Character that wishes to dodge must declare his intention BEFORE the attacker takes his attack roll. If he does not do so, he may not dodge.

9.7.2 Dodging Magic (Optional)

At the Referee's discretion, Players may be allowed to dodge spells under the following circumstances:

A) The Character has a clear view of the person or thing that is casting the spell.
B) The spell is a spell that inflicts damage when it succeeds.
C) The physical appearance of the spell is BOTH directional and visible.

Where any of the factors above do NOT apply, the Player may not dodge. Where all of them apply, the Referee may allow him to do so.

If this form of dodging is allowed, the total value dodged for the spell equals:

The AV of the dodger's armor+the EL of the spell

NOTE — *If a Player is the caster of a spell that is dodged successfully, he should still roll for success. If he succeeds, and the spell does nothing because it was dodged, he will receive experience and expertise points as specified for other magic, case B, in §6.2 and §6.2.2. If Abysmal Failure results, he can suffer ill effects.*

Table 9.11: Dodge Table

Dodge Value	Total Value Dodged										
	<1	1+2	3+4	5	6	7	8	9	10	11	12
<0	25%	15%	5%	5%	5%	5%	5%	5%	5%	5%	5%
0	30%	20%	10%	5%	5%	5%	5%	5%	5%	5%	5%
1	40%	30%	30%	10%	5%	5%	5%	5%	5%	5%	5%
2	50%	40%	30%	20%	10%	5%	5%	5%	5%	5%	5%
3	60%	50%	40%	30%	20%	10%	5%	5%	5%	5%	5%
4	70%	60%	50%	40%	30%	20%	10%	5%	5%	5%	5%
4	80%	70%	60%	50%	40%	30%	20%	10%	5%	5%	5%
6	90%	80%	70%	60%	50%	40%	30%	20%	10%	5%	5%
7	95%	90%	80%	70%	60%	50%	40%	30%	20%	10%	5%
8	A	95%	90%	80%	70%	60%	50%	40%	30%	20%	10%
8	A	A	95%	90%	80%	70%	60%	50%	40%	30%	20%
10+Up	A	A	A	95%	90%	80%	70%	60%	50%	40%	30%

A = Automatic success

IMPORTANT — If a Character attempts to dodge a spell, and fails, he will use his MDV at ½ value, rounded down, in resisting its effects.

OPTIONAL — The following rules may be employed in physically resisting magic that can be dodged:

A) If the dodge attempt is a Partial Success, the dodger may subtract his **Dodge Value+3** from the number of hits that the spell inflicts.
B) The dodger, if his dodge does not succeed, may attempt to interpose his shield between himself and the spell. His chance of doing so equals:

Dodge Chance+Shield AV+EL in the Shield

If he succeeds, handle the spell's success as specified for a Shield Hit except that magical shields will block **(AV×2)+ usable EL hit points**.

EXAMPLE — Vlad has a Dodge Value of 3, an AV8 shield and EL12 in the Shield. A Giant casts an EL5 Lightning Bolt at him. He tries to dodge. His chance is 30%. He fails. He now tries his shield. His chance is, 30+8+12, 50%. He succeeds. The bolt strikes the shield, scoring 29 hits. The shield blocks, 8+8, 16 hits and is destroyed. Vlad takes 13 hits and is left without a shield. (Had the shield been magic with AV12, Vlad could block 36 hits and retain a usable shield.)

9.7.3 Dodging Missiles (Optional)

The Referee may allow Players to attempt to dodge incoming missiles in the following circumstances:

A) They can see the firer release the missile.
B) They can see the missile coming for at least 50% of its flight towards them.

Dodges of this type obey all rules specified in §9.7 and §9.7.1. The total value dodged equals:

The AV of the dodger's armor+a Missile Range modifier.

Missile Range Modifier

The modifier that is used is based on the range fraction that the missile is fired from. Table 9.12 applies.

Where the weapon that fires the missile has a listed **WSB**, the **WSB/2**, rounded up, is added to the modifier above.

Table 9.12: Missile Range Modifier

Range Fraction	Modifier	Range Fraction	Modifier
Point Blank	8	Long	0
Short	4	Extreme	−2
Medium	2		

EXAMPLE — The modifier for an unarmored dodger to dodge an Arbalest at point blank range is, 8+(5/2, rounded up), 11. Unless the dodger is exceptionally agile and dexterous, he is not likely to succeed.

9.8 Equipment Damage (Optional)

In combat, equipment can be damaged and broken. The rules that follow legislate this factor.

9.8.1 Weapons (FV)

The Fatigue Value listed for the weapon is the number of Hit Points that that weapon can inflict without suffering damage or breaking. The basic rules that apply are:

A) Each time that the damage inflicted on a target exceeds the **FV** of the weapon used, it is reduced by ONE if the weapon does not break. Regardless of the current **FV**, a weapon will never break automatically. Negative values serve to increase the chance of breakage. (The damage used in these calculations is the damage actually inflicted on the target, i.e. limited to current **HPV−DTV+AV**. If the damage rolled exceeds this value, use the lower value.)
B) If the damage inflicted is DOUBLE the **FV** of a weapon, or more, the weapon may break. The chance that it will is determined by subtracting the **FV** from the amount of damage scored. The result is the percentage chance that the weapon will break. (*Record the **FV** of a weapon in the **DR** column of your Record Sheet*).

EXAMPLE — A Sword has a fatigue value of 8. If 10 hits are scored with it, the FV is reduced to 7. If, subsequently, 19 hits are scored with the reduced weapon, it may break. The chance would be, 19−7, 12%.

A weapon with a FV of −2 will have a chance to break if it scores any damage. It scores, in this case, 9 hit points, 9−(−2)=11. It has an 11% chance to break. If it doesn't break, the FV becomes −3.

Whenever a weapon breaks, it is useless (until repaired.)

9.8.2 Armor

The Armor Value (**AV**) of a suit of armor is the number of hit points that it will block for the wearer. When this value is exceeded, both the wearer and the armor take damage.

EXAMPLE — A Warrior in Chainmail suffers 7 hits. The Chainmail negates 3 points of this damage. The remaining 4 hit points are suffered by the warrior and the armor.

Damage Resistance

The damage resistance (**DR**) of a suit of armor is determined by its **AV** on Table 9.13.

Table 9.13: Damage Resistance

AV	DR	AV	DR	AV	DR
1	15	6	55	11	115
2	20	7	65	12	130
3	27	8	75	13	150
4	35	9	85	14	170
5	45	10	100	15	200

If the **AV** is greater than 15, increase **DR** by **30×(AV−15)**. When the total damage that has been suffered by the armor exceeds the value listed in the table, it is worthless as armor. The maximum **AV** that is possible for non-magical armor is 6.

One Blow Damage

If a suit of armor suffers damage, in excess of the **AV times 5**, in one blow, reduce the **AV** by 1.

EXAMPLE — A man in Plate Mail, AV4, is hit for 27 hit points. After the AV is subtracted, 23 are scored on him and the armor. This reduces the AV of the Armor to 3 as well as inflicting the damage.

Natural Armor (NAV)

The Natural Armor Value listed for certain creatures reflects a toughness of hide and/or mystical protection that is derived from within. This **NAV** cannot be destroyed in combat.

As an option, it may be reduced in value with One Blow Damage. The amount or reduction is **1** each time that the **NAV squared** is scored against the creature. It may never be reduced more than 50% rounded up.

EXAMPLE — A Dragon has NAV+4. Any time that more than 16 hits are scored on it, after armor subtraction, the NAV is reduced by 1. The minimum NAV that it can have is +2.

In all cases, when the damage scored to reduce the **NAV** heals, so does the **NAV** itself. **NAV** damage reflects large gash wounds, that allow the fighter to hit the creature with reduced armor resistance.

9.8.3 Shields

The **AV** listed for a shield is the amount of damage that it can block. If this value is exceeded, the shield is destroyed and any excess damage is taken by the shield-user.

EXAMPLE — A shield has an AV of 13. If 13 hits or less are scored, the damage is blocked. If 14 or more are scored, the shield is destroyed and the Shield wielder takes Damage−13 hit points.

If the damage blocked by a shield exceeds 50% of its **AV**, but does not exceed the **AV**, the **AV** is reduced by **1** and the damage is blocked.

If the damage blocked is 50% or less of the **AV**, it is blocked and no damage is taken by the shield.

NOTE — *See Shield Expertise.*

9.8.4 Helmets

Helmets only come into play if a Severe or Deadly hit is scored. On those hits, they are destroyed if the damage taken exceeds **AV** times 10. If a helmet is not destroyed, the damage has no affect on it.

9.8.5 Repair

Broken or damaged equipment can be repaired. See Armorer skill, §4.6.2 for the minimum **EL** required to make or repair an item.

The time required to repair **1D3−1+EL/20** (rounded down) points of damage is 5% of the time it takes to make the item.

The cost to have your equipment repaired by a skilled craftsman (e.g., an armorer) is determined by the time required and a rate of **EL of the craftsman/10×ONE COIN** of the coin type paid for the item in the Equipment list, per day of work (retain fractions.) This represent the cost of labor AND materials required.

EXAMPLE — A suit of Chainmail has been broken. The cost to repair it will be calculated in GC per day. The time required depends on the skill of the armorer and luck.

Repaired Weapons are never as good as new. When a weapon is repaired reduce the **FV** listed for it by **2**.

10 Mounted Combat

When fighting mounted, one of two movement conditions apply, Stationary combat or Charging. These are detailed below.

10.1 Horsemanship Effect

To control the mount Horsemanship skill (§4.4.4) is needed.

A) When fighting from horseback, on a war-trained mount, add the Horsemanship **EL** to the **EL** of the weapon used for all hit chance and damage modifiers.
B) The Horsemanship **EL** may always be used independently of the Weapon **EL**, i.e. one can be used offensively while the other is used defensively.
C) The **EL** required to ride and control each type of mount, for which Horsemanship is applicable, is listed in Table 10.1.

Table 10.1: **EL** required to ride mount types

Mount Type	**EL**	Mount type	**EL**
Draft Horse	0	War Horse I	2
Riding Horse I	0	War Horse II	3
Riding Horse II	1	War Horse III	5
Riding Horse III	3	War Horse IV	9
Riding Horse IV	5	War Horse V + up	13
Mule	0*	Hippogriff	6
Donkey	0*	Griffin	8
Ox and Bovines	0*	Roc	10
*May never be used in combat. The rider must dismount to fight.			

D) In combat, while charging only, the rating of a war-trained mount is added to the horsemanship **EL** of the rider IF that **EL** is sufficient to control the mount. The same factor is added to the damage scored by a charge, if the mount is controlled.
E) The **EL** of a horseman that cares for his wounded mount is subtracted from its healing chance roll, in addition to any healing skills that he may have. The **EL**×**10** is his chance of determining how good the animal is without husbandry skill in horses. If judging a related species to one he has skill in **EL**×**5** is used.

10.1.1 Untrained Mounts

Mounts that are not war trained, all Riding and Draft Horses, etc., are at a disadvantage in combat. None of the modifiers listed for Stationary or Charge moves will apply for them.The mount will only be allowed to attack in combat during a phase that it is hit. In addition, the rider may be thrown. The chance is equal to the Mount's Rating, or **SB** if it has no Rating, ×**2** minus the Horsemanship of the rider. Roll **1D10**. Thrown riders suffer **1D6** hits plus the **SB** of the mount. Once the rider is thrown, the mount flees. (If the Referee allows carnivorous mounts, the mount will stay and attack; 1–7 — the creature that hit them; 8–10 — the rider.)

NOTE — *Riding mounts are war-trained in Barbarian areas. They operate as Warhorses, but are not used to Trample.*

10.2 Stationary Combat

A horseman is considered to be "Stationary" when he moves 25% or less of his mount's speed in the phase that combat occurs in.

When the combat occurs at Stationary speed, the rider will have the following factors in his favor:

A) The Horsemanship **EL** is added to the rider's **EL** with the weapon that he is using for all hit chance and damage modifiers.
B) The Horsemanship **EL** may always be used independently of the Weapon **EL**, i.e. one can be used offensively while the other is used defensively.
C) Unmounted opponents that are not armed with a Polearm or Spear class weapon will add 10 to their roll in attacking.
D) When stationary, trained Warhorses receive an individual attack of their own. This is not allowed while charging, unless a Trample attempt is made.

10.3 Charging

When the mount moves over 25% of its speed, it is charging. On any phase that a charge move is taken, the following factors will apply:

A) All factors listed in Horsemanship above.
B) If a trained mount charges an untrained mount, the rider of the untrained mount must add 10 to his roll to hit either mount or rider.
C) Any unmounted opponent that is not armed with a Polearm or Spear class weapon must add 10 to his roll to hit the rider.
D) If the Rider does not attack himself, he may attempt to TRAMPLE an opponent that is in front of him. (In effect, ramming the mount right into it and trying to ride over it.)

10.3.1 Trample Attempts

This maneuver reflects the Rider's attempt to charge over an enemy. The Rider may not attack when he makes this attempt. He may use his Horsemanship **EL** to modify the chance that the attempt will succeed.

In all Trample Attempts, the Mount's **OCV**×**2** is used in determining the Base Line on the Combat Table. The Rider's **EL**, the mount's **SB** and the mount's **Rating**×**2** may all be subtracted from the roll to hit. If a hit results, the **Rating**×**2** and the mount's **SB** are added to the

Caristos, Claw of the Bra'mani, and a fellow tribesman.

damage that the victim will take. If the target is killed or missed, and the horse is not hit seriously enough to stop the charge, the rider may continue his charge. If the target survives, or the damage taken by the mount stops the charge, the Rider must remain in the Hex where the Trample Attempt occurred. The Movement Cost to Trample an opponent is 1. This attack mode may only be used on opponents that are the same size, or smaller, than the trampling mount, i.e. if riding a horse this means that only horse size targets or smaller may be trampled.

Targets armed with Polearm or Spear class weapons may attack before a trampling mount reaches them. ALL other targets may attack if they are not killed by the attack. If sufficient damage is scored by the Polearm or Spear, the charge will be stopped before the Trampling Mount can reach the weapon-user.

10.3.2 Charge Maintenance

To maintain a charge, the mount must continue moving at charge speed, 1/4 of its full **PMR**, rounded up, AND may not vary his direction of movement by more than 60 degrees in any one phase. Variance in either particular negates the effect of charging for the phase in which the variance occurs.

If a mount suffers damage in excess of its **Rating**×**2**, in any one phase, he may not charge in the next phase. His maximum speed for that phase will be 1/4 of his **PMR**, rounded down, i.e. its Stationary speed.

The Stationary and Charge speeds determined are always based on the undamaged levels for the mount. If its speed is reduced due to damage the speed required to get an effective charge is not affected.

10.4 Weapons in Mounted Combat

The weapon classes below have specific rules when fighting from horseback, or when fighting mounted opponents. See the Combat section for a complete description of the weapon classes and specific rules.

Polearms

The Halberd (Poleaxe) and Glaive fall in this class. When they are used by a Stationary Footman, the parenthesized **WSB** listed for them will apply. When a Polearm is used against a Charging, Mounted opponent, DOUBLE the parenthesized **WSB**.

Heavy Lance

The parenthesized **WSB** only applies when it is used from a Charging Mount. Against another Charging Mounted target, the **WSB** listed is DOUBLED if a hit is scored.

Lance

The parenthesized **WSB** applies when used from a charging mount. Increase the effective **WSB** by 1 against charging, mounted opponents.

Spears

For Spears and Pike, increase the effective **WSB** by 1 when used by a stationary footman against a charging mounted opponent.

For Pike, triple **WSB** when used by stationary footmen against a charging, mounted opponent.

Heavy Swords

The Great Sword, Bastard Sword and Broadsword. The Great Sword may not be used while mounted. If the Bastard Sword is used while mounted, add 5 to your roll. No restriction applies for using the Broadsword mounted.

Axe

The Axe and the Battle Axe. The Axe is used from Horseback without restrictions, as for the Broadsword. The Battle Axe may not be used while mounted.

Scimitar

The Scimitar and the Tulwar. When they are used from the back of a Charging Mount, add ONE to the **WSB**.

Mace

The CLub, Mace, Flail and Hammer may be used from horseback. For the Flail, add 1 when used by a Charging Mounted combatant.

Swords

Swords and Light swords may be used from Horseback.

Other Weapons

Throwing Axe, Javelin, Dagger, Throwing Dagger. These are weapons that are short or that are primarily meant to be thrown. They may be used from horseback.

Caltrops

Caltrops are a spiked nuisance weapon. They are spread in front of the defender as a defense against mounted attackers. The Referee may decide to ignore them in play. If you wish to use them, the **OCV** will be equal to the number of Caltrops spread along the line that the mounted creature must pass. If a hit is scored, they will do **1D6** hit points and will break the charge if the damage scored or less is rolled on **1D10**. Caltrop damage is unaffected by Armor.

EXAMPLE — 8 Caltrops are spread in the area that a knight charges through. Rolling with an OCV of 8, i.e. on line + 8, a hit is scored. Rolling 1D6, 3 points damage are inflicted on the horse. Rolling 1D10, a 1–3 will indicate that the charge is broken. No charge benefits are received by the opponent if the charge is broken.

10.5 Horse Archery

A missile user is allowed to use some weapons while he is mounted. These weapons are listed on Table 10.2.

Horse Archery skill (§4.4.5) is needed to use Bows from horseback. The Maximum **EL** that a Character can use when firing from a mount is equal to his Horse Archery **EL** OR his **EL** with the weapon, whichever is less.

The Character's Horse Archery skill is subtracted from the modifier listed in the table below for firing from a Moving Mount. See §9.5 for the rules on firing missile weapons.

Table 10.2: Weapons for Mounted Missile User

Weapon	Stationary	Charging
Bow	0	+10*
Composite Bow	0	+5*
Light Crossbow	+5*	+15*
Spear	+5**	+15**
Javelin	0	+10**
Light Lance	+5	+10(0)***
Bolas	+5**	+5**

*The Modifier is added per Range Fraction above Point Blank range. (If a Bow is fired from a charging horse at Medium range the modifier is +20, i.e. a 14 becomes a 34.)
** These weapons may only be used from a mount at Point Blank and Short range. The modifier is added at each range level, starting with Point Blank, as stated for Bows.
*** For the Light Lance, the modifier in parentheses is used if the missile is cast at Point Blank range. If it is cast at Short Range, the other modifier applies.

11 Magic

The sections that follow delineate the use of magic in combat, the Spells available and all facets of magic-use. Additional sections delineate the affect of various items whose effect is resolved using the Magic Table, i.e. Poisons.

11.1 Magic Table

The Magic Table 11.1 is used to resolve the effect of all Spells, Poisons, Diseases, supernatural events and other effects. Where the term **BL** is used for ANY roll, anywhere in these rules, the roll is taken on the Magic Table.

The Line that the magic-user will use on the Magic table equals his Magic Experience Level (**MEL**). For other effects, the line used is the Base Line (**BL**) assigned to it.

Table 11.1: The Magic Table

Line	Success	Failure	Abysmal Failure
0	01–35	36–90	91
1	01–38	39–91	92
2	01–41	42–92	93
3	01–44	45–93	94
4	01–47	48–94	95
5	01–50	51–95	96
6	01–52	53–96	97
7	01–54	55–97	98
8	01–56	57–98	99
9	01–58	59–99	100
10	01–60	61–100	101
11	01–62	63–101	102
12	01–64	65–102	103
13	01–66	67–103	104
14	01–68	69–104	105
15	01–70	71–105	106
16	01–72	73–106	107
17	01–74	75–107	108
18	01–76	77–108	109
19	01–78	79–109	110
20	01–80	81–110	111
+1	+2	+1	+1

If the **MEL** or **BL** is greater than 20, add the factor in the +1 line per excess **MEL** or **BL** to resolve the affect.

EXAMPLE — Abnaric Elgar (MEL28) casts an EL9 Fireball. He has a 96% chance of success and subtracts 18 from his roll for his EL.

11.1.1 Spell Resolution

When the magic-user's line is known, his roll is modified by the following factors:

A) Subtract **EL**×**2** from the roll.
B) Add the target's **MDV** to the roll (or subtract **MDV** if the target wishes to be affected.)
C) Add any other factors that the Referee chooses to apply. See §11.1.2.

EXAMPLE — The wizard Oom, MEL6, casts an EL3 Astral Fire spell at a creature with an MDV of 8. No special factors apply. He will roll on line SIX adding TWO to his roll.

11.1.2 Magic Defense

Each Character, creature and many magic items in the game have a Magic Defense Value (**MDV**). This value is added to a magic-user's roll in defense against spells that he casts.

If the target of a spell wishes to be affected by it, the **MDV** may be subtracted from the magic-user's roll.

EXAMPLE — A Wizard casts Might. The warrior wants it. His MDV is 4, the EL is 3. The modifier subtracted will be 4+(3×2).

Magic-Users have increased **MDV**'s due to their training and ability to use magic. If a magic-user is ambushed by a spell, this increased value will NOT apply. The **MDV** that will be used in this case will be the Mana Level of the magic-user ambushed.

EXAMPLE — A Shaman has MDV12, Mana Level 7. If he is ambushed his MDV is 7 instead of 12.

Creatures that have magic ability, that are ambushed magically, will have their **MDV** reduced 50%, rounded down, in resisting the affects of the spell.

All magic items have **MDV**s equal to the **MEL**+**EL** of the magic-user that created them.

The Referee may assign positive or negative **MDV** modifiers in special circumstances. An assigned **MDV** modifier is warranted in the following general circumstances:

A) The magic is used in an unusual way for something other than its basic purpose.
B) The circumstances in which the spell is used are markedly in favor of its success or failure. (Due to the physical surroundings or the spiritual influences that pervade the area.)

   EXAMPLE — Casting a Chaos spell in a temple dedicated to another alignment would call for a modifier lessening the chance of that spell's success. The size of the modifier would depend on the actual place where the attempt is made and the alignment involved.

The Referee will be the sole judge in weighing these factors.

The basic modifiers that the Referee may assign range from +25 to −25. If the modifier is positive, the chance of success is reduced when it is added. If it is negative, the chance of success is increased when it is added.

EXAMPLE — The roll is 59. If the modifier is −10, it becomes 49. If it is +10, the roll becomes 69.

11.1.3 Multiple Targets

When a spell can affect more than one target, a single roll is used to resolve the effect for ALL of them. The **MDV** of each target is added independently to determine the result against that individual.

IMPORTANT — When multiple targets are affected by a successful spell, the magic-user will receive points based on the HIGHEST MDV that is affected. If ANY target is affected by success, he will not receive failure expertise for those targets that are not affected.

EXAMPLE — In the case above, Oom's spell can affect three targets. The MDV's are 10, 8 and 4. With his roll, he fails to affect the MDV 10 target but affects the others. He receives points based on success against an MDV of 8.

11.1.4 Magic Table Results

Success The spell has its listed effect. Magic Expertise, Magic Experience and Characteristic Points are gained as specified in §6.2.

In Success, any roll, after modification, that is less than 01 equals 01.

Failure The spell is cast improperly. It does not work or has a negligible effect. All mana expended is lost. One Expertise Point is gained in the spell used.

Abysmal Failure Failure of this nature indicates that the force shaped to create the magic has breached the Caster's defenses and turned on him. The effect of this occurrence is determined rolling **D100** on Table 11.2. This roll is modified by subtracting your **EL×2** in the spell cast.

NOTE — *Abysmal Failure occurs if the roll is greater than or equal to the number rolled, after all modifications for **EL** and **MDV** have been made.*

If a specific effect of Abysmal Failure is noted for a spell, that effect is used. In all cases where the result of Abysmal Failure is ambiguous, the Referee will adjudicate it such that the result is detrimental to the caster.

EXAMPLE — A spell with an EL of 2 results in Abysmal Failure. The roll on Table 11.2 is 49. 49−(2×2)=45. The caster loses 2D10 Mana Points and passes out for the number of hours rolled.

11.1.5 Lesser ELs

Magic-Users may cast a spell at any **EL** equal to, or less than, the HIGHEST **EL** that they are capable of. Regardless of the **EL** that they cast it at, the **EL** modifier that will apply will be that normal for the Highest **EL** that the Caster is capable of. All effects of the spell will be as for the actual **EL** cast.

EXAMPLE — A Sidh Magician is capable of EL6 Elf-Shot. He casts it at EL2 to save Mana. The Roll Modifier is 12, normal for EL6. The effect of success is as normal for EL2. (If the spell is an Abysmal Failure, the Highest EL applies as the modifier on that table.)

11.1.6 Damage Effect On Spell Casting

If the magic-user suffers any physical damage, i.e. Hit Point damage, his concentration is broken and the spell does not take effect.

The concentration of a magic-user is NOT broken by the loss of Energy points. Such loss will however, possibly, diminish the amount of Mana that is available to him. See §2.4.8.

OPTIONAL — The Referee may allow magic-users a chance to maintain their concentration when damaged. If so, the chance is

Table 11.2: The Abysmal Failure Table

11 or Less	The failure is turned without adverse effect.
12	The Caster suffers **D100** points loss to his Energy Level. If the Energy Level is reduced to zero or less, he is dead.
13+14	Reduce the Energy Level to zero. The Caster will remain comatose until it regenerates completely or he is Revivified.
15–25	The effect of the spell is suffered by the Caster and none other. If it is a spell that is only stopped by the Caster's death, it must be dispelled to stop the effect. All effects are subject to adjudication by the Referee.
26–45	The Magic User's Casting Ability is reduced an additional **2D10** Mana Points and he is unconscious for a number of hours equal to the Mana Points thus lost.
46–65	Lose **2D6** points from BOTH Energy Level and Casting Ability. The Caster is stunned, and incapable of casting any magic, or moving, for a number of phases equal to the number of Energy points thus lost.
66–80	The force controlling the spell takes the knowledge of its use from the caster. He must relearn it.
81–90	The caster is unable to use magic for 2D6 weeks.
91 and Up	The Caster is possessed by the force from which the spell is derived. This creates a FANATICAL TIE to the alignment of the spell. Until the effect is negated (Negate Curse spell), he may not cast spells of any other alignment and his actions are dedicated to the goals of the possessing alignment. (For Basic Wizardry spells, the alignment is always the same as the Caster's orientation.)

W−(Hit Points Scored×2)

EXAMPLE — A Sorcerer is hit with an arrow while summoning a demon. His Will is 64. The damage caused is 7 hits. He has a 50% chance of continuing his spell without interruption.

11.1.7 Casting while Moving

Normally a mage may not move while casting magic. The Referee may allow a mage to cast while standing on a moving object with enough freedom to cast if standing still. Depending on the situation this could be on a ship, a wagon or a platform carried by an elephant. If there is insufficient room for unhindered movements of the arms, the mage cannot cast. If the Referee wants to allow exceptions to this rule for experienced mages, the following rule can be used.

OPTIONAL — If the result of **(MEL+EL in Spell)/15 (RD)−(Mana Cost of Spell/5) (RU)** is less than ZERO he can not cast the spell while moving or hindered. If not, the result is the **EL** he can use while moving AND the cost to cast while moving is double.

EXAMPLE — The magician is MEL8. He wants to cast a spell with a base mana cost of 3 that he has EL4 in. The formula is (8+4)/15 (RD))−(3/5 (RU)). That is 0−1, i.e. −1. He can not cast it. If he was MEL11 and EL4 or MEL8 and EL7, he could cast it at EL0 at double cost.

11.2 Poison & Disease

The effect of poison is resolved on the Magic Table. All poisons have a Base Line (**BL**) listed for them. This is the line that is used on the magic table. In resisting poison, the victim will add his **(StB+CB)×2** (his Poison Resistance, §2.4.12) to the roll. The results have the following meaning:

Success The poison has its affect on the target.

Failure The victim loses **2D10+BL**, energy points. If the energy level of the victim reaches zero or less, the poison has its listed effect. If the effect is not immediate death, the victim's energy level is increased to its pre-poison level before the effect takes place.

Abysmal Failure Abysmal Failure has no effect on the victim.

Poison Effects

Various types of poison exist in this game. When they succeed, the following effects will be applied:

Immediate Death The victim loses **2D10+BL×2** energy points per phase. When the energy level is zero or less, he is dead.

Death Lose **1D10+BL**, energy points per two phases. When the energy level is zero or less, the victim is dead.

Slow Death Lose **BL**, energy Points per turn. When the energy level is zero or less, the victim dies.

Paralysis/Paralytic The victim is paralyzed for **BL×2−CB** hours. If the result is ZERO or less he is lethargic for **BL×2** hours. Add the **BL** to all rolls for the duration.

Magical The poison has a magical effect of some kind. The description will state what spell provides it.

NOTE — *The poison forms above are the basic forms that exist. Others are possible. Those that are, are explained where they apply.*

IMPORTANT — All energy losses are temporary. When the effect of the poison ends, the points are regained as specified §2.4.8. They are used above to determine how long it will take a given type of poison to effect a given victim. The life can be saved if the character is helped before the poison has a terminal effect on him.

11.2.1 Disease/Plague

The effects of all Diseases and Plagues are resolved on the Magic Table. The rolls that apply in this case are the same as specified for Poison in §11.2.

11.3 Casting Cost

All spells have a Base Mana Cost, see §15.1 and §15.2. This factor is used to determine the cost to cast a given spell.

The formula for determining a spell's casting cost, i.e. the number of mana points required to cast it at a given **EL**, is:

Base Mana Cost+(EL×2)

Table 11.3 gives the possible solutions of this formula in play.

Table 11.3: Casting Cost

	Expertise Level											
BMC	0	1	2	3	4	5	6	7	8	9	10	11
1	1	3	5	7	9	11	13	15	17	19	21	23
2	2	4	6	8	10	12	14	16	18	20	22	24
3	3	5	7	9	11	13	15	17	19	21	23	25
4	4	6	8	10	12	14	16	18	20	22	24	26
5	5	7	9	11	13	15	17	19	21	23	25	27
6	6	8	10	12	14	16	18	20	22	24	26	28
7	7	9	11	13	15	17	19	21	23	25	27	29
8	8	10	12	14	16	18	20	22	24	26	28	30
9	9	11	13	15	17	19	21	23	25	27	29	31
10	10	12	14	16	18	20	22	24	26	28	30	32
12	12	14	16	18	20	22	24	26	28	30	32	34
13	13	15	17	19	21	23	25	27	29	31	33	35
15	15	17	19	21	23	25	27	29	31	33	35	37
20	20	22	24	26	28	30	32	34	36	38	40	42

11.4 Casting Speed

The number of mana points that a magic-user can cast in ONE phase is a function of his **MEL** and his **EL** in the spell used. The basic formula is:

(MEL+EL)/2, rounded up

Table 11.4 gives the possible solutions to this formula.

Table 11.4: Casting Speed

	Expertise Level											
MEL	0	1	2	3	4	5	6	7	8	9	10	11
0	0*	1	1	2	2	3	3	4	4	5	5	6
1	1	1	2	2	3	3	4	4	5	5	6	6
2	1	2	2	3	3	4	4	5	5	6	6	7
3	2	2	3	3	4	4	5	5	6	6	7	7
4	2	3	3	4	4	5	5	6	6	7	7	8
5	3	3	4	4	5	5	6	6	7	7	8	8
6	3	4	4	5	5	6	6	7	7	8	8	9
7	4	4	5	5	6	6	7	7	8	8	9	9
8	4	5	5	6	6	7	7	8	8	9	9	10
9	5	5	6	6	7	7	8	8	9	9	10	10
10	5	6	6	7	7	8	8	9	9	10	10	11
11	6	6	7	7	8	8	9	9	10	10	11	11
12	6	7	7	8	8	9	9	10	10	11	11	12
13	7	7	8	8	9	9	10	10	11	11	12	12
14	7	8	8	9	9	10	10	11	11	12	12	13
15	8	8	9	9	10	10	11	11	12	12	13	13
16	8	9	9	10	10	11	11	12	12	13	13	14
17	9	9	10	10	11	11	12	12	13	13	14	14
18	9	10	10	11	11	12	12	13	13	14	14	15
19	10	10	11	11	12	12	13	13	14	14	15	15
20	10	11	11	12	12	13	13	14	14	15	15	16

*When these values apply, the casting speed is ONE mana point per turn. The person has little or no knowledge of what he is doing.

IMPORTANT — Regardless of a magic-user's casting speed. he may NEVER cast more than one spell in any phase, no matter what means he uses to cast it.

The **EL** used to determine his speed is his highest **EL** in the spell, not the **EL** he chooses to cast.

EXAMPLE — A Magician is MEL10. He casts Forgetfulness at EL2. His highest EL in that spell is EL6. His casting speed is (10+6)/2.

11.5 Spell EL Effect

The **EL** possessed in ALL spells affects the potency of the spell when it is cast. In all cases, the description of each spell specifies formulas that apply for each basic function of that spell.

EXCEPTION — In certain cases, the statement:

EL factor applies as a power

appears. This statement indicates that the EL+1 is used as a power of the base number given.

EXAMPLE — The listing reads:

DURATION — **2 weeks (*EL factor applies as a power.*)**

If the EL is three, this indicates that the Duration is TWO to the fourth power weeks. If it is ten, the Duration is TWO to the eleventh power weeks.

11.6 Gaining New Spells

The expertise point cost to learn a new spell is:

(Base Mana Cost + 1) squared

If the student has a book, scroll or an instructor that knows the spell, the cost is reduced 50%, rounded up. This reduction only applies to learning the spell. It does not apply to increasing your **EL** once the spell has been learned.

New spells are only learned with expertise points that are gained educationally. You may NEVER gain experiential expertise in anything that you are unable to do.

Table 11.5 gives the expertise point costs that will apply in learning spells. All new spells are learned at an **EL** of 0. The speed with which expertise points are gained is found in §11.7.

Table 11.5: Expertise Point Cost for Learning Spells

BMC	Point Cost		BMC	Point Cost	
	Alone	Instructed		Alone	Instructed
1	4	2	8	81	41
2	9	5	9	100	50
3	16	8	10	121	61
4	25	13	12	169	85
5	36	18	13	196	98
6	49	25	15	256	128
7	64	32	20	441	221

IMPORTANT — In the table "Instructed" indicates ALL cases where the reduction in cost that is specified in §11.6 applies. "Alone" indicates all cases where it does not apply.

NOTE — *To gain a reduced cost from a book or scroll, you must be able to read it. To be taught by an instructor, teacher and pupil must have a common language that both of them know.*

11.6.1 Family Spells

Certain spells, listed as "POWERS" grant the ability to cast more than one spell. When a family spell is gained, the Caster gains every spell in the family at an **EL** of 0. From that point on, the **EL** of each member spell is increased individually through its specific use or study.

11.6.2 Book Or Scroll Casting

A Wizard, Priest or Natural Magician may, at his option, attempt to cast a spell that he has not learned by reading it from a Book or Scroll that is in his possession.

In doing so, the Caster will add **(EL×2)−MEL** to his roll. In all cases, **EL** is the **EL** of the spell being read and **MEL** is the **MEL** of the Caster. Unless the Caster takes the time to analyze the spell magically he will only be reciting a formula. He will not know exactly what his success will create or cause to happen.

The time required to cast a spell in this way is determined using an **EL** of 0.

If the Caster knows the spell that he cast from the book or scroll, the **EL** of the spell written in that book is used in determining casting speed. The **EL** possessed by the Caster is used in modifying the roll on the Magic Table. The effects of the spell are determined using the **EL** of the book or scroll.

11.7 Increased Expertise

After **EL0** is gained in a spell, the magic-user can increase to higher expertise levels in it, either educationally or through expertise. The basic cost to reach a new **EL** from the **EL** directly below it is:

Casting Cost×(EL+3)

Table 11.6 gives the possible solutions to this formula.

Expertise gained through the successful use of a spell can only be used to increase the **EL** of the spell used.

Expertise that is gained educationally is only used to increase the **EL** of the spell that is studied. If the Character has a book or scroll that contains the spell, at an **EL** higher than the **EL** that the Character is currently capable of, use of it will yield TWO expertise points per day. If he has an instructor, he also gains TWO points per day. If he has a book and an instructor, THREE expertise points are gained per day. In ANY other case, the expertise point gain per day of study is ONE point.

EXCEPTION — Education requires concentration on the subject. If the Character does ANYTHING else while he studies, reduce the expertise gain by ONE. A person without book, scroll or instructor cannot do anything else while he studies magic.

11.7.1 EL Maximums

A magic-user is limited, by his characteristics and experience, in the maximum **EL** that he can attain in any spell. Table 11.7 applies for this factor.

Table 11.6: Cost Next Level for Spells

	Expertise Level										
BMC	1	2	3	4	5	6	7	8	9	10	11
1	12	25	42	63	88	117	150	187	226	273	322
2	16	30	48	70	96	126	160	198	240	286	336
3	20	35	54	77	104	135	170	209	252	299	350
4	24	40	60	84	112	144	180	220	264	312	364
5	28	45	66	91	120	153	190	231	276	325	378
6	32	50	72	98	128	162	200	242	288	338	392
7	36	55	78	105	136	171	210	253	300	351	406
8	40	60	84	112	144	180	220	264	312	364	420
9	44	65	90	119	152	189	230	275	324	377	434
10	48	70	96	126	160	198	240	286	336	390	448
12	56	80	108	140	176	216	260	308	360	416	476
13	60	85	116	147	184	225	270	319	372	429	490
15	68	95	126	161	200	243	290	341	396	455	518
20	88	120	156	196	240	288	340	396	456	520	588

Table 11.7: **EL** Maximums for Magic-Users

Magic Path	Formula
Wizardry	**(I+MEL)/10**, rounded down
Shadow Weaver	**(Em+MEL)/10**, rounded down
Sidh Magic	**(Em+MEL)/10**, rounded down
Shamanism	**(W+MEL)/10**, rounded down
Urigallu, Ashipu	**(W+MEL)/10**, rounded down
Mashmashu	**(I+MEL)/10**, rounded down
Other Priesthoods	**(Em+MEL)/10**, rounded down
Druidism	**(W+MEL)/10**, rounded down
Witchcraft	**(Em+MEL)/10**, rounded down

11.8 Magical Research

In the course of play you may wish to alter or add spells. This section provides a means for players to do so. When a magic-user reaches a sufficient level of mastery of his path he is capable of magical research.

11.8.1 Permutations

A magic-user may research permutations of existing powers when he reaches the Mage level (**MEL15**) in his given path. Each permutation allows him to alter one attribute of a given affect to something else. The precise nature of the change is up to his imagination and the Referee's sufferance.

EXAMPLE — Norbert the Demented decides to tinker with the Fireball spell. He wants delayed activation and an explosion of confetti in addition to the normal affect. That is two permutations. Each is researched separately.

Requirements

The base time required to research a permutation equals the spell's **BMC** squared in days. Where the Referee feels it is appropriate the Player can be required to gather relevant tomes and/or materials to conduct the research.

The success chance for researching a permutation equals **MEL×2**. If the Player rolls this number or less he succeeds. If he gets a partial success, he automatically succeeds on his next effort. If he fails he must try again. The multiplier is increased by one with each additional effort.

Time

Each permutation researched requires FOUR hours per day for the number of days required. All of the hours must be allocated within three times the number of days needed (if the effort takes nine days, he must allocate 36 hours within 27 days.) The character cannot spend more than twelve hours a day on research. If he allocates the number of hours needed before the number of days required ends, he finishes early.

EXAMPLE — Norbert researches both permutations spending four hours a day on each. He is MEL24. The success chance is 48%. His roll for delayed activation is 79 and for confetti is 50. He must redo the research with an MEL×3 chance for delayed activation. When he redoes it for confetti he succeeds automatically.

11.8.2 New Magic

When a character reaches Great Mage level (**MEL21**) he can research new magic. These are spells that are radical departures from existing magic or entirely new powers. There is no limit to what the Great Mage can contrive with this art.

Requirements

All such research should require special material and/or important tomes. The base time required equals **BMC cubed** days. In formulating the spell the Player will state EXACTLY what he wants it to do, what deities the power comes from and any other factors he feels are appropriate. This given, the Referee assigns a **BMC** and tells him what materials he needs BEFORE he can begin his research. Only after he has those items can he begin working the days needed.

The success chance for new magic equals the character's **MEL×1**. It increases over time, with partial success or failure, as specified for permutations. If the research effort requires additional sessions the time required for them is **MEL squared**, not cubed, in days.

Time

The time required is EIGHT hours per required day. If the spell research takes 27 days, the character must spend 216 hours on it.

Language in use.

EXAMPLE — Norbert is inspired. He decides to formulate the Divine Chorus spell. It draws on the might of Labbiel. The effect projects his amplified voice backed by a harmonic symphony of divine singers. For some creatures it will be ecstasy. Others will experience pain and take damage.

The Referee informs Norbert that the spell requires the Tome of Labbiel and a feather from an Ahura. He assigns a BMC of 4 after Norbert gathers both. The research takes eight hours a day for 64 days. When it ends he has a 24% chance of success.

11.9 Supernatural Language Power (Optional)

Any supernatural language is magically potent in the force that it is derived from. At the Referee's discretion, a spell that is spoken in the tongue of the force that its power is derived from will have the following advantages:

A) Reduce the casting cost by 20%. The amount of the reduction is rounded down.

   EXAMPLE — A spell that costs 4 Mana Points will still cost 4 if it is cast in its tongue. A spell that costs 16, however, will only cost 13 if the correct tongue is used.

B) Increase the **EL** for the spell by one.

   EXAMPLE — If your current EL in Darkness is 3, you cast Darkness, when speaking in the Tongue of Darkness, at EL4.

C) Any result, after modification, of Abysmal Failure on the Magic Table will have an additional 5 subtracted from it. If failure results, the expertise point gains specified for Failure are received in the spell and in the language even though Abysmal Failure occurs.

D) Any expertise points gained for success with the spell are also gained in the caster's ability with the language that he used.

E) Any Summoning, Dispell/Banish or Exorcism spell that is attempted is rolled with 10 subtracted from the roll IF the Caster speaks the spell in the tongue of the force that he is attempting to summon or oppose.

   EXAMPLE — If a Banishment rite is spoken to an Edimmu in the Tongue of Hecate, subtract 10 from your roll for success.

The spells that each supernatural language will apply for are listed on Table 11.8. The advantage is only gained when they are used by a trained magic-user, or Natural Magician, in casting magic derived from the languages alignment.

NOTE — *You will find that not every spell is covered by the initial languages that are presented above. As Referee, you are free to add other languages to this list if you desire to do so. If a language is added, you should also add creatures that speak it. No language should exist on its own unless you choose to add dead languages that have magical power.*

Whenever a supernatural language is used, the Caster must first successfully use the language and then the spell. If he has partial success with the language, he casts the spell at his normal EL with no special advantage. if he fails with the language, the spell automatically fails. A success roll is taken in any case to see if an abysmal failure results.

Table 11.8: Spell Languages

Tongue	Spells Effected
The Abyss	Hatred, Slime, Insanity, Terror, Disorder, Stillness, Silent Terror, Silence, Sound Sphere
Ahriman	Hell Powers, Storm Powers, Fascination, Compulsion, Seduction, Telepathic Powers,Transmutation
Ashur	Knowledge, Might, Telekinesis, Power Strike, Shield Powers, Truth, Negate Curse
Black Goddess	Purification, Summoning, Protection, Divination, Hell Powers
The Black Sands	Desert Powers, Smokeless Flame
The Blasted Soul	Leeching, Slime
Cernunnos	All Neutral Powers except Fist of Battle, Hand of Hecate, Amplify Damage
Darkness	Darkness Powers, Disintegration, Leeching Darkness, Entropy
Death	Death Powers, Plague, Disease, Withering Hand, Destruction, Chaining
The Dead	Necromantic Powers, Lichcraft
The Desert	Hatred, Illusion Powers, Desert Powers, Shape Changing, Tongues, Smokeless Flame
Dvalinn	Permanent Magics, Endurance, Earth Powers
The Earth	Desert Powers, Earth Powers, Elemental Powers (Earth)
The Elder	Illusion, Masquerade, Abandon, Peace, Vengeful Horror, Flaming Death, Blood Vengeance
Enki	Sea Powers, Water from Stone, Revelation, Painlessness, God's Eyes, Resurrection
Elder Water	Sweeten Water, Elemental Powers (Water), Knowledge
Elder Fire	Smokeless Flame, Flaming Death, Elemental Powers (Fire)
Fiery Chaos	Earth Powers, Hell Powers, Fire Dart, Quarrels, Invulnerability, Petrify
Utgard Geror	Cold, Illusion, Storm Powers, Smokeless Flame, Earth Powers
Hecate	Purification, Summoning, Protection, Divination, Hand of Hecate, Mana Powers
Kotarl	Hatred, Psychic Hammer, Choking Moisture, Claws, Weaken, Withering Hand
The Kotothi	Quarrels, Telepathic Powers, Choking Moisture, Flaming Death, Energy Web
Lawful Fire	Purification, Protection, Fire Powers, Storm Powers, Truth, Corpse Explosion
Light	Divination, Detection, Summoning, Cure Disease, Healing, Sanity, Sustenance, Wakefulness, Light Powers, Revivification, Healing Light, Crop Protection
Lilith's Command	Fascination, Compulsion, Wounds, Paralysis, Shape Changing, Seduction, Unlife
Nergal	Disease, Plague, Insanity, Critical Strike, Hell Powers, Corruption, Decay
The Primal	All Balance Magic
The Seirim	Fist of Battle, Wisdom, Charisma, Amplify Damage
The Serpent	Fascination, Telepathic Powers
Shadow	All Shadow Magics
Shurikal	All Kotothi Shamanic Spells
The Sidh	All Sidh Magics, Concealing Mist, Wildness, Forgetfulness
The Tonah	Communicate, Orient Self, Protection, Soul Sight, Perception, Shape Changing, Lower World Travel, Knowledge, Restoration, Summoning
The Wind	Storm Powers, Travel Powers, Elemental Powers (Air), Aerial Powers
The Wood	Forest Powers, Forest Talk, Wood Wyrd, Life, Creation
Young Chaos	Hell Powers, Theft, Storm Powers, Decay, Corruption, Lycanthrophy

12 Innate Magic

All Innate Powers, Fanatical Powers, powers used by creatures and any form of innate ability that requires the casting of mana are used in obedience to the rules in this section.

12.1 Innate Magic Users

Creating an Innate Magic User

- Determine all factors that can be determined based on the description of your attribute.
- Determine your innate **MEL**. Familiarize yourself with the rules that pertain to the use of your attribute.
- Read the general rules that apply to magic-use in play in Chapter 11 and in particular to innate magic-use in §12.
- Determine the precise powers of your attribute. The Player is responsible for retaining this knowledge.
- Return to *Creating your Character* and finish the process.

12.1.1 Starting MEL

The starting **MEL** for any of these powers is determined by the Character's HIGHEST Maximum Ability in Intelligence, Will or Empathy. Consult Table 12.1 to determine the **MEL**.

Table 12.1: Starting Innate **MEL**

HIGHEST CHARACTERISTIC	MEL	HIGHEST CHARACTERISTIC	MEL
1–15	0	71–85	4
16–35	1	86–95	5
36–55	2	96+Up	6
56–70	3		

IMPORTANT — When the starting MEL for a specific power is determined, record the points listed for that MEL in §6.2.1 on your record sheet. They should be recorded, and increased, separately from any points earned for any other innate or learned ability. A Character with more than one innate power, or with innate powers and magical training, will have several MEL, that can increase independently.

12.1.2 Starting EL

The **EL** for these powers is a function of the Character's characteristics. The normal rules for **EL** advancement do NOT apply to Innate Magics. The **EL** will only increase as the Character's characteristics do. Where a different formula for this is not specified, use

(W+Em)/20, rounded down

as specified for Innate Powers in §2.3.7.

EXCEPTION — Any power that is learned by a Natural Magician is improved according to the normal rules for EL advancement.

12.2 Casting Speed

The casting speed for any Innate Magic power equals **MEL+EL**. Regardless of this cost, no power may be used more than once in a given phase.

12.3 Casting Cost

The Mana Costs that are specified in §11.3 of this book also apply for Innate Magics. All Innate Magics are cast at the current **EL** of the Caster. Innate magic-users may NOT vary the **EL** of the spell that they cast, as a trained magic-user can.

If an Innate magic-user's Energy Level is not higher than the cost to cast his power, he cannot cast that power until it is higher.

12.4 Casting Ability

The basic casting ability of an innate magic-user **equals** his **Energy Level**. Any mana that he casts, in his innate power, is deducted directly from his Current **EnL**. Like all other Characters, if his Energy Level ever reaches zero, he is dead.

EXCEPTION — The Energy Level listed for creatures that have innate powers represent the safe expenditure for that creature. They may expend the entire value listed without adversely affecting themselves (*The Referee may increase the value by 50% if he wishes to allow them a chance to cast magic into death. It is not suggested that you do so*).

EXAMPLE — A Character has innate Lightning Bolts. His Energy Level is 80. When he casts his bolt, the number of points cast are subtracted from 80 and the result is recorded in the Current Energy Level box on the record sheet. Continue to subtract from the Current Energy Level a long as any energy remains.

12.5 Success and Failure

When Innate Magic is cast the normal success and failure rules apply EXCEPT:

A) The Caster receives no expertise, unless he is a Natural Magician.

B) The Caster cannot be affected by Abysmal Failure, unless he is a Natural Magician that is trained as a conventional magic-user AND is drawing the force for his spell from his Casting Ability. (*If the force is drawn from his Energy Level, Abysmal Failure does not apply. It is treated as a simple failure except no expertise is gained.*)

12.6 Resistance

Entities that have Innate magic power are less likely to be affected by the power that they possess. Whenever that power is used to attack them, their **MDV** is doubled in defense.

EXCEPTION — Natural Magicians enjoy this resistance to magic in general. If they are an Innate Natural magician, their MDV equals Mana Level+MEL for all spells used against them. If they are Trained Naturals, this increased resistance will only apply if they are trained and only against the type of magic that they are potent in.

EXAMPLE — A Character has Empathic Power. His Mana Level is increased against all Shamanic spells if he is a trained Shaman. A Character has power in Cold. His MDV is doubled against the Cold spell at all times.

If the spell that the entity has power in is beneficial to it, i.e. incapable of harming it, it is more likely to be effected. Subtract the increased **MDV** from the Caster's roll instead of adding it.

EXAMPLE — A Character has innate power in healing. A Shaman casts healing on him and he wishes to be affected. If his base MDV is 10, the Shaman will subtract an additional twenty from his success roll, i.e. normal EL modifier+20.

NOTE — *Where a CHARACTER has this attribute, he may decide whether he wishes to resist or not. In all other cases, the entity automatically resists any spell that can harm it and aids those that will have a beneficial effect. If neither extreme clearly applies to the spell being cast, the entity should resist.*

Any Abysmal Failure that occurs against an entity that has innate power in the spell against him used will have the following effects:

A) The entity will immediately regenerate **EL×2** energy and mana points (*Mana points are only regained if the entity has a Casting Ability*).
B) The spell automatically rebounds and strikes the Caster at the **EL** at which it was cast.

EXAMPLE — A magic-user foolishly casts an EL4 Fireball at a Dragon. The result is Abysmal Failure. The Dragon regenerates 8 Energy points and the magic-user is hit by his own EL4 Fireball. (*Had the failure occurred against a trained magic-user with innate Fire Powers, he would have regenerated 8 Energy points and 8 Mana points.*)

All entities that are powerful in a SPECIFIC spell, or family of spells, also have immunity to that power. Their level of immunity equals their **EL** in the power that they possess.

EXCEPTION — If the talent that the entity has is in a spell that can only have a beneficial effect on him, he will NOT have immunity to it at any EL.

EXAMPLE — The average Dragon has EL7 in Fire Powers. Any fire spell cast at them, from EL0 to EL6 automatically has no effect.

Spells of EL7 and up will have a greatly reduced effect. An EL8 Fireball, against a Dragon, will have EL1 effect if it works at all. (*See Immunity in the Treasure Section for the proper method of using immunity*).

NOTE — *Immunity does not apply to entities with general powers, such as Natural Magicians. Certain creatures have stated immunities whether they are magic-users or not.*

12.7 Natural Magicians

Natural Magicians fall into two classes; those that can cast mana without any training and those that require training to tap their talents in a specific type of magic. In the sections that follow, the first type is termed an INNATE NATURAL. The second is a TRAINED NATURAL. Consult the rules that are appropriate in your case.

12.7.1 Innate Naturals

Untrained, the Innate Natural has the ability to learn any spell that he wishes. He will cast these spells obeying the rules specified in §12.2, §12.3 and §12.4. When he is trained, he may continue to draw directly from his Energy Level AND/OR use mana points derived from his Casting Ability as a trained magic-user.

EXAMPLE — Travus Caldo is an Innate Natural Magician. Untrained, his spells tap his Energy Level of 92. Trained, MEL5, Mana Level 12, he has a Casting Ability of 120. He may use either his Casting Ability or his Energy Level for any spell that he knows.

IMPORTANT — Natural Magicians with a Casting Ability will obey ALL normal Energy Level rules including the recuperation rate and the basic restrictions on Casting Ability.

EXAMPLE — If Travus is operating with an Energy Level of 73, his usable Casting Ability is 73 unless he has a magic item that allows him to exceed normal restrictions.

NOTE — *In essence, the most that a trained Innate Natural can do in one day, in casting magic, equals his **Energy Level**×2 unless he has a tool that allows him to exceed his limitation.*

An untrained innate natural may attempt any affect he can imagine. This effort can be dangerous to him and anyone around him. Whenever it is used, the Referee will set a cost. The chance of a grievous error equals

20% −(MEL/2), rounded down.

If error occurs, the Referee will decide the result or roll on the Abysmal Failure table applying any result that results.

EXAMPLE — Travus, MEL5 and not knowing any Travel Powers, decides he wants to move to the top of a mountain in a blink. The Referee charges him 14 energy. His chance of error is 20−(5/2) 18%.

12.7.2 Trained Naturals

Trained Naturals are those Characters that are considered to be Natural Magicians for certain types of magic IF they are trained to use their gift. They may only draw the power

for their spells from their Casting Ability. They may not directly tap their Energy Level.

NOTE — *The only way to be an Innate Natural Magician is to roll the Special Attribute — Natural Magician. A Shadow Weaver is an Innate Natural for Shadow magic. Trained Natural Magicians are those Characters that roll Intellectual Power, Empathic Power, Supernatural Will, Supernatural Eloquence or Supernatural Agility — and are subsequently trained as Wizards, Shamans, Priests, Druids or Witches, as appropriate to the gift. Other than some creatures, no other type of Natural Magician exists in this game.*

Table 12.2: Trained Natural Special Attributes

Magic Path	Special Attribute
Wizardry	Intellectual Power
Sidh Magic	Empathic Power
Shaman	Supernatural Will
Mashmashu	Intellectual Power
Kalu, Qadishtu	Supernatural Agility
Most Priests	Supernatural Will
Druid	Intellectual Power, Supernatural Will
Bard	Empathic Power
Elder Witch	Empathic Power
Chaos Witch	Supernatural Eloquence

12.8 Magical Training and Innate Powers

When a person that has an innate power, other than Natural Magicians above, is trained as a conventional magic-user, he continues to draw the force for his innate abilities from his Energy Level. Only spells that he has specifically learned as a magic-user may draw force from his Casting Ability. Take care to remember this distinction and record your expenditures in the area where they apply.

12.8.1 MEL and EL

An Innate magic-user will increase his **MEL** in the normal manner specified in these rules. His **EL** always remains a function of his characteristics and will increase ONLY as these values are improved.

EXCEPTION — All Natural Magicians obey the normal EL rules — at all times. If they require training, they will receive starting Expertise as specified for normal magic-users. If not, their starting Expertise will equal their Energy Level×2. If they do not require training, but they are trained, they will receive the normal starting Expertise PLUS their Energy Level×2.

EXAMPLE — Travus has a starting expertise of 200 for his training. His Energy Level is 92. As a trained Innate Natural, he has 384 magic expertise points to allocate in creating his Character.

12.9 General Note

In the course of play, you may discover that some factors of the Innate Magic system escaped explicit detailing. If this is the case, or if you discover some seeming ambiguity, you must utilize your discretion to create or modify the rules to a more usable form.

As a final note, the Referee must be cognizant of the immense power potential that lies in some of the stronger Innate Magics. To balance them somewhat, he may, at his own discretion, set limits on the Character's use of the power, modify his appearance to reflect the orientation of the power that he has or otherwise place a compensating liability on him. In all cases, the Referee is the final arbiter of what these Characters can and cannot do with their power.

13 Magic Users

Becoming a magic-user in this game requires that the Player have a solid grasp of Chapter 11. Every magic-using Player, additionally, must know the basic rules that govern the spells that he is capable of using, as selected in §15.1 and §15.2 and described in §15.3. This task demands a strong grasp of these rules and a great deal of effort on the part of the Player.

If a Player does not wish to allocate the time, and effort, necessary to master the sections indicated above, he should not be a magic-user.

The sections that follow detail the starting knowledge, limitations and gains that the Character will accrue, dependent on the specific Magic Path that he chooses. Consult §13.1.2 for the generic Starting Experience and Expertise, and see the section on the appropriate Magic Path for the gains specific for that specialization.

13.1 Creating a Magic User

Creating a Magic User

- Determine if your Character is accepted in the Magic Training of your choice, and if so, determine starting magic experience and expertise for the Magic Paths that the Player can choose from. Pay all expertise costs and gain all benefits that are appropriate for the Magic Path that you select.
- Record your magic experience and determine your starting Magic Experience Level.
- Determine the additional magic factors that are used in play.
- Using the expertise gained in §13.1.2, select your starting spell knowledge and increase individual **ELs**, if desired.
- Read the general rules that apply to magic-use in play in Chapter 11.
- Familiarize yourself with the attributes of the spells that you have selected in §15.3. The Player is responsible for retaining this knowledge as fluently as possible.
- Return to *Creating your Character* and finish the process.

13.1.1 Acceptance as an Apprentice

No Character is automatically a magic-user. The chance that he is accepted for instruction by a trained master of the Magic Path desired, is based on his Maximum Abilities and given in Table 13.1.

Roll **D100**. If the roll is higher than the value determined, the Character may not start the game as that type of magic-user.

Table 13.1: Acceptance Chance

Magic Path	Acceptance Chance
Wizardry	**Maximum I+20**
Sidh Magic	**Maximum Em+20**
Shadow Magic	**Maximum(W+Em)/2+25***
Shamanism	**Maximum W+Native Em×2**
Kotothi Shaman	**Maximum W+Native E×2**
Priesthood	**Maximum (W+(Em/2))+Mod.†**
Druidism	**Mana Level×5**
Witchcraft	**Maximum W+Em−30**

*Round up. For Innate Shadow Weavers see §13.6.2.
†Round up. See §14.2.2 for Priesthood Acceptance Modifiers.

13.1.2 Starting Experience And Expertise

The starting magic experience and magic expertise points that a magic-using Character has are determined by his prime requisite in the Magic Path that he selects. In all cases, the Current Ability value of that characteristic is applied.

Table 13.2: Prime Requisite

Magic Path	Prime Requisite
Wizardry	**I**
Sidh Magic	**Em**
Shadow Magic	**(W+Em)/2, rounded up†**
Shamanism	**W**
Mashmashu	**I***
Qadishtu Mah	**Em***
Tariti	**(E+Em)/2***
Other Priesthood	**W***
Druidism	**W****
Witchcraft	**Highest of E or Em**

*Starting expertise for Priests equals **MEL**×**20**.
**Druids DOUBLE starting Experience and Expertise. Trained Natural Druids TRIPLE starting Experience and Expertise from Table 13.3.
†For Innate Shadow Weavers and starting Experience see §13.6.2.

NOTE — *As a note of interest, or if terminology is important in your world, the **MEL**s indicated by the lines above yield the following titles in a magical society (*see Table 13.4.*)*

*The terms in the table, for magic-user relative status, are derived from the base chances that they have on the magic table. An apprentice has a better chance of failure than of success, except at **MEL5**. A magician has a better chance of success than of failure. A Sorcerer/Wizard only experiences abysmal failure due to the strength of the target that he is attempting to effect. A Mage has twice the chance of success as of failure. The Great Mage exceeds standard limits with more than three times the chance of success as of failure and a base success chance over 80%. For the sake of your game, magic-users with an **MEL** of 11 or higher*

Table 13.3: Starting Experience and Expertise

Current Ability	Experience	Expertise
<20	5	25
20–25	10	40
26–32	20	60
33–40	40	90
41–50	80	125
51–65	150	160
66–80	200	200
81–100	300	250
>100	400	300

EXAMPLE — A wizard with a Current Intelligence of 38 starts with 40 magic experience points and 90 magic expertise points. A Chaos Witch uses the highest of E or Em. If that is 33, she starts at the MEL determined in Chaos Witchcraft §14.8.2 and gets 90 expertise from the table above.

NOTE — *The points gained above are used to determine the **MEL** and to purchase spell knowledge other than that which is specifically gained in the Character's apprenticeship.*

Table 13.4: Titles in a Magical Society

MEL	Title
0 to 5	Apprentice
6 to 10	Magician, inexperienced
11 to 14	Sorcerer/Wizard, experienced
15 to 20	Mage, highly experienced
21 and UP	Great Mage/Master, renowned and deadly

should be rare and well known in the area where they reside; to natives of that area. A person with that kind of power seldom goes unnoticed.

13.1.3 Starting Knowledge Limit

A starting magic-user may not learn any spell that has a Base Mana Cost greater than his Current Ability in his Prime Requisite, divided by FIVE and rounded down.

EXAMPLE — A starting Shaman has a Current Will of 39. He may learn any spell that has a Base Mana Cost of ONE to SEVEN, inclusive. He may not learn any spell with a Base Mana Cost of EIGHT or more.

NOTE — *This limit only applies to the spells that the Character starts the game with. It does not apply to spells that are specifically gained as part of the magic-user's apprenticeship*

13.2 Wizardry

When a Character starts as a wizard, or completes his apprenticeship in play, he will gain the following skills:

A) All General Skills spells in §15.1 at **EL0**.
B) A starting **EL** as a Jeweler OR Armorer.
C) One Human and one Supernatural tongue at **EL80** and **EL60** respectively. The wizard can speak these tongues and read and write in them (if a written form exists) at the maximum **EL** currently possible.
D) A number of **EL** increases in Permanent Magics equal to **MEL−1**.If the result is zero or less he gets nothing. The levels are only applied to Permanent Magics. No more than half (rounded up) may be used on any one spell.

EXAMPLE — Jon starts at MEL4. He gets three EL to apply to his Permanent Magic spells.

NOTE — *All skills gained above are gained at no additional expertise cost.*

13.2.1 Apprenticeship Cost

The cost of the wizardry apprenticeship, in expertise points, is 250. This cost is paid out of the points gained in §2.3.5 of Book One. The points gained in §13.1.2 may not be used for this purpose.

13.2.2 Orientation

All Wizards are required to select an orientation. The orientations that a Wizard may select are Law, Chaos, Elder, Neutral or Balance. The orientation selected will affect the cost to learn and cast spells.

NOTE — *The Wizard is, essentially, an amoral searcher after knowledge and/or power. In this quest, he uses the forces that pervade existence. He never worships them.*

In choosing an orientation, the Wizard is choosing the basic philosophy that underlies and focuses his magical talents. The Law Wizard has opted to search for knowledge and use his powers to the benefit of others. The Chaos Wizard thirsts for personal power and is obsessed with his personal goals above all things. As others can aid him, they are aided. As they cease to be of value, or become a detriment to him, they are ignored or expunged.

Elder and Neutral wizards tend to be defensive. The search for knowledge and power is a means to improve themselves and gather weapons to keep defilers at bay.

The Balance Wizard melds these forces into a whole. He is concerned with both knowledge and power. He is also concerned with aiding those that are afflicted by powers that they have no ability to oppose. The true servant of Balance works even-handedly against both Law and Chaos, seeking to create a parity in their forces, thus creating Balance. In such efforts, he gives no weight to the morality of any situation. He contests the stronger until neither is weaker.

Orientation Affect

The biases created by a Wizard's orientation are specified in the sections below.

Chaos Orientation The cost to learn Chaos spells is normal. The cost to learn Balance, Neutral and Elder spells is doubled. The cost to learn Law spells is tripled. Shadow Magic costs quadruple.

The cost to increase in Expertise is modified in the same way as the cost to learn that spell.

In any encounters, Law aligned forces are automatically hostile to the Chaos Wizard. He may influence other forces if he has the proper spell or speaks the appropriate language.

The cost to cast Balance and Elder spells is increased by 1 Mana point per **EL**. The cost to cast Law and Neutral spells is doubled. The cost for Shadow is triple.

EXAMPLE — Casting an EL0 Elder spell with a BMC of 6 costs the Chaos wizard 7 mana. Casting the same spell at EL5 costs 22. If the spell were Lawful the costs would be 12 and 32. Shadow is 18 and 48.

Law Orientation The cost of Law spells is normal. The cost to learn Balance, Neutral and Elder spells is doubled. The cost to learn Chaos and Shadow spells is quadrupled.

The cost to increase in Expertise is increased as for the cost to learn the spell.

In any encounters with Chaos forces the Law Wizard is subject to attack, and is likely to attack himself. He is not required to attack other forces encountered.

The cost to cast Balance and Elder spells is increased by 1 Mana point per **EL**. The cost to cast Chaos and Neutral spells is doubled. The cost for Shadow is triple.

Elder Orientation The player must decide whether he is Dark Elder or Grey Elder.

For Dark Elder the cost of Elder and Chaos spells is normal. He pays double for Law, Balance, Shadow and Neutral. The cost to learn Sidh magic is quadruple.

For Grey Elder the cost of Elder and Neutral spells is normal. Law, Sidh and Balance are doubled. Chaos and Shadow are triple.

In both cases, increasing expertise uses the same multipliers.

The Sidh view Dark Elder wizards as enemies. Attacking the Sidh earns them favor with the Kotothi gods and keeps them alive. They often work with Chaos forces and assail Law. The quest for personal power is their lives. Their casting costs are influenced as for the cost to learn.

Grey Elder wizards tend to be selfless seekers of knowledge who champion what they treasure. They seek power, as much for the good of what they serve as for personal ends. They cast Elder, Sidh and Neutral magic at normal cost. Add one Mana point per **EL** for Balance and Shadow magic. Double the cost for Law magic and triple it for Chaos. Many Grey Elder wizards are also Sidh Magicians.

Neutral Orientation Neutral wizards have two basic mindsets.

The first group are hermits. Their only concern is protecting their realm. They do nothing for anyone without a good reason. Such wizards may have ties with local forces. The relationships are rarely more than an amicable truce.

They learn Neutral and Elder magic at normal cost. Balance and Shadow cost an additional 50%, rounded up. Sidh costs double. Law and Chaos cost triple.

The other group is dedicated to fostering life and defeating its enemies. They protect the innocent and defend the young. Wizards of this type often seek patronage from the Court of Cernunnos. The Kotothi and most Chaos forces hate them. Many are also Sidh magicians. Most have ties to the True Sidhe and/or Baobhan.

Their cost to learn Neutral magic is half cost, rounded up. Elder and Sidh magic are normal cost. Shadow and Balance cost double. Law spells cost triple. Chaos is quadruple.

Increasing expertise and the casting cost for both groups is influenced as for their cost to learn.

Balance Orientation The cost of Balance spells is reduced 50%, rounded up. The cost of Elder and Neutral spells is as normal. The cost for Shadow, Law and Chaos spells is tripled.

The cost to increase the Expertise in Balance, Neutral, Shadow and Elder spells is as normal. The cost for Law and Chaos spells is tripled.

The Balance Wizard is not required to attack the forces of any alignment. Law and Chaos forces encountered are hostile but do not attack automatically unless that is the nature of the specific force. Influence may be used in any encounter.

The cost to cast magic is influenced as for the cost to increase in Expertise.

A Shaman and his drum.

13.3 Shamanism

Shamans gain power through a filial connection with the forces of nature. This is a tie on an emotional, instinctive level that requires strong will and aptitude.

When a Character completes his apprenticeship as a Shaman, he gains the following benefits:

A) The Shaman makes his first drum. This drum is required in casting ANY Shamanic Magic, other than powers gained from a Tonah tie.
B) The maximum **EL** currently possible as a Healer and a starting **EL** as a Herbalist.
C) The Shaman starts with **1D3*** Natural Magic materials, from the Plant, Herbs and Liquors table in Book Four. He will have **2D6** doses of each material that he has.

NOTE — *If the material that the Shaman possesses is not consumed in use, he will have one item with the powers specified for it. All Natural Magic material that the Shaman starts with is in enhanced form if it has an enhanced form. The Shaman knows the rites required to enhance the items he starts with.*

D) He knows the location of **1D6** groups of the animal his Tonah protects, i.e. if he is a Lion Shaman he knows the range of **1D6** prides of lions.
E) If the Shaman rolls less than or equal to his Current Empathy on **D100**, an animal of his Tonah's species is with him. This animal is qualifies as a pet, as for the Special Event pet. It should be treated by the Shaman as a friend and Personal Contact.
F) Once a Shaman is attuned to the source of his magical powers, his use of the power becomes almost innate. To reflect this, all Shamans may add their **EL** in the Orient Self spell to their Casting Speed with all other Shamanic spells (see §15.3.) The increase gained in this way may not be used to effect the casting speed of the Orient Self spell and may not be used to more than DOUBLE the Casting Speed of his other Shamanic spells.
G) A Shaman starts with a number of Shamanic spells equal to his **Starting MEL+(WB×2)**. The maximum **BMC** for these spells equals **Current W/5**, rounded down.

EXAMPLE — The new Shaman has a current Will of 42. He starts at MEL3. His WB is +2. He starts with seven spells. They must be BMC8 or less.

13.3.1 The Tonah

A Tonah is the guardian spirit of a specific species of animal. During his apprenticeship, the Shaman is tied to the essence of a specific Tonah in a bond of brotherhood. This alliance grants the Shaman the following benefits:

A) All animals that encounter the Shaman sense him to be a member of the species that his Tonah is a guardian of. They will react to him as such.
B) The Shaman's **MDV** equals his **MDV** + the **MDV** of an average individual of the species that his Tonah guards.
C) The Shaman can take the shape of the animal that his Tonah guards, as for the Shape Changing Special Attribute in §2.3.7.
D) The Shaman, regardless of the form that he is in, can communicate with any member of the species that his Tonah guards OR any Shaman whose Tonah guards the same species. He speaks the tongue of that animal species at **EL80**.
E) The Shaman has the Animal Power Special Attribute in §2.3.7, for the species that his Tonah guards.
F) The Shaman may influence his allies to extend his immunity from attack to those with him. If a person or thing he wishes to protect is the natural prey or enemy of his ally, and an Influence attempt fails, the ally attacks anyway.
G) The Shaman can summon animals of his Tonah's species at ½ normal cost, rounded up. He will double his normal **EL modifier** when he does so. If the Shaman has not learned Summoning, he may summon the animals of this species at an **EL** of 0. If Summoning is learned, his **EL** for these animals will be ONE **EL** higher than his current **EL** in Summoning.

The Referee should allow the Player to choose the animal species that he wishes to ally with. It must be an animal, listed under Animals in Book Three. It may not be any other creature.

NOTE — *In actual belief, the Shaman is chosen by his Tonah, he does not choose. One becomes a Shaman because the forces of nature choose to make it so. If the Referee desires, he may simulate this by randomly determining the species that the Shaman is connected to.*

Certain cultures have filial ties to a specific animal. Only Tonahs of that species ever select them. For example, if a member of the Ghazai is a Shaman, he is a Wolf Shaman. A Shaman of the Sherlani is always a Lion Shaman.

13.3.2 Apprenticeship Cost

The cost of a Shaman's apprenticeship is 150 expertise points. The points gained in section §13.1.2 may not be used to pay this cost. Use those gained in section §2.3.5.

13.3.3 Restrictions

The following restrictions apply to all Shamans:

A) A Shaman may only cast Shamanic Magic spells.
B) No Tonah tie is possible with domesticated creatures. If a Shaman chooses to ally with the horse, his advantages apply fully only when he is dealing with wild horses or horses that were born wild.
C) Tonah ties are restricted to unaligned animal, reptile and avian species. No other tie is possible.
D) The Shaman is REQUIRED to treat his animal allies as he would a BROTHER. He will never take part in an attack on them and will never be attacked by them.

NOTE — *If the Shaman violates D above, his Tonah tie will be broken. He will lose all benefits and powers gained from his Tonah. See Restoration §15.3.*

13.3.4 Orientation

All Shamans have a Grey Elder orientation. They worship the forces of nature as personified in the animals and plants of the Middle World. They have no tie to other Elder forces and have a general distrust for all other Alignments.

13.4 Kotothi Shamanism

Kotothi Shamans stem from barbarian areas that worship Dark Elder forces. The groups with strongest ties with Dark Elder are the Kakana, Ghazai and Shurikal. Kotothi Shamans do not use the rules specified above. Only the greatest have a Tonah tie. The following rules apply:

A) These Shamans sniff a powder that lets them enter the altered state Shamanic magic requires. They do not use drums.

NOTE — *The powder is a magical mixture. Its use draws him more sternly into the grasp of his gods. It also grants longevity. It is not unusual for powerful Kotothi Shamans to live more than a hundred years. The Shaman is taught how to make this mixture as part of his training. The higher his **EL** in Orient Self, the better the powder he is able to make.*

B) They gain the maximum **EL** currently possible as an Herbalist and a starting **EL** as a Healer.

C) The Shaman starts with **1D3+WB** materials from the Plant, Herbs and Liquors table. He has **1D6+3** doses of each.

NOTE — *If the material that the Kotothi Shaman possesses is not consumed in use, he will have one item with the powers specified for it. All Natural Magic material that the Kotothi Shaman starts with is in enhanced form if it has an enhanced form. The Kotothi Shaman knows the rites required to enhance the items he starts with.*

D) Once a Shaman is attuned to the source of his magic his use of the power is almost innate. Add the **EL** in Orient Self to their Casting Speed with Shamanic spells. See Orient Self §15.3. This does NOT apply for spells corrupted for Shamanic use.

E) A Shaman starts with a number of spells equal to **MEL+(WB×2)**. The maximum **BMC** for these spells equals **W/5**, rounded down. 25% of the spells selected, rounded down, may be corruptions of Chaos or Elder spells. The maximum **BMC** for those spells is **W/10**, rounded up.

EXAMPLE — The new Kotothi Shaman has a current Will of 49. He starts at MEL3. His WB is +2. He starts with seven spells. One may come from the Kotothi Shaman spell list. The others come from the general Shamanic list. The Shamanic spells are BMC9 or less. The other is BMC5 or less.

F) He knows the location of **1D3** groups of his Tonah's creatures if he has a Tonah.

13.4.1 The Tonah

The Tonah of a Kotothi Shaman is a being tied to the Court of Kototh. The force commanding it selects the Shaman. The number of ties he gains equals current **WB−2**. The alliance grants the following benefits:

A) Animals that encounter the Shaman see him as a member of the species. If he has more than one tie, the most adverse applies.

B) The Shaman's **MDV** is increased by 5 for each tie.

EXAMPLE — If his MDV is 13 and he has two ties his MDV is 23.

C) He can communicate with any member of the species OR any Shaman with the same tie. He speaks the tongue of the animal at **EL80** and the Kotothi tongue at **EL60**.

D) The Shaman can summon animals of the species at ½ normal cost, rounded up. Double the normal **EL modifier** when he does. If the Shaman has not learned Summoning his **EL** equals his **WB**. If Summoning is learned his **EL** is ONE **EL** higher than his current **EL** or his **WB**, whichever is higher.

E) The force he is tied to will not attack him. If it uses poison, he is immune to that poison.

F) The Shaman must dedicate at least one day a month to his tie. At least once a year this celebration MUST include a human or Sidh sacrifice. If he fails to do this, or fails to defend the creature he is tied to, the tie is broken.

G) Kotothi Shamans only use Restoration to gain a new tie. One that is broken is lost forever.

The Referee rolls on Table 13.5 to determine if a starting Shaman has a tie or if a Shaman gains a tie with Restoration. **(WB−2)×5%** is added to the roll of **D100**. The god of the resulting being is the Shaman's patron and master.

Table 13.5: Kotothi Tonah Table

Roll	Creature	God
01–35	Serpents*	Nebeth
36–50	Lizards*	Zuriti
51–60	Spiders*	Fusinian
61–70	Toads*	Kotarl
71–79	Dirallata/Dirasa**	Nebeth
80–84	Waste Lion	Shurikal
85–89	Dae'ta Koti	Kotan
90–99	Great Ape	Gartun
100–105	Beithir	Kototh
106 +Up	Great Spider	Kototh

*The Shaman gains a general tie to all normal types of these creatures. It does not apply to creatures or supernatural beings.
** Roll **1D2***. If the result is 2 the Tonah is the Dirasa.

13.4.2 Tonah Powers Gained

A Kotothi Shaman is chosen and owned by his Tonah. He must honor that force and, as possible, serve its interests. In exchange he gains power from his tie. The following lists those gains. The **EL** for spells equals the Shaman's **WB** unless the description states otherwise.

Serpent

The Shaman speaks the Tongue of the Serpent at **EL80** and can taste the air like a serpent. See Taste in Sensory Powers §15.3.

Lizards

He gains the ability to Camouflage himself. See Camouflage §15.3. There is a **WB×10%** chance his skin is toughened. If so he has **NAV** equal to **1D2***. Decrease Appearance by **NAV×10**. The maximum reduction is 80%, rounded up.

EXAMPLE — A Lizard Shaman is blessed with NAV2. His appearance was 18. It cannot go down 20. It is reduced 80% to 4.

Toads

The power to jump long distances is gained. See the Jump spell §15.3. When **WB** is +3 or higher he gains the power to exude paralytic toxin from his pores. The **BL** equals **WB+(MEL/2)**, rounded down. Anyone who touches him while he exudes poison can be affected. The cost to create the poison is **BL** energy points.

Dirallata/Dirasa

He speaks the Serpent tongue at **EL80** and immunity to the poison these serpents use. No other benefit is gained.

Waste Lion

The Shaman can see clearly at night. He gains a taste for the meat of humanoids, especially the Sidh. If he does not eat meat from a human, elf or faerry once a month he permanently loses **MELD6** energy.

Dae'ta Koti

The Shaman can spit a paralytic toxin once per day. The range and **BL** equal **WB**. The projectile only affects a single target. He can also speak the Serpent tongue at **EL80**.

Great Ape

A person with this tie must revere Great Serpents. He must sacrifice one human or Sidh life a month to them in addition to celebrating his tie. He speaks the Kototi Tongue at **EL80**, the Serpent Tongue at **EL80** and uses Paralysis with his touch. See Paralysis §15.3.

Beithir

The Shaman can breathe under water, cast lightning bolts from his eyes and is immune to acid. See Water Breathing §15.3 and Lightning Swarm §15.3 . He speaks the Serpent tongue at **EL80** and is required to hunt the enemies of the Beithir. If he does not kill at least one enemy a month he loses the tie.

Great Spider

The Shaman speaks all Kototi languages at Maximum **EL**. He can cast webs from his hands, poison another person with a bite and has total immunity to any poison. His Web **EL** equals **WB**. The **BL** for his poison is **WB×2**. See Energy Web §15.3. Increase his Native Intelligence and Will by **1D3+1** each. A Shaman with this tie must spend one month a year living with Great Spiders.

NOTE — *The increase in the Shaman's mental attributes is received if the tie is gained in creating the Character. It is never given as the result of Restoration.*

13.4.3 Apprentice Cost

The cost of apprenticeship is 130 expertise points. If the Shaman starts with a tie, the cost is **130 + the number rolled on the table** above (after modification.) Use the points gained on the Initial Increase Table 2.12.

EXAMPLE — After modification the Shaman's roll is 64. He is tied to Toads. The cost of his apprenticeship is 194 expertise. A Kototi Shaman spends no less than eighteen months in service to his master. He is not released until his MEL is THREE. If the character's MEL is two or less he is still the "slave" of his mentor in the arts. He must do anything that Shaman commands.

13.4.4 Restrictions

The following restrictions apply to all Kototi Shamans:

A) He must serve the Court of Kototh. He only casts Shamanic spells and Chaos or Elder spells corrupted for Shamanic use.
B) The Shaman is the enemy of all Sidh beings and all forces that strive to protect animals and nature. Defiling or destroying such things is his duty.
C) Tonah ties are restricted to the creatures listed in the table above.
D) The Shaman is REQUIRED to treat his allies with deference. He will never attack them and never be attacked by them.

   NOTE — *Shaman who violates any of the restrictions above loses all benefits and powers gained from the tie. He is viewed as a traitor by the species and their god.*

E) The Shaman may influence his allies to extend his immunity from attack to those with him. If a person or thing he wishes to protect is the natural prey or enemy of his ally, and an Influence attempt fails, the ally attacks anyway. If the Shaman does not stand aside, his tie is broken. He is attacked also. If anyone he tries to protect is an enemy of his Tonah, his tie is broken.
F) Kototi Shamans have no powers with animals or birds. Animal Tonahs, Vily and other guardian spirits are enemy forces. Their powers are strong with reptiles, especially serpents, and arachnids.
   Kototi Shamans may NOT use Animal Powers, Origin Powers or Resurrection from the Shamanic spell list. They may choose any other spell from the list. They choose spells on the Kototi Shaman Spell List in Table 13.6 for any corruptions they can cast.
   In all societies where they exist Kototi Shamans have a strict hierarchy. The Shaman is expected to obey the command of any Kototi Shaman whose **MEL** is higher than his AND may command any whose **MEL** is lower. This pecking order is especially strict among the Kakana.

   EXAMPLE — The Shaman's MEL is 5. Any Shaman of MEL6 or higher is his master. MEL4 or lower are servants. When he meets another who is MEL5, influence and the situation decides who rules.

Table 13.6: Kototi Shaman Spells

ROLL	SPELL	BMC
01–05	Hatred	1
06–12	Quarrels	1
13–20	Camouflage	2
21–25	Compulsion	2
26–30	Energy Web	2
31–36	Choking Moisture	3
37–40	Cold Powers	3
41–45	Desert Powers	3
46–50	Illusion Powers	3
51+52	Fatal Spear	4
53–60	Poison Powers*	4
61–64	Telepathic Powers	4
65–70	Weaken	4
71–75	Withering Hand	4
76–80	Death Blossom*	5
81–85	Kototi Command*	5
86–91	Flaming Death*	6
92–96	Spirit Corruption*	8
97–99	Transmutation	8
100	Dark Knowledge*	10

*These are Shamanic spells available to Kototi Shamans only. They may be selected as part of the Shamanic knowledge a character has. The others are corruptions of Elder and Chaos spells. See the descriptions that apply.

13.4.5 Orientation

All Kototi Shamans have a Dark Elder orientation. They worship the Court of Kototh. They often oppose other Elder forces and sometimes work with Chaos. They detest all Sidh and dislike Neutrals. They also revile forces of Law (especially those who serve Labbiel.) They distrust Balance and Shadow.

13.5 Sidh Magic

The ancient arts practiced by the Elf, Faerry and Alfar. Their powers are derived from the Elder forces of creation and the Elder Gods that created them.

The benefits gained by a Sidh magician depend on his race. They are gained at no additional expertise cost. Consult the list below:

Elf

A) **EL80** in the tongue of the Sidh.
B) A starting level as both an Armorer and a Jeweler.
C) All General Skills plus **MEL**×**2** Sidh spells.

Faerry

A) **EL80** in the tongue of the Sidh.
B) Maximum **EL** as a Jeweler.
C) **MEL** General Skills plus **MEL**×**3** Sidh spells.

Human

A) **EL60** in the tongue of the Sidh, Elf Sidh and Faerry Sidh.
B) Treatment as a member of the Sidh by all Elder and Kotothi forces encountered.
C) Lower World Travel, from Travel Powers §15.3, at **EL0**.
D) A starting level as both an Armorer and a Jeweler.
E) All General Skills plus **MEL** Sidh spells.

For all three, increase the number of Sidh Spells gained by the character's Maximum Empathy bonus (determined like physical attributes.) The maximum **EL** for their starting spells, except general skills, equals **Current Em/5 (RD)**.

EXAMPLE — Jabirus is human. He has a current Em of 40 and maximum of 60. He starts at MEL3. He gains all general skills plus 3+3, i.e. six Sidh spells.

13.5.1 Apprenticeship Cost

The cost of the Sidh Magic apprenticeship, for full training as a magician, is 125 points for a Faerry, 150 for an Elf and 200 points for a Human.

A human may only start the game as a Sidh Magician if the Special Events for his character make it clear that he has contact of some kind with the Sidh. If he has no such contact, and the Referee allows, the player may attempt a successful Influence chance. If he succeeds, the cost to learn Sidh Magic is increased to 300 expertise. This reflects pregame time spent finding Elves or Faerries and convincing them to teach their arts. If he fails on two tries, he pays 100 expertise points, fails to convince them and gets nothing.

Dwarfs may never learn Sidh Magic.

13.5.2 Power Potential

The current **EmB** of the caster varies use of Sidh Magic. The stronger his **Em**, the stronger his use of the magic. In all cases, the effective **EL** of a Sidh Magic spell is **EL+ (Current EmB −3)**. If the result is less than zero the spell is not cast effectively at the **EL** known.

EXAMPLE — Alvus Jon has an Em of 43. His EmB is +2. He subtracts one from the effective EL of Sidh magic he knows. Those he knows at EL0 cannot be cast effectively. When his Em reaches 51 his EmB becomes +3. He will subtract nothing. The Faerry who taught him has an EmB +5. She adds TWO to the EL for her use of Sidh Magic.

A Sidh Magician.

IMPORTANT — These additions and subtractions do NOT influence the cost to cast. The Faerry above pays for EL3 and has EL5 effect. Alvus casts at EL2 and has EL1 effect.

13.5.3 Restrictions

Sidh magicians may only use Elder, Neutral and Sidh magics. Their cost to learn Elder and Neutral magics is doubled. The cost of increased **ELs** and casting is normal for Elder and Sidh. It increased by one expertise or mana point per **EL** for Neutral spells.

Sidh Magic MUST be cast in the Tongue of the Sidh. A success roll for use of that tongue is taken before the roll for the spell is taken. If the caster is Sidh and has an **EmB** of three or more, he does NOT need to roll and success for language use is automatic.

Humans that are Sidh magicians may not learn any Sidh Magic spell with a **BMC** of SEVEN or higher. Their cost to cast, learn and increase the EL of a Sidh Magic spell is one mana or expertise point higher per **EL**. If the Human is also a Shaman or Wizard, he may learn and cast Sidh Magic at normal cost.

13.5.4 Orientation

Sidh Magicians are aligned with the Sidh. They distrust all non-Elder forces, except Neutrals, and despise the Kotothi. A Sidh Magician that encounters Kotothi creatures is subject to immediate attack. He is more than likely to return the favor.

13.6 Shadow Magic

When a player completes an apprenticeship in Shadow Magic he gains the ability to cast Shadow Magic. His starting benefits depend on whether he uses uses other forms of Magic or uses Shadow Magic ONLY.

When a magic-user that also uses other forms of magic completes an apprenticeship in Shadow Magic he gains the following benefits:

A) The Tongue of Shadow at a Starting level.
B) He learns **MEL** Shadow spells. The Starting **EL** in these spells **EL0**.

There are no other gains.

Those who only use Shadow Magic gain:

A) The Tongue of Shadow at **EL60**.
B) A Starting Level as a Jeweler and Herbalist.
C) Training as a Thief, Smuggler and/or Assassin at 50% of the normal cost, rounded down.
D) He learns **MEL×2** Shadow spells. The Starting **EL** in these spells equals **W/40**, rounded down.

After the spells that are part of the Starting Knowledge are learned, competence in any of the spells increases with expertise as for other forms of trained magic. Spells above the Starting Knowledge allowed are also learned in the normal manner and start at **EL0**.

The Character receives the gains under C above as a result of a commitment to a Shadow society. If he violates his oath by casting non-Shadow magic of any kind, that oath is broken. He will be hunted by the society until he is dead.

NOTE — *Innate Shadow Weavers are elite and somewhat sacred. Such societies prefer that they maintain the purity of Shadow but will not hunt them down like dogs if they don't.*

Innate Shadow Weavers, once trained, cast Shadow Magic as trained Natural Magicians. They speak the Tongue of Shadow at **EL80** and gain the benefits listed for those who cast Shadow Magic only, whether they cast other magic or not. Their Starting **EL** in the spells gained as part of their Starting Knowledge equals **W/20**, instead of divided by 40, rounded down.

13.6.1 Apprenticeship Cost

The cost of apprenticeship is 150 expertise points. If the student is a trained wizard or shaman, he may learn Shadow Magic at a cost of 100 expertise points. If he is an innate Shadow Weaver the cost in 80 expertise points and he is always accepted, regardless of his acceptance chance.

If he is a priest of any kind, including witches, he will not be taught Shadow magic unless he influences a user of it in play. If the god or goddess he worships is a power of Light or Darkness or rules such powers no such influence chance exists.

EXAMPLE — A priest of Abaddon will not be taught. One of the servants of this god is the Lord of Darkness.

13.6.2 Starting Experience and Expertise

A Shadow Weaver's starting **MEL** on the Starting **MEL** table is determined by **(W+Em)/2**, rounded up. If the Character is an innate Shadow Weaver use either Will or Empathy, whichever is higher, to determine his starting experience.

If the Character is also a trained Wizard or Shaman, the experience listed is added to that gained for his other apprenticeship. The starting expertise is ignored in this case.

If he use Shadow Magic only, the starting expertise gained may only be used to learn General Skills or Shadow Magic.

EXAMPLE — Fox Shadow, Shaman of the Omaga, is a trained Shaman, a trained Shadow Weaver and an innate Shadow Weaver. His starting I is 31, W is 60 and Em is 30. His Maximum Will is 80. He has the following points:

Gained As:	Experience	Expertise
Shaman	150	160
Trained S.W.	80	–
Innate S.W.	150	–
TOTAL	380	160 for Shamanic spells

Fox Shadow's acceptance chance based on max. Will 80, max. Empathy 44, is 87%. He does not need to roll. Innate Shadow Weavers are always accepted.

13.6.3 Restrictions

A) Shadow Magic only affects creatures that cast a shadow.
B) Shadow Magic only operates where shadow exists. If there are no shadows, Shadow Magic is impossible.

13.6.4 Orientation

Shadow magic is unaligned. The player need not specify any orientation for his Character if he is only using Shadow Magic. If he is also a trained Wizard or Shaman, the normal orientation rules apply.

Orientation Affect

Persons adept in Shadow Magic, other than Natural Magicians, pay double cost to learn and cast spells derived from Light, Darkness or Elemental forces. They may learn and cast spells that ADVERSELY affect the Mind or Energy Level of an enemy at ½ the normal cost, rounded up. Neither modifier applies to Shadow Magic spells or General Skills.

Table 13.7 gives a list of affected spells.

Table 13.7: Spells Affected

HALF COST	DOUBLE COST
Abandon	Darkness Powers
Charisma	Desert Powers
Compulsion	Earth Powers
Disorder	Elemental Powers
Dreams	Fire Powers
Fascination	Flaming Death
Forgetfulness	Leeching Darkness
Hatred	Light Powers
Illusion Powers	Sea Powers
Insanity	Smokeless Flame
Leeching	Shield Powers
Quarrels	Storm Powers
Seduction	
Telepathic Powers	
Terror	
Vengeful Horror	
Wildness	

NOTE — *You may find spells that fit either list and are not included. Add any that you believe are appropriate.*

14 The Priesthood

Priests have abilities that wizards do not. A prime example is the ability to perform exorcisms. Without Priests, Shamans are the party's only defense against possession and other supernatural ills. Wizards and Sidh Magicians can do nothing against them. Also, the parties potential resources against poisoning, disease, etc., are restricted more than they would be with an active Priesthood.

This section defines the types of priest, their place in society and the basic abilities possessed by each class. Priestly magic and other factors you need to know to explore the potential of the priesthood are included here.

14.1 Setting Up a Nation's Faith

The underlying rationale that drives a nation's religious belief is generally, in early societies, found in how they interact with their environment. This includes their most important survival methods, the way they interact with other peoples and internal social dynamics. To judge which gods in a given court are dominant, these factors should be weighed.

An example of this is the Fomorian Empire, specifically the island of Fomoria. They worship the Court of Ashur. Because the pre-eminent facet of their culture is their control and utilization of the sea, for protection and trade, their great god is Enki. Because they built their empire through violent expansion, and are a major military power, they also have large temples worshipped Inanna, her secondary gods (Taritu and Mushru) and Vahagn. Their emphasis on legal action and devotion to the law are the center-point of their worship of Ashur, though he is also a god of power and war. The needs of their people for food and other goods gives them increased incentive to worship both Inanna and Taritu. On a mountainous island with ready access to the seas and little arable land, the fertility and optimum utilization of what arable land is present is critical. This is especially true among the common people.

Thus, on the island of Fomoria we find that Enki is the god all worship, while Inanna, Ashur and Vahagn (in that order) are worshipped extensively by various fractions of the population. Inanna is most favored by soldiers and the common people. Ashur is the god preferred by those in government, the legal profession, officers and most intellectuals. Vahagn finds a good deal of support by individuals, across the spectrum of society, who are concerned with power and adventure. His most common worshippers are mercenaries, sea traders, high-risk merchants and the more active and forceful followers of Ashur. The other gods of the court find their importance in their relationship to these four major gods. They receive worship as much for their connection to a greater godhead as they do for their own divinity, in the society as a whole. Each has a certain strata of society that considers them to be patrons or protectors and therefore grants them worship. None are worshipped with the pageantry and emphasis that is given to the "big four".

14.2 Ranks of the Priesthood

Priests are ranked from Rank 0 (the lowest) to Rank 10 (the highest.) This applies to all faiths. The meaning of the various ranks are listed in Table 14.1.

Table 14.1: Ranks of the Priesthood

Rank	Title	Equivalent	Special
0 1 2	Ai Bana Cai	Acolyte	Acolytes are restricted to their temple, and the surrounding area. This restriction is often relaxed for the Cai rank.
3 4 5	Dama Ea Fama	Priests	Lesser priests who serve as in major temples or as priests in rural areas. Those with potential and Fama rank usually serve in major temples.
6 7	Hora Inai	Senior Priests	Important priests who serve as major temple leaders, important missionaries or as the Abbots of monasteries in villages. small cities or rural areas.
8	Kah	Bishop	A major leader of the class. Often in charge of training, temples of minor gods, small cities or rural districts.
9	Lama	Archbishop	Among the chief elders of the class. Rarely found outside of major temples or monasteries.
10	Mah*	Cardinal	The leader of the class in the nation, i.e. the single most important churchman of that type. Only found in the largest temple of the faith in the nation.

*The Urigallu Mah of a faith is its spiritual leader. His title is Sangu Mah. In faiths where the Taritu dominate, the Taritu Mah rules the faith as Sangu Tari Mah or Sangu Alla Mah depending on the type of faith.

EXAMPLE — The titles listed are appended to the class name. Thus, a rank 9 Baru priest is a Baru Lama, a rank 2 Kalu is a Kalu Cai, a rank 6 Ashipu is Ashipu Hora, a rank 7 Qadishtu Mah is a Qadishtu Ma'Inai, etc.

EXCEPTION — The Mashmashu only use their full name when they refer to the class as a whole. For personal rank the term "Mashu" is used, i.e. a rank 4 Mashmashu is a Mashu'Ea, rank 10 is Mashu'Mah.

A rank 10 Qadishtu Mah is THE Qadishtu Mah.

All other ranks append the rank title to the word Mah, dropping the "h", to get their full title, i.e. rank 2 is Qadishtu Ma'Cai, rank 8 is Qadishtu Ma'Kah.

Finally, at ranks 6 and up, the Tariti delete the "ti" from their name in forming their title. Thus, a rank 7 Tariti is Tari Inai and rank 9 is Tari Lama. The same is true of Allani, i.e. a rank 7 Allani is an Alla Inai.

14.2.1 Station and the Priesthood

Historically, advancement in the priesthood had a great deal to do with the power and station of a priest's family. The sons of noble houses rapidly achieved high rank. Others, possibly more deserving, spent their lives as village priests despite their ability. The rules listed in Table 14.2 reflect this factor.

Table 14.2: Initial Station Table

	Level of Class*					
	Acceptance Mod.			Promotion Mod.		
Station	I	II	III	I	II	III
0	-30	-15	-10	+4	+2	+1
1	-20	-10	-5	+2	+1	0
2	-10	-5	0	+1	0	0
3	5	0	5	0	0	-1
4	0	5	10	0	-1	-2
6	5	10	15	-1	-2	-3
10	10	15	20	-2	-3	-4

*The level of the various classes varies with the basic alignment of the faith. For Law religions the levels are:

I Urigallu
II Ashipu, Baru, Qadishtu Mah and Tariti
III Kalu, Mashmashu and Qadishtu

For Chaos religions the following levels apply:

I Urigallu or Allani**
II Ashipu and Mashmashu
III All others

Elder religions use the following levels:

I Urigallu, Qadishtu Mah and Ashipu
II Kalu, Mashmashu, Qadishtu
III Baru and Tariti

Certain Kotothi faiths (Shurikal for example) vary from standard Elder practice as follows:

I Urigallu and Mashmashu
II Ashipu and Baru
III Kalu Qadishtu Mah, Qadishtu and Tariti

** If the nation is matriarchal, the Allani rule and the Urigallu are level III. If the nation is strongly patriarchal, the Urigallu rule and the Allani are level III. If neither applies for a Chaos nation, the table is used as is.

14.2.2 Acceptance Chance

The chance of being accepted into the priesthood equals:

(Maximum W+(Em/2) (rounded down))+Acceptance Modifier

Where the class you wish to enter concentrates on magic or healing, Will may be replaced by Intelligence. Where it requires dancing or musical skill, Agility or Dexterity may be used in the place of Will. These are the only modifications allowed.

If your attempt to enter fails you may try at a lower class level. You may never attempt to enter at the same or higher level as your failure. If your final failure is at the third level, your character may not start as a Priest. His only option is to win favor in play and be admitted for training as a result.

14.2.3 Starting Rank

A Character's Starting Rank in the priesthood is determined as in Table 14.3.

Table 14.3: Starting Rank

W+Em	Rank
0–25	−2
26–50	−1
51–80	0
81–120	1
121+Up	2

To the rank listed, add **Station/2** rounded down. This is your final rank. If it is less than zero, you were admitted but failed to become a priest because of incompetence, poor attitude or some other reason. They bounced you.

14.2.4 Promotion

A Character's rise in the ranks of the Priesthood is determined with a yearly roll of **2D10**. This roll is modified by the basic promotion modifier and the modifiers listed in Table 14.4.

To determine whether a Character is promoted add all of the applicable promotion modifiers to his Next Rank times two. The result is a number that he must roll higher than with **2D10**.

EXAMPLE — Laran Shovan is a Mashu'Lama of Ashur in the city of Pelara. During the year he has gained a net modifier of −3. His personal modifier is −2. To be promoted to Mashu'Mah he must roll, 20+(−3+−2), higher than 15 on 2D10.

After a promotion is received, new promotions are less likely for a period of **6−Original Station** years, or one, whichever is greater. During this period, the next rank is multiplied times three in the formula above instead of two.

EXAMPLE — An Ashipu Bana was just promoted. His original station was three. For the next three years he will triple rank in attempting to become an Ashipu Cai. The base number is 9 instead of 6.

IMPORTANT — Character's do not automatically have a chance to be promoted. Beyond Rank 4 there must be a vacancy to be filled or a new posting, requiring additional rank, that he is being considered for. The chance that a Character can be promoted is determined rolling 1D10. If the roll is greater than or equal to the New Rank+his Promotion Modifier for original station, he has a chance. Regardless of modifiers, if the roll of 1D10 is a 10

Table 14.4: Promotion Modifiers

Item	Yes	No
1) Has been actively performing his duties (at least three months a year spent on church business.)	0	+3
2) Has come to the attention of higher ranking priests, favorably.*	-2	0
3) As 2 except to his disfavor.*	+2	0
4) Has been a driving force behind a major victory for the faith.*	-3	0
5) Held responsible for a major defeat for the faith.*	+4	0
6) Popular with the people.	-2	+1
7) Popular with secular rulers of the area.**	-2	0
8) Disliked by the secular rulers of the area.**	+2	0
9) Noted for piety, dedication and/or combatting the enemies of the faith.*	-1	+1
10) Possesses secondary skills that are of value to the faith, i.e. skills not gained through the priesthood.	-1	+1

*These factors continue to the Character's benefit or detriment, for **1D3+1** years after they are earned, at ½ the value above rounded up.
** These factors apply at full value as long as the Character is in the area and the feelings of the local rulers remain the same.
NOTE — *Determination of when these factors apply is left to the Referee and is based on the Player's use of his Character in play.*

the Character is automatically considered for promotion. There is always a chance, even if you were born a serf.

14.3 Multiple Training

A starting Character with sufficient rank to be considered a Priest (rank 3 or higher) can train as a member of another class, serving a lesser god than his primary god. This requires the following:

A) Sufficient rank.
B) Existing skills that would be worthwhile to the class of Priests you wish to join in the performance of their duties.
C) An acceptance roll with ½ the normal chance of acceptance, rounded down, before the acceptance modifier is added.
D) Enough expertise points to buy the skill.

If all the above is done, the character will start with ½ the rank determined for his primary priest class, rounded down. If he is not accepted, he may not have more than one class.

NOTE — *In general it is best to refrain from trying for multiple specialties until the character is established and has made connections within the temple. It is more fun to win something in play than to simply throw dice for it.*

14.4 Calendar and Salary Allocation

The standard liturgical calendar for most faiths in the Perilous Lands is twelve thirty day months and a five day holy period. Exactly when in the year this period is held varies with the religion. Most faiths place this period at the start of each year.

Most faiths divide the months with an opening and closing day with four seven day weeks. Some use six five day weeks. The actual division varies with the mysteries that apply to the religion.

EXAMPLE — Salaq worships a Triad of gods (Manannan, Morrigan and E'pona. Their calendar month is:

1 Opening day
1 Week of Manannan (8 days)
2 Feast days (One closes Manannan and the other starts Morrigan)
1 week of Morrigan (8 days)
2 feast days (closing Morrigan and opening E'pona)
1 week of E'pona (8 days)
1 Closing day

The five day start to the year is celebrated in the fall after the final harvest. The celebrations are:

Day 1 Feast of Thanksgiving
Day 2 Feast of E'pona
Day 3 High Mass of the Triad
Day 4 Feast of Morrigan (Samhain)
Day 5 Feast of Manannan

NOTE — *In general, the number of MAJOR gods the faith worships indicates the calendar used. Most societies have four to six major gods.*

Determine the amount of the salary available to a player by dividing his yearly income by twelve and dropping any fractional result. The remainder is available during the five day feast period if he serves at a temple at that time.

For Kalu, Qadishtu, Tariti and Allani a bonus is paid when they work the five day feast period. This bonus is equal to 12 times their weekly salary.

EXAMPLE — A Rank 6 Mashmashu has a stipend of 100 SC. 8SC is available each month and the final 4SC during the feast days. Per normal week that he works at a temple he makes 2SC. A Rank 4 Tariti with Ap80 has a base of 96 SC. Per week she works in the temple she receives 2 SC. If she works the five day feast she is paid 24 SC.

14.5 Magic for Priests

The general rules for trained magic use apply for all Priests when they draw power from their Casting Ability. When they draw the power of a spell from their Energy Level, the rules for Innate Magic apply.

Civilized priests must learn the spells of their class in **BMC** order from lowest to highest. This applies for all classes that have a spell table. There are no exceptions.

EXAMPLE — A staring Urigallu is Rank 3. He has two Urigallu spells. He must take the two on the list with the lowest BMC. If there is more than one possibility he may choose between them.

Unless specified otherwise above, a Priest's Starting **EL** in any magic spell that he knows equals his **Starting Rank divided by 2**, rounded down. His Starting **MEL** is based on Current **Will** for all classes except Mashmashu (**Intelligence**), Qadishtu Mah (**Empathy**) and Tariti **((Eloquence+Empathy)/2)**.

The maximum **EL** a Priest can attain in Priestly magic is given in Table 11.7.

If a Character has Supernatural Will, or Supernatural Agility for Kalu and Qadishtu, or Intellectual Power for Mashmashu, and is trained as the appropriate Priest class, he is a Natural Priest. All rules applying to Natural Magicians apply in his use of Priestly magic.

14.5.1 Basic Powers

The spells listed in Table 14.5 are the six basic spells that all priests can use after they have completed their training. The descriptions of the spells are given in §16. Variations to these rules may occur based on the Priest's type. Where such is the case, the rules listed for the type have precedence over these basic descriptions.

Table 14.5: Basic Powers Table

Roll	Spell	BMC	Source
01–20	Bless	1	**CA**
21–40	Healing	1	**CA/EnL***
41–60	Insight	2	**CA**
61–75	Detect Evil**	2	**CA**
76–90	Presence	2	**EnL**
91–100	Purification	2	**CA**

* Priests of the types devoted to the Healing Arts may have special healing powers that are drawn from either Casting Ability or Energy Level. These will be covered in the appropriate sections.
** Evil as defined by Priests equals the enemy alignment. For Law it is Chaos, and vice versa. For Elder it is the Kotothi, if Sidh oriented, or whichever force is the greatest danger in the area. The Referee must determine that for the area.

14.6 Civilized Priests

The information stated here applies for most Law, Chaos, Elder and Balance priests. Where needed, special definitions follow for priests in barbarian cultures. Where such is not given adapt the rules for civilized priests to them.

14.6.1 Urigallu

The Urigallu are the administrators, executives and main celebrants of the faith. They celebrate masses, administer temple lands and see to the welfare of the faith. Only male characters are allowed to become Urigallu priests. Exceptions may be made for female characters who roll **Native Will×3** or less on **D100**. (In Clima and L'p'nth only females are Urigallu and no exceptions are ever made.)

Vestments

The normal vestments of an Urigallu class priest are white and purple in Law and Balance faiths. Depending on rank, the percentage of the costume that is white increases. At the highest rank, the Urigallu Mah (High Priest of the Temple), they are white with a thin purple border.

Chaos religions use black. For most, the darker the shade, the higher the rank of the priest. They are always inscribed with sigils. The more potent and ornate the inscriptions, the greater the power of the wearer.

Elder and Neutral priests are of two kinds. Civilized societies follow the vestment tradition of Law except green is used instead of purple. Others tend toward Druidism. See §14.7.

Apprenticeship Cost

The cost to be accepted and trained as an Urigallu, in expertise points, is 200. This cost is paid out of the points gained in §2.3.5 of Book One.

Starting Skills

Urigallu priests receive:

A) A Starting Level as a Scholar in the Cosmology of their chosen alignment.
B) Starting Rank non-combat skills with a cost to learn greater than 30. They may choose any skill of sufficient cost that is artistic, creative or scientific in nature. They may also use it to gain any appropriate (Referee discretion) language.
C) Read and Write their native tongue at maximum **EL**.
D) Read and Write any language known at their maximum **EL** at no additional cost.

Urigallu may never practice any form of magic other than the rituals they gain through the Priesthood, starting General Skills and spells drawn through their deity.

NOTE — *While supernatural language knowledge is not mandatory, progress to high rank (Ranks 8–10) is impossible unless the Urigallu speaks the tongue of his deity.*

Magic Knowledge

In most societies, Urigallu are the masters of the temple. As the administrators and main celebrants of the faith, their magic is dedicated to the greater rituals of the faith. As they are also masters of temple forces and church law, they wield powers to 6nd truth and administer church law. They are the Master Shepherds who give faith and justice to their flock.

Starting Urigallu know Purification, Summoning and a number of alignment spells equal to their Rank. They also have the basic powers of a Priest and **Rank−1** Urigallu spells.

NOTE — *If the character is a Natural Priest (Supernatural Will) he starts with twice the number of Urigallu spells.*

The Summoning rites known are for creatures of the Priest's alignment. The spells must be spells that benefit from being cast with the language of the Priest's deity with a Base Mana Cost less than or equal to the Priest's Starting Rank.

EXAMPLE — A player wishes to start an Urigallu of Inanna. His Starting Rank is 2. He may learn two general or Law spells with a Base Mana Cost of 2 or less that are benefitted when used with the Tongue of Light (see §11.9.) His possible choices are Divination, Detection, Summoning, Cure Disease, Healing, Sanity, Sustenance, Wakefulness, Light Powers, Revivification, Healing Light and Crop Protection.

Urigallu Magic In the spell table below, spells are marked with an R or a C. Spells marked with an R are ritual spells that require preparation and the proper environment. Spells with a C are castable using the normal rules for casting magic.

Table 14.6: Urigallu Spell Table

Roll	Spell	BMC	Type
1	Blessed Truth	2	C
2	Ceremony	8	R
3	Curse	6	R
4	Judgment	4	C
5	Command	3	C
6	Hidden Truth	5	C

Wealth

In addition to any wealth purchased. Urigallu priests have Rank squared **GC** as starting wealth. These funds represent savings from the priest's salary.

The basic salary of an Urigallu is **(Rank+4) squared GC** per year. It is only received when he serves full time at a church or major temple. It is for personal upkeep and religious projects not directly supported by the faith. The Urigallu is accountable for its use. If superiors determine that he is using it inappropriately, it can be lost and he is in trouble.

EXAMPLE — At Rank 0 an Urigallu receives 16GC per year, at Rank 4 his salary is 64GC per year and at Rank 10, the highest possible rank, he gets 196GC per year.

14.6.2 Kalu

The Kalu priest is a master musician. His duties revolve around the use of music in major rituals, feasts and daily worship. In most societies Kalu priests are male, though this is not a strict bias. (Females roll **maximum EL as Musician×10** for an opportunity to gain acceptance as Kalu priests.)

Vestments

The robes of the Kalu are yellow in color. The higher the rank, the deeper the shade of yellow.

Apprenticeship Cost

The cost to be accepted and trained as a Kalu, in expertise points, is 150. This cost is paid out of the points gained in §2.3.5 of Book One.

Starting Skills

Kalu Priests gain:

A) Rhetoric at a starting **EL**.
B) One artistic or creative skill with a cost to learn greater than 30.
C) Maximum **EL** as a Musician in a number of instruments equal to his **Rank+1**. If he wishes, and has sufficient skill, he may use two of these gains to gain Troubadour skill.
D) Read and Write as specified for the Urigallu.

Magic Knowledge

These Priests primarily assist other Priests to perform their most sacred duties. Through the power of music, dance and song, they enhance the effectiveness of their brothers. In addition to this function, these Priests have unique powers of their own that can be used to some effect. They are the Voice of the Faith who sing the beauty of the divine for all to hear.

Kalu begin with the basic powers of a Priest and **Rank−1** Kalu spells.

Qadishtu and Kalu Magic The major rites of these Priests are used in association with other specialists. Table 14.7 shows the basic spells available.

Table 14.7: Qadishtu/Kalu Spells

Spell	BMC	Source
Spirit Blessing	2	**CA/EnL**
Blessed Sphere	3	**CA**
Ritual Music	5	**CA**
Punish/Satire	7	**CA/EnL***
Sacred Bane	10	**CA**

*Only Sidh oriented or Druidic Priests may cast this spell through their Energy Level. They may only draw it from within when they are dying, as a last curse, or when they are damaged through some improper breach of hospitality.

Wealth

No additional starting wealth is gained. The salary of a Kalu priest is **(Rank+4) squared SC** per year. It is intended solely for personal upkeep and he is not held accountable for it. Kalu may supplement this stipend with paid performances as long as the effort does not denigrate the faith or them.

14.6.3 Ashipu

The Ashipu priest is the temple exorcist. He is responsible for protecting the faithful from hostile supernatural forces and inimical powers (disease, injury, etc.) He is the religion's primary warrior against supernatural enemies. All Ashipu priests are male. In some faiths (L'p'nth's faith is an example) this specialty does not exist because of sexual bias.

Vestments

Ashipu vestments are red. The higher the rank, the deeper the shade worn.

Apprenticeship Cost

The cost to be accepted and trained as an Ashipu, in expertise points, is 200. This cost is paid out of the points gained in §2.3.5 of Book One.

Starting Skills

Ashipu Priests gain:

A) Starting Level as a Healer.
B) Starting Level in the tongue of a hostile supernatural force.
C) Herbalists at their maximum **EL**.
D) The tongue of their deity at their maximum **EL**.
E) Read and Write their Native Tongue and their deity's tongue at Maximum **EL** at no extra cost.

Magic Knowledge

These Priests are the guardians of the faith and the faithful. Their purpose is to heal the faithful and destroy their enemies. Their magics center around advanced healing arts, exorcism, rites of banishment and powers of both defense and attack. Against their enemies, they are a force to be feared. They are the Shield and Sword of the Faithful.

All Ashipu start with knowledge of Exorcism (see Shamanic spell of the same name), Purification, Protection (enemy alignment) and Dispell/Banish (enemy alignment). They also know **Rank−2** other spells, benefited by their god's tongue, with a Base Mana Cost less than or equal to **Starting Rank×2**. They also have the basic powers of a Priest and **Rank** Ashipu spells.

Ashipu and Qadishtu Mah Magic The table below lists the major powers available to Priests of this class. They are divided, in the table, between Offensive Powers and Healing Arts. The section following the spell descriptions explains the relevance of this distinction.

Table 14.8: Ashipu/Qadishtu Mah Spells

Healing Powers		
Spell	**BMC**	**Source**
Healing Hand	3	**EnL**
Dispell/Banish	3	**CA**
Regrowth	5	**CA**
Energy	6	**CA/EnL**
Negate Poison	6	**CA**
Negate Magic	7	**CA**
Exorcism	8	**CA**
Offensive Powers		
Spell	**BMC**	**Source**
Repel Evil	2	**EnL**
Paralyze Enemy	3	**CA**
Purifying Lance	5	**CA**
Inner Revelation	5	**CA/EnL**
Absorption of Evil	8	**CA**
Dispersion	10	**CA**
Damnation	15	**CA***

*This spell requires a complex ritual and other items to be used. It is not usable in day to day adventuring.

Wealth

In addition to any other starting wealth, Ashipu priests get **Rank squared** SC. Their salary is **Rank+2 GC** per year. They only receive this stipend when they work at a temple. At other times they support themselves by charging for their services as an exorcist and healer. They may not refuse anyone service because he cannot pay their fee. (The average fee is **Station squared CC**.)

NOTE — *The rule that they may not refuse service varies in Chaos societies. In most Chaos societies, it is not applicable.*

14.6.4 Mashmashu

Mashmashu are temple wizards, trained in spells derived from their deity and some priestly skills. They may not learn magic of another alignment or magic derived from a deity who is hostile to theirs. Within these restrictions, they are the same as any other Wizard and obey the same rules. Their main duty in the temple is to combat magical threats and, in some areas, to destroy enemies of the Faith, i.e. heretics and servants of enemy forces.

Vestments

The robes of the Mashmashu are orange and black. In most faiths the higher the rank, the greater the percentage of orange. In Chaos faiths, the reverse is true. In either case, only a Mashu'Mah is allowed to wear solid orange or black without inscription of any kind.

Apprenticeship Cost

The cost to be accepted and trained as a Mashmashu, in expertise points, is 275. This cost is paid out of the points gained in §2.3.5 of Book One.

Starting Skills

Mashmashu gain:

A) **Rank+1** creative or scientific skills, as specified for the Urigallu.
B) The tongue of his deity at his maximum **EL**.
C) Read and Write as specified for the Urigallu.

Magic Knowledge

Mashmashu are trained wizards who use their power for the good of the faithful. They learn their wizardry and gain advantages where the powers used are drawn from the essence of their chosen god. They are the Lance that drives through the heart of the faith's magical enemies. Their purpose is to vanquish the magics of evil for the good of all.

Mashmashu start with **1D3+Rank** General Skills, excluding Divination, and **Rank+3** alignment spells. The maximum **BMC** for these is as for any Wizard. They also have the basic powers of a priest.

Mashmashu Magic Magic, as done by the Mashmashu, is wizardry. They may learn any spell of their alignment and wizardry general skills. For those spells that are drawn from the power of the God that the Mashmashu serves, the following special rules apply:

A) The Priest casts the spell at one **EL** higher than his current **EL** at no additional cost, i.e. if a Priest has **EL2** he casts the spell at **EL3** paying the cost normal for **EL2**.
B) Casting Speed for all spells derived from the God is as specified for Natural Magic users (**MEL+EL**). If the Priest is a Natural Magic user or Priest, his casting speed is twice that normal for Natural Magic users, in this case only.
C) No Abysmal Failure is possible when using these spells UNLESS the Priest is in disfavor with his God for some reason.

God Spells The spells derived from a given God's power can be derived from the attributes given him in the Mythology. Final ejudication of which spells receive the benefits above is left to your discretion. The example below, for Inanna, should give you an idea of how to go about making this decision.

EXAMPLE — The attributes of the Goddess Inanna are described, in the Mythology, as: INANNA — The Star of Lamentation, Courtesan of the Gods, Patron of Priestesses, Lady of Resplendent Light, Goddess of Battles, Mistress of Fertility and Sterility, Lady of Beauty and Charm, She who commands fear in men, She who brings to life and sends to death, Mourner in the Winter, the Questing Goddess, The Warrior Queen.

Given this description, it can be seen that Inanna is a very powerful Goddess. Her main powers lie in Light and Life. She grants Mashmashu increased effect with Light Powers, Revivification and Resurrection. She may also grant a bonus for Might because of her position as a Goddess of Battle. At the Referee's discretion, favored servants could gain Luck in battle, increased Appearance, Eloquence and Empathy and enhanced abilities in Tracking when they are on a Quest in service of Inanna. There are many possibilities with a Goddess of this power. As Referee, in this case, you may assign disadvantages in the winter or other problems based on the darker side of her nature.

Wealth

As for the Urigallu except in **SC** instead of **GC** for both starting wealth increase and salary. These funds are for personal maintenance and magical research. Like the Urigallu, he is accountable for how they are spent.

14.6.5 Baru

Baru priests specialize in Divination. Either sex has access to this specialty. In general, they are only found in heavily populated areas. Their duties are to divine the will of the worshipped deity, deal with the faithful and perform placatory rituals when the gods are angry. They are important functionaries in major temples.

Vestments

Baru priests wear blue. The higher the rank, the lighter the shade of blue worn.

Apprenticeship Cost

The cost to be accepted and trained as a Baru, in expertise points, is 175. This cost is paid out of the points gained in §2.3.5 of Book One.

Starting Skills

Baru priests have:

A) One Scholar skill.
B) **Rank+1** other skills, as defined for the Urigallu.
C) The tongue of their deity at Maximum **EL**.
D) Read and write any language that they can speak.

Magic Knowledge

Baru priests seek to divine the will of the gods for the good of the faith. They have great powers of Divination and magics that grant them a degree of Prescience. They are the Eyes of the Faith, finding its path into eternity with their rites.

Baru priests are trained in Divination, Purification and Knowledge. All have the basic powers of a Priest and **Rank−2** Baru spells.

Their starting **EL** in their spells equal their rank or the maximum possible for them, whichever is lower. They may not start with any other magical knowledge.

Baru Spells Baru magics are not intended for combat. The sole purpose of this Priest is to divine the will of his gods and assist in seeing that their will is done. They are mystics, not combat-oriented Priests such as the Ashipu and Mashmashu. Their spell knowledge reflects this fact.

Table 14.9: Baru Spells

SPELL	COST	SOURCE
Awareness	1	**EnL**
Questing Sight	2	**CA**
Divination	3	**CA**
Knowledge	3	**CA/EnL**
Divine Vision	6	**CA**
Vision Trance	8	**CA/EnL**

Wealth

As for the Mashmashu. No starting wealth increase is gained.

14.6.6 Qadishtu Mah

The Qadishtu Mah are the female equivalent of the Ashipu. They are temple healers with some training as exorcists. In faiths where both specialties exist, the Ashipu specialty stresses exorcism and this one stresses healing. Where Ashipu do not exist, both functions are stressed in this class. Except for Vestments, all other factors are as specified for the Ashipu.

Vestments

The robes of the Qadishtu Mah are red and green. If Ashipu exist, the higher the rank the greater the percentage of green worn. If not, those who stress exorcism increase the percentage of red, those who stress healing increase the green.

Apprenticeship Cost

The cost to be accepted and trained as a Qadishtu Mah, in expertise points, is 200. This cost is paid out of the points gained in §2.3.5 of Book One.

14.6.7 Qadishtu

This class specializes in the use of music and dance in the practices of the faith. The class is restricted to female members. Males who wish to enter it, rather than become a Kalu, roll their **maximum EL as a Dancer×5** on **D100**. All factors except vestments are as specified for the Kalu except the entertainment skills gained are not restricted to knowledge of musical instruments. In all cases, the first entertainment skill selected must be Dancer.

Vestments

The robes of the Qadishtu are varying shades of brown, especially tans. The higher the rank of the member, the lighter the robes and the finer the material they are made of. This class is not common in Druidic faiths. Where it exists the vestments are as stated above.

Apprenticeship Cost

The cost to be accepted and trained as a Qadishtu, in expertise points, is 150. This cost is paid out of the points gained in §2.3.5 of Book One.

14.6.8 Tariti (Allani*)

The Tariti are specialists in sacred temple rites, ritual eroticism and other skills. All members are female. In certain societies (L'p'nth and Clima for example) they rule the temple and the Urigallu are little more than clerks and administrators. In others (Shurikal and Kacili) they are unimportant sacrificial victims. In general, the more Patriarchal a society is, the less important this class is.

*In Chaotic temples this class is called the Allani instead of the Tariti. The title Tariti is derived from the Law Goddess Taritu. The title Allani is from the Chaos Goddess Allatu.

Vestments

Members of this class are robed in white. The higher their rank, the purer the shade of white worn and the finer the material used, i.e. the Tariti Ai wear a coarse white linen that is almost gray, the Tari Mah wears pure white vestments of the finest silk.

Apprenticeship Cost

The cost to be accepted and trained as a Tariti or Allani, in expertise points, is 200. This cost is paid out of the points gained in §2.3.5 of Book One.

Starting Skills

Tariti begin with:

A) Eroticism at their Maximum **EL**.
B) The skills listed for the Qadishtu.

Magic Knowledge

These Priestesses are important in many major rituals of the faith. In areas where they are dominant, they have the powers listed here plus the powers listed for the Urigallu. This is especially true in the nations of L'p'nth and Clima. The powers of the Tariti (Allani) center around love, fertility and the emotions. They are quite powerful in these areas. They are the Soul of the Faith.

All Tariti have the basic powers of a priest plus **Rank** Tariti spells. Members of this class may not practice wizardry or learn rites of exorcism.

Tariti (Allani) Magic Tariti (Allani) powers are subtle influences that affect the mind and soul of their targets. Where they apply to the areas of Love and Fertility, they have little bearing over the majority of a campaign. Therefore, the precise spells of this type are omitted from these rules.

Table 14.10: Tariti (Allani) Magic

Spell	Mana Cost	Source
Master Emotion	1	**CA/EnL**
Sublime Peace	2	**CA/EnL**
Inflict Emotion	3	**CA**
Destroy Emotion	5	**CA**
Soul Search	8	**CA**
Empathic Union	12	**CA**

Wealth

Their starting wealth is not increased. Their salary equals **(Rank squared)+Appearance SC** per year in societies where their function is not dominant. In other societies, it is as specified for the Urigallu and Urigallu income is decreased by 90%, i.e. a Rank 10 Urigallu gets 19**GC** instead of 196**GC**.

EXAMPLE — In Fomoria a Tariti with an appearance of 70 and rank 7 gets 119 SC a year. In L'p'nth a woman with the same rank receives 121 GC a year.

14.7 Druidism

Druids have an Elder or Neutral orientation. Those who are Elder worship Sidh gods like Mathgen, Figol and Ogma. Neutral Druids worship the Court of Cernunnos. They respect the Sidh gods other Druids worship. Their god has a filial connection to the Sidh. (*Figol is his twin brother.*)

Followers of this faith revere nature, especially the wood. The main celebrants and priests are the Druid class. Bards and Qadishtu Mah support them. In some cults Tariti are also present. When they are, they serve as representatives of the Earth Mother.

These classes use the rules and powers delineated for civilized priests except where the sections below delineate changes. The strongest areas where Druids hold sway are Goidan (Sidh form) and the Great Forest among the Fierazi (Cernunnos).

14.7.1 Druid

Druids are the main priests of the druidic faith. Druids are the dispensers of justice in their culture. Whatever the nature of the crime, or criminal, the decision of the local druid is final. The only alternative is to reach a higher ranking Druid who can overrule him or a noble with the courage to argue on your behalf.

The apprenticeship to become a Druid lasts seven years. No one is accepted to enter it before they reach puberty. If a Character is accepted as a Druid, and his age is less than twenty, increase it to twenty.

Like Sidh Magic, Druidic arts maintain a non-written record. Much of a druids initial training is dedicated to memorizing the history and important facets of his faith.

The Druidic arts are Urigallu, Ashipu, Baru and Mashmashu. A new Druid starts play as Urigallu and either Ashipu or Mashmashu. He adds a third specialty at Rank 6. When he reaches Rank 9 he adds the fourth. A fully blossomed Arch Druid is a combination of all four classes. His rank is 9 or 10. Few reach this level without being at least **MEL12**.

Arch Druids of a given religion form a council to administer it for the faithful. They elect one of their number to be the Great Druid. He alone can be Rank 10. The identity of the Great Druid is only known to priests of the faith and important citizens of the people they serve.

Vestments

Druid vestments are generally grey robes. In most faiths, Arch Druids wear white robes.

Table 14.11: Druidic Ranks

Rank	Title	Classes
0–5	Acolyte	2
6–8	Druid	3
9+10	Arch Druid	4

Table 14.12: Bard Ranks

Rank	Title	Classes
0–4	Acolyte	1
5–7	Bard	2
8–10	Master Bard or High Singer	2 or 3

Rank and Acceptance Chance

Station has no effect on a Character's acceptance as a Druid. The chance of acceptance equals **Maximum Mana Level×5**. A Druid's starting experience and expertise is determined using current Will on the appropriate table. Double the factors listed there. If the character is a Natural Priest (Supernatural Will or Intellectual Power) triple them.

Druids use the Class I Modifiers on the Acceptance and Promotion Table. All station modifiers listed in the Priesthood section are ignored for Druids. Modifiers earned by their actions are the only things that influence their chance of promotion. The Starting Rank of a Druid equals **MEL−1**. If the result is less than zero increase it to zero.

Apprenticeship Cost

The cost to apprentice as a Druid is 275 expertise. This cost is paid out of the points gained in §2.3.5 of Book One.

Starting Skills

Druids gain the following in their apprenticeship:

A) Maximum **EL** as a Forester.
B) Maximum **EL** Herbalist and Healer.
C) Speak Tongue of the Wood at **EL80**.
D) Starting **EL** in **Rank** languages used by races native to the forest. (This does not include Tongue of the Sidh.)
E) Maximum **EL** at Memorization. (*This talent applies for facts pertinent to the faith, the justice system and other items a Druid must know.*)

In addition they gain ALL Starting Knowledge and Magical Knowledge of an Urigallu in §14.6.1 and either Ashipu (§14.6.3) or Mashmashu (§14.6.4), as choosen. Where items are duplicated, ignore the duplicate entry. In cases where Read and Write is gained, he only gains that ability for supernatural tongues that have a written form.

Wealth

These priests do not have a salary. They are supported by gifts from the people they serve. In Druidic societies, failing to meet the needs of a Druid or showing one discourtesy is a crime. It is always dealt with firmly.

14.7.2 Bard

Bards are generally male. This is not a firm restriction. If a female character convinces an Arch Druid of her worthiness she can be a Bard. Their apprenticeship lasts for three years.

The first class a Bard masters is Kalu. At Rank five he adds the Qadishtu class. When he reaches rank 8 he may opt to add Mashmashu or Ashipu. This is an option not a requirement.

Bards are allowed a great deal of personal freedom. They may travel as they will. They are expected to be available for high rituals when needed but are never compelled to remain when they wish otherwise. All are free to go where the will of the gods takes them.

Finally, Bards are the keepers of the cultures verbal history. It is their duty to know the important events of the past, lineages of important families and other such information. It is also their duty to celebrate those events with their music insuring that the people do not forget their past.

Vestments

The vestments of a Bard depend on the faith. Those who worship Sidh gods (Figol, Ogma, etc) wear varying shades of green. Servants of Cernunnos use varying shades of brown.

Rank and Acceptance Chance

Station has no effect on a Character's acceptance as a Bard. His Acceptance Chance is based on Maximum Dexterity or Agility (whichever is higher) and Maximum Empathy.

(Maximum (D or A)+Em)+Acceptance Modifier

Bards use the Class II Modifiers on the Acceptance and Promotion Table. All station modifiers listed in the Priesthood section are ignored for Bards. Modifiers earned by their actions are the only things that influence their chance of promotion.

The Starting Rank is determined using the Bard's Maximum Empathy. If he is a Natural Bard (Empathic Power) increase his rank by TWO. The maximum Starting Rank is FIVE. His starting experience and expertise for magic is determined as specified for Wizards using current Empathy as the prime requisite. If he is a natural Bard, double the result (*if the result is 80, a Natural Bard gets 160.*)

Apprenticeship Cost

Bard apprenticeship costs 200 expertise. This cost is paid out of the points gained in §2.3.5 of Book One.

Starting Skills

A bard starts with the following knowledge:

A) **EL80** in Tongue of the Wood.
B) Maximum **EL** as a Forester.
C) **Rank** human languages.
D) **Rank−2** Sidh languages.
E) Uses sound or music Magic at one **EL** higher than the **EL** cast.
F) Maximum **EL** in the history of their culture.
G) Starting **EL** as a Troubadour.

In addition he has ALL the Starting Knowledge and Magical Knowledge as specified for Kalu (§14.6.2).

A Bard that reaches Rank 5 becomes a Composer at a Starting **EL** if he does not already have the skill.

Magic Knowledge

Bardic use of magic is not restricted. They may learn any Elder, Neutral or Sidh spell they wish if they find someone to teach them. Until they are Rank 8 they are not taught anything but Kalu and Qadishtu magic within the faith.

Wealth

Like Druids, Bards are supported by donations and gifts. It is a sin to harm or disrespect them without just cause. Unlike Druids, if a Bard gives someone cause to harm him, and that fact can be proven, the assailant is not punished.

14.7.3 Qadishtu Mah

These ladies fill a role as local healers and are the peoples' intermediaries to the Druid rank.

They must show due respect to Druids and Bards. It is also their place to speak to those priests when they believe their actions are questionable. As long as this is done in a respectful manner they cannot be punished for speaking.

Rank and Acceptance Chance

Station has no effect on a Character's acceptance as a Bard. Her Acceptance Chance is based on Maximum Will or Intelligence (whichever is higher) and Maximum Empathy.

(Maximum (W or I)+(Em/2) (rounded down))+Acceptance Modifier

Qadishtu Mah use the Class III Modifiers on the Acceptance and Promotion Table. All station modifiers listed in the Priesthood section are ignored for the Druidic faith. Modifiers earned by their actions are the only things that influence their chance of promotion.

Apprenticeship Cost

The cost to apprentice as a Druidic Qadishtu Mah is 125 expertise. This cost is paid out of the points gained in §2.3.5 of Book One.

Starting Skills

Druidic Qadishtu Mah gain the Starting Knowledge specified for Qadishtu Mah (§14.6.6). In addition, they gain:

A) Maximum **EL** as Healer and Herbalist.
B) Starting **EL** as a Forester.
C) Starting **EL** in the Tongue of the Wood.

Magic Knowledge

Qadishtu Mah of Rank 6 and higher have access to the offensive magic used by Ashipu. Lower ranks may only learn healing arts.

Wealth

The ladies are supported by gifts and the income of their husband, if they have one. Their starting gains are as specified for the priest Qadishtu Mah. They are viewed as lay helpers of the religious elite.

14.7.4 Tariti

This class only exists in a Druidic faith that worships Gaea in addition to the Court of Cernunnos. The Tariti are personifications of the Earth Mother.

The apprenticeship for the class takes nine years. If the character is less than 22 years old, increase her age to 22.

Tariti may exceed rank 5, but do not gain access to additional spells or expertise when they do.

Where such people exist they have a seat on the council of Arch Druids when they reach rank 8. Their title at all ranks is Mother. After rank 8 they are referred to as Holy Mother. The one woman who is the leader of them all is called Divine Mother. Anyone who harms one of these women, for any reason, is executed in a slow, painful manner. They are the personification of the people's life, fertility and future.

Tariti are responsible for the peace and fertility of their people. All have powers to promote both. All emulate Gaea and Adua. It is their path to live perfectly as the three faces of woman and insure the joyful prosperity of the people.

IMPORTANT — Tariti rank demands that the woman be a perfect reflection of all that is female. She cannot be once she reaches menopause. Standard practice is for her to be sacrificed, returning her might to the people and the land, when the heat comes to her. (*It is believed that Tariti who were exemplary and powerful become Green Lady's as a result of this rite. Others return to the Wheel of Life to be reborn for the good of all life. Whether either is true or not, their career as a Character ends.*) Rarely Tariti flee the obligation. Those who do are hunted and executed as criminals by the Arch Druid of their home area.

Rank and Acceptance Chance

Her starting Rank equals **Empathy or Appearance/15**, rounded down, whichever is higher.

Tariti, where they exist, use the Class I Modifiers on the Acceptance and Promotion Table. All station modifiers listed in the Priesthood section are ignored for the Druidic faith. Modifiers earned by their actions are the only things that influence their chance of promotion.

Apprenticeship Cost

The cost to apprentice as a Druidic Tariti is 250 expertise. This cost is paid out of the points gained in §2.3.5 of Book One.

Starting Skills

They have the following skills in addition to the Starting Knowledge as specified for priest Tariti (in §14.6.8):

A) Maximum **EL** as Forester and Hillman.
B) Maximum **EL** in Underground Survival I.
C) Use Peace, Earth Powers and Elemental Powers (Earth) at an **EL** equal to Current **Em/10**, rounded down.
D) Maximum **EL** with Tongue of the Wood and Tongue of the Elder Earth.
E) Starting **EL** as a Healer and Herbalist.

Magic Knowledge

The starting Character knows all Basic Priest spells plus **Rank** Tariti AND **Rank** Baru class spells.

Her starting **MEL** is equal to **Rank**. Her starting **EL** in these spells is **Rank/2**, rounded down. They may only use magic that stems from the earth or the wood.

EXAMPLE — Mara has an Appearance of 90. She starts as a Rank 6 Tariti. Her MEL is also 6. She knows six Tariti spells and six Baru spells (the six with the lowest BMC for each) at EL3. Given her current Em of 46, she also knows Peace, Earth Powers and Elemental Powers — Earth at EL4.

Wealth

As for Tariti priests.

14.8 Witchcraft

This section adds rules for two forms of witchcraft. The first type are Elder oriented witches. They tend to use their power and talents for good purposes only harming those who earn punishment or give them no choice.

The second has nothing in common with the first. They are worshippers of various Chaos gods, especially Sammael. Their practices are lewd and inherently evil. The greatest such cult rules Clima. It is not known for being a good neighbor.

14.8.1 Elder Witch

Elder witches have an affinity for forces of their home area, animals and plants. They know a great deal about where things are located. Forces that are neutral or beneficial will not attack a witch without cause. He or she has a +20 chance to influence them if the request made is not an imposition.

Rank and Acceptance Chance

While most witches are female there is no sexual bias. Anyone with the ability and opportunity can be a witch. The prime requisite formula for acceptance is

Maximum W+Maximum Em−30

They increase in rank as specified for other priests of Class III.

NOTE — *Witchcraft is often a family tradition. If a person's parent is a witch, he or she may be a witch without taking the roll. If the character is from a society where witches are prevalent the chance of this is 15%.*

Apprenticeship Cost

The cost to apprentice as an Elder Witch is 125 expertise. This cost is paid out of the points gained in §2.3.5 of Book One.

Starting Skills

All Elder Witches have the following :

A) Maximum **EL** as an Herbalist.
B) Starting **EL** as a Healer.
C) **MEL** common and natural science skills.
D) Starting **EL** with the tongue of their deity.

Magic Knowledge

All witches start with their maximum current **EL** in Enhancement and Curse/Ban. They do not learn the other permanent magics. Each knows the rites required to enhance **MEL+3** Natural Magic items. They will have **1D3+MEL** items they are capable of enhancing. Use the rules specified for Shamans.

Witches have the Basic Powers specified for Priests and all General Skills except Code/Decode and Permanent Magics. In addition, they use Magic derived from the God or Goddess they worship. The Referee will determine those powers based on the cult's divinity. The witch knows a starting number of appropriate spells equal to his or her **MEL**.

Their prime requisite for starting experience and expertise is **Em**.

NOTE — *Once play begins he or she can learn the witchcraft equivalent of any Priestly magic. The **BMC** limit equals **Em/5**, rounded down.*

Wealth

If witches are the religious functionaries of the culture their salary is as specified for the Kalu. The ONE witch who rules them has the salary of a Rank 8 Urigallu.

If witches do not run the culture's primary faith they have no salary. Any funds they get from witchcraft are gifts or donations from people in their home area.

NOTE — *In general, these witches operate in rural or barbarian areas depending on the nature of the faith.*

A Witch.

14.8.2 Chaos Witch

The most successful cult of this nature rules the nation of Clima. Its god is Sammael. The ruling witches of the cult operate under the rules specified for Priests.

The Climan elite have a decided bias in favor of females. Other cults do not, though the power a witch can gain worshipping the deity, who is generally male, is greater for women.

The primary god of witches is Sammael. Most witches serve him. Cults exist worshipping any of the male deities of his court except Rhadamanthus. Rarely a cult worshipping a female deity is found. If so, the goddess is Sin or Lilith and part of the worship is lesbian interaction.

NOTE — *Witch cults serving male deities from the Court of Ahriman are also found.*

These cults worship their god fanatically. A strong sexual element is included in service to the divinity. Monthly orgies and human sacrifice are common features of the faith. How grievous these ceremonies are depends on the nature of the god. For example, witches who worship Moloch are exceedingly vile. Infants and children are sacrificed on a regular basis.

Rank and Acceptance Chance

Rank increases at the sufferance of the rulers of the cult AND the god worshipped. In general, it is only possible if the witch is responsible for a major victory for the faith and/or recruits a coven of her own. In most cases the rank a witch holds is no less than her **MEL−5**.

The class levels appropriate for Chaos Witches are:

I Mashmashu*
II Tariti, Qadishtu Mah
III All others

*The Mashmashu have the powers of their class plus the power and income for Urigallu. This faith does not have Urigallu. No male is EVER allowed to be class I or II.

The base acceptance chance is **Maximum E+Maximum Em−30**. The prime requisite for starting expertise is Eloquence. Ignore the starting experience.

If the character is a member of the Climan elite use the rules in the Priesthood section instead.

Apprenticeship Cost

If the Witch is a member of the Climan elite, use the rules for the priestly class instead.

Otherwise, the cost to apprentice as a Chaos Witch is 275 expertise. This cost is paid out of the points gained in §2.3.5 of Book One.

Starting Skills

Chaos Witches gain the following as part of their training:

A) Starting **EL** in tongue of their deity.
B) Maximum **EL** as Herbalist and Healer.
C) Starting **EL** in Chaos cosmology.
D) **MEL** common and natural science skills.

Magic Knowledge

The starting **MEL** for non-elite witches equals **Influence Chance/15**, rounded down. Their rank in the cult equals **MEL**. If the witch is male, subtract one from both values.

These witches are **EL0** with Enhancement. They have their current Maximum **EL** with Curse/Ban. They do not know any other Permanent Magics. All have the basic Priestly Powers plus a number of General Skills equal to **MEL**. They may not choose Permanent Magic as one of these skills. Once the character begins play they may learn Enchantment and Ward Pact.

The witches may use **MEL−2** spells derived from the power of the god or goddess they worship. If they are male, subtract three instead of two. They may learn any priestly magic regardless of class with their starting expertise.

Wealth

Witches of this type tend to exact fees from the citizens of their home area. They are paid or the locals suffer. All such witches have a monthly salary of **MEL squared CC**. At rank 7-9 it is silver coins. At rank 10 it is gold.

EXAMPLE — A rank 3 witch who is MEL3 receives 9 CC a month. One who is rank 7 and MEL9 gets 81 SC a month. The cult leader, rank 10 and MEL13, gets 169 GC each month. The burden of faith is not light on the people.

NOTE — *In the Climan realm this income is taxed. Witches are expected to pay 25%, rounded up, to the organized faith. Those who cheat, or refuse to do so, are subject to discipline.*

Discipline

These witches are expected to heed the rules of their faith and adore the nature of their god by emulating it. Any who fail in these duties face the wrath of the cult. This can vary from humiliation to sacrifice on the altar. Whatever the witch who rules decides is done. Her word is law for the cult. Failure to obey it is always punished harshly.

Familiars

Witches who serve any god or goddess in the Court of Sammael can have a familiar imp. The chance that they do equals **Rank−1%** when they start a witch. After play begins, it is something they earn through success in serving the god and use of influence.

Those who have familiars cast their magic at ONE **EL** higher than the **EL** cast. They also increase their casting speed by TWO and their **MDV** by THREE.

The witch must feed her familiar. This requires her to let it suck blood from her breast. She loses **1D6+MEL** Energy per week as a result. These may be regained in the normal manner. She is also required to have sexual relations with the familiar on the faith's feast days. Failure to provide either form of sustenance breaks her familiar tie. Should she lose that tie she will never be granted another.

NOTE — *An imp who serves as a familiar is capable of shape changing. They take the form of a specific animal, usually a black cat, at no cost. When in that form they are not afflicted by sunlight. Unless performing a task the witch commands, the familiar will never be more than thirty feet away from her.*

IMPORTANT — If the witch is male the chance of having a familiar is Rank−2. No other requirements or advantages change.

15 Spells

In creating treasure and encounters, the Referee may need to select a random spell. The rolls specified in the tables help in performing this task. Where the alignment of the spell is not specified in the context in which it is found the Referee rolls **D100** to determine the table he should roll on.

Table 15.1: Random Spell Selection List

Roll	Spell List
01–03	Shadow
04–09	Kotothi Shaman
10–19	Neutral
20–29	General Skills
30–39	Priestly Magic
40–53	Elder
54–67	Chaos
68–81	Law
82–91	Balance
92–97	Shamanic
98–100	Sidh Magic

NOTE — *If the item being rolled for is a book or scroll the result cannot be Sidh Magic. Reroll in that case.*

15.1 General Skills

On completion of their apprenticeship Wizards and most Sidh magicians gain all of the General Skills listed at **EL0**. Faerry magicians select a number of General Skills based on their starting **MEL**. In making these selections they may choose any spell regardless of its **BMC**. The apprenticeship gains for the various types of Priest are listed in Chapter 14.

Table 15.2: General Skills

Roll	Spell	BMC
1	Code/Decode	1
2	Communicate	1
3	Detection	1
4	Divination	1
5	Protection	2
6	Purification	2
7	Dispell/Banish	3
8	Knowledge	5
9	Summoning	7
10	Permanent Magics	9
	Enhancement	6
	Enchantment	6
	Curse or Ban	9
	Enchanted Dedication	10
	Ensorcellment	12
	Ward Pacts	15

NOTE — *If Protection and/or Dispell/Banish is gained as part of the apprenticeship, it is gained against one Alignment only, as selected by the magician (see Protection and Dispell/Banish for details.) Summoning when gained is initially learned for forces of the magician's orientation only (see Summoning for details.)*

15.2 The Spell List

The tables on the pages that follow list the spells available to Characters. Wizards choose from Law, Elder, Chaos, Neutral or Balance spells. Sidh Magicians choose Sidh Magics or Elder. Shamans use Shamanic spells. Shadow Weavers use Shadow Magic, the spells listed in Table 13.7 and General Skills unless they are also trained as wizards.

15.3 Spell Descriptions

The sections that follow give an ALPHABETICAL listing of the spells contained in the preceding lists. All descriptions give the basic factors that apply for the spells. These factors are modified by the **EL** of the Caster. (See §11.5).

Abandon — Alignment — Elder

Any target affected loses all sense of purpose. They will be enthralled by the wonders of the land around them. They will cease all hostile acts and wander randomly until the duration ends. There is a 50% chance that they move on any given phase. Move them in a random direction at 50% of their **PMR**, rounded down. If the roll indicates they move, the minimum **PMR** is one.

Those affected by the spell are are automatically ambushed if attacked. They defend with a **DCV** of zero. Any damage they take breaks the spell. If they are not damaged, and the effort against them was a melee attack, the spell also ends. If it was an errant spell or missile fire they are still affected.

BMC — 2
Duration — **(EL+1)×3** turns.
Range — **EL+1"**

Aerial Powers — Alignment — Elder

The spells that belong to this family are:

Avian Command
Avian Communication
Cloud Walking
Elemental Powers — Air
Flight
Sky Knowledge

The member spells are described in alphabetical order in the sections that follow:

Avian Command The Caster has the power to command birds of all types. The spell is used to exert control or as a defense. When he seeks control the limits stated below apply. When it is used for command the spell must be cast at a single bird at a time.

Table 15.3: Balance Powers

Roll	Spell	BMC	Roll	Spell	BMC	Roll	Spell	BMC
01–06	Clairvoyance	1	74–78	Cosmic Powers	4	93+94	Fate	10
07–12	Damage Reversal	1		Moon Shine	2	95+96	Strange Powers	10
13–18	Speed	1		Star Navigation	2		Astral Ills	8
19–24	Watchful Sleep	1		Cosmic Time	4		Simulcrum	9
25–31	Trap Powers	2		Meteor Shower	6		Automata	13
	Sentinel Blades	3	79–85	Oblivion	4	97–99	Time Powers	10
	Shock Web	3	86–89	Travel Powers	5		Time Slow	6
	Fire Trap	4		Insubstantiability	2		Cure Age	7
32–37	Preserve the Dead	2		Levitate	3		Time Stop	10
38–44	Remove Tracks	2		Teleport	6		Time Trap	12
45–51	Blade Shield	3		Interworld Travel	9		Time Travel	15
52–59	Chain Lightning	3	90–92	Astral Powers	7	100	Planar Travel	15
60–67	Iron Skin	3		Akasha	3			
68–73	Astral Fire	4		Astral Paths	4			
				Astral Web	6			
				Opposition	8			
				Astral Well	9			
				Astral Leech	10			
				Creation	12			

Table 15.4: Law Powers

Roll	Spell	BMC	Roll	Spell	BMC	Roll	Spell	BMC
01–06	Cure Disease	1	57–59	Light Powers	3	79+80	Power Strike	5
07–11	Healing	1		Light	1	81–84	Travel Powers	5
12–15	Might	1		Strobe	2		Insubstantiability	2
16–19	Music	1		Radiant Light	4		Levitate	3
20	Preservation	1		Killing Light	6		Teleport	6
21–24	Sanity	1	60	Open Prison	3		Interworld Travel	9
25–27	Speed	1	61+62	Painlessness	3	85–87	Truth	5
28–30	Sustenance	1	63	Storm Powers	3	88–90	Negate Curse	6
31–34	Tracking	1		Flight	1	91–93	Healing Light	6
35–38	Water from Stone	1		Wind	2	94+95	Regeneration	6
39–41	Corpse Explosion	2		Lightning Swarm	4	96	Shield Powers	6
42–45	Crop Protection	2		Lightning	6		Static Shield	2
46+47	Invisibility	2		Thunderhead	8		Water Shield	3
48	Knot Untie	2	64–66	Warmth	3		Strength Shield	4
49+50	Revelation	2	67	Armor	4		Energy Shield	7
51–53	Wakefulness	2	68–70	Invisibility Sphere	4		Corona Shield	9
54-56	Fire Powers	3	71	Liberate Spirit	4	97	Dreams	7
	Combustion	1	72–74	Sea Powers	4	98	Revivification	7
	Fire Detection	1		Water Breathing	1	99	Resurrection	10
	Fire Darts	2		Friendly Current	2	100	Time Powers	10
	Fire Showers	3		Calm Sea	3		Time Slow	6
	Fire Ball	4		Navigation	5		Cure Age	7
	Wall of Flames	5		Maelstrom	7		Time Stop	10
			75–77	Telekinesis	4		Time Trap	12
			78	God's Eyes	5		Time Travel	15

Table 15.5: Chaos Powers

Roll	Spell	BMC	Roll	Spell	BMC	Roll	Spell	BMC
01–02	Chaining	1	51+52	Disease	4	67	Water Powers	4
03	Hatred	1	53–55	Disintegration	4		Water Breathing	1
04	Quarrels	1	56+57	Earth Powers	4		Water Walking	1
05+06	Theft	1		Earth Strength	2		Friendly Current	2
07	Wounds	1		Location	2		Flood	5
08+09	Compulsion	2		Earth Bridge	3		Whirlpool	7
10–12	Insanity	2		Fire Resistance	4	68–70	Weaken	4
13+14	Leeching	2		Earthquake	5	71–73	Withering Hand	4
15	Terror	2		Avalanche	6	74–76	Darkness Powers	5
16+17	Desert Powers	3	58	Necromantic Powers	4		Darkness	1
	Navigation	1		Animation	1		Darkling Light	6
	Heat	2		Communicate with the	1		Dark Companion	8
	Desiccation	3		Dead		77–79	Decay	5
	Grasping Sands	6		Control the Dead	2	80–82	Hell Powers	5
	Wall of Sand	8		Corruption	5		Fire Darts	3
18+19	Claws	3		Dark Knowledge	7		Pain	3
20+21	Disorder	3		Seeking Death	9		Black Taint	4
22–34	Choking Moisture	3		The Black Curse	13		Fire Resistance	4
25–27	Fascination	3	59–61	Poison Dagger	4		Rite of Damnation	9
28–30	Illusion Powers	3	62	Sea Powers	4		Sacrifice	10
	Glamours	2		Water Breathing	1		Summon Demons	13
	Personal Illusion	3		Friendly Current	2	83–85	Travel Powers	5
	Active Illusion	4		Calm Sea	3		Insubstantiability	2
	Tumble	4		Navigation	5		Levitate	3
	Major Illusion	6		Maelstrom	7		Teleport	6
31	Invulnerability	3	63	Silent Terror	4		Interworld Travel	9
32–34	Paralysis	3	64–66	Telepathic Powers	4	86+87	Corruption	6
35	Petrify	3		Sending	3	88+89	Critical Strike	6
36–38	Pheromones	3		Mind Search	1	90+91	Death Powers	6
39–41	Plague	3		Mind Reading	2		Hand of Death	5
42	Seduction	4		Mind Shield	3		Fog of Death	8
43+44	Shape Changing	3		Control	3	92	Leeching Darkness	6
45+46	Stillness	3		Emotional Empathy	3	93	Sound Sphere	6
47	Slime	3		Mind Burn	4	94	Silence	7
48–50	Storm Powers	3		Suggestion	5	95	Lycanthrophy	8
	Flight	1				96	Transmutation	8
	Wind	2				97	Destruction	9
	Lightning Swarm	4				98	Entropy	9
	Lightning	6				99	Unlife	13
	Thunderhead	8				100	Lichcraft	20

Table 15.6: Shadow Powers

Roll	Spell	BMC	Roll	Spell	BMC	Roll	Spell	BMC
01–05	Communicate	1	41–45	Energy	3	77–80	Shadow Plague	5
06–09	Dark Sight*	1	46–52	Shadow Command	3	81–83	Shadow Cage	6
10–15	Invisibility*	1	53–55	Shadow Sculpting	3	84–90	Wasting Hand	6
16–20	Create Warriors*	2	56–60	Disorder	4	91–96	Fatal Shade	8
21–26	Delusion	2	61–64	Freezing Hand	4	97–100	Deadly Shadow	10
27–32	Leeching	2	65–69	Liberate Shadow*	4			
33–40	Soul Sight	2	70–76	Shadow Bands	5			

*The marked spells are the powers of the innate Shadow Weaver.

Table 15.7: Elder Powers

Roll	Spell	BMC	Roll	Spell	BMC	Roll	Spell	BMC
01–03	Hatred	1	48	Desert Powers	3	75+76	Wildness	3
04–09	Masquerade	1		Navigation	1	77–79	Earth Powers	4
10–14	Sweeten Water	1		Heat	2		Earth Strength	2
15–17	Quarrels	1		Desiccation	3		Location	2
18–20	Tanglevine	1		Whirlwind	6		Earth Bridge	3
21–24	Abandon	2		Wall of Sand	8		Fire Resistance	4
25–28	Camouflage	2	49+50	Forgetfulness	3		Earthquake	5
29	Cold Resistance	2	51–53	Illusion Powers	3		Transport	5
30–33	Energy Web	2		Glamours	2		Avalanche	6
34–36	Endurance	2		Personal Illusion	3	80	Fatal Spear	4
37–40	Entangle	2		Active Illusion	4	81–84	Smokeless Flame	4
41–43	Jump	2		Tumble	4	85–87	Tongues	4
44–46	Aerial Powers	3		Major Illusion	6	88–90	Travel Powers	5
	Avian Command	1	54–58	Peace	3		Insubstantiability	2
	Avian Communication	1	59–63	Psychic Hammer	3		Levitate	3
	Flight	1	64–66	Shape Changing	3		Teleport	6
	Cloud Walking	3	67–70	Storm Powers	3		Interworld Travel	9
	Elemental Powers: Air	7		Flight	1	91–93	Vengeful Horror	5
	Sky Knowledge	8		Wind	2	94–97	Flaming Death	6
47	Cold Powers	3		Lightning Swarm	4	98+99	Blood Vengeance	8
	Ice Shield	1		Lightning	6	100	Elemental Powers	*
	Ice Blast	2		Thunderhead	8		Air	7
	Ice Dart	2	71–74	Telepathic Powers	3		Earth	7
	Ice House	2		Sending	3		Fire	8
	Cold	3		Mind Search	1		Water	8
	Ice Bridge	5		Mind Reading	2			
	Glacier Spike	8		Mind Shield	3			
				Control	3			
				Emotional Empathy	3			
				Mind Burn	4			
				Suggestion	5			

*The **BMC** for Elemental Powers varies depending on the element the caster is dealing with.

As a defense, the range specified is a radius. No bird with an **MDV** less than the limit below that enters this area will attack the Caster's party unless they threaten its nest.

NOTE — *This spell does not affect avians with a **CL** of 1 or more. It does affect aligned avians whose **CL** is NA. For example, if the spell is strong enough, it can be used to command a Roc.*

BMC — 1
Range — **(EL+3)×2"**
HPV Limit — **(EL+1)×4**
MDV Limit — **(EL+1)×2**
Number — **EL+1**

Avian Communication All parameters are as specified for Communication. The Caster may speak with any avian.

BMC — 1

Cloud Walking The spell allows the Caster and those he includes to walk on clouds as if they were solid ground. It does not grant the power to get up to the clouds to do so. If they are standing on cloud when the duration ends, or walk outside the Caster's range, they fall at once. Unless the plummeting individual is saved, or can fly, he is dead.

NOTE — *The power applies for "peaceful" cloud matter. It cannot be safely used on storm clouds and thunderheads. Should the Caster do so he will face **1D6** angry Air Elementals each hour.*

BMC — 3
Range — **EL/3**, rounded down.
Duration — **EL+1**
Inclusions — **EL** (*The Caster is automatically included.*)

Elemental Power — Air The Caster automatically gains a pact with Air Elementals when he learns this family of spells. See Elemental Powers.

BMC — 7

NOTE — *Walking on storm clouds and thunderheads is a transgression of this pact.*

Flight The rules and limits are as specified for the Flight spell from Storm Powers. Unlike that spell, the Caster is allowed to hover in one spot up to **EL** phases. If others are included in his use of the spell, he may hover for **EL−the number of Inclusions** phases. If the result is zero or less they all fall if he does not maintain the minimum speed. Hovering means he may remain motionless in the air.

BMC — 1

EXAMPLE — A Magician uses this spell at EL4. He may hover for four phases if he chooses to do so. If two others are flying under his power he may hover (4-2) two phases.

Table 15.8: Neutral Powers

Roll	Spell	BMC	Roll	Spell	BMC	Roll	Spell	BMC
01–10	Charisma	1	52+53	Forest Powers	4	73–79	Ball Powers	6
11–18	Delude Sight	1		Glow	1		Ball of Lightning	4
19–25	Forest Talk	2		Water Detection	1		Ball of Fire	5
26–32	Amplify Damage	3		Sleep Sight	2		Ball of Anything	10
33–40	Elgar's Mist	3		Spores	2	80–85	Force Powers	7
41–46	Mana Powers	3		Wood Sage	3		Force Shield	4
	Mana Sensing	1		Thorns	4		Force Blast	5
	Mana Reading	2		Vine Carrion	5		Force Wave	9
	Mana Sending	4		Wood Strength	5	86–91	Wisdom	8
	Mana Shield	2		Cocoon	6	92–95	Translocation	10
	Mana Curse	8	54–62	Wood Wyrd	4	96	Creation	12
47–51	Fist of Battle	4	63–67	Hand of Hecate	5	97–99	Life	15
			68–72	Eye Powers	5	100	Perfection	20
				Infinite Sight	2			
				Eye of Might	3			
				Eye of the Eagle	4			
				Eye of Mystery	6			
				Eternal Eye	9			

Table 15.9: Shamanistic Powers

Roll	Spell	BMC	Roll	Spell	BMC	Roll	Spell	BMC
01–05	Communicate	1	56–57	Animal Powers	3	88	Restoration	7
06–10	Cure Disease	1		Animal Speed	1	89–91	Revivification	7
11–15	Dark Sight	1		Animal Talk	1	92	Summoning	7
16–19	Detection	1		Animal Sight	2	93+94	Origin Powers	8
20–23	Divination	1		Animal Summoning	3		Dissolution	7
24–30	Healing	1		Stampede	6		Repulsion	8
31–35	Orient Self*	1	58–60	Dispell/Banish	3		Inanimate Creation	9
36–40	Speed	1	61–65	Paralysis	3	95	Spirit Cage	8
41–43	Invisibility	2	66	Perception	3	96–98	Permanent Magics	9
44–46	Plague	2	67–69	Shape Changing	3		Enchantment	6
47–50	Protection	2	70	Death Blast	4		Enhancement	6
51	Purification	2	71	Liberate Spirit	4		Curse or Ban	9
52–55	Soul Sight	2	72–75	Lower World Travel	4		Enchanted Dedication	10
			76–80	Knowledge**	6			
			81–83	Spirit Death	6		Ensorcellment	12
			84–87	Exorcism	7		Ward Pact	15
						99+100	Resurrection	10

*The Orient Self spell is the first spell learned. It is required for casting Shamanic magic.
** Knowledge is restricted to Shamanistic spells, Healing, Herbal knowledge, Natural Materials, facts about animals and features of the natural environment. No other knowledge can be gained from the powers the Shaman deals with.

NOTE — *To cast Magic, a Shaman must have access to his Magic Drum. (*A Magical Instrument crafted by the Shaman that is the focus of his power. He cannot orient himself without it.*)*

IMPORTANT — This spell is negated if the Caster casts other magic while he is affected.

Sky Knowledge This rite is an extremely powerful knowledge spell. It allows the Caster to question the Gods of the Air on any subject. This lets him gain knowledge, as specified for the Knowledge spell. It also grants the ability to gather information about any action or event that occurs visible to the sky, i.e. in the open air, not in a building, under water or below ground.

The restrictions that apply for Knowledge apply for this spell also. In addition, if the information gained is extremely valuable the God may expect a favor in return for their largesse. The Referee will determine when this is appropriate, which God answers the spell and what they demand.

BMC — 8
Range — 2 miles (***EL*** *factor applies as a power. A radius of the area around the Caster he can obtain information on.*)

EXAMPLE — The Caster wishes to know where a thief who stole his tome is. He has a good description of the man and casts at EL1. This gives him a range of 200 miles. Uriela herself answers and tells him the man traveled northwest and left her sight two days ago.

Table 15.10: Kotothi Shamanistic Powers

Roll	Spell	BMC	Roll	Spell	BMC	Roll	Spell	BMC
01–05	Hatred	1	41–45	Desert Powers	3	61–64	Telepathic Powers	4
06–12	Quarrels	1		Navigation	1		Sending	3
13–20	Camouflage	2		Heat	2		Mind Search	1
21–25	Compulsion	2		Desiccation	3		Mind Reading	2
26–30	Energy Web	2		Grasping Sands	6		Mind Shield	3
31–36	Choking Moisture	3		Wall of Sand	8		Control	3
37–40	Cold Powers	3	46–50	Illusion Powers	3		Emotional Empathy	3
	Ice Shield	1		Glamours	2		Mind Burn	4
	Ice Blast	2		Personal Illusion	3		Suggestion	5
	Ice Dart	2		Active Illusion	4	65–70	Weaken	4
	Ice House	2		Tumble	4	71–75	Withering Hand	4
	Cold	3		Major Illusion	6	76–80	Death Blossom*	5
	Ice Bridge	5	51+52	Fatal Spear	4	81–85	Kotothi Command*	5
	Glacier Spike	8	53–60	Poison Powers*	4	86–91	Flaming Death*	6
				Poison Dagger	4	92–96	Spirit Corruption*	8
				Poison Mist	4	97–99	Transmutation	8
				Poison Hand	5	100	Dark Knowledge*	10
				Toxic Flame	6			

*These are Shamanic spells available to Kotothi Shamans only. All The others are corruptions of Elder and Chaos spells. See the descriptions that apply.

NOTE — *To cast Magic, a Kotothi Shaman must use to his powder first. (*A Magical Powder made by the Shaman that lets him enter the altered state that his Magic requires. He cannot orient himself without it.*)*

Table 15.11: Sidh Magics

Roll	Spell	BMC	Roll	Spell	BMC	Roll	Spell	BMC
01–07	Foyson Theft	1	63–66	Sensory Powers	3	74–80	Sleep Powers	4
08–12	Healing	1		Smell	1		Sleep Touch	1
13–16	Speed	1		Touch	1		Sleep Mist	2
17–20	Tracking	1		Alertness	2		Sleep Stop	3
21–23	Dodge/Weave	1		Deafness	2		Perpetual Trance	8
24–26	Marbles	1		Equilibrium	2	81–86	Sound Powers	4
27–32	Compulsion	2		Taste	2		Sonic Boom	1
33–38	Elf-shot	2		Blindness	3		Sonata	2
39–42	Invisibility	2		Hearing	3		Sonic Blast	3
43–46	Luck	2		Sight	4		Sonic Trumpet	4
47–53	Fascination	3	67–69	Archery Powers	4		Sonic Destruction	6
54–58	Mist Powers	3		Cold Arrow	2	87–90	Slay the Tame	5
	Concealing Mist	1		Fire Arrow	2	91–94	Regeneration	6
	Sensation	2		Multiple Arrows	3	95–97	Punishment	8
	Healing Mist	3		Exploding Arrow	4	98+99	Transmutation	8
	Burning Mist	5		Guided Arrow	5	100	Planar Travel	15
59–62	Paralysis	3		Slow Missiles	5			
			70–73	Disease	4			

Amplify Damage

Alignment — Neutral

The spell creates an aura around the Caster that amplifies damage taken by enemies. The Damage below is added to any normal damage taken by enemies. Anyone who is not explicitly excluded is considered an enemy by the spell. The Range is an area around the Caster. All those in the area can be affected.

This spell moves with the Caster. He remains its center point and cannot cast other magic while it lasts. The Caster is not affected by this spell and may exclude others.

Table 15.12: Priestly Magic

Roll	Spell	BMC	Roll	Spell	BMC	Roll	Spell	BMC
01–03	Awareness	1	58–60	Dispell/Banish	3	88	Energy	6
04–08	Bless	1	61–63	Divination	3	89	Negate Poison	6
09–13	Healing	1	64–66	Healing Hand	3	90	Negate Magic	7
14–16	Master Emotion	1	67–69	Inflict Emotion	3	91	Punish/Satire	7
17–19	Blessed Truth	2	70–72	Knowledge	3	92	Absorption of Evil	8
20–24	Detect Evil	2	73–75	Paralyze Enemy	3	93	Ceremony	8
25–29	Insight	2	76+77	Judgment	4	94	Exorcism	8
30–34	Presence	2	78	Destroy Emotion	5	95	Soul Search	8
35–39	Purification	2	79+80	Hidden Truth	5	96	Vision Trance	8
40–42	Questing Sight	2	81	Inner Revelation	5	97	Dispersion	10
43–45	Repel Evil	2	82	Purifying Lance	5	98	Scared Bane	10
46–48	Spirit Blessing	2	83	Regrowth	5	99	Empathic Union	12
49–51	Sublime Peace	2	84	Ritual Music	5	100	Damnation	15
52–54	Blessed Sphere	3	85+86	Curse	6			
55–57	Command	3	87	Divine Vision	6			

The increase in damage applies to physical, mental OR energy based attacks. The magician casts it for one of those forms of damage. To affect all three, he must cast it three times.

BMC — 3
RANGE — **(EL+1)×2"** (*A radius.*)
DURATION — **EL+1** turns.
DAMAGE — **EL+1** (*Hits added when those affected are damaged.*)
EXCLUSIONS — **EL+1**

Animal Powers

ALIGNMENT — Shamanic

The spells that belong to this family are:

ANIMAL SIGHT
ANIMAL TALK
ANIMAL SPEED
STAMPEDE
ANIMAL SUMMONING

The member spells are described in alphabetical order in the sections that follow:

Animal Sight The spell lets the Caster see through the eyes of an animal. He must have recent prior contact with the animal or see it directly. Recent contact means he saw or touched the animal within **EL+1 squared** hours before casting this spell or has spoken to it with Animal Talk or a Communicate spell. If said requirements are met and the spell succeeds, he can see through its eyes.

The animal is not affected or controlled in any way. If it has non-normal vision, like infrared, the Caster sees in that wavelength. If the Caster is a Shaman, and the animal is a Tonah, he subtracts its **MDV** from his success roll if it is willing. If not, the effort is an attack. The Tonah uses its **MDV** to resist the invasion (as he sees it.)

The Range is the maximum distance the shaman may have to the animal to make the initial contact. After that the creature moves where it will. Contact is maintained until the Caster ends the spell or the duration ends.

BMC — 2
RANGE — **(EL+1)×5"** (*Initial contact range.*)
DURATION — **(EL+1)×2** turns.

Animal Speed The spell increases the speed of an animal. The listed **PMR** is the increase in speed. Any animal affected is exhausted at the end of the duration. They must rest one hour per **PMR** point before they can move again. If the animal has a positive **StB** it may be subtracted from the hours of rest required.

This spell may ONLY be used on Animals. It is automatically an Abysmal Failure if the Caster tries to use it on anything else. To be an Animal the being must not be a humanoid or a supernatural creature. Where a question arises as to what qualifies, the Referee will decide.

EXAMPLE — An EL7 spell increases an animal's PMR by 8. When the spell ends the animal must rest eight hours before he can move again. If its StB is +2 it only needs to rest six hours.

BMC — 1*
RANGE — **EL+1"** (*A diameter.*)
DURATION — **(EL+1)×5** turns.
PMR INCREASE — **EL+1**

*If the spell is cast to affect more than one animal the **BMC** is three.

OPTIONAL — Cast at triple cost the spell can increase speed longer. The Duration in this case is hours not turns. The **PMR** increase is halved, rounded up.

Animal Talk The spell lets the Caster get information from animals. It is not the same as talking to the animal. The information gained is in generic terms. For example, it can be used to learn how long ago the animal saw a specific object, person or event. The chance of the spell succeeding is increased by the Intellect of the animal.

This spell has no duration. If it succeeds the Caster learns if the target saw the item in object or person in question. If the target was seen the Caster will learn approximately how long ago. Since animals do not judge time as people do it is up to him to interpret the response (Roll **I+Em** to determine Success.) The Caster must know the target to be tracked. He cannot tell the animal what or who he seeks otherwise.

BMC — 1

RANGE — **(EL+1)×5"**
SUCCESS CHANCE — **40+(EL+INT−1)×5%** (*The **INT** of the animal.*)

EXAMPLE — The spell is cast at EL6. The animal queried has an INT of 3. The chance of getting an answer is 40 + 30 + 10 = 80%.

NOTE — *This spell is mainly used for tracking purposes. A Caster can ask a bird if a person was seen in the area. The bird will affirm or deny and if so how long ago. This spell does not act like the Communicate spell. It answers a basic question. Nothing more.*

Animal Summoning This spell calls animals to the Caster. The mystic call spreads out in all directions. The Caster specifies the type of animal to be summoned (bear, wolf, etc.) The time it takes for them to arrive depends on their mode of movement.

The Caster must be careful, as animals summoned may not be controllable and may attack. He has no chance of controlling the animals with the spell if the Intellect of the animal exceeds the maximum Intellect for the **EL** used. Per animal that responds, add one to this factor. If you summon wolves, having the Empathy to determine which is the alpha wolf in the group that answers would be helpful to one's survival. This spell does NOT summon supernatural or aligned forces.

BMC — 3 (*+1 per animal summoned.*)
RANGE — **EL+1 miles** (*Distance away animal can be summoned from.*)
NUMBER SUMMONABLE — **(EL+1)/2**, rounded up. (*Number of animals that can be summoned.*)
MAXIMUM INTELLECT — **EL+1** (*Maximum Intellect of the animal.*)

EXAMPLE — Two barbarians are hunting a shaman. He is trapped in a tree and decides to call a bear he saw earlier. He casts an EL2 Animal Summoning spell for bear and requests as many bears as he can get. The range for the summoning is 3 miles around the Caster. There are 2 bears in that area. He asks for both. The BMC is 3+2 = 5. He can summon a max. Intellect of 3. Unfortunately a Bear has an Intellect of 4. They are not controlled when they arrive.

NOTE — *This summons does not grant control. The animals respond as a favor to a friend, not obedience to a master. In some cases, at the Referee's discretion, Influence rolls may be needed to convince the given animals to do what the Caster wants.*

Stampede This spell afflicts every animal in the affect area with overwhelming fear. They immediately flee. It affects ALL animal life in the area, both wild and domestic. Those animals that are being ridden or otherwise used must be controlled with the appropriate expertise to prevent their flight. The spell moves with the Caster throughout its Duration.

BMC — 6
RANGE — **EL+1"** (*A diameter.*)
DURATION — **(EL+1)×2** phases.

IMPORTANT — The spell only works on animals that are ENTIRELY animal. The supernaturally influenced, i.e. demon steeds, griffins, etc, are not affected.

EXAMPLE — Bandits in a forest attack a Caster. He casts Stampede at EL4. All animals within 50 feet are affected. Birds go flying in every direction. Deer stampede. The bandits are startled if they fail a W roll with no partials. It buys the Caster time to attack or retreat.

Archery Powers — ALIGNMENT — Sidh

The spells that belong to this family are:

COLD ARROW
GUIDED ARROW
EXPLODING ARROW
MULTIPLE ARROWS
FIRE ARROW
SLOW MISSILES

NOTE — *All spells in this family, except Multiple Arrows and Slow Missiles, are cast on an arrow or arrows. Each use affects **EL**/2, rounded up, arrows for the Duration specified. Multiple Arrows is cast on a bow. Slow Missiles is cast on the Caster or another person.*

The member spells are described in alphabetical order in the sections that follow:

Cold Arrow All factors are as for Fire Arrow but this missile causes Cold damage. On impact it causes a wave of cold in a small area in the wound. It scores no additional damage to creatures with supernatural affinity to cold.

Exploding Arrow This spell creates arrows that explode causing more damage on impact. The explosion is a slight fire explosion but improved damage over Fire Arrow. If the range is greater than zero, secondary targets can be affected. Roll using 50% of the Caster's **MEL** and **EL** rounded up. If they are, secondary damage is scored.

BMC — 4
RANGE — **(EL/4) "**, rounded down.
DURATION — **(EL+1)×2** phases.
DAMAGE — **1D10+EL** (*Added to normal hit damage.*)
SECONDARY DAMAGE — **1D6+(EL/3)**, rounded down.

Fire Arrow The arrow ignites on impact causing additional fire damage. If the target is flammable the Referee must determine if the fire spreads. The fire does nothing to creatures with supernatural affinity to fire.

BMC — 2
DURATION — **EL+1** phases.
DAMAGE — **1D6+EL** (*Added to normal hit damage.*)

Guided Arrows The spell lets the arrow be guided. For the duration of the spell he can guide the arrow by sight and concentration. He gets an automatic hit with the projectile as long as he can guide it. If he loses concentration the arrow misses. The spell cannot be combined with any other Archery spell. The Caster may not cast any other magic during it. He cannot move while he concentrates on the projectile.

BMC — 5
RANGE — **(EL+1)×5"** (*How far away the Caster can guide the projectile.*)
DURATION — **EL+1** phases.

Multiple Arrows The spell causes one arrow to duplicate and create the same type of arrow. It creates **EL+1** copies of the arrow. The Caster casts the spell and fires as normal. Once the projectile leaves the weapon it multiplies. Each arrow has a chance to hit and cause damage.

NOTE — *If the arrow is magicked to be a fire arrow the copies DO NOT gain that benefit also. They only score normal damage for the arrow. No magical attributes are duplicated.*

BMC — 3
DURATION — **(EL+1)×2** phases.

EXAMPLE — A Wizard casts EL3 Multiple Arrow using a Bow. The spell lasts 8 phases. Since a bow can fire once per phase he can use the spell 8 times. He fires and the arrow duplicates becoming 4 arrows (one original and three copies.) Roll four hit chances.

Slow Missiles The spell causes missiles fired at a target to slow down such that they can be seen, tracked and even grabbed. As a general rule of thumb objects fly at 95 feet per second plus FIVE times the Bow's **WSB**. This spell affects a group of **EL** projectiles fired at the Caster that are in one area. If there are 4 archers in each cardinal point only one can be affected by this spell. If all four are in the same direction, they all can be affected.

BMC — 5
RANGE — **(EL+1)×5"** (*How far away projectiles can be targeted.*)
DURATION — **EL+1** turns.
SPEED DECREASE — **(EL+1)×10** feet per second. (*How much it slows.*)

OPTIONAL — Cast at triple cost the spell can create an area effect using the Range above as a diameter. All missiles that enter this range slow as specified above.

EXAMPLE — Three Archers fire WSB 0 bows at the Caster from a distance of 120 feet. At normal speeds the arrows would hit that phase. The Caster casts this spell at EL5. The speed decrease is 60. Thus speed is 95-60=35 feet per second. This means the Caster will be able to move out of the way since it takes 2 phases for the arrows to arrive. On the first phase they move 105 feet. In the second phase they travel 15 feet but the Caster has moved away. They hit nothing.

Armor — ALIGNMENT — Law

The spell creates a temporary armor effect. The protection only applies for missile or melee attacks. Magic attacks are not blocked in any way by this armor.

This armor can be reduced and destroyed as normal armor through the Armor rules depending on the amount of damage done. If the armor is destroyed the effect ends and the Caster is stunned for a number of phases equal to the **AV**.

The spell affects what is worn at the time it is cast. If it is normal clothing the clothing is stiffened in such a way to act as tough cloth/armor. If there is plate worn it is enhanced for the duration. If nothing is worn the body frame (bones and skin) become tough and withstand damage. The affect of this spell can never more than triple the existing **AV** (except as stated in the note below.)

The **AV** from this spell is added to the existing **AV**. It has no affect on shields. It only applies to items being worn by the Caster or the Caster himself. He must pay double cost to cast it on anyone other than himself.

NOTE — *If the normal **AV** is zero this spell cannot increase it higher than **AV2**. If it is less than zero the spell fails.*

BMC — 4
DURATION — **EL+1** turns.
ARMOR VALUE — **EL/2+1**, rounded up. (***AV** of the armor created.*)

EXAMPLE — A wizard casts an EL4 Armor spell while wearing leather armor. This will give him AV3 (AV1 for leather and +2 for the magical effect because the AV cannot more than triple.) The Duration is 5 turns.

If the **AV** of the armor created is greater than the wearer's **StB** he suffers exhaustion when the spell ends. He must rest, doing nothing, for **EL+2** minutes. If the situation does not allow him to do so he permanently loses **EL+1** Strength and Constitution. The loss can only be regained with the appropriate magic.

Astral Fire — ALIGNMENT — Balance

The spell creates a sea of invisible flame within the Caster's radius. Anyone that is affected by the power is totally consumed by it. Persons that are not affected are undamaged and cannot be affected by that spell throughout its entire duration.

Astral Fire is capable of consuming inanimate matter if it is cast to do so. When the spell is cast in this way, the Caster must remain motionless. If he moves, the spell ends.

When the spell is cast to affect animate matter, the Caster may move during its duration, but he may not engage in combat or any other physical activity. However, each phase that he moves he will be required to re-roll his success chance to maintain the spell. Any failure at this time is automatically Abysmal. If he takes any damage at this time, the spell is negated.

At all times, the Caster remains the center of the spell's radius. As he moves, the spell moves with him; when it can move. Astral Fire has no effect on the Earth, Earth Giants, Earth Elementals or any creature with innate Earth or Desert Powers.

When a person or creature enters the radius of this spell, when it has been cast to affect inanimate matter, he can be consumed by it. He will use his **MDV×2** in resisting the fire. Inanimate matter that he is carrying is affected by the spell. The **MDV** is used in resistance if the item is magical. If it is not magical, it is consumed. The Caster is never affected by this spell unless Abysmal Failure results.

BMC — 4
RANGE — **(EL+1)/2"** (*A radius.*)
DURATION — **EL+1** phases.
MDV LIMIT — **(EL+1)×5** (*If the target's **MDV** exceeds this value, the spell is automatically an Abysmal Failure.*)

Astral Powers ALIGNMENT — Balance

The spells that belong to this family are:

AKASHA
ASTRAL LEECH
ASTRAL PATHS
ASTRAL WEB
ASTRAL WELL
CREATION
OPPOSITION

The member spells are described in alphabetical order in the sections that follow.

Akasha The Caster can tap the Akashic Record, i.e. the memory of the universe, to learn PAST events that have transpired in a specific place. The spell must be cast IN the place that the Caster desires information for.

Success will give the Caster information of the past within a specified time frame within the duration that he is capable of. Failure is automatically Abysmal.

BMC — 3
RANGE — NA. (*A specific place indicates the specific structural entity that the Caster is occupying when the spell is cast, i.e. a room, hallway, courtyard, clearing, etc.*)
DURATION — 2 weeks (***EL** factor applies as a power. The Past time that can be seen.*)
TIME — The time that the Caster will be in trance viewing the Akashic flux is 1 phase per week in the past viewed, rounded up. If he views an hour 8 weeks in the past he is in trance for 8 phases.

EXAMPLE — If this spell is cast at EL4 its Duration is 2 weeks to the fifth power (32 weeks) and to view a thirty minute slice of time 30 weeks ago will take 30 phases.

OPTIONAL — This spell may be cast to learn the past of SPECIFIC animate or inanimate objects that are in contact with the Caster. In this case the Duration is in 2 month periods instead of weeks. The time required is NOT affected, i.e. if you go back 10 months it will take 40 phases to get the information desired. Double the casting cost if the spell is used in this way.

Astral Leech The Caster uses this power to sculpt an Astral being that is identical to the enemy that he wishes to attack. To cast the spell, the magic-user must have something that the person has been in contact with within the last 72 hours OR a discarded bit of the person's anatomy, i.e. fingernails, hair, etc. The spell must be cast in an area purified for Balance.

When the Leech is formed, it will seek out the creature that it was made for and none other. When it finds him, he will begin wasting away and the leech will grow in power.

The **MDV** of a Leech equals the **MEL** of its Caster. Per day that it leeches from its target, the **MDV** increases by 1. It can only be affected by a Dispell/Banish spell. NOTHING else affects it.

Energy it takes from its target is lost permanently. It can never be regained while the leech exists. Once the leech is dead appropriate magic may be used to negate the loss.

BMC — 10
RANGE — Unlimited. (*It will travel at a rate of 100 miles per day to reach its target. It is not stopped by any terrain. Once he is found, it goes wherever he goes without restriction. When created, it appears 1" away from its creator.*)
DURATION — Until dispelled or until the target dies.
DAMAGE — **1D6+EL** (*The Energy points consumed per day.*)

Astral Paths The Caster, and those that he includes, may travel on the Astral paths that correspond to the distances of the Middle World. While travelling in this way all encounters will be Upper World encounters. Unless protection is also cast, the Caster and every person included will age FIVE days for every day travelled in this way.

BMC — 4
RANGE — Contact when casting, **(EL+1)/2"**, rounded up, after casting.
DURATION — **EL+1** Strategic turns.
SPEED — Normal, for equivalent Middle World distance covered per strategic turn multiply **MR** times **(EL+2).**

NOTE — *If people travelling with the Caster leave the radius of his effect when they are in the Upper World a throw against Empathy is required. If they roll greater than their Empathy, they appear in a random location in the Middle World. Roll each tactical turn that they are outside his affect area.*

SPEED EXAMPLE — At EL4, per "mile" travelled in the Upper World they are 6 miles further along in the Middle World.

IMPORTANT — Sleep is never required while travelling in the Upper World with this spell.

While travelling under this spell, the party is NOT physically present in your Middle World. Their travel is related, for distance only, to the physical layout of the Middle World. They should be allowed to move in any direction without regard to terrain. Metaphysically, they can be viewed as moving through a neutral ground between the Upper World and the Middle World.

Astral Web Strands of Astral power that, on success, will bind EVERY enemy of the Caster that is affected and that is within his effect radius. Effected targets may not move until the Duration ends. The bonds hold only so long as the Caster remains within **radius×5** hexes of the enemy. If he moves further away, they are negated for that enemy.

Bonds of this nature may only be removed magically before the end of the duration, using Dispell/Banish. No amount of strength can break them. The bonds are dissolved for everyone if any victim is damaged after being bound.

BMC — 6
RANGE — **EL+1'** (*A radius.*)
DURATION — 3 phases (***EL*** *factor applies as a power.*)

NOTE — *As for Astral Fire. If a target is not affected initially, he cannot be affected by this spell during this encounter.*

Astral Well The Caster creates a well of intense astral power somewhere within his range. Targets affected are transported to a Referee selected location in the Upper World. There they are trapped. It will be up to the Players involved, if they are Players, to determine how to survive and get back. If the Caster is in the diameter of the well, he can be affected.

BMC — 9
RANGE — **EL+1"**
DIAMETER OF WELL — **1"×(EL/3)**, rounded up.
MDV LIMIT — **(EL+1)×3** (*If the **MDV** is higher, the spell has no effect on that individual.*)

Creation The Caster creates animate life from his memory or imagination. The creature created cannot attack its creator. It is capable of speaking, or understanding, depending on its intellect, any language that the Caster can speak. If the spell is cast at three times the normal Mana Cost for its **EL**, the creation can be given any power or ability that the Caster has. (Triple the cost per power or ability that the creation receives.) Any ability thus given is used as an innate power by the creation.

The physical form of the creation is left to the discretion of the Caster. Where the Referee chooses to have created creatures encountered randomly, the form is left to his discretion.

Any failure with this power creates a monster from the Caster's subconscious. The monster attacks its creator subtracting the spell's **EL** from all combat rolls or magic success rolls. If the failure is Abysmal, the creation's first attack will use the combat modifiers for ambushing a target that is unable to move, i.e. subtract THIRTY-FIVE from its attack roll.

The Caster's reaction to this monster is as specified for Vengeful Horror. The monster will always seek his creator's death. If it kills him, it lives on. If it does not kill him, within **20−EL** phases, it fades out of existence.

BMC — 12
RANGE — **2"** (***EL*** *factor applies as a power.*)
DURATION — 2 days (***EL*** *factor applies as a power.*)
COMMAND — **20%+EL×5%**
HPV — **(EL+1)×10**
OCV — **HPV/4**, rounded up.
DCV — **EL+2**
TOTAL BONUSES — **EL−2** (*The value can be negative. The Referee will assign the bonuses that apply, based on the creator's description or his own discretion.*)

Command represents the chance that the creator can control his creation when he creates it. If he rolls less than or equal to this percentage, it will obey his orders. If not, it will flee directly away until it dissolves.

Duration is the number of days that the creature will continue to exist, while it remains within range, without being made permanent by the creator.

HPV is the maximum number of hit points that the creature can take. The Caster can create any creature with this value or less.

Range is the maximum distance that the creation can be from its creator. If it is ever farther away, it will dissolve into nothing immediately. When the creature is first created, it must appear within **EL+1** hexes of the Caster. If it is made permanent, this restriction no longer applies.

NOTE — *Creations are NOT illusions. They are flesh and blood reality, though totally soulless and magical in being. Monsters created by failure are totally immune to the Caster's commands.*

IMPORTANT — Making a creation permanent requires the Caster to successfully cast Permanent Magic at an EL at least equal to the EL of his Creation. If he succeeds, the Creation is permanent. On any failure it disappears forever.

Opposition A general rite that strikes hostile supernatural forces with the power of their diametric opposite. If the spell succeeds, the being is destroyed. If any other result occurs, the spell will not work against that creature in this encounter. The spell will only affect supernatural forces, i.e. demons, ahuras, etc. It has no effect on Balance or Neutral aligned creatures.

BMC — 8
RANGE — **EL+1"**

Ball Powers — ALIGNMENT — Neutral

The spells that belong to this family are:

BALL OF FIRE
BALL OF ANYTHING
BALL OF LIGHTNING

The member spells are described in alphabetical order in the sections that follow:

Ball of Anything Unlike the other ball forms, this ball is persistent. Whatever material is used to form the ball remains in place for the specified Duration. The Referee decides the actual affect. It can be composed of any non-magical material the Caster can think of a use for. Examples of such are tar, feathers, pudding, water, etc. The Range and Area are as specified for Ball of Fire.

BMC — 10
RANGE — **(EL+1)/2"**, rounded up. (*A diameter.*)
DURATION — **(EL+1)×3** turns.*
DAMAGE — Referee discretion.

*The Duration is as specified if the Caster has a piece of the item used in his position when he casts the spell. If not, the Duration is **EL+1** phases. If he chooses, and has the needed material, he may cast Permanent Magic and make the ball permanent. The **EL** used must be at least equal to the **EL** cast for this spell.

EXAMPLE — Abnaric is annoyed by a party of adventurers. He casts an EL4 Ball of Iron. All four members of the party are encased inside its 3" radius. The Great Mage then casts EL4 Permanent Magic and makes the prison permanent. He leaves them to figure out how to get out before they suffocate.

NOTE — *Balls of this nature may fill the radius of affect or only its outer limits, i.e. be hollow. Which option is chosen is up to the Caster.*

Ball of Fire The Caster causes a ball of flame to appear anywhere within his range. The center point of the ball may only be precisely placed in a spot the Caster can clearly see. If he places it elsewhere, the actual landing point is off **1D6−1"** in a random direction. If that takes it out of his Range the spell fails abysmally.

Anything within the area of affect has a chance to be burned. This applies to people, plants, animals, trees, buildings, etc. Anyone affected takes the damage appropriate for the **EL** cast and is stunned one phase per die rolled to harm him. The ball explodes into existence violently and is gone in a single phase. It has no affect on targets with any form of fire immunity.

BMC — 5
RANGE — **(EL+1)×2"**
AREA — **(EL+2)/2"**, rounded up. (*A diameter.*)
DAMAGE — **(EL/3)D10+EL**, rounded up. (*The minimum damage is **1D10**.*)

EXAMPLE — Trajan casts an EL7 Ball of Fire. He may place the center point anywhere within 16". Its diameter is 5". Anything affected takes 3D10+7 hits.

IMPORTANT — The Referee must decide if the burst of flame causes anything to burn. If so, play the fire accordingly. If the Caster is within the area of the ball he can be affected by it.

Ball of Lightning The spell creates a riveting blast of lightning throughout its area of affect. All rules specified for Ball of Fire apply for this spell. The Area and Range are also the same. It has no affect on targets with any form of lightning immunity.

BMC — 4
DAMAGE — **(EL/3)D6+EL**, rounded up. (*The minimum damage is **1D6**.*)

Blade Shield — ALIGNMENT — Balance

The spell creates an energy shield that protects against bladed weapons. Any blade that enters the field may be deflected. The chance of deflection is listed below. It applies for melee weapons only. Missile or magic effects ignore it. Blades that are not deflected roll for damage as normal.

BMC — 3
DURATION — **EL+1** phases.
DEFLECTION — **((EL+1)×10%)−Weapon EL** (*Chance of deflection.*)

EXAMPLE — Oom is attacked by a desert warrior. He uses this spell at EL3. The warrior has EL5 with his weapon. The chance of deflection is ((3+1)×10%)-5 = 35%. He takes this roll each time the warrior scores a hit of any kind.

Blood Vengeance — ALIGNMENT — Elder

This spell can only be used on willing targets. The effect dedicates one person to killing another. The target of the vengeance must be a person that has harmed the person affected or a member of that person's family. The Caster will never cast it on himself. He must touch his target to affect him.

While affected, the victim must search out his enemy. Whenever the enemy is in sight, the person will suffer from Uncontrollable Battle Fury. He will subtract the **EL** of the spell from all combat rolls in addition to any other modifiers. The spell lasts until the enemy is dead. The Caster must touch the willing person to affect him.

The **EL** of the spell is added to all damage inflicted on the specified enemy.

BMC — 8

Camouflage — ALIGNMENT — Elder

This spell is a chameleon effect for the terrain it is cast in. The rougher and more complex the terrain, the more effective the spell. The Caster or target is not affected physically. The type of terrain affects the spell. Simple, open terrains, like plains or a pasture, are not effective with this spell.

The person is hidden as for the elven Hide in Forest skill for the duration. For those in the area who are specifically looking for the one using this spell they will require an **Em−(EL×5)** success roll to find him. For those the Caster includes in this spell to be affected they must be touching the Caster. If they move the spell ends. If anyone is damaged the spell ends.

The spell affects the surroundings around those who wish to use the benefits of the spell. This affect meshes the person into the terrain as if it was a cloak. This does not completely turn the person invisible. Nothing physical is distorted just how the person is seen by others.

BMC — 2
RANGE — Touch.
DURATION — **(EL+1)×2** turns.
INCLUSIONS — **EL**

NOTE — *If the spell is used in Desert or Plains the effective **EL** is reduced by two. If the result is less than zero it is worthless. When cast in Mountains and Badlands increase the effectiveness by one. In Jungle increase it by two. This*

*increased effectiveness does not change the actual **EL** cast or the number of inclusions possible.*

Chaining — Alignment — Chaos

The creation of visible magical bonds that will make it impossible for the person affected to move his limbs. If the Strength of the target bound exceeds the Strength of the spell, it will take him **3−((Creature Strength−Spell Strength)/10, rounded up)**, phases to break the spell. If more than one Chaining spell is on a person, he must break them sequentially.

EXAMPLE — A Creature has S80. The spell Strength is 60. It will take the creature 1 phase to break the chains. If he has two spells of this type on him, it will take 1 phase for each, i.e. a total of 2.

BMC — 1
Range — **EL+1"**
Duration — Until broken or dispelled.
Strength — **20+(EL×10)**

NOTE — *To keep the spell in force for more than **EL+1** hours the Caster must expend one mana point every **EL+1** hours to maintain it. If he does not it loses ten points of Strength each hour until it disappears. Strength lost in this way does not return without recasting the spell.*

Chain Lightning — Alignment — Balance

This spell causes pulses of lightning to hit a specific target. It creates 3 pulses. Each takes 1 phase and are consecutive. If the Caster switches targets the spell fails. All 3 pulses strike one target even after the target is dead.

Success with the spell locks it on the target. Each pulse must hit using **MEL+EL** as the Base Line on the Combat Table. If the result is a miss, the pulse sails past the enemy. The Caster can defend himself with a shield or weapon with his free hand. The other hand casts the lightning. The Caster can avoid attacks but cannot cast other magic until the pulses are used.

BMC — 3
Range — **EL+5"**
Duration — 3 phases. (*1 pulse per phase.*)
Damage — **(EL+1)D6**

EXAMPLE — A Hydra attacks. The Caster casts EL4 Chain Lightning against it. The Hydra is hit for 5D6 on the first phase. On the second phase the pulse misses. On the third, he is hit for another 5D6.

Charisma — Alignment — Neutral

The spell increases the Caster's ability to manipulate others. The listed increase is added to his Influence Chance if he knows the person or has a dossier that defines his nature adequately. If he knows nothing but general things about the person he uses the minimum increase factor.

This spell is used for persuasive discourse. Its increase does not apply in any situation that is violent in nature. It has no value when threatening a person. It helps the Caster convince a person to freely perform an action or course of actions that benefit the magic-user.

BMC — 1
Range — Distance a calm voice carries.
Increase — **(EL+1)×4**
Minimum Increase — **EL+1**

Choking Moisture — Alignment — Chaos

The spell clogs the breathing orifices making breathing impossible for air breathing creatures. It has no effect on water breathers or creatures that do not breathe. While choking, the target may not engage in any other action and is considered to be unaware if he is attacked.

BMC — 3
Range — **(EL+1)×2"**
Duration — **EL+1** phases.
Damage — **1D6+(EL×2)** (*The damage is taken to the target's Energy Level. Per 4 points inflicted to the Energy Level, rounded down, the target will suffer 1 point of physical damage.*)

Clairvoyance — Alignment — Balance

A limited form of Divination. The effect allows the person that the spell is cast on to add the **EL** of the spell to attacker's rolls against him. (In effect, he can see a blow coming and arrange not to be there when it arrives.) No person affected by this spell can be ambushed or taken unaware.

½ the EL, rounded down, can be subtracted from attack rolls taken by the person affected.

While the person is affected, he experiences a state of dual sight. For non-combat uses, his vision is considered to be clouded by the power. Actions that require clear, precise observation of the present will be bad for the affected person. Add the **EL×2** to all rolls for success in such endeavors.

BMC — 1
Range — **EL+1"** (*The radius that the person affected has clairvoyant sight in.*)
Duration — **10 + EL squared** turns.

Claws — Alignment — Chaos

The spell causes the fingernails to harden, grow and sharpen. If the claws are used in combat they serve as an **NWI** weapon. Should the claws hit a hard object like metal or leather armor they can break. The break chance is used to determine this. If they break the fingernails are normal again. The spell can affect both hands. If one breaks the other can still be used. No weapon can be used in the hands of the Caster while he is affected.

The Caster can decide if one or both hands are affected. If only one, then a weapon can be used in the other hand. Only the Caster can be affected by this spell. The **NWI** is added as normal in hand-to-hand attacks.

BMC — 3
Duration — **(EL+1)×2** turns.
NWI — **EL+1**
Break Chance — **100−EL×10%** (*Chance nails break.*)
Growth — **EL** inch per fingernail.

EXAMPLE — A wizard is caught in a room without weapons. He is attacked and casts an EL3 Claws on both hands. The fingernails grow 3 inches. He has an NWI of −4 for his hand to hand attacks. If he hits the thief's ring mail the claw striking has a 70% chance to break.

Code/Decode Alignment — General

This spell allows the Caster to obscure or reveal scrolls and books. The spell lets the Caster obscure a scroll or other text so it is not readable. A Detection or Knowledge spell will determine it is obscured but not the contents. This can affect any text or runes in the form of a language. It does not affect pictures if there are any. He must be able to read the text to obscure it.

The spell can also be used to reveal material. This affects one scroll at a time. If it is a book or tome with more than one page it will need +1 Mana Cost per 5 pages to obscure or reveal.

There is no duration for this spell. To obscure or reveal a book requires concentration that is not broken until the task is complete. If any part of the concentration is broken the spell is negated. Nothing is obscured or revealed.

To reveal a scroll or book the **MDV** of the obscuring spell must be taken into account. The **MDV** is equal to the Caster's **MEL+EL**. If the scroll or text is magical in nature it can resist this spell at its basic **MDV** in addition to the obscuring **MDV**.

BMC — 1
Range — Touch only.

Cold Powers Alignment — Elder

The spells that belong to this family are:

Cold
Glacier Spike
Ice Blast
Ice Bridge
Ice Dart
Ice House
Ice Shield

The member spells are described in alphabetical order in the sections that follow:

Cold The spell creates a sphere of intense cold. Plants suffer double damage and have twice the listed Freeze Chance. Creatures affected suffer damage and have a chance to freeze. The Duration only applies if the target is frozen. It is tripled for plants. If an insect or reptile is frozen it dies. The spell has no effect on Dragons or Demons.

A Freeze Chance roll is taken for each entity in the effect area. If the freeze chance or less is rolled the target is frozen. His **MR** is reduced to 10% of its normal value, rounded down. While frozen he takes **EL+1** hit points per phase until the duration ends and he thaws. Only the Caster is unaffected. Any other person in the sphere is affectable, including allies. A successful Dispell/Banish or Negate Curse spell cures a frozen victim immediately.

BMC — 3
Range — **EL+1"** (*A diameter.*)
Duration — **(EL+1)×2** phases.
Freeze Chance — **(EL+1)×5%**
Damage — **2D6+EL** (*This damage is only scored on the first phase of the effect.*)

EXAMPLE — The Caster uses this spell at EL6. The area has a 7" diameter. Anyone affected takes 2D6+6 hits on the first phase. If they freeze (35% chance) they take 7 hits per phase for 14 phases.

Glacier Spike This spell creates a blizzard of snow, hail and wind. The Caster is protected at the center of the spell. To cast this spell the Caster must be in a climate where cold is the norm like arctic, Ice/Snow Fields and Tundra. It fails in any other terrain unless the temperature is below freezing.

The affect causes vision to be reduced and the enemy to suffer damage. This cold prevents them from taking actions that may normally occur. If the enemy remains in the affect area they may freeze.

The Frost length is the length of time it takes for a person to freeze. At the end of this time the frostbite chance is rolled each turn. Those affected may not act until the blizzard ends. They may move again **1D6+EL** phases after the duration ends, but can be affected again. Those who remain in the affect area take the damage listed each phase. Clothing can help reduce or prevent this damage (Referee's option).

The visibility is how far in front of the person he can see. The Caster is not affected. The winds created reduce **PMR** by the Wind **PMR**. If the **PMR** of a person is reduced to 0 he cannot move. If **PMR** is negative he must take a Strength roll each phase. If he fails, he is blown down. If blown down he needs a **Strength/2** roll to stand.

BMC — 8
Range — **2"** (*A radius. **EL** factor applies as a power.*)
Duration — **EL+1** turns. (*Duration of blizzard.*)
Damage — **1D3+EL** per phase.
Frost Length — **12−EL** phases.
Frostbite Chance — **(EL+1)×10%** (*Each turn.*)
Visibility — **16−EL"** (*If 0 then the victim is blinded.*)
Wind PMR — **(EL+1)/2**, rounded up.

EXAMPLE — Wolves surround a wizard in the mountains. He casts an EL3 Blizzard. It lasts 4 turns, creates an affect area that is 16" around the Caster and inflicts 1D3+3 points to the wolves each phase. The winds from the blizzard reduce the PMR of the wolves by 2. The frozen length is 8 phases. So if the wolves remain in the area for 8 consecutive phases there is a 40% chance each turn they freeze.

Ice Blast This spell affects inanimate objects like doors and locks. It does nothing to animate objects. The blast

acts like Dry Ice. The item hit freezes. The range is the distance to the object from the Caster. The affect area is how large an area is frozen. It is a maximum value that can be varied by the Caster.

The item becomes so brittle it can be destroyed easily. If the item can't be completely covered by the Ice Blast the listed Damage is done to its physical resistance. Otherwise it is completely frozen and acts like it has been dipped in Dry Ice. If the item is magical it uses its **MDV** in resistance to the spell.

BMC — 2
RANGE — **EL+1"**
EFFECT AREA — **(EL+1)×2** feet.
DEPTH AFFECTED — **(EL+1)/2** feet, rounded down.
DAMAGE — **1D6+EL** (*If not completely covered.*)

EXAMPLE — A wizard is locked in a cage. He casts EL2 Ice Blast on the door lock (8 inches wide.) The Damage would be 1D6+5 but the lock will be completely covered. The Effect Area is 6 feet and 1.5 feet deep. This covers the lock and most of the cell door. The wizard can shatter it with a kick.

Ice Bridge The spell allows one to move over terrain with Ice. It creates a small path of ice for the Caster. The Range is the distance the ice can extend to some other point. Weather can affect the spell. In hot climates like desert or where temperatures are above normal body temperature the spell is not usable. In climates where cold is the norm like Tundra, Arctic, Snow, Ice Fields and Glaciers the Range and Duration is as stated. In other terrains, reduce them by 50%, rounded down.

Fire, natural or magical, can damage these ice bridges as normal fire would melt ice. The listed resistance is the amount of damage the bridge can take. Weapons can also damage the bridge. Due to its magical nature the damage is reduced 50%, rounded down.

The Caster can allow included people to travel over the bridge without risk of slipping. The Caster and those included traverse the bridge at normal speed. Those who are not included must make a Dexterity roll to cross without slipping. Boots and footwear for ice and snow can help them move across if the Referee wishes.

In attacking the bridge it must be attacked in logical parts to destroy it. To prevent people from crossing to one side they should destroy ONE side and the rest of the bridge will crumble and fall away without support. Destroy it in the middle and both ends fall and break but the ends still stand. The Referee must work out the details.

In creating this bridge there must be enough moisture in the air. The Referee can assign a humidity factor as a base chance of success. If there is 100% water vapor or concentrated water (ice, snow, etc.) the spell can succeed. If there is no humidity it won't. Failure in this spell creates no bridge. Abysmal creates a bridge that breaks on contact.

BMC — 5
RANGE — **(EL+1)×2"** (*The maximum length of the bridge.*)
HEIGHT — **EL+1** feet. (*The Caster can vary.*)
DURATION — **(EL+1)×2** phases.
CREATION PMR — **EL/2"/phase.** (*The bridge grows at this rate each phase. Minimum 2 feet/phase.*)
RESISTANCE — **(EL+1)×5** (*Number of hits needed to destroy the bridge.*)
INCLUSIONS — **EL+1**
PATH WIDTH — **EL+1** feet. (*Maximum width the bridge can be.*)

EXAMPLE — A wizard is chased by bandits. He comes to a river that is 50 feet wide but deep and dangerous. He casts an EL3 Ice Bridge spell. This makes a path up to 8" long. The Duration is 8 phases. The width is 6 feet. The bridge expands at 15 feet per phase. It will take 4 phases for the bridge to form. Four phases later the duration ends. Hopefully he can cross in time.

Ice Dart The spell is directed at one target. The damage is from intense cold. There is no freeze chance. A dart of Ice projects from the fingers of the Caster and flies to the target. The dart explodes on impact causing a flux of cold.

Armor protects against this, but it can also backfire. Metallic or Iron armor increases damage by **EL/3**, rounded up, due to how metal interacts with cold. Armors like Leather or Quilted protect as normal with no side effects. Creatures who are natural to cold climates take 50% of the damage, rounded down. Those with a natural affinity for it, Frost Giants, etc., are not affected.

BMC — 2
RANGE — **(EL+1)×2"**
DAMAGE — **1D10+EL**

Ice House The spell creates an igloo like construction. It can only be cast in cold climates like Arctic, Tundra, Ice and Glacier Fields or terrain covered with snow. It fails elsewhere. The Capacity is how many people can occupy the shelter.

The building rises from the surrounding terrain. It resembles an igloo with a small opening, a hole in the roof to let smoke escape and a round dome area or square area (up to the Caster) for people to occupy. It has the same color as the terrain and blends in well.

The Wind Resistance is how well the structure resists strong winds. The Structure **HPV** is how much damage it can take. The opening to the shelter is open to the air and must be covered by cloth or other material. Size depends on the capacity.

BMC — 2
DURATION — **(EL+1)×2** hours. (*Time it lasts before melting.*)

BUILD TIME — **(EL+1)×2** phases. (*Time to construct shelter.*)
CAPACITY — **EL**, not including the Caster.
STRUCTURE HPV — **(EL+1)×5**
WIND RESISTANCE — **(EL+1)×10** MPH winds. (*Wind speed it withstands without damage.*)

OPTIONAL — Caster can increase the Duration, **HPV** of the structure and wind resistance of a shelter. Per additional mana point the Duration increases by 30 minutes, the **HPV** also increases by 1 and wind resistance increases by 2 MPH.

EXAMPLE — A wizard and his friend are caught in an upcoming blizzard. He casts an EL3 Ice House spell. It is big enough for four people and their gear. It can resist winds as strong as 40 MPH gusts. If the winds are stronger the structure will begin to shake and shatter. It can resist 20 points of damage and will last 8 hours.

Ice Shield The Caster creates a shield of solid Ice. It blocks most things, like thrown objects and arrows. It may not block all melee weapons. A solid blow from impact weapons can shatter it.

Hot weather affects the shield. In temperate climates subtract 2 phases from the Duration, in semi-tropical climate 4 phases, and in tropical climate 6 phases. The shape of the shield is up to the Caster. Its size is equivalent to the size of normal shields of the same **AV**. The Shatter Chance is the chance it shatters when an impact weapon hitting it. The weapons that qualify are maces, axes, polearms, heavy lances and heavy swords.

In order for this spell to work there must be water in the air or nearby to use. If the humidity is such that there is no water available, or it is unnaturally hot, the spell fails. The Referee determines this based on weather and climate.

The Caster must have a free hand for the shield to be formed. Once created the shield has a handhold. It can be tied to form a back shield. The Shatter Chance is rolled when damage greater than the **AV** is scored. If the roll is less than or equal to the chance the shield remains intact, otherwise it is broken.

BMC — 1
DURATION — **(EL+1)×2** phases. (*How long the shield lasts.*)
ARMOR VALUE — **EL+1** (***AV*** *of the shield created.*)
SHATTER CHANCE — **(10−EL)×10%** (*Exception, at* ***EL0*** *the shatter chance is 95%.*)

EXAMPLE — An EL3 Ice Shield is created. It has AV4, The Duration is 8 phases and it has a Shatter Chance of 70%. If it takes 5 or more hits in one blow it has a 70% chance of shattering. If this spell was cast in desert conditions the Duration is decreased by 6 phases. The shield only lasts 2 phases due to the heat.

Cold Resistance ALIGNMENT — Elder

This spell grants temporary resistance to cold (magical or otherwise). The Damage listed is the amount of protection the spell grants against cold damage. It is subtracted from applicable damage while the duration lasts.

BMC — 2
DURATION — **EL+1** turns.
DAMAGE — **EL+1** (*Amount of protection.*)

OPTIONAL — The spell can grant Immunity to Cold Powers spells. It must be cast at 5 times the normal cost to achieve Immunity at the **EL** of the spell. When cast in this manner the Duration is in Strategic Turns not tactical.

Communicate ALIGNMENT — General

The spell allows the Caster to communicate with a creature whose language is unknown to him. If the spell succeeds, the creature hears the speech of the Wizard in his tongue, the Wizard hears the creature in his own tongue.

EXAMPLE — A Wizard, a Donaran speaker, encounters an Elf. On success, the Wizard hears the Elf speak in Donaran, though Elf Sidh is actually spoken, The Elf hears the Wizard in Elf Sidh, though he speaks Donaran.

BMC — 1
RANGE — **EL"** (*If the range is zero the Caster must touch the person he wishes to communicate with.*)
DURATION — **(EL+1)×MEL** turns.

EXAMPLE — MEL10, EL4. The Range is 4". The Duration is 10×(4+1), a maximum of 50 tactical turns, i.e. 10 minutes.

Communication ends when the Caster or the target affected wish it to, and roll less than or equal to their Will. Otherwise it will end when the duration ends. (*The Will of Random Creatures, unless specified otherwise, is* ***2D10+their INT squared***).

While communicating, neither entity may fight the other or cast any other magic.

IMPORTANT — This spell has no affect if the creature in question has no meaningful language. The Referee determines when this applies. In general, any being with an INT of ONE or less has no meaningful language.

Communicate ALIGNMENT — Shadow

This spell allows the Caster to communicate with the Shadow of any being within his range. It MUST be cast using the Tongue of Shadow. It is used to gain general information about that person's orientation, intent and personality. It may not be used to establish communication with that person. When this spell is used, only ⅓ of the target's **MDV**, rounded down, can be applied in defense against it. Unless he rolls **Em** or less. the target is unaware that any communication is taking place.

The Caster may not engage in combat or cast other magic while the duration lasts. To end it before the duration expires, a **W** roll is required. If he does he will not receive all of the information.

BMC — 1
RANGE — **(EL+1)×2"**
DURATION — **12−EL** phases. (*The time required to learn the information specified above.*)

Compulsion ALIGNMENT — Chaos

This spell forces the victim to perform a specified action, or set of actions, with a SPECIFIC GOAL, for the Caster. The effect ends when the spell is dispelled, the person succeeds and returns with any item that he is required to bring to the Caster or when either the Caster or the person affected dies.

While affected, the target may not attack the Caster. The spell acts as a Geas on the target affected. It requires

something from the victim's anatomy and must be cast in a purified area.

BMC — 2
Range — **EL×2"**
MDV Limit — **(EL+2)×4**

Corpse Explosion — Alignment — Law

The Caster targets a corpse and causes it to explode. The spell is used on one corpse at a time. If it succeeds the corpse explodes. Those within one hex of the corpse will take the listed damage from the explosion if they fail an **Agility×2** roll.

The spell fails on damaged, unconscious or living targets, or corpses of supernatural forces (any being with a positive **CL**.) It has no affect on a body of a being whose **MDV** was higher than the **MDV** Limit. It can affect any non-supernatural corpse with a lower **MDV**.

EXCEPTION — Despite being supernatural being, corpses of Liches, Lamias and Vampires qualify as corpses for the purpose of this spell. The MDV Limit still applies.

BMC — 2
Range — **(EL+1)×2"**
Damage — **1D3+EL/3**, rounded down.
MDV Limit — **(EL+1)×3**

Corruption — Alignment — Chaos

The spell causes animate or formerly animate material to rot. The damage for the **EL** is scored every day, starting immediately. The victim dies when his **HPV** reaches zero. For foods and other items, the damage is scored against the food point value it has or would have.

The affect of the spell is negated, through healing, if the person heals a number of points greater than the damage the spell inflicts in a day.

EXAMPLE — An EL4 Corruption spell scores five hits per day. It is negated if its victim heals six or more with the aid of magical healing.

All persons in the affect area can be affected. The spell does not affect supernatural forces (any being with a positive **CL**) or those who are explicitly immune to it.

BMC — 6
Range — **(EL+1)/2"**, rounded up. (*The sides of a 60 degree cone.*)
Damage — **EL**+1

Cosmic Powers — Alignment — Balance

The spells that belong to this family are:

Cosmic Time
Moon Shine
Meteor Shower
Star Navigation

The member spells are described in alphabetical order in the sections that follow:

Cosmic Time This spell gives the Caster, and those included, awareness of the exact time of day. It can be cast at day or night, as long as there is sunlight or moonlight available. There is no range limit.

BMC — 4
Maximum Duration — 2 phases (***EL** factor applies as a power.*)
Inclusions — **EL**

OPTIONAL — This spell can be used to synchronize the Caster and a number of inclusions to the same time. The Caster sets a duration for the spell, up to the Maximum Duration. When the duration ends, the spell gives a mental sensation to the Caster and those included. Success yields the sensation at the desired time. Failure gives a headache that hinders any mental tasks for twice the maximum duration. (Add **EL** to any Success rolls involving mental characteristics.) Abysmal Failure gives a duration that is off by **1D6×5** minutes. Roll separately for each person included on an Abysmal.

Meteor Shower The spell pulls asteroids from the sky and brings them down around the Caster. Those hit by the debris are damaged. The Chance of Fires is the chance the meteor causes also fire damage or ignites objects on impact. The Caster does not control the meteors. They land where they land. If the Caster rolls an Abysmal Failure, the debris hits him.

BMC — 6
Range — **(EL+1)"** (*Diameter of the area where the debris lands, centered around the Caster at the time of casting.*)
Duration — **EL+1** phases.
Number — **(EL+1)×2**
Size — **(EL+1)/2**, rounded down.
Damage — **1D6+EL+Size**
Chance of Fires — **(EL+1)×5%**
Time to Arrival — **12−EL** phases. (*Instantly when the result is 0 or less.*)

OPTIONAL — The Referee determines if there are asteroids in the heavens above to pull down. If not the stones are mystically created. Triple the time for them to arrive. If the time was zero it becomes two phases.

Moon Shine As long as there is moonlight this spell increases its brightness. The Caster and those he includes see

this. The effect is as if the moon is shining at the biggest phase (the full moon). If it is cast at full moon, the light will be twice as bright to the Caster and those he includes. The effect of this increases vision for combat and other uses. Diurnal beings will be able to fight at night without vision restriction.

BMC — 2
DURATION — **(EL+1)×2** turns.
INCLUSIONS — **EL**

Star Navigation This spell uses the Stars to navigate through the wilderness or seas. It does not give a distance but will show the direction to a known target.

The spell operates by mystically increasing the brightness of a star in the right direction and altering the color to make it stand out. Only the Caster sees the change. Success gives the direction. Failure gives nothing. Abysmal Failure gives an erroneous direction. The spell only works so long as there are stars in the sky that are not obscured by daylight, clouds or weather. The target, be it a person or place, must be known to the Caster.

BMC — 2
RANGE — 2 miles (***EL** factor applies as a power.*)
DURATION — **EL+1** hours.

Create Warriors ALIGNMENT — Shadow

The Caster can create Shadow Warriors. The maximum number possible equals the **EL cast+1**. The Caster loses one Energy point per warrior per full turn that they remain, in addition to the Mana or Energy required to create them. The base values of a warrior are:

Shadow Warrior			**ALIGNMENT — Shadow**
AHP 12	**OCV** 3	**DCV** 5	**NWI** −2
S 18(+1)	**St** 12	**D** 25(+1)	**A** 30(+1)
C 18(+1)	**MR** 13	**NAV** 0	
MDV 10	**EnL** 12	**INT** 2	
DTV −1*	**SIZE** NA	**CDF** 2	
HC 15%	**PR** NA	**CL** NA (1)**	
SS NA			

** If the Referee allows magic-users that are not Shadow Weavers to summon Shadow Warriors, use the value in parentheses.

Cast at TRIPLE cost, the spell allows the Caster to form a single warrior with **1+(EL/2)**, rounded up, times the normal Shadow Warrior values, i.e. a single **EL4** warrior costs 30 mana to summon, takes 36 hits, has a strength of 54, etc. When this is done, the shadow's **MR** is reduced by ONE per multiple over one. The cost to power it is increased by ONE per multiple over one, i.e. the **EL4** shadow above has a **MR** of 11 and costs 3 Energy per turn to maintain.

Shadow Warriors appear to flow out of the Caster when formed. They move as the Caster directs. While controlling more than one warrior the Caster can do nothing else. While controlling a single warrior he may use other Shadow Magic, move or engage in other physical actions.

NOTE — *Innate Shadow Weavers may command any number of warriors without suffering the restriction above. Determine an **EL** as an Innate Power for this spell. Treat it as an Innate Power in all ways unless the Shadow Weaver is trained. Once he is trained, this spell starts at his Innate **EL**, can be cast at that **EL** or lower and can draw from either the Casting Ability or the Energy Level.*

BMC — 2
RANGE — **(EL+1)×5"** (*The distance that the Shadow can be from the Caster without disappearing.*)

Creation ALIGNMENT — Neutral

This is a potent ritual spell. It may only be cast on an altar purified for neutral magic. Per effort, two weeks of research (at a minimum) is required. At lower **EL** (levels 0–9) the Caster must collect materials reflecting powers and attributes he wants to be part of his creation. Once the material is collected, and the research done, he casts the spell daily for seven days. The Success Chance of the Creation coming to life at the end of seven days is **((EL+1)×10%)−5% per Failure**.

At **EL10** or higher the Caster also requires flawless jewels. Each attribute or power he wishes to be a part of the new being is impressed on a jewel of a type determined by the Referee. When all are prepared, and the research done, he casts the spell daily for thirteen days. He must succeed ten times in these rolls. If he does the creation comes forth. If not, the effort fails. Whether the spell succeeds or fails the jewels used are destroyed.

The result of this spell is a viable being that fits the criteria established by the Caster. Life or another spell that gives its target energy is cast to give the creation life. From the Neutral perspective, doing this properly requires the use of the spell Life. The creation takes its alignment from that of the power that is used to empower it. If you use a Law spell, the creation is Lawful.

Once the being appears and is energized the Caster is required to name it and its race. When this is done, he informs it of the mission he wishes it to perform with the life he has given it. All three statements become part of its being. Once they are, the act of creation is concluded.

Beings created with this spell never attack their creator. That fact does not guarantee obedience. The base chance is listed below. If it does not choose to obey, it leaves. If the

Caster prevents this, the creation will try to escape. Should that be prevented, the restriction on harming the Caster no longer applies.

EXAMPLE — A wizard makes a Creation at EL7. He wants it to have the intellect of a dragon, strength of a giant and appearance of a Jinn. He must gather a dragon's brain, sinew from a giant and a Jinn of the sex he wishes the Creation to be. Once he has all three he researches their fusion. That done, he casts the spell seven times. In this case, he fails three times. That makes his chance (7×10%)−(5×3), 55%. If he rolls 55 or less the Creation appears. If not the materials are destroyed and he gains nothing.

IMPORTANT — All Creations made with this spell are permanent. There is no need to cast Permanent Magic to make them so.

BMC — 6
OBEDIENCE CHANCE — **EL×5+40%+modifiers** (*The Referee applies the modifiers as he feels they are appropriate.*)

Table 15.13: Creation Modifiers

FACTOR	MODIFIER
Same Alignment	+10
Different Alignment	−10
INT rating greater than 6	−5
Rebellious or violent nature	−10
Per Magical Ability	−5
Approval of Mission†	−20 to +20

† If the Creation's nature, power and intellect favors the Caster's intent the modifier is positive. If the idea is anathema to it, it is negative. The Referee will determine what factor applies.

EXAMPLE — In the example above the base chance was 55%. The Creation is the same alignment, has an INT of 9, is violent by nature and has three magical abilities. The mission the Caster gave does not impress it. That is a −5. The modifiers that apply are 10, −5. −10, −15 and −5. The final chance of obedience is 30%.

NOTE — *Once the original Creation is made it can be replicated by the Caster without research. The cost is 50% of normal, rounded up. The needed materials must be collected for each new being the Caster brings to life. For the new being to be a member of a viable race there must be at least two, one male and one female.*

Critical Strike — ALIGNMENT — Chaos

This spell can be used in two ways. In the first form it takes TWO phases to work. These need not be consecutive phases. The spell is first cast to learn of a critical or weak point in a target's body or armor. The Caster then uses the spell IN THE SECOND PHASE to gain the benefit of this knowledge. It gives a chance of additional damage on a hit. Any type of Hit, Shield Hit or Severe Hit becomes a Deadly Hit and a Deadly Hit instantly kills. A Miss is still a Miss.

The spell can also be used on animate and inanimate targets to only learn of a critical or weak point. In this form it takes ONE phase. For example, it could be used on doors or walls to find the weak point in the structure so they can be hacked at to reduce the time to take it down. Once the weak point is known it is retained in memory. The Caster must touch the structure, animate or inanimate, to determine its weakness. The spell does not destroy the object in this form and the knowledge must be used in another manner afterwards.

BMC — 6
RANGE — Touch

Crop Protection — ALIGNMENT — Law

The spell protects crops in the affect area against natural threats such as diseases, hail, frost and vermin. If cast at TWICE the normal cost, it grants crops immunity against the spells Cold, Disease, Foyson Theft and Withering Hand. The **EL** of the immunity equals the **EL** of the Crop Protection spell. Harvested crops will not retain this immunity.

BMC — 2
DURATION — **EL+1 squared** weeks.
EFFECT AREA — **(EL+1)×5"** (*A radius.*)

Cure Disease — ALIGNMENT — Varies

This spell negates the effect of Plague and Disease. Its chance of success is as specified for Revelation. The person to be cured by this spell must be touched by the Caster. It retains its power for use on one person only. No damage or energy loss suffered before the spell takes affect is recovered.

On Success the **EL** of this spell is subtracted from the **BL** of the spell it is opposing. If the result is less than zero the plague or disease is cured. If not, its strength is reduced. The spell should only be used on a victim once per day.

Per additional time it is attempted, the Caster adds ten to his success roll. Failure increases the **EL** or **BL** by one. If Abysmal Failure results, the **EL** or **BL** is increased THREE levels AND the Caster contracts the contagion.

EXAMPLE — A warrior is suffering from MEL12/EL8 Disease. His wizard friend uses MEL6/EL3 Cure Disease to help. His first effort succeeds, reducing the EL to 5. The Wizard decides to try again, adding an additional ten to the success roll. He fails. The EL is now 6. Angry, he makes a third effort. With an additional twenty added he gets an Abysmal Failure. He and the warrior now suffer from a MEL12/EL9 Disease. Oops.

Damage Reversal — ALIGNMENT — Balance

When the spell succeeds, the damage listed for the **EL** is subtracted from the damage that the Caster has suffered and inflicted on the creature that caused it. For the spell to work, the Caster must be damaged and the cause of the damage must be within the range of the Caster. If not, failure is automatic. When the spell fails, the damage listed is inflicted on the Caster, i.e. added to the damage that he has taken. Damage that hits the target is not affected by armor in any way.

By paying DOUBLE the Mana Cost, the Caster can attempt to reverse damage for any entity that he is in contact with. In doing so, he is required to add 10 to his roll.

BMC — 1
RANGE — **(EL+1)×2"**
DAMAGE — **(EL×2)+1**

EXAMPLE — A Dragon scores 12 hits on a Wizard that has EL5 in this spell. The Wizard, subsequently, reverses the damage. The Dragon takes 11 hits and the Wizard's damage is reduced by 11 hits.

NOTE — *The damage reversed will never exceed the damage that the affected individual has personally inflicted on the Caster or entity.*

Dark Knowledge

Alignment — Dark Elder

This is arguably the most potent rite of the Kotothi Shaman. It can only be cast in an area purified for the Kotothi and requires the use of blood taken from a human, elf or faerry. When cast at normal cost it can be any of the three. At double cost it must be elf or faerry blood. At any higher level only faerry blood may be used. Failure to use the proper blood in the ritual results in an automatic Abysmal Failure.

The general uses of the spell are listed in the following table.

Table 15.14: Dark Knowledge

Multiplier	Knowledge Gain
Normal	Skill gain, existing spell knowledge, general information about a person or material.
Double	Skill mastery, new spell knowledge, complete information about a person or material.
Triple	Attribute Enhancement, Divine knowledge.
Quadruple	Just about anything.

The basic use of the spell allows the Caster to gain a skill, existing spell or general knowledge. At a Multiplier of ZERO the cost is not modified and the gain is as specified for Knowledge.

Cast at a Multiplier of ONE the skill is learned at a starting level. If he already knows the skill, he gains **1D10+EL** levels or a maximum level, whichever is lower. It may not be used for skills that require extensive physical training. The spell is learned at **EL0**. If he already knows it, the spell is increased one **EL**. General information informs the Casters about the essential nature of an item and obvious relevant facts.

Casting the spell at DOUBLE cost allows the Caster to master the skill instantly. Any skill gained is received at a maximum level. New spell knowledge is used to corrupt another spell for use in Kotothi Shamanic magic. It may only be used for Chaos, Elder, Sidh and Shadow powers. Complete information tells him everything there is to know about a person or material.

The spell is cast at TRIPLE OR HIGHER cost as a ceremonial rite. The Caster states what he would like the ceremony to do for him. The Referee decides what the Kotothi gods have it do. Common affects of the rite at this level are an increase in a mental Attribute (usually Will or Intelligence) or explicit and detailed knowledge about something from the gods. If an Attribute is affected increase the Native Ability by the MULTIPLIER used for the spell divided by two. Always round down.

Use of this spell can affect the mind of the Caster. There is a chance, depending on the **EL** and Multiplier used, that he goes insane. If so, he must operate from that moment as a Kotothi creature should. Some of the favorite sports that must become a common feature of his life will be cannibalism, rape, torture and wanton destruction.

BMC — 10
DURATION — **EL+1 squared** minutes. (*The Caster is comatose while the duration lasts.*)
MAXIMUM MULTIPLIER — **EL/3**, rounded down.
INSANITY CHANCE — **(EL×Multiplier used)+10% −WB squared**

EXAMPLE — A Kakana Shaman uses this rite at EL7. His Will is 52. It lasts 64 minutes. He may use up to a triple multiple for it. He casts the spell at triple power and uses Faerry blood. There is a (7×3)+10−(3×3), 22% the spell drives him insane.

NOTE — *Most Kotothi Shamans consider the "insanity" to be beneficial. They call it being reborn as a child of the Father. Anyone affected in this way is always oriented to his magic. He need never cast the Orient Self spell again. He also has a faint green glow of power in his eyes at all times.*

IMPORTANT — The insanity is resistant to cures. Any effort to do so requires magic at no less than twice the EL of the spell that resulted in insanity. Use of anything less is an automatic Abysmal Failure.

Darkness Powers Alignment — Chaos

The spells that belong to this family are:

DARKNESS
THE DARK COMPANION
DARKLING LIGHT

The member spells are described in alphabetical order in the sections that follow:

Darkling Light The Lightning of the Dark. Any target that is affected is consumed by Darkness. Unless the spell is negated or dispelled, he will be killed.

If the Caster is killed before an effected target is totally consumed, the effect is negated and the person is undamaged. The only other way to counter the effect is with a Dispell/Banish spell of the same **EL** or higher. The damage inflicted is doubled against creatures of Light, as specified in DARKNESS.

BMC — 6
RANGE — **(EL+1)×3"**
DAMAGE — **EL+1** (*The damage that is scored each phase until the target is consumed.*)

Darkness Darkness may only be cast where Light exists. It is negated by, and negates, the effect of any Light spell. While it is in effect, only the Caster, persons that he is in contact with and creatures that can see in magical darkness can see. Darkness is total. It allows no light whatsoever. Any non-magical light, or item that gives off non-magical light, within the effect radius is extinguished by the spell.

If the spell causes a damage effect when cast, it is consumed in doing so. The Damage listed is only scored against creatures that have innate Light Powers or supernatural forces that are aligned with Law.

BMC — 1

RANGE — **EL+1"** (*A diameter.*)
DURATION — **2** turns (***EL*** *factor applies as power.*)
DAMAGE — **(EL+1)×2**

EXAMPLE — With EL7, the spell has a diameter of 8". The Duration is 2 to the 8th power, 256 turns. The Damage scored against any creature that can he affected, that is within the effect, is 2×(7+1), 16 hit points.

NOTE — *Any creature that is damaged by this spell will fight the Caster, with Uncontrollable Battle Fury, until one or the other is killed. No* ***AV*** *affects damage that is inflicted in this way.*

The Dark Companion The Caster can weave a living, human form, servant from the Darkness. The servant will obey any order given by the Caster. It will be damaged by any contact with Light, magical or non-magical. (Non-Magical Light will score **1D3** hits per phase.) The companion is speechless. To give orders, the Caster must use the Communicate spell or know the Tongue of Dark Chaos.

The powers of the Dark Companion are:

A) He may automatically hide in any darkness.
B) He will score DOUBLE damage, as for a Weapon-User with **SB+2**, in normal combat.
C) His **AV** against damage will not apply to damage caused by Light, Magic or Silver coated weapons.
D) If his **HPV** reaches zero or less for any reason, he is dispelled.

OPTIONAL — A form of this spell may be cast that allows the Caster to send a Companion to seek out a specific enemy. The Mana Cost, when the spell is used in this way, is multiplied **times 5**, the Range and Duration are unlimited. One Mana Point per **EL+1**, per day, must be paid to maintain the Companion while it searches the darkness for its prey.

When the Companion finds the enemy it will attack. If the person is driven into unconsciousness or killed, the victim's spirit is captured by the Wizard and the Companion takes possession of his body, under the perpetual control of the Wizard.

After possession has taken place, the maintenance cost is no longer required.

BMC — 8
RANGE — 2" (***EL*** *factor applies as a power. If the Companion moves farther away from the Caster, he dissolves.*)
DURATION — **EL+1** strategic turns.
OCV — **EL+4**
DCV — **EL+2**
HPV — **DCV×3**
AV — **EL+4**
WEAPON EL — **EL+4**
MR* — **(EL+1)×3"**
MDV — **OCV+2**

*If the Seeking Companion is created, this is the tactical **MR**. Strategically Companions move **(EL+2)×10** miles each night in their hunt for the victim. The Companion can only move at night or in darkness. He will never enter the light willingly.

EXAMPLE — An EL2 companion lasts 3 strategic turns. It must remain within 8" of the Caster. It is OCV6, DCV4, HPV12, AV6, MR9, MDV8.

Dark Sight ALIGNMENT — Shamanic

The power to see in any darkness. The spell applies for the Caster AND any person that he includes in it. The specified range is BOTH the range that people included must be from the Caster, or less, to remain included and the range that persons affected will be able to see in the darkness.

BMC — 1
DURATION — **2** phases (***EL*** *factor applies as a Power.*)
INCLUSIONS — **EL** (*In addition to the Caster, the Caster is always affected.*)
RANGE — **(EL+1)×2"**

EXAMPLE — With an EL4 spell, the Duration is 32 phases. The range is 10".

Dark Sight ALIGNMENT — Shadow

The Duration is as for the Shamanic spell of the same name. The range is **(EL+1)×5"**. The Caster may not use the spell to include others. It is not usable in total darkness and does not grant better than normal vision.

NOTE — *Innate Shadow Weavers have total Dark Sight at no cost. They see in the dark as well as they can in the day. (Their sight is as good as an Elf at night and as good as a man in the day.)*

BMC — 1

Deadly Shadow ALIGNMENT — Shadow

The victim's own shadow is turned against him. To use this spell, the Caster needs blood and hair from the person to be affected OR he must have cast Soul Sight on that person's shadow within the last 24 hours. If neither is true, the spell is an Abysmal Failure. If both are, the Caster may subtract TEN from his roll in addition to normal modifiers.

This spell is a curse. It may only be cast on an altar purified for Shadow. If it is attempted in any other way, the Caster suffers the affect. The time required to cast the rite is two hours.

A victim cursed with a Deadly Shadow can only be cured with a Negate Curse spell. Each day that he fails to roll his Will, the shadow's attack drains **2D6+EL** Energy points

and one Will point from him. When his **EnL** reaches zero he is dead. If his Will reaches zero he can no longer resist the attack.

While the Shadow drains its victim, the victim loses Strength, Stamina and Constitution equal to ½ the Energy lost. When one characteristic reaches zero or less, the victim's **MR**, **OCV** and **DCV** are reduced 50%. When two are at zero or less he is in coma. If all three reach zero, he is dead (even if he still has a positive **EnL**.)

BMC — 8

Death Blast — Alignment — Shamanic

The spell will totally destroy the Spirits of both corporate and discorporate enemies. Persons affected by success drop dead. All targets add DOUBLE their **MDV** to the Caster's roll.

A **MDV** limit applies for this spell. If the **MDV** of the target, after doubling, exceeds the limit for the **EL** he cannot be killed by it. If success is rolled, he will be stunned, moving at ½ speed and fighting with ½ **OCV** and **DCV** rounded up, for a number of phases equal to the **EL** of the spell.

BMC — 4
MDV LIMIT — **(EL+1)×5**
RANGE — **(EL+1)×2"**

NOTE — *This spell is cast at a specific target only.*

Death Blossom — Alignment — Dark Elder

The spell has no immediate affect on its target. It strikes him with a powerful taint that harms his soul and body. Over the course of its duration that taint grows. Various places on the body show dark swellings that pulse with growth.

When the duration ends the contusions blossom and explode. Each inflicts the Damage listed to the **HPV** and **EnL**. In addition, **1D6** small serpents, worms or spiders crawl out of the resulting hole. All are poisonous with a **BL** equal to **EL/2**, rounded down.

IMPORTANT — To cast this spell on someone the Caster must be within range of the target, or have that person's blood and spit as he casts in a purified area. When the spell is used in the second manner the range is irrelevant.

BMC — 5
RANGE — **EL+1"**
DURATION — **21−EL** days.
DAMAGE — **1D6+EL**
CONTUSIONS — **(EL+1)/2**, rounded up. (*The number of contusions created. Each does the damage given and creates **1D6** creatures.*)

The only cure for this spell is the use of Cure Disease AND Negate Curse. Both must be cast at an **EL** at least equal to the **EL** used for this spell. If not, they delay the affect **EL** days but do not cure it.

Death Powers — Alignment — Chaos

The member spells in this family are:

THE FOG OF DEATH
THE HAND OF DEATH

The spells are described in alphabetical order below:

The Fog Of Death The spell creates a noxious cloud that is fatal to all life. Anyone that enters the cloud, other than its Caster, and is affected, is killed. Add **MDV×2** to the Caster's roll for success. This roll must be taken each phase that a new creature enters the fog. Abysmal Failure will only apply to the Caster's initial success roll.

BMC — 8
RANGE — **(EL+1)/2"** (*A radius.*)
DURATION — **(EL+1)×2** phases.

Once cast, the spell will move with the Caster. He will always remain at the direct center of the effect. If he attempts to cast any other Magic while the effect remains with him, or suffers any damage, he must roll to be affected by his own spell. Any Missile Fire into, or out of, this cloud will use the Obscured Range values.

The Hand Of Death The Duration is 50% of that specified for the Fog of Death. It has no range. The Caster affects specific targets by touching them with his left hand, or closest approximation thereto. Any person touched, that is affected, dies. The **MDV** is used as normal in resisting this spell.

The Caster can make one touch per phase for as long as the spell lasts. If a target is not affected by the first touch he will add his **MDV**×3 thereafter. (*If the duration for his **EL** is 7, the Caster can touch as many as 7 people.*)

BMC — 5

Decay — Alignment — Chaos

This spell interferes with the Healing process. It may only be cast against damaged enemies. It will only affect living creatures. It has no affect on Supernatural forces.

The effect of the spell inflicts a number of hit points each day for a number of days determined by the **EL**. The effect is only stopped by a Negate Curse spell. Otherwise, the

best that the Character affected can do is to heal faster than he is damaged by the spell.

Without healing magic of some kind, the victim's Healing Chance is reduced by **EL×4** until the spell is negated. If healing magic is used, the reduction equals **(Decay EL−Healing EL)×4**. If the result is negative, increase the Healing Chance. If the final Healing Chance, after applying the reduction, is zero or less, the Character cannot heal without magical aid.

NOTE — *For Natural Magic items that do not have a precise **EL** listed, the **EL** used above equals **Healing Chance increase/5**, rounded up.*

BMC — 5
Range — **EL+1"**
Duration — **EL+1** days squared.
Hit Points per Day — **EL+1**

EXAMPLE — An EL9 spell will inflict 10 hit points per day for a maximum of 100 days. (At this level, if the spell is not negated death is certain.)

Delude Sight — Alignment — Neutral

The spell is cast on one person, either the Caster or a willing target. On success it obscures their precise location. This makes him harder to hit in combat, with missile fire or most magic.

Anyone attacking the person affected adds the **EL** modifier to all combat rolls or magic success rolls against him. Magic that affects a large area, like a fireball, is not affected. For magic, if the added modifier places the result into the Abysmal Failure range for the Caster, the abysmal is ignored.

The delusive appearance remains in force, unless dispelled, for the entire duration. Once it ends, the person affected loses Energy as specified by Energy Loss from his **EnL**. If this puts his **EnL** at zero he is comatose until some form of magic increases it to at least one.

BMC — 1
Range — Touch
Duration — **(EL+1)×3** turns.
EL Modifier — **(EL+1)×2**
Energy Loss — **EL+2**

IMPORTANT — The delusive appearance is not invisibility. The enemy sees the person is there, they just can't tell exactly where. If he enters a confined area or lets himself get pinned down, exactly where doesn't matter. Ignore the EL modifier completely. If the person affected suffers damage, the effect of this spell is negated starting with the next phase.

Delusion — Alignment — Shadow

The victim sees movement in the shadows around him. Positive that he is surrounded by an overwhelming force, he will surrender unless he rolls **Will×2 minus the EL modifier**. On this roll, failure causes the victim's immediate surrender, partial success causes him to flee in a random direction (intent on fighting his way to freedom.) On success, he may ignore the spell.

Cast at double cost, this spell affects everyone in a circular area defined by its radius. All act as specified above. Any whose **MDV** is higher than the **MDV** limit automatically ignore the spell. Where such a person is within the effect area, affectable persons may roll **Will×3** to resist instead of **Will×2**.

BMC — 2
Range — **(EL+1)×4"** (*The maximum distance from the Caster that the person affected, or the center of the radius cast, can be.*)
Radius — **(EL+1)×2"**
Duration — **2** turns (***EL** factor applies as a power.*)
MDV Limit — **(EL+1)×4**
EL modifier — **EL×5**

Desert Powers — Alignment — Varies

The members spell of this family are:

Desiccation
Grasping Sands
Heat
Navigation
Wall of Sand
Whirlwind

The descriptions follow in alphabetical order:

Desiccation The spell affects the Energy Level of the victim. Per phase of its duration, the damage specified is scored against this value. Per 3 Energy points lost, the victim will take 1 Hit Point in physical damage (rounded down). If the Energy Level reaches zero, the victim is a dried out, dead husk.

BMC — 3
Duration — **EL+1** phases.
Damage — **1D6+EL**
Range — **(EL+1)×2"**

Grasping Sands This power is only usable with the Chaos form of the family. The spell causes the sand to rise up and grasp a specified enemy. They surround it and encumber its limbs. After it has been encumbered, the Caster may cast the spell again and attempt to crush the enemy. When this attempt is made, the Mana is allocated and the Crush Chance is rolled. If success occurs, the enemy suffers the damage indicated each phase.

BMC — 6
Range — **(EL+1)×3**
Duration — **(EL+1)×2** phases.
MR Reduction — **EL/2**, rounded up.
Crush Chance — **(EL+1)×10%** (**MDV** and any **AV** are added to the roll.)
Damage — **EL+1** per phase.

The **AV** of the victim will apply against this spell's damage effects. All damage blocked, or in excess of the **AV**, is taken as damage by the armor.

EXAMPLE — A person in Plate Mail is not crushed by an EL3 attempt. The sands inflict 4 hits per phase, His armor stops it all but it will take 4 hits per phase for a maximum of 8 phases. The Armor is nearly worn away.

Heat The spell assails a general area with furnace-like heat. The damage listed is suffered each phase that any creature that can be affected remains within the radius of the spell. No armor values apply against this effect. If the **HPV** is reduced to zero or less, the creature affected is dead. The Caster must remain within the effect area throughout the spell's duration. He may move anywhere within this area. He is never affected by his own spell.

BMC — 2
RANGE — **EL+1"** (*A radius.*)
DURATION — **(EL+1)×2** phases.
DAMAGE — **EL+2** per phase. (*No armor values apply against this effect.*)

If the Caster moves out of the effect area, the spell is negated by his exit. This spell does not affect Jinn, Ifreet or any creature with innate Fire or Desert Powers.

Navigation This spell allows the Caster to find his way under any conditions, in any desert. The Caster must have a specific place, within the desert, in mind when he casts the spell. If not, failure is automatic. Success with this spell gives the Caster a course directly to the place that he wants to go to. Failure yields a course in the correct general direction but not directly to the objective. Abysmal Failure yields a course that is totally wrong. (*The Referee should take this roll secretly. It is up to the Character to figure out whether the spell is working correctly.*)

After casting the spell, the Caster is entranced. He will remain in this trance until he reaches his goal. While effected his **OCV**, **DCV**, **D**, **A** and **S** are reduced 50%, rounded down. He may not cast any other magic without negating the effect.

BMC — 1
RANGE — **(EL+1)×20** miles. (*The distance away that the desired object can be. If it is farther, Success results in Failure.*)

EXAMPLE — At EL4 the range is 100 miles. If the Caster has OCV5, DCV6. D12, A13 and S9 they are reduced to OCV2, DCV3, D6, A6 and S4 while he is affected.

Wall of Sand A tidal wave of sand is raised by the spell. Anyone in its path has a chance to be overpowered. If he is, he is inundated by the sand and suffers the listed Damage. Any damage taken is inflicted on both Hit Points and Energy. If either reach zero, the target dies.

The wave moves from the Caster's selected starting point in the direction he chooses. Once he begins the wave he has no control over it. The movement continues until the duration ends. If he is in its path, he can be affected like anyone else. To determine if a target is overpowered compare his Strength to the spell's Strength. The amount that the spell is stronger is the chance the target is overpowered. If the spell is weaker it stops that person from moving forward for one phase. That is the only affect it has.

BMC — 8
RANGE — **EL+1** (*A radius extending from the center point at a 90 degree angle to the chosen direction of movement.*)
DURATION — **EL** turns. (*At **EL0** the Duration is two phases.*)
STRENGTH — **(EL+1)×10**
PMR — **EL+1** (*The speed it moves each phase.*)
DAMAGE — **(EL+1)D6**
DISPLACEMENT — **(EL/2)+1**, rounded up. (*The distance a victim is knocked away from his original position.*)

EXAMPLE — A High Imam of the desert sends an EL8 wall at his enemies. It has a strength of 90, lasts for 8 turns, extends 8" to either side of his starting point and moves at 9" per phase. Anything overpowered takes 9D6 points of damage to his HPV and EnL. Dead or alive, the victim is placed 6" away from his original position by the Referee. Where is entirely up to the Referee.

Whirlwind This spell is only usable with the ELDER form of the family. It creates a twisting current of air and sand. The effect can be used to move and inflict damage. The Whirlwind rises around the Caster and anyone that he is in physical contact with. Any other person in the effect area, or that enters it, suffers the listed damage and is thrown out of it. If the spell does not succeed in damaging the person, through Failure, he may penetrate into the eye of the funnel, where the Caster is located. To do so, he must roll less than or equal to his **Dodge Value** on **1D10**.

The Caster may move the affect a given distance each phase. He must remain at the center of the affect when he does so. Any person in physical contact with him will also move with it. Any that release their hold, or that he succeeds in throwing out, are subject to the effects of the whirlwind.

BMC — 6
DURATION — **(EL+1)×10 turns.**
PMR — **(EL+1)×4"**
DAMAGE — **2D6+EL+3**
RADIUS OF FUNNEL — **EL/2", rounded up.**

EXAMPLE — With the EL3 spell, 2D6+6 hit points are scored. The funnel will move up to 16" per phase for up to 40 turns.

Destruction ALIGNMENT — Chaos

The spell will only affect inanimate material. It will totally destroy any such material that it succeeds in affecting.

When used offensively, the spell is cast at a specific target. It will shatter a number of cubic feet of material in or on

that target. The Damage listed is scored on persons that are in the area destroyed. It reflects failing rubble, etc. It is only scored in cases where such debris is created.

Defensively, the spell creates a zone of destruction around the Caster. Any inanimate object that enters this zone, and is affected, is destroyed. Unless an item is magical, it has an **MDV** of zero. If it is magical, it will use its **MDV×2** in resisting Destruction.

BMC — 9
RANGE — **(EL+1)×2"** (*For offensive use the base factor is 2 cubic feet instead. Defensively, the value specified is a diameter.*)
DURATION — **(EL+1)×2** phases.*
DAMAGE — **1D6+(EL×2)**

*The Duration applies in defensive use only. In this case, the effect moves with the Caster and cannot affect any item that weighs more than **(EL+1)×10** pounds.

EXAMPLE — At EL7 the defensive duration is 16 phases. The diameter is 16". The damage scored on persons trapped in rubble is 1D6+14 hit points. Alternatively, it can destroy 14 cubic feet of matter, i.e. it can destroy a wall 14 feet in height.

Detection — ALIGNMENT — General

The Detection spell allows the Caster to detect for a specific class of thing. Success will tell the Caster that something of that type is present and will give a general direction. Failure indicates that something is present but no direction is given. Abysmal Failure yields nothing.

The spell may also be used to analyse a specific object that the Caster is in Physical contact with. In this case, the spell will inform the Caster of any magical value and, if there is any, the basic type of magic. Failure does not yield the type, i.e. alignment. Abysmal Failure yields nothing. The spell may only be used in this way when the Caster is touching the item. The Referee may give the Caster other information from its successful use at his discretion. If the item is magical the Referee may use its **MDV** in defense against detection if he feels it is appropriate to do so.

BMC — 1
RANGE — **EL+1"**, squared.

Disease — ALIGNMENT — Chaos

The target is infected with a potentially fatal disease. Diseases created with this spell are not contagious. The Duration listed is the number of days that the Disease will take to kill the person. On success, the victim's Energy Level and Stamina are reduced by the Damage factor listed, rounded down.

The basic effect of the Disease is determined by rolling **2D10−EL** on Table 15.15.

Any Stamina or Energy points lost to this spell will return at a rate of **1D6** points per day if the Character survives the disease. Roll for each.

After the duration ends, the Character will DIE if he rolls greater than his current Energy Level with **D100**. The victim may subtract his Poison Resistance from his roll. Touch is required to affect the target.

NOTE — *The Stamina loss affects the victim's **HPV** and other Stamina related values.*

Table 15.15: Disease Effect

NET ROLL	EFFECT
0 or less	The Character is in coma until he is cured or he dies.
2–5	The Character passes out. He wakes off and on throughout the duration of the spell. He may not move under his own power.
6–10	The victim's **MR** is reduced by 90%, rounded up. While affected he is covered with blotches and pustules and vomits frequently.
11–20	Divide the Character's **St** by the Duration and round up. The result is subtracted from **St** each day. When **St** reaches zero, the Character passes out. While affected his **MR** is reduced 50%, rounded up, and he has a fever.

BMC — 4
DURATION — **(10−EL)** days. (*If 0 or less, the death roll is taken immediately.*)
DAMAGE — **(EL+2)×5%** (*The percentage loss to **EnL** and **St**.*)

EXAMPLE — A Character is affected by an EL10 spell. He rolls immediately to die. His Energy Level and Stamina are reduced 60%, i.e. if EnL was 84 it becomes 33. His Stamina of 24 becomes 9. His Poison Resistance is 2. If he rolls a 36 or higher, he is dead.

NOTE — *For Cure Disease to have any affect it must be cast before the duration ends. If the determined Duration is zero, it must be cast on the victim within **1D6** hours.*

Disintegration — ALIGNMENT — Chaos

This spell will only affect animate objects. Success causes the total, irrevocable dissolution of the entity. The victim dissolves into a pile of fuming powder. To affect a target, the Caster must touch him. If the target's **MDV** is higher than the limit specified, he cannot be affected. If he is not, he can be killed.

BMC — 4
MDV LIMIT — **(EL+1)×3**

At no time will armor have any affect on this power, unless it grants an Immunity against it.

Disorder — ALIGNMENT — Chaos

Those affected lose the ability to control their actions. While affected, victims will move in a random manner. Roll on the table below, for each person affected, every phase. (Whenever a move is taken, the victim will move at ½ speed rounded down.)

Victims of this spell are required to attack any target that is within melee range at the end of all movement. Due to the spell, they are unable to distinguish friend from foe.

The Roll Modifier below is added to all attack rolls taken by affected persons.

The spell affects an area. An affected person that wanders out of the area is stunned for one phase. In the next phase, he returns to normal. Other than this exclusion, the effect lasts until the spell ends. It cannot be dispelled or cured.

Once the spell has been cast, the Caster may leave it. He is not required to stay and may cast any other magic that

Table 15.16: Disorder Directions

Roll	Direction
1	North
2	Northeast
3	Southeast
4	South
5	Southwest
6	Northwest
7–9	No Movement allowed
10	Any direction of the Player's choice

NOTE — *The table is set for movement with a Hexagonal map surface. You may modify it as desired if you do not use this type of surface.*

he desires. Missile Fire into the effect area is not obscured in any way.

BMC — 3
Range — **(EL+1)×2"** (*A diameter.*)
Duration — **(EL+1)×4** phases.
Roll Modifier — **EL**

No Missile Fire is allowed by affected persons that are within the effect area.

Disorder — Alignment — Shadow

As for the Chaos spell of the same name. This spell weaves misleading shadows that delude the mind and make it impossible to judge distance and direction. Missile Fire into this type of Disorder uses obscured range values. The Caster is not affected by this spell. While it is in effect. he may not cast any other type of magic, including Shadow magic.

BMC — 4

Dispell/Banish — Alignment — General

This spell is cast either to counter the effects of magic or to banish supernatural forces. It is learned separately for each alignment to have full value.

When the spell is gained, the Player will select ONE alignment that he knows how to work against. If the spell is used to effect the magic or forces of another alignment, without learning the special rites that are potent against that alignment, the **MDV** of the magic or force is DOUBLED. If it is used against the alignment that is the diametrical opposite of the alignment known, the spell is ignored completely.

The spell must always be used against a specific target, be it a demon or a spell.

EXAMPLE — The Caster knows Dispell/Banish (Chaos). It has full value against Chaos. Elder, Kotothi, Sidh, Neutral or Shadow get double MDV. Law forces ignore it.

Dispel Spells are dispelled by success, they cease to exist. In defense, the **MDV** of a spell equals the **MEL+EL** of its Caster. The Caster of this spell may attempt to dispel a spell that is in the process of being cast by an enemy or one that has succeeded and is in force. If the spell he tries to dispel is permanent its **MDV** is **MEL+(EL×2)**.

EXAMPLE — Jash Hedge attempts to dispel Abnaric Elgar's effort against him. Abnaric's effort is MEL28/EL9. Jash (MEL5/EL2) works against an MDV of 37. He fails. When the iron sphere is made permanent, Jash is working against an MDV of 46. He's in trouble.

Banish Supernatural forces (**CL** 1 or higher) can be banished. Success will cause them to vanish. They are returned to their world (be it Upper or Lower) by the spell. Failure does nothing. Abysmal Failure has the normal abysmal failure effect and the force that the Caster attempts to banish is free to attack the Caster with a −5 modifier on combat and magic rolls against him. The **MDV** affect is as specified above. If a Ward Pact binds the supernatural force use its **MDV** plus the **MDV** of the pact spell.

EXAMPLE — A wizard encounters a Fiery Spirit bound to a ward pact. It guards a door the party must get through. The pact is MEL10/EL5. The demon's MDV is 10. His effort is cast against an MDV of 25.

BMC — 3
Range — **EL+1"**
MDV Limit — **(EL+2)×3** (*The limit is based on the **MDV** before any multiplication takes place. Multiplication will not raise a force or spell beyond the limits of this spell.*)

NOTE — *Dispell/Banish has no effect on Ghosts and Edimmu. It cannot force a demon to release a possessed person.*

Divination — Alignment — General

The spell allows the Caster to make a general forecast of one person's future, per use of the spell, for the Duration specified. The information gained is given in generalities. No specific data is gained with this spell.

Success gives a correct prediction, Failure is ambiguous, and Abysmal Failure is wrong. The Referee will roll and tell the Caster what he has determined that the subject's future will be.

BMC — 1
Duration — 2 hours (***EL** factor applies as a power.*)
Range — The Subject must be known to the Caster or within **2"×EL** of the Caster's location. If 0, the Caster must touch him.

Dodge/Weave — Alignment — Sidh

The spell causes the person affected to move in an evasive manner. The **MR** of the target is normal. The affect increases the chance that missile weapons miss him, as if evasive maneuvers were being used.

If the target remains still the spell has no effect. He can be hit as normal. The spell only works when the target moves 50% of his **MR** or more. If moving slower, but still moving, the **EL** is reduced 50%, rounded down. If the target runs and then stops, the effect ends until he runs again.

The spell does not affect melee weapons. It can affect magic spells that use a ranged attack that is not an area affect (as for Dodging Magic.) Each use of the spell affects one person.

BMC — 1
Range — Touch. (*If used on others.*)
Duration — **(EL+1)×2** phases.

Dodge Value Increase — **EL/2**, rounded down.
Hit Modifier — **EL+1** (*Decrease chance to hit for missile fire.*)

EXAMPLE — A Wizard has to cross a courtyard where Archers on the wall are ready to fire with bows. His dodge value is 3. He casts EL2 Dodge/Weave and runs at full speed. It lasts six phases and adds one to his Dodge Value. The enemy must add 3 to their rolls to hit with Bows.

Dreams — Alignment — Law

This spell can only affect sleeping targets. It may be used either to interrogate or attack the mind of the sleeper. When used to interrogate, the spell reaches into the mind of the person affected and replays the events of the past THAT HE REMEMBERS. The Caster must touch the target to affect him in this way. All parameters for knowledge that can be gained are as specified for Akasha in Astral Powers.

The dream attack allows the Caster to assault the subconscious of the sleeper with a supernatural creature from his own mind. Combat ensues immediately. Damage inflicted by, and to, the creature is subtracted from the victim's Energy Level. If the Energy Level reaches zero, the victim is a catatonic, insane vegetable. He can only be cured by a Sanity spell. Until he is, he can do nothing for himself, including move.

BMC — 7
Damage — **EL+1** (*Each hit by the creature scores the damage listed.*)
Hit Points — **(EL+1)×3** (*The **HPV** of the creature created.*)
Combat Factors — Identical to that of the Victim.

NOTE — *The victim sees himself as fighting a creature. He will resolve this as if he was actually in combat, except no physical damage results. He will use all of his skills in combating the Dream.*

Earth Powers — Alignment — Varies

The members of this family are:

Avalanche
Earth Bridge
Earth Strength
Earthquake
Fire Resistance
Location
Transport

The descriptions follow below in alphabetical order:

Avalanche The spell can only be cast when the Caster is underground, in mountains or in hills. The spell causes a slippage of the earth that will create an avalanche within the range specified. For the spell to work, there must be stone near the Caster that is at a higher elevation than he is. The damage suffered by persons that are within the fall created is **1D6+(EL×2)**. The Caster can be damaged if he is within the effect area created.

In casting the spell, the Caster will specify the center of the desired fall. The center must be within his range. Any secondary falls will extend from either side of his fall for a distance determined by the **EL**.

BMC — 6
Range — **EL+1** (*50% of this value is the area of tunnel, ravine or pass that is closed by the falling debris.*)
Speed — **(EL+2)×2** (*The **MR** with which the stones will move down.*)
Fall Area — **(EL+1)/2**, rounded up. (*A radius.*)
Damage — **1D6+EL×2**

NOTE — *It is at the Referee's discretion whether the Avalanche created by the Character causes a greater avalanche that he had not planned on. If you decide that it will, you should indicate such by hinting that the walls are crumbly, falling rocks come down now and again, etc. If a fall occurs, it is as specified above. The additional area covered is **2D6+EL"** in each direction.*

Earth Bridge This works like the Ice Bridge spell from Ice Powers but uses the Earth. Weather and temperature effects do not affect it. The resistance of the Earth Bridge is half that of the Ice Bridge. All other parameters are the same as Ice Bridge.

Earth Bridges remain until the duration ends (they sink into the earth at that time.) There is no movement problem unless the Referee deems loose earth causes such issues.

BMC — 3

Earth Strength The spell doubles the Strength and Stamina of the person affected. It will also have the affects of Regeneration with an **EL**, equal to it's **EL/2** rounded up. To affect a person with this spell, the Caster must touch him.

While affected, the person draws Strength from physical contact with the earth. If this contact is broken for any length of time, he will weaken to his normal values and pass out for a number of hours equal to the number of points that his **S** and **St** were raised.

EXAMPLE — S92, St60. They are raised to 184 and 120. If contact is broken, the Character passes out for 152 hours, more than 6 days.

BMC — 2
Duration — **(EL+1) squared** minutes.

EXAMPLE — If the EL is 5, the Duration is 36 minutes.

Earthquake This spell allows the Caster to open chasms in the earth. It may also be used to close chasms that already exist. Targets that are in the area where the chasms are created are killed if they roll higher than their **A−(EL×2)** on **D100**. If they are not killed, roll **1D6**. On a 1–3 they are on the side of the chasm opposite the Caster, 4–6 they are on the same side as the Caster.

In rolling the death chance, the **AB×5** is added to the success roll in addition to the **MDV**. One roll is taken for success. All death chance rolls are additional rolls for each individual affected.

The chasm created will be the size specified for the **EL**. At the higher **ELs**, the spell may be used to undermine buildings and walls. The **EL−4** is the **EL** that it will have as a Destruction spell. If the result is negative, it may not be used as such.

BMC — 5
RANGE — **(EL+1)×2"**
WIDTH — **EL+1** (*This is the number of feet wide that the chasm is or the number of feet that it can be narrowed by closing it.*)
LENGTH — **EL+1"** (*This is the number of hexes that the power can open or close.*)
DEPTH — **2** feet (***EL*** *factor applies as a power. The depth of the chasm created or the distance closed from the ground down.*)

EXAMPLE — The EL is 4. A chasm can be created with a center anywhere within 8" of the Caster. The width is 5 feet, the length 5 hexes and the depth 32 feet.

The Caster determines the direction of the split. It must be a straight line. ANYONE in the hexes that it travels through can be affected.

Fire Resistance The spell gives the person effected a measure of resistance to damage caused by fire. The Damage listed is the number of hit points that the person must suffer before he will begin to suffer any real damage. The spell ends when these points are suffered or the duration ends.

BMC — 4
DURATION — **EL+1** hours
DAMAGE — **(EL+1)×5**

To cast this spell, the Caster must have some type of fire in the hex with him and he must touch the person to be affected.

Location The spell is used to find any treasure, or other item, that you have PRECISE knowledge of, that is in the earth. The Caster must state exactly what he wishes to find. It may only be something that he has seen or that he has precise, detailed knowledge of. If the item specified is within the range of the spell, the Caster will see its location, the direction in which it lies and the distance away. With Failure he will see the location. Abysmal Failure will yield nothing.

If the item sought is magical or in a magical location of some kind its **MDV** resists the spell. The Referee will determine what those factors are, if any.

BMC — 2
RANGE — **2** Miles (***EL*** *factor applies as a power.*)

NOTE — *In the earth means underground. Nothing above ground can be found with this spell.*

Transport Transport is only usable with the ELDER form of the family. The spell creates "mild" peristaltic waves in the earth and gives the Caster the power to ride them. Any person that the wave passes under, that is not included in its effect, will suffer **1D6+EL** Hit Points and be knocked down. The wave created will travel in the direction selected for its entire duration. Once cast, it must be dispelled to stop it before its duration ends.

BMC — 5
RANGE — **(EL+1)/2"**. (*This is the length of the wave created. It will lie lengthwise in the direction selected by the Caster. The Caster will be at the midpoint at all times. Unless he flies, he cannot move from this position without sustaining damage.*)
DURATION — **(EL+2) squared** tactical turns.
PMR — **(EL+1)×2**
WIDTH — **(EL+1)/3**, rounded down. (*If the result is zero the wave is a yard wide.*)

EXAMPLE — An EL6 wave will last 64 turns. It is two hexes wide and moves at a rate of 14" per phase. If it runs under someone, it will inflict 1D6+6 hit points and knock him over. Should it run into an obstacle it cannot destroy it passes under and the Caster slams into the obstacle. If this occurs, he takes 1D6+EL+PMR hit points and is no longer on the wave. Can you say ouch?

NOTE — *People attacked by the wave may roll Agility to jump away. If they make the roll they do not suffer damage.*

Elemental Powers ALIGNMENT — Elder

This spell must be cast in an area where the element that the Character wishes to deal with is dominant. The Caster must be within one hex of that element in a free state.

If the spell succeeds, the Caster forms a pact with the element. He gains knowledge and the ability to summon Elementals. The knowledge gained starts at the **EL** of this spell and may not exceed the **EL** of this spell at any time. The specific knowledge varies with the element as follows:

Table 15.17: Knowledge Gained from Elemental Powers

ELEMENT	KNOWLEDGE GAINED	BMC
Air	Storm Powers, Flight	7
Fire	Fire Powers, Fire Resistance	8
Earth	Earth Powers	7
Water	Water Powers, Water from Stone, Sweeten Water	8

NOTE — *Subtract ONE from the **BMC** for that element that the Caster is a native to. Most Characters are deemed native to the earth, lowering the **BMC** for Elemental Powers — Earth to 6.*

When summoning an Elemental, from an element that this alliance has been made with, the Caster will DOUBLE his Summoning **EL**. The Elemental will always add his **MDV** to the Caster's success roll. If a magic-user attempts to summon an Elemental without first making an alliance with the element, any failure is Abysmal and the Elemental will add TWICE his **MDV** to the Caster's success roll.

RANGE — **(EL+1)×2"** (*The distance from the Caster that the Elemental will appear within. The Caster will determine the exact placement of the arriving Elemental. It must appear IN its element and cannot be summoned if its element is not present.*)
DURATION — 2 turns (***EL** factor applies as a power. If the Elemental is not dispelled BEFORE the duration ends, the Elemental alliance is broken and the Elemental will attack the magic-user that summoned it.*)

NOTE — *This spell is learned and increased separately for each element.*

Elf Shot — ALIGNMENT — Sidh Magic

Casting of this spell requires a Bow and Arrow. The Bow and each Arrow to be used must be dedicated to the spell at an additional cost of 10 Mana for the Bow and 2 for each arrow. Once dedicated, they may not be used for any other purpose. If they are, the Mana is lost. The success roll is taken to dedicate the bow and arrows only.

If a hit with a dedicated arrow damages the victim (roll on the Combat Table) the victim is paralyzed. Subtract the **EL** from the roll on the Combat Table in addition to all normal combat modifiers. Add the target's **MDV** in defense in the roll on the combat table.

EXAMPLE — A Daoine Sidhe archer is EL6 and is using EL3 Elf Shot. He subtracts 9 from his roll to hit. His target has an MDV of 5. The five is added to the roll.

The Duration listed is the number of hours that will pass before the paralysis ends. After this, he may move normally. A Hit Point limit applies with this spell. If the target is too large to be affected, he will suffer **(EL×2)+Normal Damage from the arrow**. (*It will score damage as an Elven Arrow if it is not fired as part of a spell.*)

Once used, an arrow must be rededicated.

BMC — 2
RANGE — The Range of the Bow used.
DURATION — **(EL+1)×3** hours.
HIT POINT LIMIT — **(EL+1)×6**
AMOUNT OF ARROWS — **EL+1**

EXAMPLE — At EL5, the spell will effect up to a 36 hit creature for 18 hours if the spell succeeds and the arrow hits. If the arrow scores a hit on a larger creature, it scores 10 hits in addition to the normal damage.

NOTE — *The amount of arrows is the maximum number of arrows that can be dedicated by the Caster at a given time. Success rolls are required to dedicate the Bow and each arrow. They are not required for each shot. If damage is scored, the spell has its affect.*

Elgar's Mist — ALIGNMENT — Neutral

The spell surrounds opponents who possess afflictions with one of two mystical mists. The first is used to heal. The other kills. Any being in the mist that has an affliction can be affected. Where more than one primary affliction is present, the damage scored is divided by the number of afflictions, rounded down.

EXAMPLE — The mist encompasses an Elf and a Jinn. The primary affliction of an elf is iron. The Jinn is most afflicted by salt. If 15 hits are scored, each of them takes seven.

The damage listed for the spell is scored each phase that the afflicted being is in the mist. If its entire **HPV** is inflicted it becomes a statue composed of the afflicting material. For example, if the spell inflicts all the hits a Jinn can take, it becomes a statue of salt. If it does the same to an Elf, the statue is iron.

The Caster is always the center point of the mist cloud. The affect area listed below radiates from him. Visually, the mist seems to billow from his body when it is cast. Regardless of any afflictions he may have, he cannot be affected unless he rolls an Abysmal Failure.

This mist can be a double-edged weapon. Any failure with the spell has the opposite affect intended. If you attempt to harm, and the result is failure, your enemy heals. If you try to heal and fail, your friend is harmed.

BMC — 3
AREA OF EFFECT — **EL+1"** (*A radius.*)
DURATION — **EL+2** turns.
DAMAGE — **2D6+EL×3** (*Hit points taken.*)
POINTS HEALED — **1D3+EL×2** (*Points regained for both **HPV** and **EnL** if either is not maximum.*)

Energy — ALIGNMENT — Shadow

This spell regenerates the Caster's Energy Level. If an additional Mana Point is paid, it may be used to raise the Energy Level of some other person on touch. When using the spell on himself, the Caster subtracts his **MDV** from the roll in addition to normal modifiers. If the spell results in Failure, the energy recipient loses ½ the Energy he stood to gain, rounded down. If it is an Abysmal Failure he loses as much Energy as he would have gained. If the loss lowers the **EnL** below zero, the recipient is dead. At zero he is in coma.

This spell may not be cast on the same person more than once in a given day. If it is, the target is in coma for one hour per Energy point he would have gained, and the Caster loses **EL** Energy points. Unless he rolls his current Energy Level or less, his **EnL** is reduced to zero and he is in coma until a Negate Curse spell wakes him. After the initial Duration, one roll is allowed every 24 hours to wake.

BMC — 3
RANGE — Touch only
ENERGY GAIN — **2D6+EL** Energy points.

Energy Web — ALIGNMENT — Elder

This spell creates a web to trap a single target. It can be used against physically manifested enemies as well as insubstantial beings. It shows as an almost invisible spider web that glows with a slight whitish hue by day. It takes a

Em/2 roll, rounded up, to spot the web before the target is in it. It is clearly visible at night.

If the captured entity's Strength is higher than that of the spell he can move through the web, and will feel a slight tingle as does so. If his Strength is not large enough, he can't move for the duration and his actions are limited.

BMC — 2
RANGE — **EL+1"**. (*A radius.*)
DURATION — **EL+1** turns. (*The time it holds a captive before dissolving.*)
STRENGTH — **(EL+1)×10**

OPTIONAL — Cast at double cost this spell can be set ahead of time as an ambush. It lasts until the duration ends and traps the first target that walks into, over or under it.

If set in this way, there is a chance to evade capture. The target may roll **(D+Em)/2**, rounded up. If he succeeds, the web misses. The Duration, i.e. the time the web will remain in place waiting to snag something, is **EL+1** hours. The duration for holding a captive is unchanged.

EXAMPLE — The Caster lays an EL4 web under a tree. It strikes the first person to move within five hex of its position. That includes the Caster. If no one comes within five hours it dissipates.

Endurance — ALIGNMENT — Elder

This spell increases the endurance of the Caster or those he touches. The endurance allows prolonged activity for the duration. At the end of the duration those affected are exhausted for the amount of Stamina increase in hours. If the person is using this to avoid sleep he falls asleep when the spell ends. The increase in Stamina does not affect the target's **HPV**.

BMC — 2
RANGE — Touch
DURATION — **EL+1** hours.
STAMINA INCREASE — **(EL+1)×3**

NOTE — *This spell is designed for strategic actions like long distance running, swimming, climbing mountains or other things that require extended periods of constant activity. The Referee should limit this to strategic actions.*

Entangle — ALIGNMENT — Elder

This spell causes rope to tighten around an object or causes objects like vines or plants to entangle an enemy. In case of rope it allows the Caster to tighten around an enemy's hands so they cannot escape. The Caster can control the way the object (rope, vine, etc.) moves around the target. When attempting to break loose the victim adds the **(EL+1)×5** to his roll.

BMC — 2
RANGE — **EL+1"** (*How far the rope or vines can be from the Caster.*)
DURATION — **EL+1** phases.

Entropy — ALIGNMENT — Chaos

This spell affects reality. The exact results are random and up to the Referee. Those in the affected area may notice some minute changes. The Referee determines if the Caster is affected by this spell. If he is, he is always aware of the affects of the spell.

The spell can affect time in a minor way by moving those affected forward in time by a minute amount. Each phase the Referee determines the results and makes changes to the environment. The Caster is not affected and realises what has occurred.

The results of Entropy are up to the Referee. It may include pesky things like an object being moved, confusing things like cards in a person's hand being changed or a book changing text. It could be lethal or risky. Affects of a spell may be twisted, e.g. a fire dart may bounce off a person and hit another person or an arrow may turn to mush in the air.

The changes and the duration of said changes are up to the Referee. The listed duration is how long the spell lasts. If a change requires a duration use Change Duration for the time of the affect. If time is affected it must relate to logical time. Common results of time entropy are loops of actions or jumps of events. The Referee can bend the laws of physics when using this spell if it is needed.

BMC — 9
RANGE — **(EL+1)×2"** (*A radius.*)
DURATION — **EL+1** turns.
CHANGE DURATION — **EL+1** phases.
ENTROPY CHANCE — **(EL+1)×10%** (*The chance of an effect occurring each phase.*)
TIME AFFECT — **EL+1** phases. (*The amount of time shift that can possibly occur.*)

Cast at five times normal cost the Caster can control the effects of Entropy and can work with the Referee to complete the changes.

EXAMPLE — A Wizard is gambling. He casts an EL4 Entropy spell. Its 10" range affects the entire room. Duration is 5 turns. The chance of Entropy is 50%. If time is affected it affects 6 phases, i.e. 18 seconds. In the first and second phases no affect takes place. The Referee rolls the chance in the third phase. He decides it affects the gambling. It may apply in good or bad ways. The next phase time is affected and the gamblers find themselves replaying the hand. The Caster sees the Time Loop and can replay the hand in his favor.

NOTE — *This spell can affect things from gambling to horse races to combat. It is critical to gauge the results to*

fit reality. All results are up to the Referee to determine. It may be a strange spell to figure out but once the Referee has an idea, and situation to work with, it leads to interesting events.

Exorcism — Alignment — Shamanic

A Banishment rite that affects all Ghosts and Edimmu. All attributes are as for Dispell/Banish. Success can also banish a spirit or possessing supernatural entity, usually a Demon, from its victim.

Exorcism is a time consuming ritual that can be dangerous for the Caster. It is not unknown for the Caster to be possessed or killed by the force he tries to remove. This is reflected in the listed failure chance. If a failure occurs, roll on the failure table 15.18.

NOTE — *Dispell/Banish has no effect on Ghosts and Edimmu. It cannot force a demon to release a possessed person.*

BMC — 7
Failure Chance — **MDV×2−MEL/2−EL**, rounded up. (*If the result is zero or less there is no chance of failure.*)

EXAMPLE — A MEL9/EL5 Shaman attempts to exorcise a Spiritual Edimmu. The Edimmu has an MDV of 16. The failure chance is (16×2)−(9/2)−5, 22%. If he rolls 22 or less on D100 he fails. Roll on the Failure Table to determine the result.

Table 15.18: Exorcism Failure Table

Roll	Result
01–50	The being ignores the Caster's effort. The Caster loses its **MDV** in energy and 50% of its **MDV**, rounded up, in hit points.
51–75	The being attacks the Caster. He takes its **MDV** as hits and energy loss. He is also unconscious for **MDV−EL** turns.
76–90	The Caster rolls Will. If he fails, the being leaves its victim and possesses him. If he succeeds he suffers the result specified for a roll of 51–75.
91 and Up	The being possesses the Caster. No roll to resist is allowed.
IMPORTANT — In using this table, subtract the Caster's EL modifier and add the being's MDV. In the example above, the EL modifier is 10 and the MDV 16. The Shaman rolls D100+6.	

Eye Powers — Alignment — Neutral

The spells that belong to this family are:

Eternal Eye
Eye of the Eagle
Eye of Might
Eye of Mystery
Infinite Sight

NOTE — *The Caster must have vision to use these spells. He may not use Eye Powers if he is blind. The only spell he may cast on anyone other than himself is Eye of the Eagle.*

The member spells are described in alphabetical order in the sections that follow:

Eternal Eye This rite allows the Caster to precisely analyze the nature of any supernatural influence affecting a person, place or thing. If the influence is not beneficial, he gains insight into ways to eliminate the problem and, on a second success roll, the name of the force responsible. With a third roll he can learn that force's location. What he does with the information is up to him.

NOTE — *The second and third success rolls are taken without modifiers of any kind. There is no chance of Abysmal Failure in taking them and no casting required to do so.*

The Eternal Eye may also be used to defend against supernatural influences. The Caster may only use it on himself. When he does, any supernatural being can sense his presence at a range of **(EL+1)×2** hexes. This applies for all dragons, creatures with a **CL1** or higher and, if the Referee wishes, magic users with an **MEL** greater than six. It also applies for any being that has Fanatical Power of any kind.

When the spell is used in this way the Caster is aware of any supernatural being within **(EL+1)×2"** of his location. He does not need to have a line of sight to that being. Intervening physical obstacles mean nothing to the Eternal Eye. (He will not see it if something is in the way, but he knows it is there.) His **MDV** resisting magical attack by a creature with a **CL1** or higher is increased by the **EL** cast.

EXAMPLE — Jonas casts EL4 Eternal Eye. He knows of any supernatural being within 10". If one uses magic of any kind on him his MDV is 20 instead of his normal 16.

BMC — 9
Range — **(EL+1)×2"**
Duration — **2** turns. (***EL** factor applies as a power.*)

Eye of the Eagle There are three uses for this spell. The first is the Far-Seeing Eye. It allows the Caster to see clearly for long distances. The Sight Range listed below applies. To use the spell to its full ability the Caster must be at an elevation that lets him see over the horizon. While affected, the Caster cannot see effectively close up. Everything within **(EL+1)×3"** is clouded. He defends as if blind if attacked and may not move effectively unless someone leads him.

The second use of the spell allows precise use of Missile Weapons. The Range given below is added to the range of the weapon for determining range fractions. This does not increase the maximum range of the weapon, but it can improve the firer's range fractions.

The final form of the spell grants precision when using a bladed weapon in normal combat. The effect increases the Damage the person affected will score when he hits as shown in Table 15.19.

Table 15.19: Eye of the Eagle Weapon Affect

Type of Hit	Damage Increase
Hit/Shield Hit	**EL/2**, rounded down.
Severe Hit	**EL+1**
Deadly Hit	**(EL+1)×2**

The Expertise of the individual and Hit Chance are not affected. If the spell is used with another type of weapon, decrease the benefit by 80%, rounded down.

EXAMPLE — A True Sidhe warrior uses this spell at EL7. On Hits and Shield Hits he scores +3 hits. He gets +8 on Severe Hits and +16 on a Deadly Hit. If he uses it with a mace instead of a sword, he gets nothing on Hits and Shield Hits, +1 on Severe Hits and +3 on Deadly Hits.

BMC — 4
RANGE — **(EL+1)×2"** (*For missile fire only.*)
SIGHT RANGE — **(EL+1)×5** miles. (*For far-seeing eye only.*)
DURATION — **EL+1** turns. (*The duration applies for all uses of the spell.*)

Eye of Might Anyone the Caster looks at while the duration lasts is required to roll against his or her Will. If they fail they can be affected by this spell.

NOTE — *The Caster takes his success roll when the spell is cast. The Referee determines how high an **MDV** it succeeds against and notes that down. If a person looked at during the duration has a lower **MDV** he takes the Will check to see if he is affected.*

EXAMPLE — A Caster has a 60% chance of success. He rolls a 41. Anyone with an MDV of 19 or less can be affected by the spell.

Those affected defend with their Will. If the Strength of the attack is greater than Will the person is stunned for **1D10+EL** phases and Will is reduced to zero. While in this state, he will obey any one non-suicidal suggestion the Caster gives him.

This spell may be cast at TRIPLE cost. If it is, the affect is a powerful mental attack. Its Strength is subtracted from all mental statistics of the target. If one is reduced below zero he is stunned as specified above. If two are he is in a coma. Should three or more Mental Characteristics fall below zero he dies. The Damage listed applies when the spell is used in this way.

BMC — 3
RANGE — **EL+1"**
DURATION — **EL+1** phases.
STRENGTH — **(WB+EL/2)D10**, rounded up. (*The Will Bonus of the Caster.*)
DAMAGE — **(WB+EL/2)D6**, rounded up.

EXAMPLE — Hiram the Wizard casts the spell at EL3. His Will is 60. This gives him a WB of +3. The Strength of his attack is 5D10. If on 5D10 his roll exceeds the Will of his target, the victim is stunned and his to command.

Eye of Mystery This spell is used to interrogate others. The quality of the information the Caster receives depends on his Empathy. In casting the spell the user frames a question. When he touches the person he is interrogating, he sees any information that person has that pertains to the question. The person touched must be willing or restrained. If contact is broken during the duration, no information is gained and the spell is wasted. The Table below defines the quality of the information gained.

This spell can be used similar to Forgetfulness to reprogram a person's memory. To do so costs **EL×2** Mana. He can only alter the portion of the person's memory that pertains to the question he asked in casting the spell. Changes made in this way will not recover without magical aid (Negate Curse or the appropriate Priestly magic.) A second success roll, with no chance of Abysmal Failure, is taken to make the change.

Table 15.20: Eye of Mystery Effect

EmB	Information Obtained
+1 or less	TUNNEL VISION The Caster sees sights that were directly in front of the person at event(s) related to the question, and nothing else in the way of additional sensory input.
+2	RESTRICTED SIGHT A sixty degree cone along the person's line of sight is seen. Extremely raucous sounds can be heard.
+3	NORMAL RECALL The Caster sees and hears as if he was present when the event in question happened.
+4 and up	TOTAL RECALL Every bit of sensory input the person experienced, no matter how trivial, is known. This includes sight, sound, smell, touch and taste.

BMC — 6
RANGE — Touch
DURATION — **20−EL** turns.
PAST TIME — **2** months. (***EL** factor applies as a power.*)

Infinite Sight The basic use of the spell changes the eyes of the Caster to match those of an elf. He gains all visual attributes of that race for the duration. Once cast successfully the spell lasts for the specified duration. To end it sooner, the Caster or someone else must dispel it.

This spell may also be cast at DOUBLE cost to gain the ability to see invisible objects for the duration. While thus affected the Caster sees normally visible objects less clearly. Reduce his **OCV** and **DCV** against them by 50%, rounded down.

OPTIONAL — If the Referee allows, users of this spell may research the sight of other beings and use it themselves. In order to gain this ability, they must spend two weeks in study, have an undamaged eye taken from the creature they are studying and cast this spell successfully at TRIPLE cost when the two weeks end. If he succeeds in all three steps the Caster may use the vision of the creature studied with this spell. He will have all attributes of that form of vision (and any limitations.)

BMC — 2
DURATION — **EL+1** hours.

EXAMPLE — A Caster wants to gain the visual acuity of a Dragon. To do so he must study their vision for two weeks, take an undamaged eye from a Dragon and cast the spell successfully. If he does all three, he may use this spell to see as a Dragon does.

Fascination — ALIGNMENT — Varies

The spell is cast at a specific target. If it succeeds, the victim is enthralled by the Caster. He will be the pawn of the Caster until he is cured, released by the Caster or manages to resist the effect of the spell.

Only Dispell/Banish and Negate Curse can affect this spell. The Caster may release it at any time that he chooses. Until he does he must maintain his hold by allocating **EL+1** Mana per day.

The chance to resist the spell, roll **D100**, equals the victim's **MDV** minus the **EL** of the spell. If the result is zero or less, he is helpless against it. The factor determined for resistance is not additive.

If the spell is resisted, the person will have **2D10 minus EL turns** before the Caster realizes that his control has lapsed. What he does is up to him.

While the spell remains in effect, the Caster may give his orders to the thrall non-verbally as long as he is in range. The Caster does not have to be able to see him to do so. The affected target may not disobey any order he is given. If the order is suicidal, he may roll his resistance chance times two before obeying.

BMC — 3
RANGE — **(EL+1)×2"** (*The victim must be in range for the spell to be maintained.*)
MAXIMUM DURATION* — **(EL+5)×2** weeks.

*At the end of the Maximum Duration, the spell can no longer be maintained without destroying the soul of the victim. If it is, he is a total thrall powered by your will. If your magic is withdrawn or the spell broken, he is dead.

Fatal Shade — ALIGNMENT — Shadow

The spell forms a dark shade that attaches itself to the victim and drains his soul. Unless it is dispelled, or the Caster is killed before it has its full effect, the victim is doomed. If the Caster has the target's blood, hair or spit to use in casting, the shade must be banished magically if the person is to be saved. It cannot be affected by any weapon or spell except a Dispell/Banish spell.

BMC — 8
RANGE — **(EL+1)×2"** (*The maximum distance from the Caster to his target for the spell to succeed.*)
DAMAGE — **(EL+1)** (*The number of Energy points lost by the target every hour.*)
MDV — **MEL+(EL×2)** (*The **MDV** of the spell*).

Fatal Spear — ALIGNMENT — Elder

As for Elf Shot. In this case, if the spell works and any damage is scored, the target is killed. All other rules are identical to those listed for Elf Shot. A spear must be dedicated to the spell. The Mana Cost is 20 points. The Kotothi, especially Troll Kings, commonly use this rite.

BMC — 4
MDV LIMIT — **(EL+1)×4**

Fate — ALIGNMENT — Balance

The spell places a bane on the victim. The bane allows the Caster to specify a particular creature and situation that will be the death of his enemy. The effect starts 24 hours after it is cast. From that point on, when the victim fights the specified creature in the situation defined ALL damage scored by it will be one level lower on the Combat Table, i.e. Misses are Shield Hits, Severe Hits are Deadly Hits, Deadly Hits are automatically fatal, etc.

Any damage that the victim scores on his bane is applied as if the **NAV** was 2 higher than it actually is. If the Character manages to kill his bane after all of this, the spell is broken.

If the spell is broken, or fails abysmally, the bane selected will rebound on the Caster. It will be HIS bane from that point onward.

This spell is an involved rite. It must be cast in a Balance purified area on an altar. To cast this spell, the Caster must have an object that the enemy used within the last week. No range or time limit applies to the effect.

BMC — 10
OCV — **(EL+1)×3** (*The Maximum **OCV** of the Bane that the Wizard can select for his enemy.*)

Fire Powers — ALIGNMENT — Law

The members of this family are:

COMBUSTION
FIRE BALL
FIRE DARTS
FIRE DETECTION
FIRE SHOWERS
WALL OF FLAMES

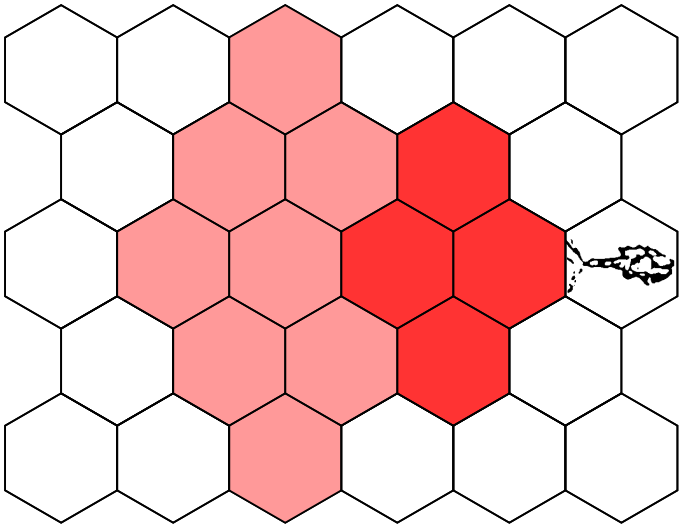
The descriptions follow below in alphabetical order:

Combustion The spell is used to ignite inanimate, combustible matter. Matter of this kind is necessary to start the spell. Once the spell takes effect, however, it will feed on itself. No further matter is required.

Fire, used in this manner, must be started in the hex that the Caster is in. From that point, the Caster can extend it into other hexes at the speed specified for the **EL** used. As long as the Caster remains motionless, he controls the direction and speed of the spread. If he moves, the spell stops spreading, unless the Referee determines that the fires spread naturally.

BMC — 1
DISTANCE — **EL+2**. (*The number of additional hexes that the effect of the spell can cover.*)
PMR — **(EL+1)/2"**, rounded up. (*The **PMR** of the spreading fires.*)
DAMAGE — **EL+1** (*The Hit Points are suffered by anyone, except the Caster, that enters a hex in which this fire is burning.**)

Figure 15.1: **EL1** Fire Ball Example



DURATION — **(EL+1)×2**. (*The number of turns that the fire will continue to burn, minimum, after reaching it's maximum spread or after the Caster moves and it stops spreading.*)

*The Caster uses the **MEL+EL** as an **OCV** on the Combat Table. The person he is trying to hit adds his **MDV×2** to the roll. The victim is damaged if any type of hit is scored.

Fire Ball The spell creates an expanding sphere of flame.

The spell is cast as shown in the diagram above, from the front of the Caster. The Range is the length of the sides, and the distance straight ahead, for the 60 degree cone created. The first hex of the effect is the hex directly in front of the one that the Caster is in.

The speed listed for the spell is the **PMR** of the sphere. It remains in effect until, at this rate of speed, it reaches the end of its range.

BMC — 4
RANGE — **(EL+1)×2"**
SPEED — **EL+1"**
DAMAGE — **(EL+1)D10**
DURATION — **2** phases.

EXAMPLE — At EL6, the spell has a Range of 14", a PMR of 7 and will do 7D10 to any target within the cone that is affected by it.

Fire Darts The spell creates a single tongue of intense flame that is cast at a specific target. The Range is a straight line to that target. The Damage listed is the number of hit points inflicted. The spell has no duration. Intervening obstacles can block the spell.

BMC — 3
RANGE — **EL+1"**
DAMAGE — **(EL+1)D6**
SPLIT DARTS — **EL/2+1**, rounded down. (*If 1 the dart may not be split.*)
SPLIT DART DAMAGE — **(EL+1)D6/(Number of darts−1)**, rounded up.

EXAMPLE — At EL4 the spell has a Range of 5" and scores 5D6 on any target hit.

The Caster may cast this spell at DOUBLE cost. When he does he can send darts at more than one opponent. The Split Darts number is the number of darts he can send. The Split Darts Damage is scored on each target that is sent a dart.

EXAMPLE — A mage can cast EL9 Fire Darts. This allows him to split the spell and attack five opponents at once. The damage each affected target takes equals (10D6)/(5−1). If his roll is 37 hit points, each target takes 10.

Fire Detection The spell locates the CLOSEST body within its Range. If no actual fire is present, the spell will locate items or creatures that possess Fire Mana, i.e. can use Fire of some kind as an innate or learned ability. If there is no other possibility within its Range, the spell will tell the Caster that there is Fire 0" away from him, i.e. it detects the Caster.

On success the Caster learns the direction and distance to the closest body of fire within his range.

BMC — 1
RANGE — **EL+1** miles, squared.

Fire Showers The spell covers an area, centered on a point within the Caster's range, with a rain of intense flame. ALL persons within this area are affectable. This includes the Caster.

If the Caster remains stationary and does not cast any other magic, he can maintain the spell for the duration specified. If he moves or casts any other magic, or if he is forced to defend himself in normal combat, the effect of the spell ends immediately.

BMC — 3
RANGE — **(EL+1)/2"**, **EL+1"**. (*The first factor is the diameter used for the area affected by the spell. The other factor is the maximum distance away from the Caster that the center can be placed at.*)
DAMAGE — **1D10+EL** (*The listed damage is inflicted each phase that an effected target is in the effect area starting with the first phase.*)
DURATION — **EL+1** turns.

NOTE — *The Damage listed is scored against every creature that is within the effect area that is affected by the spell. If the Caster is immune to fire he can be within the effect area without being subject to the effect.*

Wall of Flames This creates a Wall of Flames around the Caster. Anyone that touches or passes through it can be damaged. Projectiles fired into the wall are consumed. If they are magic, their **MDV** may be used to resist.

Magic can affect the wall depending on the nature of the spell. Basic water spells can negate this spell if used. Once the wall is put into place the Caster can leave it in place to burn until the duration ends. If the area where he puts the wall is too small (like a door frame) he can limit the wall to fit the place. Otherwise it will be full size and burn things it has contact with.

BMC — 5

RANGE — **EL+2** feet. (*Distance the wall can be placed from the Caster.*)
LENGTH — **EL+1"** (*Maximum length of the wall.*)
WIDTH — **EL+1** feet. (*Thickness of the wall.*)
DURATION — **(EL+1)×2** turns.
DAMAGE — **(EL+1)D6**

Fist of Battle — ALIGNMENT — Neutral

The spell allows the person affected to draw the eldritch might of the Seirim. The Caster must touch the person to be affected. He may dispel the affect when he chooses. Per turn, or part thereof, that the individual is affected he loses **1D6+EL** Energy. The benefits gained are:

A) Add **EL** to the Damage scored on any hand to hand attack.
B) Double **EL** using any type of Sword.
C) Increase **S** by **EL×4** for the duration of the spell.

The spell affects the right hand only. While it is affected it has the strength and immunity to damage of iron. It may be used accordingly. A person affected by this spell may not use its power to harm a human female. If he does, his hand reverts to normal and the listed bonuses are reversed. If this lowers his Strength below one he passes out for **1D6** hours.

EXAMPLE — A powerful warrior (S60, EL12 with the Great Sword) is affected with an EL7 spell. He adds 7 to any damage scored with hand to hand blows, doubles his EL to 24 and increases his S to 88. He may also put his iron fist through a door if he wishes.

Should he harm a human female, things change. His hand reverts to flesh. He subtracts 7 from hand to hand damage. His sword EL becomes 6 and his S is reduced to 32.

IMPORTANT — When the negative penalties occur the Duration of the spell increases from turns to days and can no longer be dispelled. Only a Negate Curse spell, working against MEL20/EL10, can eliminate the curse before the duration ends.

BMC — 4
DURATION — **(EL+2)×2** turns.

Flaming Death — ALIGNMENT — Elder

The target affected by this spell bursts into flame. The spell is cast at a specific, animate target. If it succeeds, the target suffers the Damage listed each phase until the duration ends or the spell is dispelled. The flame cannot be doused in any other way, i.e. if you throw him in a lake he continues to burn.

BMC — 6
RANGE — **EL+1"**
DURATION — **EL+1** phases.
DAMAGE — **2D6+(EL×3)**, **EL+1**. (*On the first phase the first factor is scored. In each phase thereafter the other factor is applied.*)

Force Powers — ALIGNMENT — Neutral

The spells that belong to this family are:

FORCE BLAST
FORCE SHIELD
FORCE WAVE

The member spells are described in alphabetical order in the sections that follow:

Force Blast The Caster delivers a telekinetic punch to a single target. The result is a subdual attack. Per **SIZE×4** hit points inflicted, rounded down, the victim is driven back one hex and knocked down. Per five points inflicted, he takes one point of real damage.

Creatures who fight into their **DTV** are not affected much by this spell. They ignore everything except real damage and being knocked back.

BMC — 5
RANGE — **EL+2"**
SUBDUAL DAMAGE — **(EL+1)D10**

Force Shield The shield defends against physical attack. If the Hit Point value is exceeded the Caster takes any damage that gets through at triple value and the shield is destroyed. The Caster may only use this spell on himself. It only affects physical attacks and magic that projects a physical force such as fire, lightning, etc.

BMC — 4
HIT POINTS — **(EL+1)×4** (*The maximum number of hit points the shield absorbs per blow.*)

IMPORTANT — The shield is used against each blow striking it individually. A single blow of sufficient strength is required to destroy it and harm the Caster. Anything less does nothing.

EXAMPLE — Abnaric has an EL8 shield in place. Six thieves accost him. Until one manages to score more than 36 hit points in a single blow Abnaric cannot be damaged by their attack.

Force Wave The spell spreads in a wave as specified for Fire Ball. Fixed animate and inanimate objects are subject to real damage. Other targets in the area suffer subdual damage and knockback as specified for the Force Blast. They also have a chance to be affected by debris caused by the wave.

BMC — 9
RANGE — **(EL+1)×2"**

DAMAGE — **(EL+1)D10**
KNOCKBACK DISTANCE — **(EL+1)×2−SB−SIZE**

NOTE — *Those who suffer the knockback effect take **1D3** points damage per hex they are driven backwards.*

Forest Powers ALIGNMENT — Neutral

The spells that belong to this family are:

COCOON
VINE CARRION
GLOW
WATER DETECTION
SLEEP SIGHT
WOOD SAGE
SPORES
WOOD STRENGTH
THORNS

The member spells are described in alphabetical order in the sections that follow:

Cocoon The spell regenerates Energy and Hit Points for the Caster. He must sleep during the spell effect AND be surrounded by plants (branches, leaves, moss, etc.) If there is no plant life the spell will not work.

Once the spell is cast the Caster rolls Will to fall asleep. As soon as he does it goes into effect. If the Caster wakes the spell ends. If he wakes before an hour is completed for that part of the spell he gains nothing. The spell must work for an entire hour to gain the hour's benefit. When the spell ends the plant life around the Caster is drained of life.

If the plant life is touched with a Withering Hand spell while he is using it the effect of this spell is reversed. It DRAINS the listed amounts instead of healing. The Frequency is the amount of days that need to be between castings. The amount of decay from the plants depends on how long the Caster sleeps from the spell duration. If a spell lasts 10 hours and the Caster sleeps 3 the decay is 30%.

BMC — 6
DURATION — **EL+1** hours.
HIT POINTS — **EL+1** per hour. (*Hit Points healed.*)
ENERGY — **EL** per hour. (*Energy points restored.*)
FREQUENCY — **20−Maximum EL** days.

EXAMPLE — A druid prepares the area. He will sleep for the night and cast an EL4 Cocoon spell. The spell lasts 5 hours once he falls asleep. He heals 5 hits and 4 energy per hour. When his Max. EL is 6, he can use this spell every 14 days. He sleeps for 3 hours and gains 15 hits and 12 energy. On the fourth hour he wakes 20 minutes into the hour so he gains nothing. When he wakes 60% of the plants are dead.

IMPORTANT — A Neutral priest will only use this spell as a last resort.

OPTIONAL — This spell may be used on another person in extremis. The cost to do so is DOUBLE normal for the **EL** cast. While it works, the person being healed sleeps. The Caster sits in a trance with his hands on that person. He serves as a conduit for the forest's power. The person he is trying to heal receives all benefits. If the person wakes before the duration ends the Caster suffers backlash. Roll on the Abysmal Failure table.

NOTE — *When the person affected, Caster or otherwise, is healed completely he wakes up automatically.*

Glow The Caster makes plants in the area glow a faint greenish hue. This can be used to make plants glow as a signal, warning or to help the Caster find his way. Cast at DOUBLE cost the affect is only seen by the Caster. Used in this way he can tag a plant and use it as a beacon. If so desired he can spend 1 Mana point per day to extend the duration. The distance the glow is seen in an unobstructed area is **(EL+1)"** during the day and **(EL+1)×5"** at night.

BMC — 1
RANGE — Touch.
DURATION — **EL+1** days.

EXAMPLE — A mage has an item that is of great healing value. He places it in a sealed bag and puts it under a tree. He then leaves the forest after casting EL4 Glow at double cost on a nearby plant. He casts an additional four mana to increase the duration. The plant glows visible for him alone for nine days. He can return within that time and regain the treasure.

Sleep Sight This spell works like Watchful Sleep. The trees and plants around the Caster warn of danger. The Caster will sleep during the duration. Anyone that enters the area alerts the plant life. This includes animals that enter the area that intend to harm the Caster. The plants will move, howl (as if wind is blowing through them) and send a warning sensation to the Caster. The effect could scare those that enter the area and wake up the Caster. The basic Wake Chance is as specified for Watchful Sleep.

BMC — 2
RANGE — **(EL+1)×2"** (*A diameter.*)
DURATION — **EL+1** hours.

Spores This spell creates spores or uses pre-existing spores. The spell works exactly like Thorns. There is no damage from the spores. They cause the targets to cough, breath hard and be blinded for a short period of time. The spell can be used as a distraction tool.

The spores ejected explode within 1 foot of the target in the air. The resulting dust cloud covers the area listed below. The spores will remain in the area for **EL** phases. Wind can move the spores if it is magical. Normal winds will just stir the spores up in the cloud. If the Caster enters the cloud he can be affected.

BMC — 2
RANGE — **(EL+1)×2"**
AFFECT AREA — **EL+1"** (*A diameter.*)

Thorns This spell causes a plant to grow thorns. If the plant naturally has thorns these are used. The thorns are launched at the target. The number of thorns a plant will have or grow is **1D10+EL**. The Range is how far the plant can be from the Caster. The Distance is how far the thorns can be fired.

Thorns will regrow and can fire again. They are fired at the wish of the Caster. Once a thorn is fired it takes a turn to regrow. The thorns use the Range Table specified for Other Thrown Weapons. The **EL** modifier is subtracted from the roll on the Combat Table. The target uses his normal combat values and can dodge to evade attack. Armor protects as normal.

BMC — 4

RANGE — **EL+2"** (*A 60 degree cone that the affected plants must be within.*)
DISTANCE — **EL+1"** (*How far thorns can be fired.*)
DURATION — **EL+1** turns.
NUMBER OF THORNS — **1D10+EL**
NWI — **−1×(EL+1)/2**, rounded towards zero.
DAMAGE — **1D3+EL**

EXAMPLE — Two bandits attack a druid. The Druid casts an EL4 Thorns spell. The range to the target plant is 30 feet, well within his range. The distance the thorns can fire is 5". Their NWI is −2. Since the bandits are only 10 feet away from the plant they are at point blank range. The plant creates 8 thorns. Five hit the bandits and do 1D3+EL hit points each.

IMPORTANT — The NWI is used as normal in determining the affect of the missile fire.

OPTIONAL — This spell can be used to create poisoned thorns. Used in this way the number of thorns is reduced 50%, rounded up. The damage is **1D3+EL/2**, rounded up. The thorns carry Base Line **EL** Slow Death Poison or Paralytic Poison. The Caster decides which.

Vine Carrion The spell causes nearby plants to project vines and leaves that attack and eat a target. The vines are carnivorous. The level of attack is minimal. A **Strength×2** roll escapes the attack. The target must be awake and mobile to escape the vines. If he is already dead, confined or unconscious he can be consumed.

Once the duration ends the plant returns to it normal state. If the plant is naturally carnivorous and has not completely digested the target, the attack will continue, but by the normal form of the plant.

The Range is the distance the spell can be cast. The Affect Area is the area where the plants change form. Once the area is assigned it remains in place. If the Caster enters he can be attacked. The center of the area can be assigned away from the Caster. He may move and cast other magic while the spell is in force.

The Strength of the vines is subtracted from the Strength used on the roll to escape. It represents the plants trying to grab and hold the target. See Tanglevine for the result of Success, Partial Success and Failure.

NOTE — *The description of the precise method of attack is up to the Referee. The plants can grow fanged mouths, spit acid, use slow digestion or other forms of attack. The type of plant will determine the attack. A large elephant plant could swallow a large animal whole, whereas a small bonsai bush might exude acid to dissolve a target.*

BMC — 5
RANGE — **(EL+1)×2"**
AFFECT AREA — **EL+1"** (*A diameter.*)
DURATION — **EL+1** hours.
STRENGTH — **(EL+1)×5**
DAMAGE — **1D3+EL** per hour.

EXAMPLE — A druid spots a hunter poaching. He decides to protect the animals in the area by casting an EL5 Vine Carrion spell toward the hunter. The trees around him begin to attack. The hunter has S of 24. The S of the spell is 30. The unlucky hunter fails his roll and is not strong enough to free himself. The Referee determines the plants use a form of acid to slowly digest the hunter. It can take 6 hours to kill the target as he is slowly eaten. It is a slow and painful death.

Water Detection The Druid can ask the trees and plants around him like using a Wood Sage spell to determine where the nearest fresh water source is. The location is learned on Success. Failure gives nothing. Abysmal angers the forest in the area and gives enmity (as for Wood Sage.) The Range is how far the water source can be located and be found. If there is no source in the area or roots of the plants within his Range can't reach that water the result is Failure.

BMC — 1
RANGE — **EL×2** miles. (*At **EL0** the range is half a mile.*)

Wood Sage The Caster asks nature for information. This spell can be used in two ways. Cast at basic cost the Caster touches a tree and asks for information known to that specific tree. Typical information requests may be if an animal or plant is present in the area or if a specific person has passed through the area directly surrounding the tree. The questions must be something KNOWN to the tree or to a Dryad protecting the tree. If it is beyond their reason or logic, or they have no reason to recall it, then it will not be worth asking them.

Cast at DOUBLE cost the Caster can ask the forest as a single entity. Cast in this way the Range is an affect area for the trees and plants in the area that will provide the answer. One answer is returned based on the combined knowledge of the forest, but there is a delay before the answer arrives based on the Delay Period listed below. Success reveals the information desired. Failure yields nothing. Abysmal Failure earns the forest's enmity. Subtract 10 in future encounter rolls in that forest until the forest is appeased. If the Delay Period is longer than the spell Duration, nothing is gained. The type of question and any qualifiers a given forest can, or will, answer is up to the Referee.

BMC — 3
RANGE — **2** miles. (***EL** factor applies as a power.*)
DURATION — **EL+1** minutes.
ANSWER DELAY PERIOD — **2D10−EL×2** minutes.

EXAMPLE — A magician sees a red flicker in the sky. He wonders if there is a forest fire. He casts EL4 Wood Sage at double cost and asks the forest. The forested area is 12×10 miles

in size. The spell covers the entire area easily. It will take 2D10−8 minutes to get an answer and learn that the forest fire is to the west about 3 miles and spreading fast. This allows the magician to help fight it or leave before the fire approaches.

Wood Strength The Caster gains strength from the forest. The larger and more ancient the forest the greater the affect. He must allocate one Mana Point per phase to the contact. If he does not, contact is broken. The Caster will immediately lose the effects of the spell and be exhausted for **EL** phases. During this exhaustion he is stunned.

The spell only works with trees. It does not work if only small plants, bushes or grass are present. The table below applies:

Table 15.21: Wood Strength Bonus

Forest Type	Bonus
Scattered Tress	-1
Sparse Forest	-2
Orchard	-1
Common Forest	0
Elder or Wild Forest	+1
Ancient Elder Forest	+2
True Wood	+4
Ancient True Wood	+6

The Caster can end the spell with a Will roll and subtracts the **EL** of the spell from the **D100** roll. If he does this there is no exhaustion. In tapping strength the Caster forms a symbiotic relationship with the forest and loses **EL** Energy points per turn.

BMC — 5
Range — Touch. (*The Caster must touch a tree during casting.*)
Duration — **EL+1** turns.
Strength — **(EL+Bonus)×2**

EXAMPLE — A druid is fighting a Chaos wizard and 3 bandits. He casts EL4 Wood Strength. The forested area he is in counts as an Orchard. He gains ((4+(−1))×2), 6 Strength. This could increase his Strength bonus and grants a temporary increase in HPV. The forest gains 4 Energy per turn from the Caster.

NOTE — *True Wood was restricted to the Lower World after Armageddon due to the fall of Cernunnos. Since his return, it is returning to the Middle World and has awakened. The only place where Ancient True Wood can be found is the Lower World and, rarely, other planes of existence aligned with Sidh forces.*

Forest Talk — Alignment — Neutral

The spell allows the Caster to speak to any beneficial life that is native to the forest in which it is cast. This includes animal life, birds, plants and beneficial supernatural beings.

Communication occurs if the spell succeeds and both sides are willing to speak. If either is not interested, the Caster gets a feeling for emotions at the moment and nothing more. He may attempt one Influence roll to try to change the mind of the other being about communicating.

BMC — 2
Range — **(EL+1)/2"**, rounded down. (*Touch required if zero.*)
Duration — **(EL+1)×5** turns. (*If both parties choose to communicate longer, the Caster can extend the spell by this Duration at the cost of one Mana Point for each extension.*)

EXAMPLE — A magician casts this spell at EL3. He tries to speak to a tree and is ignored. When he tries again with a wolf it returns his greeting. When his 20 turn duration ends they want to continue talking. He spends one Mana Point and talks for another 20 turns.

NOTE — *The Forrestal and Green Lady use this spell at no cost. It is a part of who they are.*

Forgetfulness — Alignment — Elder

The spell buries a person's memories for the duration indicated. Anything that was learned during this period, excluding physical skills, is forgotten.

The period of time that is forgotten begins when the spell takes effect, moving back in time from that point. The period of time that is affected remains blank. The victim knows his knowledge of that time is gone. The spell may be cast at three times its normal Mana Cost. In this case, the Caster is able to implant memories of his own choosing at a rate of one strategic turn worth of memories per tactical turn spent implanting. Once the Caster starts this process, he must finish or his own mind is left blank for the period that he does not finish implanting.

EXAMPLE — A wizard erases 25 days of memory with an EL4 spell. He decides to implant his own memories so the victim is not aware of the loss. Twenty turns into doing so he is attacked and his concentration is broken. He placed memories for day 1 to 20. He loses his own memory of day 21 to 25 and cannot implant memories for those days in his victim.

BMC — 3
Range — **EL"**
Duration — **EL+1, squared** days.
Time to Regain Memory — **EL+1** weeks (*The time required to remember the memories that were blanked out. If the Caster substitutes new memories for those that he takes, multiply the base factor times four. After the normal regaining time for the **EL** ends, memory slowly begins to return to the victim.*)

Foyson Theft — Alignment — Sidh Magic

"Foyson" is a Scotch term meaning "the goodness in food". The spell allows the Caster to extract the nutritional value from any food within his Range. The appearance of the food affected is unchanged. It appears wholesome but has no nutritional value. Anyone who eats it gains nothing.

The foyson extracted materializes in the hand of the Caster as a fine flour like substance. This material contains all of the nutritional value of the food affected by the spell. The spell will only affect raw or prepared foods. It has no effect on animate or magical creatures.

BMC — 1
Range — **EL/2"**, rounded down.
Food Points — **2** (***EL** factor applies as a power.*)
Weight — The weight of the powder created is 1/8 pound per 16 food points converted.

Freezing Hand — Alignment — Shadow

A powerful paralytic spell that inflicts both energy and physical damage on its victim. The Caster must touch the specified target within the number of phases in Duration One. If he doesn't, he loses Energy equal to the Damage specified below and the spell is wasted. Duration Two is the number of phases the victim is affected after being touched. The Caster may perform no other magic while he wields this spell. If he does, the spell ends. Any part of Duration Two that remains for any victim is lost when another spell is begun.

BMC — 4
Range — Touch.
Duration I — **(EL+1)×2** phases
Duration II — **2** turns (***EL*** *factor applies as a power.*)
Damage — **EL+2** (*Hits inflicted on and Energy lost by the target each phase or Energy lost by the Caster if he fails to touch the target.*)
Maximum EnL — **(EL+1)×20** (*If the **EnL** is higher the spell does nothing.*)

EXAMPLE — A Shadow Weaver casts EL4 to kill a Baron. He has five phases after success to touch that man. If he does, the Baron loses six Hit Points and six Energy each phase for eighteen phases. He is not affected if his EnL is higher than 100. If the weaver fails to touch the Baron in time, he loses six Energy.

NOTE — *The spell has no affect on dragons or supernatural beings affiliated with fire.*

God's Eyes — Alignment — Law

This spell lets the Caster see through inanimate and animate objects within his Range. It provides a 60 degree cone of vision that ignores objects that block his normal view. He states which objects to look through and can add other objects as needed while the duration lasts. The effect is normal vision of the area beyond the obstructions ignored.

The spell only affects the Caster. Magical objects use their **MDV** to resist. Range determines the maximum distance that objects can be seen through. The view beyond that range and outside the 60 degree cone of vision is normal. The Caster can switch between normal vision and God's Eyes vision as desired for the duration. Failure does nothing. Abysmal Failure causes blindness for **EL+1** strategic turns.

BMC — 5
Range — **(EL+1)×2"** (*A 60 degree cone view.*)
Duration — **EL+1** turns.

NOTE — *When the spell is cast record the maximum **MDV** it would have succeeded against. An **MDV** less than or equal to that can seen through without additional success rolls. A higher **MDV** always blocks the view.*

OPTIONAL — The Referee may allow this spell to be used to determine the extent of physical injuries in a person. In this form it acts as an aid to subsequent healing. Successful use of the spell increases the effective **EL** of the healing skill or spell used by the Caster by **EL/2**, rounded down.

EXAMPLE — EL5 God's Eyes is used to help an EL4 Healing spell. The effective EL of the Healing spell is EL6.

Hand of Hecate — Alignment — Neutral

The Greater Hand of Hecate The Greater Hand of Hecate lets the Caster fight a battle of wills between magic users. The spell can only affect those who use magic. The Caster must touch the person he wants to harm. If the spell succeeds, and the Caster is effectively stronger, the victim's magical powers are sealed for the Duration specified. If the victim is stronger, he is stunned one phase and the Caster is stunned for one phase per **EL** used. If they are equal both are stunned one phase per **EL** used.

The Will Power formulae below are used to determine the relative Strengths of the individuals.

BMC — 5
Range — Touch.
Duration — **EL+1** months.
Caster's Will Power — **Will+MEL+EL×3** (*Will and **MEL** of the Caster.*)
Target's Will Power — **Will+MEL** (*Will and **MEL** of the target.*)

EXAMPLE — Jon is MEL8. He uses this spell at EL3. His Will is 44. His target is MEL12 and has a Will of 52. Jon's Will Power is 8+(3×3)+44, 61. His target is 12+52, 64. The target is stunned one phase and Jon is stunned for three. The effort to seal his enemy's power failed. Jon is in trouble.

IMPORTANT — The spell prevents the victim from using spells drawn from external sources. It only prevents use of Casting Ability and Fanatical Power. It has no affect on Innate Powers or magic that can be drawn from the EnL.

EXAMPLE — Abnaric is annoyed with a priest. He seals his power with an EL7 spell. The priest may not use any of his arts, except spells that can be cast with his EnL, for eight months.

The Lesser Hand of Hecate The Lesser Hand of Hecate works on any type of magic user. Use of this version of the spell lets the Caster attack an opponent's Casting Ability and Casting Speed. The points lost in this way return only when the duration ends. The factors that apply are listed below.

BMC — 5

RANGE — **EL/3"**, rounded down. (*If zero touch is required.*)
DURATION — **EL+1** strategic turns.
CA REDUCTION — **(EL+1)D6** (*Points taken from Casting Ability.*)
CASTING SPEED REDUCTION — **EL/2**, rounded down. (*Casting speed loss. If it is reduced to zero, the victim cannot cast his magic.*)

Negate Curse is required to cancel the affect of either form of this spell before the duration ends. Its **EL** must be higher than the **EL** cast or the effort is automatically Abysmal. Nothing else affects them. If Negate Curse is attempted and failure results, it strikes the person attempting it with the Hand of Hecate at the **EL** he tried to negate.

Hatred — ALIGNMENT — Varies

The victim becomes obsessed with a burning hatred for a person specified by the Caster. The person specified must be known to the Caster. Effected targets will dedicate their existence to the death of this enemy, caring for nothing else. This condition will last until the spell is dispelled or negated.

When the effected victim enters combat against the enemy, he will fight with a modifier equal to the spell's **EL+1**. It is used like a weapon **EL** in all ways.

The Range is the distance to the target when the spell is cast. Once the affect succeeds, no range limits apply. The victim goes where he must to find and kill his enemy.

OPTIONAL — The CHAOS version of this spell may be cast to the target's benefit or detriment. The choice is up to the Caster. If it is beneficial, the victim subtracts the modifier from attack rolls. If not, he adds it.

EXAMPLE — A Korchi Lich is annoyed with a Viking. He casts this spell to his detriment at EL10 and sends him to kill the God Emperor. When the Djani faces that immensely powerful man he adds 11 to all combat rolls. Once the Viking is slaughtered, the God Emperor is likely to be annoyed with the Lich.

BMC — 1
RANGE — **(EL+1)×2"**

Healing — ALIGNMENT — Varies

A successful healing spell heals a number of hit points, dependent on the **EL** of the Caster, AND increases the injured person's Healing Chance for his next normal healing roll. In all cases, the Caster must touch the person that he wishes to heal to have any effect.

BMC — 1
DAMAGE HEALED — **1D6+StB+EL** (*The number of Hit Points that are healed when the spell succeeds.*)
HEALING CHANCE INCREASE — **(EL+1)×5** (*The amount that the Healing Chance of the person affected will be increased in his next, normal roll. This effect is not additive.*)
STAMINA BONUS INCREASE — **EL/3**, rounded down. (*The amount that the **StB** is increased for the next, normal, healing roll. This factor is not additive.*)

EXAMPLE — Vozar of the Hills has EL4 in this spell. He successfully heals Sasabre of Pelara, HC 30%, StB+1. Sasabre immediately heals 1D6+1+4 hit points. On his next normal healing roll, he will have a 55% Healing Chance and a +2 StB. After the normal roll is taken, his values return to their normal level.

IMPORTANT — The benefit on the next healing roll only applies if the person affected is still damaged after this spell succeeds. If more than 24 hours pass between this spell's success and the next normal roll, the HC and StB advantage are lost.

Healing Light — ALIGNMENT — Law

If the spell succeeds, the Caster heals **2D10+(EL×2)** Hit Points for targets within his effect area. He may choose which targets in this area are healed and how many points each will heal. He may not heal himself with this spell. No entity may receive more than 50% of the benefit and every entity in the affect area must heal at least one hit point.

Healing Light will take one turn to heal the persons that are affected by it. It can heal any creature. While it does, the Caster is unable to cast any other magic. Both he and the entities that are being healed will be unable to move in any way.

The spell must work for everyone in the area affected. If it fails for any, it fails for all. Roll against the highest resisting **MDV** to determine if it succeeds.

IMPORTANT — Even if it means that you must heal your enemy, all Hit Points that are healed above must be assigned if it is at all possible to do so.

BMC — 6
RANGE — **(EL+1)/2"** (*A diameter.*)
DAMAGE HEALED — **2D10+EL×2**

EXAMPLE — An EL3 spell is cast. A hostile Ogre and a friendly warrior are in the effect area. The warrior has taken 12 hits, the Ogre has taken 22. Fifteen hit points are healed. Both the warrior and the ogre heal 7 hit points. The remaining point is lost.

Hell Powers — ALIGNMENT — Chaos

The members of this family are:

BLACK TAINT
FIRE DARTS
FIRE RESISTANCE
PAIN
RITE OF DAMNATION
SACRIFICE
SUMMON DEMONS

The descriptions of the member spells are as follows:

Black Taint This spell corrupts the soul of its victim. The Strength rolled is recorded and compared to the **EnL** of the victim. Each night, it gives a percentage chance that the victim performs actions enjoyed by the demons of hell. Roll on **D100**. Examples of such are cannibalism, rape, torture and wanton destruction.

The taint can only be removed with Priestly magic. Until it is, the victim performs these acts, as the Referee determines, and has no memory of what he is doing. The most he will know is that he is having blackouts.

If the affect suffered is greater than the victim's **EnL**, he is owned by this power. When this is the case the spell

cannot be negated or cured by any power less than a God of Law. His soul is wholly owned by the Chaos Hells.

BMC — 4
RANGE — **EL"**
STRENGTH — **(EL+1)D6**

EXAMPLE — A Sorceress strikes a Bhamoti knight with this spell before he kills her. She uses EL5. He has an EnL of 80. The 6D6 she inflicts does 20 points. Each night he has a 25% chance of blacking out and doing something heinous.

Fire Darts The basic rules are as specified in FIRE POWERS for the spell of the same name. If the Caster expends THREE times the normal Mana Cost of the spell he can create a wave of darts that will have a chance of affecting every target along his Range. Add FIVE to the Success Roll per target affected. Always determine the effect on the closest targets first.

EXAMPLE — Five bandits are standing in a line. The wizard casts EL5 Fire Darts to get them all. Each that he succeeds against, beginning with the closest, takes 6D6 hits.

BMC — 3
RANGE — **EL+1"**
DAMAGE — **(EL+1)D6**
SPLIT DARTS — **EL/2+1**, rounded down. (*If 1 the dart may not be split.*)
SPLIT DART DAMAGE — **(EL+1)D6/(Number of darts−1)**, rounded up.

Fire Resistance As specified in EARTH POWERS for the spell of the same name.

Pain The spell afflicts the victim with wrenching spasms of searing pain. The effect reduces his **MR** by a percentage factor and reduces his chance of hitting in combat.

The Range is the distance to the target selected. If THREE times the normal Mana is paid, the Range is the diameter of a sphere that will have this effect on EVERY animate being within the area. This includes all persons except the Caster.

BMC — 3
RANGE — **EL+1"**
DURATION — **EL+1** turns.
ROLL MODIFIER — **EL×2**
SPEED REDUCTION — **(EL+1)×5%** (*rounded down.*)

NOTE — *Repeated application of this spell has an additive effect. If the speed is reduced 100% or more, the victim will pass out until the duration ends.*

EXAMPLE — The EL is 5. The victim must add 10 to his Combat Rolls, including Missile Fire and the casting of any Magic. His speed is reduced by 30%. If it was 12, it is reduced to 9. If affected a second time he adds 20 and his speed is reduced to 6.

Rite of Damnation This spell may only be cast on an altar purified for its use. It may only be cast within one hour of midnight. Its victim must be nude and chained on the altar. If the spell succeeds, the victim is transported to Hell in his or her shackles. The power of the entity that receives him or her varies with the **EL** of the spell.

NOTE — *Use of this spell can gain the Caster rewards from the Lords of Hell. If the being sent is a hated enemy or something the receiver truly enjoys, he may reward the sender. The Referee will determine if he does and, if so, what the reward is.*

BMC — 9
CL OF THE RECIPIENT — **(EL+1)/2**, rounded up.
MDV LIMIT* — **(EL+1)×5**

*If the intended victim has a Fanatical Tie to Law or any applicable immunity double his **MDV** in determining if he can be affected. Whenever the Referee determines that something about the intended victim applies, double the **MDV**. Any such doubling is used for deciding if the spell can work. It does not apply in resisting the spell when it is cast.

EXAMPLE — At EL6 the victim goes to a CL4 being (a minor god.) Only those with an MDV of 35 or less can be affected.

Sacrifice This ritual must be cast on an altar purified for Chaos magic. The victim is chained in place on it. At the conclusion of the rite he is killed or sacrificed in a different manner. His soul is offered to a stated Chaos force. The Caster states what he wants for his gift and rolls the Success Chance.

The spell is commonly used to gain knowledge, power or some advantage from a demon, daiva or deity. The sacrifice offered should be something that force wants or demands. If the soul given is not appropriate, divide the Success Chance determined below by three, rounded down.

NOTE — *Non-fatal forms of sacrifice exist. In such rites, the victim is dedicated to the force, raped by it, defiled, etc. The affect of such rites is the same as the fatal one.*

BMC — 10
SUCCESS CHANCE — **10+(EL+1)×5−CL×5%** (*The chance that the force dealt with gives the Caster what he requests. Use the **CL** of the recipient force.**)

*The Caster of this spell may sacrifice more than one entity. Per additional soul given, add ten to the Success Chance. However many sacrifices he uses, the Chance cannot more than double.

Summon Demons HELL POWERS grant the Caster a strong affinity to the courts of Hell. The cost to summon any being listed as a DEMON is reduced by 50%, rounded up. Beyond this, the basic rules for SUMMONING are used. The rules that apply are listed as for SUMMONING.

BMC — 13

Illusion Powers — Alignment — Varies

The members of this family are:

Active Illusion
Glamours
Major Illusion
Personal Illusion
Tumble

The descriptions applicable follow below:

Active Illusion Active Illusions are illusions that move, seemingly with a life of their own. They may be used to attack the Caster's enemies. If they are believed, they may strike and inflict damage. If they are not believed, they can do nothing against the enemy.

NOTE — *Belief in the reality of an Illusion completes the fabric of its "reality". Contact with it is perceived by your mind as contact with the authentic article. It can kill if it is believed. It can do nothing if it is not believed.*

If the spell succeeds, the perceivers rolls against their Will adding **EL×5** to the roll. For creatures use **MDV×4** for their Will. If the net roll is less than or equal to Will, the Illusion is not believed. If it is greater, it is believed.

The Range for this spell is the maximum distance that the Illusion can be separated from its creator. It may be created anywhere within this range. If it is made permanent, it must remain within this area, i.e. the Range is a diameter with the point where the Illusion first appeared at the center. He remains forever, regardless of the location of the Caster, when permanent.

IMPORTANT — If an Illusion is believed, and in combat the perceiver kills it, it does not die but it is automatically disbelieved. Where and how this will apply will depend on what the Illusion is.

BMC — 4
Range — **(EL+1)×2"**
Duration — **(EL+1)×3** turns.
HPV — **(EL+1)×5** (*The maximum number of hit points that the Creature can take. Per ten, rounded down, increase the Mana Cost by 1.*)
MDV — **(EL+1)×2** (*The **MDV** maximum of the creature simulated and the **MDV** of the illusion.*)
OCV — **(EL+1)×2** (*The maximum **OCV** of the creature simulated. Per 3, rounded down, increase the Mana Cost by 1.*)
DCV — **EL**

EXAMPLE — If the EL is 4, the maximum creature created will have HPV25, MDV10, OCV10 and DCV4. The values actually created by the Wizard must be less than or equal to ALL three factors for the Illusion attempt to succeed.

IMPORTANT — If the Illusion created is capable of casting magic, the Caster may create the semblance of any spell that he knows through the Illusion. The Mana Cost of this semblance equals the cost of the actual spell. It will appear as if the Illusion cast it. If it is believed, it can affect the perceiver as if it is the real spell.

Glamours Glamours are used to change the appearance of an inanimate object. The spell alters the shape of the object or conceals it's presence. If the spell succeeds, the glamour is automatically believed. The Weight Limit listed is the number of pounds that the Caster can alter without trouble. Per 10% increase over this factor, rounded up, the Caster will add **5** to his roll.

BMC — 2
Range — **(EL+1)×2"**
Duration — **2** hours (***EL** factor applies as a power.*)
Weight Limit — **2** pounds (***EL** factor applies as a power.*)

EXAMPLE — At EL9, the range is 20", the Duration is 1024 hours and the weight limit is 1024 pounds. (A half ton for about 42 days.)

NOTE — *The spell only affects appearance. It does not alter physical reality in any way. If a wall appears to be a doorway, the perceiver will still bash his head if he tries to walk through. Any result that occurs that creates a physical situation that does not fit the appearance of the Glamour will cause disbelief in it, i.e. if you can't walk through the open doorway you won't believe it is a doorway. In all such cases, the Glamour is dispelled by the disbelief of the perceiver involved.*

Major Illusion Major Illusions are cast over an area. They affect everything that is in that area. If the Illusion is believed, roll as for Active Illusion, the perceiver is required to act as if the objects perceived are real.

NOTE — *As for Glamour, if something in the Illusion does not conform to physical reality, disbelief is automatic.*

This spell alters the appearance of all things in the area. This can include the appearance of animate creatures and the Caster.

BMC — 6
Range — **EL+1"** (*A radius of affect.*)
Duration — **(EL+1)×3** minutes.

EXAMPLE — At EL0, the Caster can change the appearance of every object within 1" of his position for 3 minutes.

IMPORTANT — If animate objects have their appearance changed, and they move outside of the effect area, the appearance reverts to normal. If they are seen moving, and what they seem to be should not move, disbelief is automatic. While the spell is in effect, the Caster may not cast other magic but he may move. If he moves, the Illusion remains in the area in which it was created. As for Glamours, these Illusions require something to work with. They are not created out of thin air as are Active Illusions.

Personal Illusions The spell changes the appearance of a specific animate being. If the Caster uses this spell on himself, he will subtract his **MDV** from his success roll in addition to the **EL** modifier.

The spell only affects appearance. It has no effect on size or basic shape. If the spell succeeds, it is believed. If it fails, any person with Will higher than **EL×2**, or **MDV** higher for Creatures, will be able to see through it.

To affect a target with this spell, the Caster must touch it and it must, be motionless. If the target moves while the

spell is being cast, it fails. (This restriction does not apply when the Caster uses the spell on himself.)

BMC — 3
DURATION — **2** hours (***EL** factor applies as a power.*)

Tumble Tumble spells are cast on an area. Everyone in the area is affected. If the spell succeeds, roll as for Active Illusion for every target. If the target believes the spell he is convinced the area around him turns, moves, has trapdoors everywhere and he is falling.

The target is incapable of coordinated action for the duration of the spell. If he attempts to fight in melee he adds the spell's **EL×2** to his roll. He will suffer **1D3** Hits on any miss. If he attempts to cast magic, he must roll his Will adding **EL×3**. If he fails the Mana is lost and he loses **1D3** Energy.

A victim of this spell may only move at 50% of his **MR**, rounded down. If he moves at all he takes the damage listed below in bumps and bruises. If the Caster is in the radius he can be affected by the spell.

BMC — 4
RANGE — **EL×2+1"** (*Maximum distance to the center of the affect area.*)
DURATION — **(EL+1)×2** phases.
AREA AFFECTED — **EL+1"** (*A radius.*)
DAMAGE — **EL+1** (*Per phase moving.*)

EXAMPLE — An EL5 Tumble spell is cast. The wizard places its center anywhere within 11" of his location. The radius from that point is 6" in all directions. Anyone who believes it, who moves, takes 6 hits per phase that he moved.

Insanity — ALIGNMENT — Chaos

The Insanity that can be created is based on the **EL**. A given **EL** can create the Insanity type for it's **EL** or any type below it. Consult Table 15.22.

Table 15.22: Types of Insanity

EL	FORM OF INSANITY
0–3	Neurosis
4–6	Paranoia
7–8	Schizophrenic
9+Up	Catatonia

Neurosis allows the Caster to force a specific trait on the victim. This can be an unreasonable reaction to a given circumstance, a reaction to a type of person or thing that is unreasonable hostile, friendly, etc. or minor impediments that the Referee explicitly allows (facial tics, obsessive hand washing, etc.)

Paranoia victim KNOW that the world, especially the part that he knows, is out to destroy him. As a result, he is hostile to anything that he encounters and is incapable of trusting anyone. If given any cause, or a good opportunity, he will attack any other creature. (The Paranoid is clever. Persons that he encounters will not be able to tell that he is insane unless they roll their Empathy or less.)

A Schizophrenic will have **1D3** personalities in addition to his normal personality. The major emotion or tendency that drives each is determined by rolling on Table 15.23.

Table 15.23: Schizophrenic Personalities

Roll	Trait	Roll	Trait
1	Generous	6	Sadistic
2	Vicious	7	Masochistic
3	Quiet	8	Flighty
4	Self-Effacing	9	Braggart
5	Cowardly	10	Overbearing

Each day, the Referee will take a random roll to determine which personality is in control. All personalities, except the original personality, are EXTREMES for the behavior listed. (*If a personality is quiet, it will lake great effort to get him to talk at all. If he is cowardly, he will flee from any threat.*)

Catatonic Characters are incapable of voluntary movement. If they are not cared for, they are dead.

BMC — 2
RANGE — **EL+1"**
MDV LIMIT — **(EL+1)×3**

Insanity lasts until it is cured with a Sanity spell or the victim dies. Appropriate Priestly magic may also have some affect. Dispell/Banish has no affect once the Insanity is fact. Insanity can only be used on intelligent enemies. It has no effect on un-intelligent creatures. Non-Humans add their **MDV×2** to the Success Roll.

Insanity can be cast at DOUBLE cost. When it is the Range above is a radius of affect. Anyone in that area, except the Caster, can be affected. The spell has no affect on Demons, Daivas or Beasts.

OPTIONAL — The Referee may add other forms of Insanity. He can also allow wizards to research specific forms of the disease and create insanities of their own. The cost to do this is a minimum of two weeks of research and casting the spell at double cost on a purified altar. The Referee will decide what **EL** is needed to use the Insanity he adds or a wizard crafts.

NOTE — *Metaphysically each form of Insanity has its own family of controlling demons. In "making" a new Insanity, the Caster is forming a link to a new group of Insanity demons.*

Invisibility — Alignment — Varies

The spell is cast, by the Caster, on himself. It effects him and any person or thing that is in contact with any portion of his body. It has no effect on the surface that the Caster walks on, or inanimate objects (like walls) that he touches. Persons that are made invisible by contact with the Caster become visible when this contact, or the duration, ends. All persons that contact the Caster, or any item held by him, during the duration can see him whether contact is maintained or not. Per person that comes into contact with the Caster, reduce the Duration by **1 turn**.

BMC — 2
Duration — **(EL+1)×5** turns.

EXAMPLE — Abnaric casts this spell at EL2. It will last 15 turns. His bodyguard Bo is touching him. Bo is also invisible and the Duration is 14 turns. As they move, someone bumps into them. The Duration is 13 turns.

Invisibility — Alignment — Shadow

As for normal Invisibility, except the spell may only be used when the Caster is in shadow.

NOTE — *Innate Shadow Weavers are not required to cast this spell. Whenever they enter a shadow, and choose to be invisible, they pay the Mana Points required for the **EL** used and are. If Trained, they may use an **EL** less than or equal to their innate **EL**.*

BMC — 1

Invisibility Sphere — Alignment — Law

An Invisibility Sphere is a spherical area, which has no effect on the earth or inanimate structures. All persons who are within the sphere, or who enter it, are invisible to people outside of it AND visible to anyone inside of it.

The spell may be cast, by the Caster, on others without including himself in its effect. It is cast to effect a specific number of beings and is negated when any of those beings leave the sphere, anyone within the area is injured or when the duration ends.

BMC — 4
Range — **EL/2"** (*A diameter.*)
Duration — **(EL+1)×5** turns (*If the spell is cast at TWICE the normal cost, the Duration can be tripled.*)
Number of Inclusions — **EL+1**

NOTE — *If the spell is cast at QUADRUPLE cost, it will only effect entities that are specifically included in it regardless of who may enter the diameter at a later date. This applies ONLY when it is explicitly cast to exclude interlopers.*

EXAMPLE — Jash casts this sphere at EL2. He wants triple Duration. He also wants it to exclude others. The cost is 16 for triple Duration times FOUR for the exclusion. When he succeeds casting a 64 point spell, he has what he wanted. No one who enters the area will become invisible or see anyone included in the spell.

Invulnerability — Alignment — Chaos

The spell enhances the target's resistance to physical damage. The resistance gained will apply to any damage suffered in normal combat from NON-MAGICAL weapons. The resistance listed is the number of Hit Points that must be inflicted before damage actually begins to affect the **HPV** of the Character.

To affect a target with this spell, the Caster must touch him. It may only be cast on persons that are undamaged at the time. If the target has any damage, the spell is automatically an Abysmal Failure. If the Caster uses the spell on himself both the Duration and the Resistance factors are reduced by 50%, rounded down.

The spell ends when the Duration is exceeded or all Resistance has been eliminated by the damage suffered.

BMC — 3
Duration — **(EL+1)×10** phases.
Resistance — **(EL+1)×5**

EXAMPLE — EL4 Invulnerability will last 50 phases and yield a benefit of 25 Hit Points to the person affected. If the Caster placed it on himself it lasts 25 phases and protects from 12 Hits.

Iron Skin — Alignment — Balance

This spell gives the person affected a Natural Armor Value. It toughens the skin to accomplish this. It acts even if the Caster is wearing other armor. The armor created works as an **NAV** and applies against any attack that inflicts physical damage.

This spell can be cast on others if the Caster wishes and casts at DOUBLE cost. The target must be touched by the Caster and willing to be affected. If there is any resistance the spell fails.

BMC — 2
Duration — **EL+1 squared** phases.
NAV — **(EL+1)/3**, rounded up.
MR Reduction — **EL/4**, rounded down. (*Subtract from **MR**.*)

EXAMPLE — Jina is affected by an EL8 spell. Her normal MR is 13. While affected, she has an MR of 11 and an NAV of 3.

Jump — Alignment — Elder

The spell lets the Caster and anyone he touches (maximum of 1 Inclusion on each hand) jump across something or upwards. The effect grants one jump with an increase in jumping power. There must be a normal method for jumping. In jumping upwards he must prepare for a phase (i.e. bending the knees, etc.) To jump across he must get a running start.

BMC — 2
RANGE — Touch.
DISTANCE — **(EL+2)×3** feet. (*The distance the Caster can jump across.*)
HEIGHT — **(EL+1)×2** feet. (*The jump height, for instance over walls, etc.*)

Failure results in a normal jump while an Abysmal Failure results in a sudden fall during the magical jump. He may sail eleven feet then drop like a rock.

EXAMPLE — A wizard has a princess in his arms and must jump across two buildings to escape. The princess holds on to him and they back up. The distance is 10 feet. He casts an EL2 Jump spell. It increases the jump distance by 12 feet. He makes it easily.

Knot Untie — ALIGNMENT — Law

This spell works on rope, cord or any form of leather or cloth restraints. Cast on said object it magically unties knots and loosens the restraint. It does not work against metal or restraints that use a lock mechanism. For those Open Prison is required.

EXAMPLE — The Caster's hands are bound by leather. If it is only leather or cloth, he can untie it with this spell. If the restraint has a metal buckle or lock, the spell is worthless.

Success makes the restraint fall off. Failure does nothing. Abysmal tightens the restraint. If a Hit of any kind is scored, using the **EL×2** as the **BL** on the Combat Table, **1D3** hits are scored. If the restraint is enhanced magically it resists with its **MDV**. The spell only unties one restraint at a time. The spell must be cast for each restraint you must untie.

BMC — 2
RANGE — Touch.
DURATION — **10−EL** phases. (*Time it takes to loosen the restraints.*)

Cast at TRIPLE cost the spell can be used to untie knots in sight at a Range of **(EL+1)×2"**. It unties any knot the Caster can see when used in this manner. The knot in question does not have to be part of a restraint in this case.

Knowledge — ALIGNMENT — General

The spell is used to gain general information about a specific thing from the supernatural forces. It may be used to acquire Expertise in any spell, educational skill or other area. It may not be used to gain skills that require extensive physical activity to learn, i.e. Combat Skills, Swimming, etc.

The spell has the orientation of its Caster. When it is cast to gain magic of that alignment, or any skill, the cost is normal. When it is cast to gain magic from another alignment, the cost is modified by the Orientations, see 13.2.2. Sidh Magicians may only use it to gain Sidh or Elder Magics.

The Frequency Factor listed is the number of days that should pass between uses of this spell. If it is cast more frequently than this, any failure is Abysmal.

BMC — 5
EXPERTISE GAIN — **1D6+EL** (*The total gained will never exceed the Expertise required to learn the spell or increase to the new **EL** for a skill, or spell, known before the spell is cast.*)
FREQUENCY FACTOR — **15−EL** days. (*The number of days that should pass between uses.*)

NOTE — *This spell may only be cast in an area that has been purified for casting magic with the same alignment as the Caster's orientation. In any other case, failure is automatically Abysmal. When it is used to learn something other than spell or skill knowledge the Referee will determine the result.*

Kotothi Command — ALIGNMENT — Dark Elder

The spell allows the Caster to command Kotothi creatures. It must be cast in a purified area on a monthly basis for the Caster to retain his ability to do so. Those it is able to affect will not attack the Caster. They will obey any request or order that does not oppose their basic nature and desires.

Both an **MDV** Limit and an **HPV** limit are specified for this spell. The **EL** must exceed both for a Caster to command a creature. If it only exceeds one, the orders of the Caster are viewed as requests.

BMC — 5
RANGE — **EL+2"** (*A radius.*)
HPV LIMIT — **(EL+1)×6**
MDV LIMIT — **(EL+1)×4**

NOTE — *The Kotothi court is a hierarchy of power. This spell places the Caster into that pecking order. Those he can command will heed his will. Others, if intelligent, will expect deference.*

Leeching — ALIGNMENT — Chaos

The spell allows the Caster to consume the energy possessed by intelligent, animate life. It may only be used on a being with an **INT** rating of at least SIX. The effect of success increases the Casting Ability or Energy Level of the Caster as listed and harms the victim's Energy Level equally. It may be cast for either benefit.

For a person to be affected by this spell, the Caster must touch him. The contact must be maintained for a full turn. At the time of effect, the victim must be alive. The chance that the person touched is killed equals the percentage of their **EnL** that the spell drains, rounded down.

BMC — 2
INCREASE GAINED — **(EL squared)+3** Mana or Energy points.

IMPORTANT — Regardless of EL, the points that can be gained from any one creature cannot exceed the victim's Energy Level. The Mana gained may not increase the magic user's Casting Ability or Energy Level beyond his Current Ability. The Caster leeches Mana or Energy, not both. Points consumed in excess of these values are lost.

EXAMPLE — Aldwulf the Black is down 25 Mana Points. He casts EL6 Leeching on a bound woman to regain Mana. The cost is 14. He gains 39 Mana Points and uses them all. The woman loses 39 Energy from her EnL of 50. She has a 78% chance of dying.

Leeching — Alignment — Shadow

This spell allows the Caster to leech Energy from the shadow of another being. The target receives his full **MDV** in defense. Success increases the Energy Level and/or Casting Ability of the Caster from the victim's **EnL** and Casting Ability (if he has one.) The person leeched in this way dies if 100% of his or her **EnL** is consumed.

BMC — 2
Range — **EL** (*At **EL0** the Caster must touch the victim.*)
Damage — **(EL+1)×5**

EXAMPLE — An EL4 spell is cast and succeeds. The Caster's EnL and Casting Ability are increased by a total of 25. The victim's current Energy Level and Casting Ability are each reduced 25.

IMPORTANT — If a spell takes more Energy or Mana than a person has, it takes what he has in that area and no more. At no time may the total points received by the Caster be greater than the total amount drained.

EXAMPLE — An EL4 spell succeeds against a man with EnL20 and no magical training. The Caster drains 20 Energy killing the man. He receives 20 points to assign to his EnL or Casting Ability and nothing more.

IMPORTANT — No more than ⅔ of the points gained, rounded up, can be assigned to any one area. The remainder must be assigned to the other area. No points may be assigned to an area where none have been used or lost. Points that cannot be assigned due to this are lost.

EXAMPLE — An EL2 spell gains the Caster 15 points. He assigns the maximum, 9, to his EnL. The other 6 are subtracted from his Mana Points used, moving him back towards his full Casting Ability. If his Energy Level is at full strength, he loses the 6 that have to go there (assigning the minimum there.)

Leeching Darkness — Alignment — Chaos

The spell has no effect on those with innate Leeching, Death Powers or Darkness Powers. It is not negated by Light but cannot affect those who are surrounded by magical Light unless the Leeching **EL** is greater than or equal to the Light **EL**. It has the affect of Leeching but does not require the target to be unconscious or helpless. The spell lasts as long as there is Mana or Energy to regain and targets in Range.

The Caster is the center of the spell. It moves with him. If he casts other magic any Failure is Abysmal. Abysmal Failure results in the Caster being leeched in addition to any other affect. If the result of the Abysmal says the Caster is affected by the power he cast, the spell slays him.

This spell has the affect of Darkness at 50% of its **EL**, rounded down, in addition to its Leeching affect. See Darkness Powers for the factors that apply. See Leeching for the damage that applies.

BMC — 6
Range — **EL+1"** (*A diameter.*)
Duration — **(EL+1)×2** turns.

Liberate Shadow — Alignment — Shadow

As for Liberate Spirit, except the Caster sends his shadow on a specific mission. It returns when the mission is complete or it is recalled. While the shadow is gone, the Caster is unaware of his surroundings and of what the shadow is doing. He is defenseless. The only action he can take is to recall his Shadow, which requires a Will roll. The **EL** modifier for this spell increases his chance of a successful recall. Once the shadow returns, the Caster will know what it saw and did while it was gone. Per turn that it is gone, the Caster loses **1D6** Energy points. After a successful recall, the shadow returns in **1D2** turns. If it exceeds the recall Range in performing its mission, it must be summoned (**CL**1) to be recalled.

This spell can be cast at three times normal cost on a willing person other than the Caster. When this is done, that person suffers the disadvantages above. However, the Caster will be able to monitor the activities of that person's shadow and direct its performance of the mission in an intelligent manner. The person whose shadow is sent must still recall it. He is allowed to add ½ the Caster's Will to his own in doing so. If he fails the Caster must summon the shadow and force it back into the person's body before that person dies.

BMC — 4
Range — **(EL+1)×25"** (*The distance the shadow can be sent from the Caster and still be recalled without Summoning.*)
Speed — **MDV** (***MR** equals the Caster's **MDV**.*)
EL Modifier — **(EL+1)×5**

NOTE — *Shadow Weavers have this as an innate power. Their **EL** is determined as specified in Book One. They may liberate their spirit, with no **EL** modifier, at their innate **EL**. They may operate as normal while it is gone except they may not cast Shadow Magic. If Trained, they cast the spell at ¼ mana cost, rounded up, at any **EL** less than*

*or equal to their innate **EL** AND receive the normal **EL** modifier. They may not liberate another person's shadow unless they are Trained.*

Liberate Spirit — ALIGNMENT — Law

The spell releases the spirit of the Caster. While liberated, the spirit is capable of travelling, unhindered by physical reality, through Middle World areas. The speed of the spirit is it's **PMR**. The spirit can only be affected by attacks that can affect ghosts or insubstantial beings. It is immune to normal damage.

The Duration is the number of turns that the spirit can remain outside its body. While it is gone, the body is defenseless. If the spirit does not return before the duration ends, the body dies. If he returns before, he may enter the body and end the spell.

BMC — 4
DURATION — **(EL+1)×5** turns.
PMR — **EL+Mana Level**

Lichcraft — ALIGNMENT — Chaos

To perform this spell, the Caster must also be trained in Necromantic Powers. Success with the spell will make the Caster a Lich. Failure of any kind kills him.

As a Lich, the Caster becomes nearly the ultimate in evil. He will use all Necromantic Powers at two levels higher than his Current, and Maximum, **EL**. In addition:

A) **Invulnerability** — The spell requires that the Caster disembowel himself. On success, he is sustained totally by his magic and is immune to physical damage from any weapon not specially dedicated to combating Liches or the Dead.

   IMPORTANT — The Viscera of the Mage are kept in a specially constructed apparatus. The destruction of the apparatus, and its contents, is the only way that a Lich can be killed in normal combat. In general, it is hidden and Warded with potent magics.

B) **Immortality** — The Lich is immune to death. If the result of any magic used results in his destruction, and his viscera are unharmed, he will reform in **2D6−EL** days. If the result is zero, he will reform in **2D6** hours.

C) **Self Sustaining** — The Lich is required to cast 2 Mana Points per day to sustain himself. (*Success is automatic*). He does not require any form of normal sustenance, i.e. food, water, etc.

D) **Power over the Dead** — In addition to his advantage with Necromantic Powers a Lich is a master of the dead. When he animates any, or makes a zombie, he is NOT required to cast Control the Dead. Animated dead automatically heed his will unless someone else controls them.

E) To destroy a Lich, other than through destruction of the apparatus supporting him, 100% of the Hit Points that he can take must be inflicted in ONE Phase by a power that is capable of affecting him. If not, the damage has no effect on him.

This spell is only cast once. It fails automatically if the Caster does not have a Chaos orientation. Once it succeeds, the Caster may only use Chaos Powers and General Skills.

The power of the Lich is derived from the apparatus that supports him. The Range listed below is the MAXIMUM distance that he can be separated from this device and survive. In all cases, at all times, he will know the precise location of his apparatus. He is also aware of any person or thing that touches the apparatus as soon as such contact is made.

BMC — 20
RANGE — **(EL+1)×10** miles*

*The Lich is not locked into the **EL** at which the spell is initially cast. He may improve the apparatus without Mana Cost as his **EL** in this spell is increased. The time to do so is one day per **EL**, i.e. to increase from **EL8** to **EL9** takes nine days.

NOTE — *In Persian myth, the Lich is truly immune to death. When he is killed, his soul turns into a black mouse. As a mouse, he must kill a rat. When he does, he becomes a rat. As a rat, he must kill a cat. Becoming a cat, he must kill a dog. As a dog, he must kill a leopard; becoming a leopard, he must kill a Man. On killing the Man, he returns to human form and regains all of his magical powers. If, in any stage of the rebirth process, he is killed or dies, he is truly dead.*

OPTIONAL — If the rebirth process indicated in the note is used, and a Lich succeeds in regaining human form, he must rededicate himself as a Lich to regain his status as one. He is reborn as a normal human who is as old as the Lich was when he first succeeded with the rite. He will lose ONE Energy point per day until he completes his re-dedication. Points lost in this way are only regained if and when he rededicates himself as a Lich. If his **EnL** reaches zero before he does he is dead.

Life — ALIGNMENT — Neutral

The Caster is able to focus and impart the power of Life itself. The spell is primarily used to give Life to creations. It grants other benefits that are at least as valuable.

The Life spell may be used in any situation where Resurrection or Revivification are appropriate. It can only be so used if the person has been dead less than **EL+3** days. If the Hit Points gain provided is sufficient to bring the corpse back to its minimum **DTV** level, the person lives again. His attribute values and skills are as they were at the moment of his death.

Use of the spell in this manner does not alter the corpse substantially. Unless it is a viable body, returning it to life in this manner is worthless. He will die seconds after he lives again. It will not work in this manner on any corpse that has been subjected to Necromantic Powers.

Life may be used to return lost Energy. When it is, the Damage below is added to the **EnL** of the person being helped. The spell may not be used in this manner, on anyone, more than once in a given month. If it is the result of Success is their death. In such cases, the Caster loses twice the normal Damage AND suffers an Abysmal Failure.

The spell is usable as an attack weapon against beings that are a form of corporeal Unlife. Those who qualify in this regard take the Damage listed to their **EnL**. If the spell attack reduces the **EnL** to zero or less the creature

is destroyed. Nothing is left but a pile of flaming dust. Success on any being that can be affected stuns them for **1D3** phases. This applies to any animated corpse, zombie, Akhkharu or other dead being who walks.

EXAMPLE — The Caster is attacked by a Lamia. He casts EL6 Life and succeeds. The Lamia loses 2D10+18 from her EnL and is stunned for 1D3 phases.

When using the spell to resurrect, revivify or heal an **EnL** the Caster must touch the person to be affected. For all other uses the Range applies.

BMC — 15
RANGE — **EL+1"**
HIT POINTS HEALED — **(EL+1)×2** (*Added to Hit Points and Energy.*)
DAMAGE — **2D10+EL×3** (*Energy restored or Damage caused.*)

Light Powers — ALIGNMENT — Law

The members of this family are:

LIGHT
KILLING LIGHT
RADIANT LIGHT
STROBE

The descriptions follow below:

Light The creation of magical light in an otherwise dark area. It can only be created in darkness. The Range is its radius of effect. The Damage listed is only suffered by creatures that are afflicted by Light. No damage is scored against any other creatures. The duration is the number of phases that the effect will last.

BMC — 1
RANGE — **EL+1"** (*A radius.*)
DURATION — **(EL+1)×4** phases.
DAMAGE — **(EL+1)/2**, rounded down, per phase.

Killing Light This spell is projected at a specific target. If the spell succeeds and, on a second roll, HIT or better is scored on the Combat Table, using the **MEL+EL** as the **OCV**, the target is dead. In any other case, success results in scoring the Damage below.

EXCEPTION — If the creature is afflicted by Light, the second roll is taken. Any type of Hit will kill. If the spell Succeeds and a Miss is rolled, the Damage determined for the spell is increased by (EL+1)×2.

BMC — 6
RANGE — **(EL+1)×2"**
DAMAGE — **3D6+EL**

Radiant Light The spell creates a blinding flash of light in its effect area. Any creature affected by the light is stunned for the Duration indicated. Creatures afflicted by Light suffer the Damage indicated and are stunned for twice the normal Duration.

The effect of being stunned will reduce **OCV** and **DCV** by 50% each, rounded down. In addition, the **EL** must be added to all combat rolls for as long as these factors are affected.

BMC — 4
RANGE — **(EL+1)/2"** (*A radius.*)
DURATION — **EL+1** phases (*The time that an affected victim is stunned. The effect itself has no duration to it.*)
DAMAGE — **(EL+1)×3** hits.

Strobe This spell creates rapid flashes of light. It causes the enemy to be disoriented. Actions seem to be slowed. The Range is where the light is concentrated enough to have an affect. It can still be seen outside the listed Range.

Victims of the spell must roll **(W+Em)/2**, rounded up, adding the **EL** of the spell to their roll in order to take any action. On Partial Success they may move one hex or take some other action adding the **EL×2** to their roll for Success.

BMC — 2
RANGE — **(EL+1)×2"**
(*A diameter.*)
DURATION — **EL+1** phases.

NOTE — *Light, Radiant Light or Strobe do not affect blind targets unless they are a supernatural being that is afflicted by Light. Killing Light can still affect them.*

Lower World Travel — ALIGNMENT — Varies

With this spell, the Shaman liberates his spirit and enters the Lower World. The journey is only made spiritually, his body remains in the Middle World. The effects are as for Liberate Spirit except that the spirit of the Shaman can physically alter the environment that it travels through, i.e. the spirit is capable of using any magic that the Shaman can use. In spirit form, the Shaman is automatically oriented to his magic. He is not required to cast an Orient Self spell or utilize his magic drum to cast magic.

The Shaman's spirit is a physical presence in the Lower World. The spirit can be damaged as normal by any type of attack. Damage that he suffers appears immediately on his body in the Middle World.

BMC — 4

Luck — ALIGNMENT — Sidh Magic

The spell is used to increase or decrease the Luck of the person affected. The result is a modifier that is subtracted from, or added to, ANY roll that the victim takes while the effect lasts. No more than one such spell can affect any person at one time.

BMC — 2
RANGE — **EL+1"**
DURATION — **(EL+1)×5** phases.
MODIFIER — **EL+1**

NOTE — *Luck does not add to damage rolls, although it increases the Hit Chance.*

EXAMPLE — A Character's Luck is increased with an EL5 spell. The effect lasts 30 phases. While affected he subtracts 6 from all rolls, whether jumping a wall or engaging in combat.

Lycanthrophy — Alignment — Chaos

This is a major ritual curse. It must be cast on an altar purified for Chaos magic at the height of the full moon. The victim must be aware as he is cursed. Seeing the full moon at the height of the rite's casting seals the affect on him. The victim of a Lycanthrophy curse is possessed by a bestial demon when the moon is full. He is an uncontrolled killing machine from dusk to dawn.

While afflicted the victim operates as a rabid individual of the species selected would. His senses are akin to those of that animal. He is immune to damage from any weapon except those made of or coated with silver. The form taken is the most prevalent predator in the area where the individual is cursed. The Caster may vary this if he chooses. The cost to do so is DOUBLE casting cost.

The basic attributes of the Lycanthrope are listed in the Creature section (see Were-creatures). His **INT** while affected is five. He has no control or recollection of what he does while he is in beast form.

This curse can only be cured by a Priest who casts Negate Curse spell on a purified altar at noon. Enhanced wolfbane must be used in the ritual. The **EL** of the Negate Curse spell must be higher than that used to curse the victim. Offensive magic that operates by creating a physical weapon has no effect unless the weapon is silver or dedicated to the destruction of were-creatures. Other offensive magic has 50% of its normal affect, rounded down. These limitations only apply while the person is inhabited by the possessing demon.

BMC — 8

OPTIONAL — The Referee may allow Exorcism to cure Lycanthrophy. If so, enhanced wolfbane must be used and the Caster's **EL** in Exorcism must be at least TWO levels higher than the **EL** of the curse. If so, he can exorcise the demon. Once he does, a twenty four hour Purification ritual will keep it from returning. The only time it is possible for a Shaman to begin this procedure is on the last night of the full moon in a given month. (*The demon must be present to Exorcise it and the Purification must be done before the next full moon to keep it from reclaiming its mount.*)

IMPORTANT — Anyone cured of Lycanthrophy has DOUBLE MDV in resisting demonic possession for the rest of his life. The power used to save him makes this so.

Mana Powers — Alignment — Neutral

The spells that belong to this family are:

Mana Curse
Mana Reading
Mana Sending
Mana Sensing
Mana Shield

The member spells are described in alphabetical order in the sections that follow:

Mana Curse The affect is similar to Mana Shield. If the person trying to read Mana does not have the **EL** to pierce the Shield he is hit with a Mana Bomb (see Mana Sending below.) The **EL** of the bomb equals the **MEL** of the Caster of this spell. The affect of this bomb is only felt by the person who attempted to read or sense the protected individual. If the detector is strong enough to pierce the shield it discharges without affect. The Caster is left with a Mana Shield only.

BMC — 8

Mana Reading The spell allows the Caster to read Mana. The information he can gain is as stated for the Sidh Innate Ability. If he is in contact with the person to be read, the cost to cast the spell is 50% of normal, rounded up.

BMC — 2
Range — **EL+1"**
Duration — **(EL+1)×2** turns. (*The Caster may end the spell when he wishes at no additional cost.*)

Mana Sending This spell can be used in four distinct ways. They are:

A) Communication — This lets the Caster send messages. The number of words a message can contain equals **(EL+1)×3**. His sending Range is **EL+1** miles squared. If the recipient is awake the message is received as a telepathic message. Otherwise he receives it as a dream. The speed of any message is **EL+1** miles per hour.

EXAMPLE — Abnaric casts an EL10 spell. It can travel 121 miles and contain 33 words. Its travel speed is 11 miles an hour. If he sends it at his best range it takes 11 hours to arrive.

OPTIONAL — Casters may send messages at extended range if they choose. Per 100% increase in range, 10% of the message is lost, garbled or altered.

B) Observation — Magical spheres can be formed and sent to observe. They must remain within **(EL+1)×10** hexes of the Caster. They see, as for normal vision, with a range of **EL+1** hexes. These spheres can pass through obstructions but cannot see through them. The time to pass through is up to the Referee. The tougher the material, physically and magically, the longer it takes. Mana Spheres are visible with an **Em** roll.

The Caster may not cast other magic while the sphere is in force. The higher the **EL** cast the greater the clarity of the sphere's vision. The Duration for this sphere is **(EL+1)×3** turns.

C) Recharge — Magic-users with an affinity for each other may use this spell to exchange Mana, regain Energy and heal. To have an affinity they must be bonded in a tangible way. Examples are marriage, blood relations and sworn devotion to the same divine force. The Referee will decide if an affinity exists.

If there is no affinity the spell may only be used for Energy replacement. The receiver gains **EL+3** Energy points. The sender gives up as many. The range for sending is **EL×2"**. If the result is zero, touch is required.

With affinity the recipient can assign the points received to his Casting Ability, **EnL** or **HPV** as he chooses. All other factors are as specified above.

The Caster may use this spell to drain up to **(EL+1)×3** Mana from his "colleague" if that friend is willing. When the spell is used in this way it drains the maximum for the **EL**. The Caster has no control over that. If that provides more Mana than he needs to refill his Casting Ability the excess is wasted.

D) Mana Bomb — The spell must be cast at DOUBLE cost to use as a Mana Bomb. The effect creates an explosion of magical energy. It has a range of **(EL+1)×2** and affects an area equal to **(EL+1)/2**, rounded up. The bomb affects any target in the area that has innate magical abilities. The strength is **(EL+1)D6**. If the number rolled exceeds the **MDV** of the target, he is stunned for a number of phases equal to the amount that the **MDV** was exceeded. If the **MDV** is not exceeded the spell is a slap the target ignores.

EXAMPLE — Aloysius casts an EL4 Mana Bomb. He rolls 5D6 and gets a 21. Anyone with an MDV of 21 or higher ignores the spell. Those with MDV20 or less are stunned for one phase per point the MDV is exceeded. If one has an MDV of 5 and another an MDV of 18 they are stunned for 16 and 3 phases respectively.

BMC — 4

Mana Sensing The effect of this spell is as specified for the Sidh Innate Power. It has a Range of **EL×3"** and is blocked by solid obstacles. The Duration is **(EL+1)×5** turns.

BMC — 1

Mana Shield The spell gives the Caster a defense against Mana Sensing, Mana Reading, Soul Sight, Divination and Detection. It has no affect against the Shadow version of Soul Sight. Where the user of these spells is using them Innately (without formal magical training) the affect of this spell is doubled. If the Caster wishes to place the spell on someone other than himself he must pay DOUBLE Mana cost to do so.

A person protected by a Mana Shield is undetectable by a Caster using the spells listed above unless the **EL** in any of his magical abilities exceeds the **EL** of the Shield (or exceeds **EL×2** if the detector uses an Innate ability to detect.) Where the chance of detection is expressed as a percentage, subtract **(EL+1)×15** from that chance. If the detected person is strong enough to be seen through the Shield, he is only seen at a reduced Range. Determine the Range for the detector based on an effective **EL** of the detection spell that is reduced by the **EL** of the Mana Shield.

EXAMPLE — Vaj the Faerry is EL5 in Mana Sensing. The Caster has EL8 in his strongest magical ability and is protected by a EL3 Mana Shield. The Caster can be sensed by Vaj if he is in range to be observed by an EL2 Mana Sensing spell. If not he won't be sensed.

BMC — 2
DURATION — **(EL+1)×5** turns. (*The Caster may increase this Duration after Success if he wishes. Per Cost to cast the **EL** paid, the Duration doubles.*)

Marbles — ALIGNMENT — Sidh

This spell creates marbles from ordinary rocks and pebbles. It can be cast in two ways. Cast at normal cost it converts pebbles or rocks to perfectly spherical marbles. The Duration is as specified below. After this duration, the marbles return to their original shape. Cast at DOUBLE cost it allows the marbles to be stored in a leather bag for later use. In that case the Duration is in days instead of turns. There must be enough rock material available locally to create the marbles. The material must be broken up to form the marbles.

BMC — 1
RANGE — Touch.
DURATION — **(EL+1)×5** turns.
NUMBER CREATED — **1D10+EL** (*Number of marbles created.*)

Masquerade — ALIGNMENT — Elder

The spell makes the actual features of the Caster indistinguishable. On Success, each person that sees him will see him as a valued friend or relative. The effect lasts until the duration ends or until the Caster attacks a person who is fooled by the spell. In either case, he assumes his true appearance.

To cast the spell on a person other than himself, the Caster must expend DOUBLE the normal Mana and the person must be willing. The spell only affects the sight of intelligent, humanoid creatures. Others senses and beings are unaffected.

BMC — 1
RANGE — Touch.
DURATION — **(EL+1)×20** turns.

NOTE — *People who are not affected by the spell see the Caster as who he is. In order for them to convince those who are affected by the spell, they must succeed rolling their **Influence Chance**/2, rounded down.*

Might — ALIGNMENT — Law

The person affected will have his Strength increased for the duration of the spell. The amount of Increase, divided by 5 and rounded up, is the damage resistance gained from the spell, as for Invulnerability.

To affect a target, the Caster must touch him and he must be willing. No person affected by this spell may use magic of any kind. The magic user may never cast this spell on himself.

BMC — 1

DURATION — **2** turns (***EL** factor applies as a power.*)
INCREASE — **(EL+1)×5** (*The points that the Strength rating is increased for the entire duration. All factors that use **S** also increase.*)

NOTE — *At the Referee's option, this spell will have a draining effect on the person affected. Per point of Increase, reduce the Energy Level by 1. If the result is zero or less, the Character will go into a Coma when the duration ends. A Cure Disease spell will be required to regenerate his Energy Level to a rating of 1. Until then, he can do nothing.*

Mist Powers — ALIGNMENT — Sidh

The spells that belong to this family are:

BURNING MIST
CONCEALING MIST
HEALING MIST
SENSATION

The member spells are described in alphabetical order in the sections that follow:

Burning Mist The Caster creates a caustic mist that can damage those within it and, if affected, harm metal. He must specify the center point somewhere within his Range. If he puts himself in its diameter he can be affected.

This mist interferes with a person's ability to concentrate and fight. Any magic-user attempting to cast a spell in its affect area must make a Will roll first. Anyone within the affect area adds the **EL** to all rolls he must take (i.e. combat, magic, etc.)

Metal in the affected area rolls on the Magic Table with a **BL** equal to the **EL** of the spell. If the result is success, the item's **FV** is reduced by the Damage specified. Magic items add their **MDV** to this roll.

NOTE — *Beasts and creatures that are not affected by acid ignore this spell. Metal they have in their possession does not.*

BMC — 5
RANGE — **(EL+1)×2"**
DURATION — **EL+1** phases.
AREA AFFECTED — **EL+1"** (*A diameter.*)
DAMAGE — **EL**

Concealing Mist The spell creates a thick mist that obscures vision, No one can see into this mist, even if they are in it. Only the Caster's vision is unaffected by it.

While it lasts, the spell moves with the Caster. Others within it will be unable to tell the direction of movement unless the Caster informs them in some way. The Caster may not use any other magic while the mist lasts. If he begins any, the mist is negated.

Persons in the spell, that attack, add the **EL×2** to their roll. No attack is allowed unless they are in the same hex as someone else. The Referee will tell them that they are in the same hex as someone else, but will not tell them who unless it is somehow obvious. The Caster can see through the mist and is not affected in this way.

Missile Fire into this mist will have the **EL×5** added to the roll. The firer will be unable to see any target. He must specify a hex and hope that if something is hit it will be an enemy. All fire into this mist will use quadrupled range values. Fire spells cast into the mist will consume any portion of it that the spell contacts. Persons in the sections that are burned away may be damaged by the fire.

If the Caster is damaged, the spell is negated. The Caster can be anywhere in the cloud created. He is not required to remain in the exact center.

BMC — 1
RANGE — **(EL+1)/2"**, rounded up.
AREA AFFECTED — **EL+1"** (*A radius.*)
DURATION — **(EL+1)×3** turns.

Healing Mist The Caster generates a greenish mist that surrounds a specified individual until the desired affect is achieved. The mist may be used to heal damage, replace lost Energy or negate poison. The person affected is comatose and immobile while the mist works.

For damage and Energy replacement the mist replaces a set number of points each turn. When the target is completely recovered the mist dissipates.

EXAMPLE — A warrior is down 29 hit points. His elf friend casts this spell at EL4. Per four phases the warrior heals two points. In fifteen turns (sixty phases) he wakes completely healed. Until that occurs he is comatose.

In negating poison use the curative factor specified for the **EL** divided by TWO, rounded down. Per four turns in the mist the **BL** of the poison is reduced by that amount. When it is reduced to less than zero the poison is negated.

NOTE — *Poisons continue to have their affect while this spell works. If the toxin is truly virulent the target may die before the mist saves him.*

BMC — 3
RANGE — **EL** (*At **EL0** touch is required.*)
POINTS HEALED — **EL/3+1**, rounded down.

OPTIONAL — This spell may be cast at DOUBLE cost. If so, the radius of its affect equals the Range. Every entity in that area is affected by the curative factor. They are not comatose. When it is used in this way it can only be used to heal damage or replace lost Energy.

IMPORTANT — The Caster must remain within Range of the target while the spell works. If he moves out of range, the spell stops at once. He may cast other magic while it is operating on someone unless his range is zero.

Sensation The Caster creates a barely perceptible mist. Its affect increases the affect of all sensations. Anyone damaged while affected suffers as for a Pain spell at half the **EL** of this spell (rounded up). Other affects of the heightening are obvious (i.e. being touched feels SO nice, etc.) The Referee will determine how they apply in the game situation.

If the Caster enters the affect area he can be affected. He may cast magic while this spell is in force. Each person in the affect area rolls to be affected. Those who are not roll again each turn if the mist is still present and they are in its area.

NOTE — *The Faerry Sidh enjoy using this power at their soirees. It makes the night enjoyable.*

BMC — 2
RANGE — **(EL+1)×2"**
DURATION — **(EL+1) squared** phases.
AREA AFFECTED — **EL+1"** (*A diameter.*)

Music — ALIGNMENT — Law

The spell has a soothing effect on dumb opponents (**INT4** or less). Any non-intelligent creature that is affected will be unable to attack while the duration lasts. If attacked, he is taken unaware. Any combat will instantly negate the effect of this spell. It will not operate in a hostile area. Once the spell is in effect, the Caster may move and cast other magic without restriction.

If the target affected is Intelligent, he will be stunned for one phase, i.e. he is hesitant while trying to figure out where the music is coming from. Those with an intellect of 5 or more are considered to be intelligent.

While creatures are mesmerized by the music they will not move more than one hex per phase.

BMC — 1
RANGE — **EL+1"** (*A radius.*)
DURATION — **(EL+1)×2** turns.

Necromantic Powers

ALIGNMENT — Chaos

The members of this family are:

ANIMATION
COMMUNICATE WITH THE DEAD
CONTROL THE DEAD
CORRUPTION
DARK KNOWLEDGE
THE BLACK CURSE
THE SEEKING DEATH

NOTE — *The ONLY Necromantic spell Wizards who do not have a Chaos orientation should use is Dark Knowledge. Add 20 to the roll for Success if a non-Chaos wizard tries to use the other spells. If the result is Abysmal Failure, add 20 to the roll for that.*

The descriptions follow below:

Animation The spell gives the dead the power of movement. It can affect any corpse or skeleton. The **MDV** is ½ of that for the living creature, rounded down. On being animated, the corpse remains unmoving for **1D3+EL** phases. During this period, it must be controlled. If it is not controlled, it will attack any living being including the Caster.

To affect the corpse or skeleton, the Caster must touch it.

BMC — 1
DURATION — **2** days. (***EL*** *factor applies as a power.*)
HPV LIMIT — **(EL+3)×5**

EXAMPLE — A Necromancer and his legion of corpses survive an attack by a dragon. He wants to animate it. Sadly, the HPV of a dragon is 75 and his EL is 7. The largest corpse he has the power to raise is HPV 50. He makes a note of the place, looking toward the day when he is EL12.

Communicate With The Dead As for the Communicate spell. This spell is used to give commands to dead beings that are under the Necromancer's control. It has no other use.

BMC — 1

Control the Dead The spell allows the Caster to completely control the actions of any dead creature, that he animated, in his effect area. The Caster can see through the eyes of his dead when he wishes and does not have to be able to see them in order to exercise his control. Once control has been achieved, it lasts until it is dispelled or until the corpse is no longer animate.

BMC — 2
RANGE — **2"** (***EL*** *factor applies as a power. A diameter.*)

NOTE — *Per corpse controlled, the Caster must spend 1 Mana Point per week. If this magic is not allocated, control is lost and the being will turn on the Caster and all other living beings. If the Caster is a Lich, he does not count as a living being (see Lichcraft).*

Corruption As for the Corruption spell. It may be used on the living or on corpses. When used on corpses, the **EL** is doubled and the Caster subtracts **EL×2** from a subsequent roll to animate and/or control them.

BMC — 5

Dark Knowledge The spell is used to question the spirits of the dead. The spell can only be cast when the Necromancer is within his Range of the corpse or skeleton of the spirit that he is attempting to question.

If the spell succeeds, the spirit will answer a number of questions equal to the **EL+1**. The answer will be literal truth and, whenever possible within this limitation, should be misleading or specious.

In all cases, the spirit can only answer questions that the Referee determines that it would know. If a question is asked, and it does not have the knowledge, it will disappear and the spell is broken.

Any person, other than the Caster that is not protected explicitly, that is in the sight of the spirit, is subject to attack by it. The attack will be as for a SPIRITUAL EDIMMU. The cost to protect others is an additional 2 Mana points per person.

BMC — 7
RANGE — **EL/2"**, rounded down. (*When the result is ZERO the Caster must touch the corpse of the spirit he is questioning.*)

The Black Curse The spell only affects bound, animate beings. The Caster must have portions of the being's anatomy, i.e. hair, nails, etc., and must be within 2" of the being himself. THE MAGICAL OPERATION MUST BE CAST ON A FORMAL ALTAR PURIFIED FOR THE PRACTICE OF NECROMANCY. If any of the above conditions do not exist, the spell fails Abysmally.

If the spell Succeeds, the victim becomes the total slave of the magic-user. He has no chance to rebel. He dies and is automatically animated and controlled, without additional cost.

The spell will only affect Humans. The spirit is blasted into the hells by Success. What remains is a will-less Zombie. The effect lasts until a Negate Curse spell of the same **EL** or higher is cast against the Zombie or until the Caster dies.

The Zombie created will have the following attributes:

A) **I**, **W**, **E** and **Em** reduced to 0.
B) **A** and **D** reduced 50%, rounded down.
C) **S** and **St** doubled.
D) **HPV** equals **(S+St)/4+EL**.
E) **OCV** equals **HPV/5+SB+StB**
F) **DCV** equals **2+AB+DB**. The minimum **DCV** for any Zombie equals ZERO.
G) **NAV** equals **EL/2**, rounded up. (*The zombie feels no pain, thus gaining this benefit.*)
H) **MR** equals **9+DB+AB**.
I) **C**, **EnL**, **NWI** and **DTV** all equal zero.
J) The Zombie will only heal if the Caster heals him magically. In any other case, damage is permanent.

BMC — 13

The Zombie is a walking corpse. Magical healing is required for it to heal. It cannot be affected by a spell that attacks the mind or drains Energy. It has neither. No zombie can be resurrected. This rite destroyed its spirit. There is nothing to bring back.

NOTE — *Killing a Zombie stops it from acting effectively until the next night. To stop it permanently one of two methods is required. A Negate Curse spell must Succeed. The other method is to fill its mouth with salt and sew it shut. That stops it from rising as long as its lips remain sealed.*

The Seeking Death The spell creates an avenging death spirit to attack a specific enemy. To attempt the spell, the Caster must have a fragment of the enemy's anatomy, i.e. hair, nails, etc. If the spell Succeeds, a figure in white of terrible power will begin to materialize in sight of the enemy. It will only be visible to the Caster and the enemy. As it grows, it darkens and becomes solid. When it reaches full maturity, it will attack the enemy. The time to maturity varies with the **EL**.

The attributes of the creature are:

A) Identical to those of the enemy, except no expertise and its **HPV** equals his **HPV/2** rounded up.
B) The Hand of Death, **EL** equals the Caster's **EL** in the Seeking Death. **MEL** equals the Caster's **MEL divided by 2**, rounded down.
C) **MDV** equals the Caster's **MDV**.
D) **PMR** 8.
E) **OCV** equals **HPV/5+EL**, rounded up.
F) **DCV** equals **EL**.

EXAMPLE — A Seeker is created to destroy Vlad Stonehand. The Seeker will have the physical characteristics above. The HPV is (52/2) 26. The PMR is 8. Each time that it hits, a saving throw is required against the Hand of Death. If the Caster has MEL6, EL5 and MDV12, it has EL5, MEL3 and MDV12.

The Range of this spell is unlimited. It lasts until the creature is dispelled, killed or kills the enemy. The creature can only be seen at night. It will have a twisted version of the appearance of the person that it is intended for. It will always be within **1D10−1"** of the enemy that it is created to kill.

BMC — 9
TIME TO MATURITY — **30 days−(EL×2)** (*If the result is zero, it attacks immediately.*)

NOTE — *While the Seeker is maturing, the Caster may not cast any other magic. He is consumed by this effort. If he casts any other spell, the Seeker will turn on him. Until it is fully formed, and the attack is resolved, the Caster must spend every night administering to this spell. If not, it will attack him.*

Negate Curse — ALIGNMENT — Law

The power operates as for Dispell/Banish against those spells that specifically state that this spell will negate them. The Caster must touch the person or thing that is to be affected. In most cases where this spell is required it is the only cure.

OPTIONAL — The spell may be cast at DOUBLE cost. When it is the wizard is allowed to use **EL+WB** as his effective **EL**. If he does this, and fails, the wizard loses five times his effective **EL** from his **EnL** and passes out for one minute per point lost. The spell should only be used in this way when nothing less can possibly save someone.

BMC — 6

Oblivion — ALIGNMENT — Balance

The spell transports the victim to Oblivion. From that point, he ceases to exist in any meaningful sense until the duration ends. The Caster who sent him can recall him at any time. The cost to recall is twice that required to send him in the first place.

While a victim is in Oblivion, he does nothing. He is not affected by the passage of time in any way. When the duration of the spell ends, he will return to the place from which he was sent exactly as he was when he was sent. To him, it will seem that he had a momentary blackout though years may have passed.

A Hit Point Limit applies with this spell. If the creature is larger, the amount of the excess is added to his **MDV** in defending against the spell. If the result of this spell is Abysmal Failure, the Caster is sent into Oblivion by the spell. He must remain there until the duration ends.

BMC — 4
DURATION — **2** months. (***EL*** *factor applies as a power.*)
RANGE — **(EL+1)×2"**
HIT POINT LIMIT — **(EL+1)×6**

EXAMPLE — EL10 Oblivion is cast. It has a Range of 22" and will send the target away for 2048 months (over 170 years.) The Hit Point Limit is 66. If it is attempted against a Dragon with HPV 75, 9 is added to the Dragon's MDV in resistance.

Open Prison — ALIGNMENT — Law

The spell opens every lock within it's effect area. Magical locks may use an **MDV** to resist the influence of this spell, they are the only locks that do not open automatically.

The Range for this spell is a 60 degree cone, as for the Fire Ball. Any doors unlocked in this way automatically swing open. If a door is not locked, but is barred or bolted, the spell has no effect on it.

BMC — 3
RANGE — **(EL+1)/2"** (*Value is length of sides.*)

NOTE — *This applies to all locks in the zone whether the Caster knows they exist or not.*

Orient Self — ALIGNMENT — Shamanic

Success with his spell is required before a Shaman can cast any other Shamanic magic. For this spell only, the Shaman may subtract his **MEL×2** from his roll, in addition to his **EL** modifier (for the highest **EL** he knows, not the **EL** cast) and **MDV**. The trance created lasts for the specified Duration.

EXAMPLE — Thundering Antelope is MEL9/EL7. His MDV is 19. His chance to succeed with this spell is his BL9 chance with (18+14+19), 51 subtracted from his roll.

Once a Shaman is attuned to the source of his magical powers, his use of the power becomes almost innate. To reflect this, all Shamans may add their **EL** in the Orient Self spell to their Casting Speed with all other Shamanic spells. The increase gained in this way may not be used to effect the casting speed of the Orient Self spell and may not be used to more than DOUBLE the Casting Speed of his other Shamanic spells.

EXAMPLE — Kaiepas of the E'ponischa is MEL12. His EL in Orient Self is 7. He can increase his Casting Speed by 7 for all Shamanic spells in which his normal speed is 7 or more. (Where his speed is less, the speed is doubled.) If he casts at his full ability (MEL12/EL7) he remains oriented for 57 phases.

NOTE — *The spell only affects the Shaman. It places him in a hypnotic trance in which his arts can be focused. While in this state, his mind operates on two levels of consciousness, one magical and the other physical. The Shaman's drum is required to enter this state regardless of the experience of the Shaman.*

BMC — 1
DURATION — **(MEL+EL)×3** phases.

Origin Powers — ALIGNMENT — Shamanic

The members of this family are:

DISSOLUTION
INANIMATE CREATION
REPULSION

The descriptions follow below:

Dissolution The spell requires the specific description of a person or creature AND the possession of material derived from its anatomy. If the spell succeeds, and both factors are correct, the victim ceases to exist. He dissolves into the earth. For the spell to succeed, the victim must be in contact with the earth when it is cast. If he isn't, the spell is automatically an Abysmal Failure. The victim's **MDV** is used to resist. If he is aware the spell is being cast against him use **MDV×2**.

BMC — 7
RANGE — Unlimited

NOTE — *An area purified for Shamanic magic is required to cast this spell. Preparation for this ritual will take two weeks. It can only be cast after this period is expended. All days expended must be consecutive and the spell must be cast on the 14th day.*

Inanimate Creation The spell requires 2 weeks of preparation, as for Dissolution. It must be cast in a purified area. By the precise definition of all attributes of an inanimate item, the Caster can cause it to come into being next to him. The spell must be cast at night. If it is cast at any other time, it fails.

To succeed, the item created must:

A) Be something that the Shaman has made a detailed inspection of.
OR
B) Be something that the Shaman has the skill to make in the normal manner.

The Permanence Factor is the chance that the item created is a permanent feature of existence. If the value determined or less is rolled, it is. If not, it will fade away in **EL+1** days.

Per Magical trait that is placed on the item, add 10 to the roll for Permanence.

BMC — 9
PERMANENCE FACTOR — **(EL+7)×5%** (*The percentage chance that it is permanent.*)

Repulsion The spell will repel every creature that fits the general description given, that is affected. Effected creatures will be stunned by the effect. They must flee at 50% **MR** rounded up, for a number of phases equal to the number of turns that they are stunned. Flight is directly away from the Shaman.

While the spell is in effect, the Shaman may not leave the place that he cast it from. All creatures described must roll to be affected each phase that they are in the effect area. Any that are affected twice are catatonic.

BMC — 8
RANGE — **(EL+1)/2"**
DURATION — **(EL+1)×2** turns.
TURNS STUNNED — **EL+1**

NOTE — *Stunned targets add the **EL** to all rolls. Their **OCV** and **DCV** are halved, rounded down.*

EXAMPLE — The general description of a Goblin will serve to repel all Goblins. The Shaman cannot use this spell against any creature that he has never seen. Three phases are required to prepare for the casting of this spell. The Orient Self spell is cast on the third phase of preparation. If the shaman is already oriented, he may cast this rite in two phases (if he has the casting speed to do so.)

Painlessness — ALIGNMENT — Law

The effected target is immune to any adverse movement effect from damage. For magic-users, damage will not disrupt their concentration. Others are not slowed by it.

The spell may also be used to cure the effects of a Pain spell. The **EL** of the spell reduces the **EL** of the Pain spell. Subtract its **EL** from the Pain **EL**. If the result is less than zero, the Pain is gone while the duration lasts. If it is zero or higher, the Pain spell operates at the lower level.

BMC — 3
RANGE — **EL+1"**
DURATION — **(EL+1)×3** turns.(*If this spell ends before the Pain spell that it is negating, the Pain begins anew.*)

Paralysis — ALIGNMENT — Varies

The spell freezes the voluntary muscles of the victim. He may not move for the Duration specified.

BMC — 3
RANGE — **(EL+1)×2"**
DURATION — **(EL+1)×2** phases.
MAXIMUM STRENGTH — **(EL+1)×10***

*If the victim is stronger, the **EL** is added to all combat rolls and the **MR** is reduced by 50%, rounded down. The victim can move with a struggle. The effects of multiple spells are not additive.

Peace — ALIGNMENT — Elder

The spell creates an area in which the creatures affected cannot engage in hostile activity of any kind. On Success, all affected creatures will cease fighting. Any combat in the area afterwards will negate the effect of the spell for the combatants involved. Missile fire or magic cast into the area is considered to be combat. At all times, the Caster is affected by his own spell.

Once cast, the area remains in place. The Caster may move and cast other magic if he desires to do so. Any creature that enters the effect area can be affected by the spell.

BMC — 3
RANGE — **EL+1"** (*A radius.*)
DURATION — **(EL+1)×2** turns.

Perception — ALIGNMENT — Shamanic

The spell is cast to learn the benefits and uses of a specific item or thing that is in the possession of the Shaman. While it is cast, the item must be in contact with the Shaman. If the spell succeeds, the Shaman learns the basic attributes that it has, it's Alignment and the correct means of using it's powers.

This knowledge is not possessed on a conscious level. It is his only known when he is in the trance created by the Orient Self spell. At other times, he will know it has value but will not know exactly what that value is.

BMC — 3

Perfection — ALIGNMENT — Neutral

This two week ritual is cast on willing, living entities. It is used to enhance mental and/or physical attributes. Those with **EL5** competence or less can only affect physical attributes. From **EL6** to **EL10** they can affect physical or mental attributes. In both cases, half of the gain received by the selected group of attributes (rounded down) is subtracted from the other set. If mental attributes are enhanced, physical are reduced and vice versa.

At **EL11** and higher the Caster may perfect both sets of attributes at the same time or either set of his choice. When used at these **EL**, no reduction in Characteristics occurs. If he chooses to alter both at once he must select mental or physical as the primary set to be modified. The secondary set receives a lesser increase.

The spell is cast daily for two weeks. Subtract 5% per Failure from the listed Success Chance. If the spell Fails all Attributes that stood to gain are reduced instead. The Native Ability reduction equals **EL/2**, rounded down. The minimum reduction is ONE. The die roll for Perfection on success varies with **EL**. See the table below:

Table 15.24: Perfection Attribute Increase

EL	INCREASE
0–5	**1D3+EL/5**, rounded down.
6–10	**1D6+EL/5**, rounded down.
11–15	**1D10+EL/5**, rounded down.
16 + Up	**2D6+EL/5**, rounded down.

IMPORTANT — Roll for each characteristic in the set affected. If the set is secondary, divide the result above by two (rounded down). The value determined is added to the perfected individual's Native Ability. Height and Weight are not affected by this change.

All persons subjected to physical Perfection roll their pre-perfection Constitution. If they roll higher than that value they die. Those who experienced mental Perfection roll their Will. If they fail they are insane. If the spell affects both, the person must roll both. The **EL×2** is subtracted from these rolls.

Physical Perfection increase **S**, **St**, **D**, **A**, **Ap** and **C**. Mental Perfection alters **I**, **W**, **E** and **Em**. No person can be subjected to Perfection for a given set of characteristics more than once. If he is he dies and the Caster automatically suffers **1D3+1** Abysmal Failures.

NOTE — *The Native Ability of a characteristic cannot be more than doubled by this spell. If your value for **St** is 5, the highest it can be after success is 10.*

BMC — 20
SUCCESS CHANCE — **(EL+1)×10%** (*Modified by failures.*)

EXAMPLE — Jailin the Wise wants to improve her lover by casting physical Perfection. She is EL6 with this spell. While casting she fails five times. Her Success Chance is ((6+1)×10%)−25 = 45%. If she succeeds, he gains 1D6+1 to his Native Ability in all physical Characteristics. He also rolls his original C of 35 subtracting 12 for her EL. If he rolls 47 or less on D100 he lives. If not he is dead.

Permanent Magics

ALIGNMENT — General

Various spells and rites that are used to give permanence to the affects of magic, to create ward pacts and to give magical value to items created by the Caster or materials that no other magic-user has ever cast magic upon and that are not manufactured goods.

The various types of Permanent Magic that can be created are detailed in the sections that follow:

Curse or Ban The spell is cast on a specific person or creature. The Caster must have a portion of the victim's anatomy and cast the spell in a purified area.

A Curse is cast to punish a person for a previous action or to force him to perform a future action. A Ban is cast to prevent the person from performing a specific action, entering a specific place or meeting a specific person or persons.

The actual parameters of the Curse or Ban, or any combination of the two where a Curse is activated by violation of a Ban, is up to the imagination of the Caster and the sufferance of the Referee. The effect can be anything that the Referee will allow. The more damaging or powerful the affect, the higher the **EL** should be.

For a Curse, the effect determined occurs immediately upon success. For a Ban, it occurs if the condition specified by the Caster is violated. The effects of both last until a Negate Curse spell cures them or the victim redeems himself. If the spell affects the mind of the victim, a Sanity spell will break it as well.

NOTE — *Curses must have a way that the person can redeem himself and negate the affect without magic. It need not be easy, It must be possible. (*This restriction does not apply to cursed magic items.*)*

EXAMPLE — A warrior is cursed with Leprosy. The curse remains in force until he bathes in the blood of a dragon out of sight of any land. It may also be cured by a Negate Curse spell of the same EL or higher.

BMC — 9

Enhancement This form of the spell is used to Enhance dead and inanimate material that has some natural magic value, as determined by the Referee or specified in the Natural Magic section in Book Four. Successful Enhancement brings out the enhanced values of the material. Failure destroys ½ of the material used and does not bring out the enhanced values. Abysmal Failure destroys all of the material. Material destroyed in this way is destroyed only in the sense that it is, forever after, worthless for enhancement.

The amount of material that the Caster can affect with one spell depends on the type of material, as follows:

A) Plant derived, liquid — **(EL+1)×2** doses.
B) Gem, metal, manufactured item — 1 item.
C) Other material — **EL+1** doses (*If it is consumed in use*).
1 item (*If it is not consumed in use*).

Once material that is subjected to this spell has been Enhanced, it is Enhanced forever. A Dispell/Banish spell can eliminate the Enhancement. In doing so, the material is always destroyed, as specified above.

NOTE — *Enhancement of natural materials is not possible without knowledge of the specific enhancement rites that apply for each material. For each material, this knowledge must be learned educationally. The Referee may allow the characters to start with knowledge of the enhancement rites of **1D6** materials. Shamans learn **2D6** rites in addition to knowledge of the materials they gain as detailed in 13.3 C.*

BMC — 6

Enchantment The spell may only be cast on a material object that the Caster created with his own hands from VIRGIN material. It will enhance the natural attributes of the item in it's normal function, i.e. it will make a chair more comfortable, a sword keener, etc.

In all cases where more than one normal function can be enhanced, the spell will enchant the ONE specified by the Caster. To enchant more than one, the spell must be cast successfully for each attribute. Success will enchant it, Failure will make it impossible to enchant it in that way and Abysmal Failure has the effect of Failure as well as making it impossible to enchant it further.

The basic attributes that can be modified are:

Weapons

A) Hit Chance — **EL+1** (*Use as weapon expertise.*)
B) Fatigue Value — **EL×2+1**.
C) Strength — **EL/2**, rounded up. (*The increase in the normal **WSB**.*)

Armor

A) Armor Value — **(EL+1)/2** rounded down. (*Increase over normal **AV**. At no time can the Armor Value of any armor or helmet be more than tripled.*)
B) Weight — **(EL+1)×5%** (*A percentage factor that the weight can be increased or decreased with the spell.*)

Shields

A) Armor Value — **EL+1** (*The increase over the normal **AV**. At no time can the **AV** be more than doubled with enchantment.*)
B) Weight — **(EL+1)×5%** (*A percentage factor that the weight can be increased or decreased with the spell.*)

Other Items

A) Attribute Increase — **(EL+1)×20%** (*The percentage that the normal values of the item are increased with the spell without modifying the size, encumbrance or any other factor. Referee discretion will be the primary modifier that applies here.*)
B) Skill Increase (Optional) — **(EL+1)×5** for "or 80" skills. or **EL+1** for "other skills" (*The bonus to skill success rolls that the item grants for a specific skill. The Referee should judge if the item is appropriate for the skill in question.*)

Sword Example — At EL4, the Caster makes a Magic Bastard Sword. The maximum Fatigue Value is increased from 11 to 20, the WSB increases from +1 to +3 and an increased Chance to Hit of +5 is added, i.e. 5 is subtracted from combat rolls in attack and applied as Expertise for damage inflicted.

Armor Example — The EL is 7. The AV can be increased by 4. The weight of the suit or helmet can he increased or decreased by 40%, i.e. if the item weighs 60 pounds it can weigh between 36 and 84 pounds after Enchantment.

Shield Example — The EL is 1. The AV can be increased by 1. The weight can be modified 10% in either direction.

Other Example — A Wizard makes a Magic 5 quart skin. His EL is 11. The capacity, i.e. the normal attribute of the item, is increased 240% from 5 quarts to 17 quarts without increasing its size or the Strength required to carry it.

For all items of this type, the effect of the spell will be at the final discretion of the Referee. The player will say what he is trying to do with the Enchantment, the Referee will tell him what it is that he did.

BMC — 6

Enchanted Dedication Weapons may be DEDICATED to the destruction of a specific creature, to combat a specific Alignment or to aid a creature or Alignment when it is threatened in specific ways or in danger of death.

To dedicate an item, the Caster must have something that is derived from the thing that it is to be dedicated for or against, preferably blood. The spell is cast at DOUBLE the normal cost. The effect doubles the enchanted values of the weapon against, or for, the creature selected and reduces them against all other forces by 50%, rounded up.

EXAMPLE — An EL3 sword is dedicated to destroy Dragons. Against all Dragons, the enchanted WSB of +2 is +4. Against anything else, the WSB is +1.

BMC — 10

Ensorcellment This method allows an item to employ a specific magical power. The wizard must create the item from virgin material AND be able to cast the spell that he places in, or on, it.

The item can be created to cast the spell, defend against it, grant immunity against it or attack anyone that touches it with the power that it possesses.

The **MEL** of the item equals the Caster's **MEL**. The **EL** is any **EL** selected by the Caster that is less than or equal to his current **EL** in the spell that he is placing on the item. The item may only cast the spell at that **EL**, defend against it at that **EL** or less, grant Immunity at that **EL** or less, etc. All items of this type will be able to cast their magic a number of times per day equal to the **(EL+1)/3**, rounded up. No limit applies to the number of times that they can aid defensively or grant Immunity.

Defensive items will add their **MDV** to that of the person that has them against the spell involved. If TRIPLE the normal cost is paid, this addition can be made against all

forms of a specific Alignment of magic. If FIVE times the amount is paid, it applies against all magic.

Immunity costs TWICE the normal cost. It preserves the user from the affects of a specific spell. While he has the item, he cannot be affected by that spell unless it's **EL** is greater than or equal to that of the item. The formula for determining the effect of immunity is:

Attacking EL−Immunity EL=Effective EL

If the result above is less than zero, the attacking spell has no effect. Any other result is the **EL** that it will have if it succeeds.

EXAMPLE — A warrior has an amulet that grants EL5 Fire Immunity. A dragon breathes on him. The effective EL is (8−5) 3.

IMPORTANT — If the attacking power is stronger than the immunity there is a chance that it burns out the item. That chance equals the Effective EL×10%.

An item that attacks those that touch it is a booby trap, The power that it has only operates when it is touched. The person that touches it is the one affected. The Caster may exclude specific persons from this affect. The cost is an additional Mana Point per person excluded. If he wishes, a class of people can be excluded. The additional cost is 5 Mana.

EXAMPLE — A wizard makes a trapped sword for his bodyguard. The guard is excluded from the affect at a cost of 1 Mana. If he wishes, the wizard could exclude anyone of the bodyguard's blood (children, brothers, sisters, etc.) The cost to do so is five Mana.

This method of using Permanent Magic requires that this spell be cast before the spell that is to be made permanent on the item is cast into it. Both must succeed or the procedure fails.

EXAMPLE — The Mage wishes to create a Whirlwind Talisman, to cast the Whirlwind spell. He will first cast Ensorcellment and then the Whirlwind spell. If both succeed, the talisman has the power. If either fail, it doesn't and the Caster must recast the spell that failed.

NOTE — *The Mana that an item has will be sufficient to cast the spell that it possesses the number of times that it is capable of doing so. Defensive and Immunity items have no castable Mana. Mana that is present in items can only be cast for the spell or spells that it is capable of using and only at the item's **EL**.*

Items that can cast magic will do so when the user desires or they are violated (if trapped.) They must be exposed and fully visible in order to use the power, i.e. a sheathed sword with Dark Lightning power can do nothing. The same sword unsheathed can be used to cast Dark Lightning.

BMC — 12

Optional Ensorcellments The options listed below are advanced methods that should require explicit materials and research to perform. The Referee will set the limitations and requirements as he sees fit.

A) **Mana Storage** — Instead of a specific spell, the item stores raw Mana that a Magic-User can use for any purpose. The points are cast into it by the Magic-User in creating the item. The maximum number of points equals **(EL+1)×10**. The item will recharge **EL+1** Mana Points per day. Casting a spell through a mana storage device of this type costs the magic- user ONE Mana Point from his **CA**. The cost of the spell is deducted from the Mana stored.

   EXAMPLE — EL1. The Permanent Magic is cast and the Caster casts 20 Mana Points into the item. When points are expended, the item regenerates 2 Mana Points per day. (*No other Mana is required in recharging.*)

B) **Intellect** — Items can be given intelligence. The cost is TWICE that listed for Swords and TEN times that listed for any other item. The gain is an Intelligence of **(EL+1)D10**. Items of this kind are intelligent beings. (*Essentially, the spell traps a spirit or demon in the item.*)

   EXAMPLE — The casting cost for EL2 Ensorcellment is 16. If the spell is cast to give a sword intellect the casting cost is 32. If it is cast to give a staff intellect the casting cost is 160. The intelligence given is 3D10.

C) **Communication** — Items with Intellect that can also use a power that allows communication are able to communicate with the user of the item. They will have Eloquence and Empathy of **(EL+1)D6**.

D) **Emotional Constraints** — Items with Intellect and the ability to communicate may be assigned personalities by the Referee. The actions of the "being" will follow its created personality. Some possible features are loyalty, independence, egoism, etc. Factors of this nature are assigned by the Referee at his discretion. The basic emotions assigned must fit the powers possessed by the item, i.e. a Chaos Death Sword will never be self-sacrificing and merciful.

Ward Pacts A Ward Pact allows the Caster to place permanent enchantments on specific places and things. The spell is activated by any person entering the area or touching the thing protected. The exact parameters that will cause the effect to occur are at the discretion of the Player. If the Ward created is a spell with a Range, or a Being, the Ward will have a Range.

When the spell is activated it will strike out in the direction of the person that activated it. For Range, the focal point of the spell, the thing touched or the symbol of the ward, will serve as the Caster.

Ward Pacts can be created to cast spells, warn the violator, warn the creator, summon supernatural forces to attack the violator, curse the violator, etc. Once formed, a Ward Pact is eternal. It remains in effect regardless of the fate of its creator. It can only be affected by a Dispell/Banish spell that has an **EL** higher than the **EL** of the Ward.

Finally, Ward Pacts can be given Immunities. These Immunities will affect any personified guardian that is summoned through the pact. The Guardian will be immune to the power specified. They may not be made immune to a Dispell/Banish spell.

The method of forming a Ward Pact is:

A) Cast the Pact.
B) Cast the Spell, for personified Guardians Summoning is cast.
C) Pay **(EL+1)×2** Mana Points to place the Ward into effect.

EXAMPLE — A Wind Ward is created at EL2. 19 points are cast for (A), an EL2 Wind spell is cast for (B), costing 6 points, and finally 2×(2+1), 6 points, are cast for (C). The total cost to create a Ward Pact that will cast an EL2 Wind spell is thus 25 points.

NOTE — *The **EL** of a spell castable by a Ward may not exceed the **EL** of the Permanent Magic cast.*

BMC — 15

NOTE — *The potential effect of Permanent Magic are unlimited. How it is used is at the discretion of the Referee. All spells made permanent are at the **EL** selected by the Caster, obeying any restrictions that apply to the type. Spells with a harmful effect are never activated by the touch or presence of their creator. Powers, i.e. family spells are made permanent as individual spells, i.e. a specific spell is used, not the entire family.*

*In all cases, the Permanent spell will have the attributes listed in its description for the **EL** cast. In special cases the Referee will be required to modify the method of effect and/or the target to make the spell a rational construct. Do so at your discretion.*

Petrify — Alignment — Chaos

The spell turns any living matter, and other matter in contact with it, to stone for the Duration specified. It can only be broken with the Negate Curse spell before the duration ends. A magic-user may attempt to use a simple Dispell/Banish spell. The cost is THREE times normal. If he fails, he is turned to stone by the spell as well. If the Failure is Abysmal, he is turned to stone permanently.

To affect a target with this spell, the Caster must touch it. He may cast the spell at TRIPLE cost. If he does, the first person that makes eye contact with him afterwards has a chance to be affected. Friend or enemy, whoever looks into his eyes first is the lucky one. The Hit Point limit applies as for Paralysis.

BMC — 3
Duration — 2 days. (**EL** factor applies as a power.)
Hit Point Limit — **(EL+1)×5**

Plague — Alignment — Chaos

The spell infects the victim with a virulent, contagious disease. Until he is cured, or dead, every person that comes into contact with him must roll the Infection Chance. The Damage listed is an amount subtracted from the Energy Level each day until death occurs. Other effects are listed in table 15.25. Roll **1D10**.

Table 15.25: Plague Effects

Roll	Effect
1	Mind Fever, the victim is in coma.
2+3	Accelerating Pain. Each Energy Level point lost is added to the victim's rolls in Combat.
4–7	Wasting Plague. **S**, **St** and **C** are temporarily reduced. The total reduction for the three equals the Energy lost. The player will decide where the points are lost.
8+9	Balance affected. The victim's **D** and **A** are reduced as for 4–7 above.
10	Emotional effect. The victim has a progressive insanity until death. The Referee will determine the type and the effect

Healing has no effect on this spell. Only the Cure Disease spell and certain Priestly magic will apply against it. If the Energy Level reaches zero or less before the duration ends, the victim is dead.

BMC — 3
Range — **EL+1"**
Duration — **(EL+1)×3** days.
Damage — **(EL+1)D6** (*Deplete Energy Level.*)
Infection Chance — **(EL+1)×15%** (*The Constitution of the person exposed is added to the roll.*)

Planar Travel — Alignment — Varies

The spell allows the Caster, and those that he includes, to physically traverse the Upper World and enter entirely different planes of reality. The latitude of difference that will apply is entirely at the discretion of the Referee, as he will be required to establish parameters for the alternate worlds that the Players explore.

The Duration listed is the time that can pass in the alternate plane before the travellers rebound back into their world. The Caster has the option of travelling with the people sent or staying where he is. If he does not travel with them, DOUBLE the Mana Cost for the spell.

The chance exists that the party will not arrive in the plane that the Caster intends them to arrive in. This chance doubles if the Caster is not present. If they do not arrive correctly, the Duration above does not apply. They remain in the new plane until they are found and recalled, The cost to recall a person equals TWICE the cost to send him.

NOTE — *When in a new plane, Characters are subject to the rules of existence that operate in that area. If, for example, magic is not possible in that plane, the magic-user loses his ability to cast magic. The only way to know such*

particulars is to enter the plane or have a Planar Map of some kind.

BMC — 15
DURATION — 2 days. (***EL** factor applies as a power.*)*
ERROR CHANCE — **40%−(EL×3)**
MAXIMUM INCLUSIONS — **EL**

*Time may flow differently in the planes. The Duration above is in the time of the plane that you enter. It may be seconds or centuries in Middle World time.

Poison Dagger ALIGNMENT — Chaos

The spell places magical poison on a dagger. A dagger must be held while casting. If no dagger is in hand the spell fails. It may give different levels of poison type effects as follows:

Table 15.26: Poison Dagger Affect

MINIMUM EL	AFFECT
0	Paralytic
3	Slow Death
6	Death
9	Immediate Death

The effects of slow or immediate death are as for the normal rules for Poisons. The paralytic poison causes paralysis for **EL+1** turns.

The magic of this spell coats the dagger with poison. The poison affect remains on the blade until the duration ends. The dagger must hit and inflict at least 1 Hit Point of damage to poison the target.

BMC — 4
RANGE — Touch.
DURATION — **(EL+1)×2** turns.
BL — **EL×2** (*Base Line for poison effects.*)

NOTE — *The Referee may allow other poisons or magical affects. The cost of such is greater than the cost listed above and must be agreed before it is used. To do this the Caster must be at least **EL6** in the use of this spell.*

EXAMPLE — A Mashmashu of Ahriman wishes to place a soul turning taint on a dagger. The affect compels the person affected to act as a psychotic servant of Chaos. The Referee allows the effort. The assigned cost is 10 additional Mana for the special affect and another 10 for the spiritual attack ability. At EL7 this yields a casting cost of 52 mana. The Base Line, once damage is scored, is 14.

Poison Powers

ALIGNMENT — Dark Elder

The spells that belong to this family are:

POISON DAGGER
POISON HAND
POISON MIST
TOXIC FLAME

The member spells are described in alphabetical order in the sections that follow:

Poison Dagger All rules specified for Poison Dagger apply. The **EL** Minimum for the Poison type selected is ignored and the Caster can select the type of Poison used. The Poison will use the **BL** of the spell for whatever poison type the Caster decides to use.

BMC — 4

Poison Hand The Caster's touch is toxic for the Duration of this spell. He need not score Damage to affect an enemy. If he does, the Hit Points scored are subtracted from his roll to succeed with the poison used. The type of Poison possible is based on the **EL** known in this spell according to Table 15.26.

BMC — 5
DURATION — **(EL+1)×2** turns.
BL — **EL×2**

Poison Mist The spell covers the area selected with a gray mist. Anyone in it has a chance to be affected by the poison used. If they are not immediately affected roll each phase that they remain in the affect area. The Caster can be affected if he enters this area unless he is Immune to poison. The type of Poison possible is based on the **EL** cast according to Table 15.26.

BMC — 4
RANGE — **EL+2"**
DURATION — **EL+1** phases.
AFFECT AREA — **EL"** (*If zero the mist affects one target.*)
BL — **EL×2**

Toxic Flame The Caster strikes an enemy with a tongue of green flame. It scores Hit Point Damage. The **Damage×3** is the chance the person affected is poisoned. No roll is taken for the **BL** and Poison Resistance does NOT apply. The toxic affect strikes anyone who is not immune to poison at the **EL** of the spell used. The type of Poison possible is based on the **EL** known in this spell according to Table 15.26.

BMC — 6
RANGE — **EL+1"**

DAMAGE — **(EL+1)D6**
BL — **(EL−1)×2**

EXAMPLE — A Shurani Shaman strikes an enemy with an EL4 Toxic Flame. It scores 5D6 damage doing 17. The chance that the person is poisoned by the BL6 Paralytic poison the Shaman is using is 51%.

Pheromones — ALIGNMENT — Chaos

This spell causes pheromones to attract the opposite sex. All potential targets in the area are attracted to the Caster. They may be able to resist with a Will roll. The Resistance Modifier is added to their roll, to decrease the chance of Resistance. (**MDV** is used in the roll to determine Success of the basic spell.) On Success and a failed Will roll the Caster will get the attention of the target, who will perceive the Caster in a positive manner. It has the benefits below.

BMC — 3
DURATION — **(EL+1)×2** turns.
RESISTANCE MODIFIER — **(EL+1)×5** (*Added to the roll to resist.*)
AP INCREASE — **EL×3** (*Added to Appearance as perceived by the target.*)
IC INCREASE — **EL×5%** (*Added to Influence Chance for any attempts to influence the target.*)

Power Strike — ALIGNMENT — Law

This spell allows a one-time Power Strike on a Target. It improves the chance to hit and does additional Damage on a successful Hit. After successfully casting the spell, the Caster needs to hit the target. The attack will strike at one line lower on the Combat Table than normal for the **OCV** of the Caster. However, a Miss becomes a Shield Hit, Shield Hit becomes a Hit, a Hit is a Severe Hit, Severe Hit is a Deadly Hit and a Deadly Hit kills instantly.

The spell is cast to strike a specific enemy. The blow must be delivered before the duration expires. The listed Damage is an increase to normal damage with a weapon or hand-to-hand. To get the benefit the spell must succeed AND the hit must be scored on the Combat Table.

BMC — 5
DURATION — **EL+1** turns.
DAMAGE — **EL+5**

Preservation — ALIGNMENT — Law

The spell preserves food and prevents infection, depending on the item that it is cast on. Living things cannot be infected while the duration lasts. Food will not rot.

Any food that is protected with this spell is immune to Foyson Theft. If it is attempted, Abysmal Failure is automatic.

BMC — 1
RANGE — Touch only.
DURATION — **2** days. (***EL** factor applies as a power.*)

Preserve The Dead — ALIGNMENT — Balance

The spell stops the deterioration of dead bodies for the Duration specified. It is only effective if the body is complete and dead. While the duration lasts, the body is immune to decay, rot and and the passage of time. It retains the appearance that it had on the day that the spell succeeded.

BMC — 2
RANGE — Touch only.
DURATION — **2** weeks. (***EL** factor applies as a power.*)

EXAMPLE — The spell is EL10. The body is successfully preserved for 2048 weeks, slightly less than 40 years. It will not deteriorate in any way due to natural causes.

NOTE — *A body preserved in this way can be Resurrected at any time during the duration of the spell. It cannot be affected by Necromantic powers. When the spell ends, it can no longer be Resurrected.*

Protection — ALIGNMENT — General

This spell is learned, as for Dispell/Banish, to protect against creatures, supernatural forces and spells of a specific Alignment. When the spell is learned, the Caster will select one Alignment. The spell must be relearned to learn how to protect against other Alignments. If it is used without this knowledge, triple the **MDV** of the creature, force or spell that it is used against in resisting its effects. If the spell Succeeds, the listed Roll Modifier is added to the enemy's Attack Rolls and Magic Success Rolls when he is attacking any person within the spell's range. The spell will NOT protect any person or creature that has the same Alignment or orientation as the spell is intended to oppose. In this case, the spell will effect this person as well as any enemies.

BMC — 3
RANGE — **EL/2"** (*A radius.*)
DURATION — **(EL+1)×2** turns.
ROLL MODIFIER — **EL+2**

EXAMPLE — Oom, a Balance Wizard, casts Protection against Balance to oppose a Chaos Demon. The demon resists with triple MDV. If Oom succeeds, the spell will affect Chaos, while retaining its virtue against Balance. The attacking demon and Oom both add the Roll Modifier above.

Psychic Hammer — ALIGNMENT — Elder

This spell creates a visible mallet of magic energy to strike one victim at short range. The affect stuns the person. Once stunned he cannot perform any action. There is a chance the target will fall down. If he does he cannot rise until he is no longer stunned. **MDV** is used normally in resisting the spell.

BMC — 3
RANGE — **EL+1** feet.
DURATION — **EL+1** phases. (*Time stunned.*)
FALL CHANCE — **EL×10%** (*Chance of the victim falling down.*)

EXAMPLE — A wizard attacks a guard at a door. He must walk up to him and at the last instant use the spell. He casts an EL3 Psychic Hammer spell and has to get within 4 feet to use it. It stuns the guard for 4 phases and has a 40% chance of knocking him down.

Punishment — ALIGNMENT — Sidh Magic

The spell will only affect persons that have violated the mores of the Sidh and personally affected the interests of the Caster in doing so.

The effect of the spell strikes the victim with a wasting disease. The disease is immune to Cure Disease. Only the Negate Curse spell will have any benefit against it. (It will reduce the Duration by 50%, retaining fractions.) Only the performance of a Caster's specified action can end the spell short of the victim's death or the end of the duration.

BMC — 8
RANGE — Unlimited (*As long as the criminal is known to the Caster or retains something gained as a result of his crime, the spell can strike him.*)
DURATION — **EL+1** weeks.
DAMAGE — **EL+1** (*This is the Energy level loss suffered each day.*)

NOTE — *The most common use of this spell is to force the return of stolen items by the thief. They are returned or he dies.*

Purification ALIGNMENT — General

The spell is used to prepare an area for the casting of a specific spell. Cast at FIVE times the Mana Cost, it will benefit a specific alignment's spells. The effect of its success increases the chance that the spell will succeed. The Roll Modifier is subtracted from the success roll for the spell that the area has been purified for in addition to the normal **EL** modifier.

BMC — 2
ROLL MODIFIER — **(EL+1)×2**

IMPORTANT — When cast, at increased cost, as Alignment level Purification, this spell has expanded affects. If an area is purified to aid Law magic it will act against Chaos magic at full strength and all other magics at half strength.

EXAMPLE — An altar room has EL5 Purification for Law magic. Twelve is subtracted when a Law spell is cast. It is added if a Chaos spell is cast and six is added for Sidh, Elder, Shadow, Balance and Neutral magic.

NOTE — *The spell is cast permanently to create altars and other magically significant casting areas. It may also be cast to oppose a certain spell. In this case the Roll Modifier is added to the Success Roll. Permanent Purification requires materials and at least two weeks of effort.*

Quarrels ALIGNMENT — Varies

The spell causes persons within its effect area to fight their allies and friends. The Caster may exempt a limited number of people from the effect of the spell. The Caster must be one of the people specifically exempted if he does not wish to risk being affected.

BMC — 1
RANGE — **(EL+1)×2"** (*A diameter.*)
DURATION — **(EL+1)×2** phases.
EXCLUSIONS — **EL+1**
MDV LIMIT — **(EL+1)×4** (*If the **MDV** is higher than the limit for the **EL**, the spell cannot affect the creature.*)

NOTE — *The Duration above is the number of phases that persons affected will continue to fight their allies. The spell itself has no duration except for this.*

Regeneration ALIGNMENT — Varies

The spell accelerates the healing ability of the person affected at the expense of his Energy Level. It will heal the Damage specified each phase while the effect lasts. Per Hit Point healed, the Energy Level of the person who is healed is temporarily reduced by an amount depending on the **EL** cast.

Table 15.27: Regeneration Energy Loss

EL	ENERGY LOSS
0	4 per phase
+2	2 per phase
3+4	1 per phase
5+6	1 per 2 phases
7+8	1 per 3 phases
9+10	1 per turn
11+12	1 per 6 phases
13+Up	1 per 2 turns

If the **EnL** is reduced to zero or less, the person dies unless the Caster specifically casts additional Mana to replace the Energy lost. One Mana point is required to replace each Energy point. Mana may never be used to increase the value above 1. It can only be used to sustain the life.

BMC — 6
RANGE — Touch.
DURATION — **(EL+1)×2** turns.
DAMAGE — **EL+1** (*Hit points healed per phase.*)

EXAMPLE — EL2 heals 3 points per phase for 4 turns. The cost is 6 Energy per phase to do it. EL6 heals 7 points per phase for 9 turns. The cost is 7 energy per two phases for the person healed.

NOTE — *The Caster can negate the remaining portions of the spell at any time during its duration that he desires to do so. The cost equals the **EL** of the spell to be negated.*

EXAMPLE — To negate EL0 costs the Caster nothing. To negate EL10 costs 10 Mana Points.

IMPORTANT — Energy loss continues until the duration ends or the spell is negated by the Caster. (Even if the target is totally healed before either case applies.)

Remove Tracks ALIGNMENT — Balance

This spell provides a way to elude enemies. It causes footprints or tracks to disappear. They disappear as they are created. This makes tracking the Caster and those he includes impossible. It does NOT affect other means of tracking (like tree limbs bent or fallen objects.)

To include a horse or a wagon the Caster must touch that horse or wagon. If the person on an affected horse gets off his footprints are not hidden. If the Caster touches a wagon that wagon and the horses are one object for this spell.

BMC — 2
RANGE — Touch
DURATION — **EL+1** hours.
INCLUSIONS — **EL+1** (*Caster must include himself and touch each inclusion.*)

Restoration — Alignment — Shamanic

The spell is used to restore the Tonah tie of a Shaman, create a new tie or return a spirit to its body. If the spell succeeds, the desired result occurs.

To return a spirit to its body, the Shaman must first release or capture that spirit. He will then bring it to its body and, with the spell, reestablish its tie thereto. Failure at any stage of the process will cause the spell to fail.

When the Shaman tries to restore a Tonah tie he must have a proven action accomplished solely to placate the wrath of his Tonah. If the spell is attempted without such being the case, it automatically fails and the tie with that species is severed permanently. Any future encounters with the species will result in automatic hostility on their part.

To create a new tie, the Shaman must first successfully cast the Lower World Travel spell. This spell is then cast and the tie is formed with the first Tonah that the Shaman encounters in his journey. The type of Tonah is at the Referee's discretion or random. When the spell is cast to create a tie, the cost is DOUBLE that listed. No Shaman may have more than **(MEL+1)/5**, rounded up, Tonah ties.

BMC — 7

Resurrection — Alignment — Varies

The spell returns the dead to life. If it is attempted, and fails the person is dead beyond recall. If it succeeds, any damage that he has suffered is healed and he is alive. The Reduction Factor is used to determine the level of the Character's statistics on returning to life. The percentage determined will be the temporary reduction in every characteristic. For Constitution, it is a permanent reduction.

BMC — 10
Range — Touch only. (*The Corpse must be available.*)
Maximum Time to Recall — 2 days. (***EL** factor applies as a power.*)
Reduction Factor — **100%−((EL+1)×10)** (*The percentage that all characteristics are reduced, rounded up. **Ap** recovers one point per day. Constitution does not recover. Other stats recover as points are allocated to them or magic heals them.*)

NOTE — *Resurrection automatically fails if the corpse has been subjected to any Necromantic Power. Corpses so handled cannot be Resurrected. Any person that dies as a result of the consumption of their Energy Level cannot be resurrected, there is nothing to recall — the soul is dead.*

Revelation — Alignment — Law

The spell negates the effect of any type of Illusion, Invisibility or Shape Changing spell. It can counter the power of any spell that deludes the senses by making the perceiver see something false. If the **EL** is less than the **EL** in this spell, the spell is automatically negated. If not, a success roll must be taken. The Range is a 60 degree cone that will affect all possible targets within the area. It has no duration.

BMC — 2
Range — **EL"** (*The length of the sides of a 60 degree cone. If zero, touch is required.*)

Revivification — Alignment — Law

The spell revives any person that is unconscious for any reason. This includes coma, magical trances and as a result of damage suffered. When excess damage is the reason for unconsciousness, the Damage listed is the number of points that will be healed by the spell.

If this is not sufficient to raise the **HPV** to 1 or higher, the spell fails and none are healed.

BMC — 7
Range — Touch only.
Damage — **(EL+1)×2**

IMPORTANT — If this spell is cast within (EL+1)/3, rounded up, phases of someone taking a terminal wound, and the Damage gain suffices to bring that person to one Hit Point or more, the person's life is saved and any bleeding is stopped.

EXAMPLE — Niall has a DTV of −2. A blow from a dragon knocks his HPV down to −9. He is dead. If the wizard with him can cast EL4 Revivification within two phases, Niall will live.

NOTE — *When the spell is used on non-humans, add **10** to the Success Roll. The spell has no effect on unconsciousness caused by Disease or Plague. If this is the cause, Cure Disease is required.*

Sanity — Alignment — Law

The spell negates Insanity, Disorder, Compulsion, Terror, Hatred and any other spell that functions by affecting the mind of its victim. The effect this spell has depends on its **EL** and the **EL** it is cast to oppose. See Revelation.

BMC — 1
Range — Touch.

A potent mage.

Sea Powers — Alignment — Varies

The members of this family are:

Calm Sea
Friendly Current
Maelstrom
Navigation
Water Breathing

The descriptions for the individual spells follow in alphabetical order below.

NOTE — *Sea Powers may only be used when the Caster is in or on sea water. They automatically fail in any other case. Being on a boat that is at sea counts as being on seawater.*

Calm Sea The spell will end any storm encountered if it succeeds. (In effect, the storm continues but the vessel is an island of calm within it.) The spell may not be used to negate the effect of storms that are created magically.

BMC — 3
Range — **(EL+1)×2"**

Friendly Current The spell creates a current that will propel the vessel that the Caster is on. It may also be used to oppose the progress of an enemy ship. The listed Speed is subtracted from an opponent's speed or added to your own. If the result of a subtraction is negative, the vessel affected will be pushed back. The effect lasts until the duration ends.

BMC — 2
Range* — **(EL+1)×10"**
Duration — **EL+1** strategic turns.
Speed — **(EL+1)×3**

*Range is used only when the power is used against another vessel. It is the distance that the current created remains effective.

EXAMPLE — The EL is 5. The Duration is 5 strategic turns. The effect increases the Speed of the vessel by 15 miles per strategic turn and 15" per tactical turn.

NOTE — *The effect lasts only so long as the Caster does not cast any other magic. The Caster is using magic throughout the duration of this spell for Mana Regeneration purposes.*

Maelstrom This spell is used to raise storms at sea. The Caster uses the equivalent of the Thunderhead spell (see Storm Powers.) In addition, he may batter any vessel in his affect area with powerful waves. The damage listed is subtracted from the ship's **HPV** and, when it moves into the storm, its **MR**.

While this spell is in affect the Caster remains in the prow entranced. He controls its actions. He may not cast other magic while it lasts. If he does, the Maelstrom turns on him.

BMC — 7
Duration — **EL+1 squared** turns.
Affect Area — **(EL+1)×3"** (*A radius.*)
Wave Damage — **2D6+EL**

NOTE — *The wave damage is suffered by ships or other objects in the water. Thunderhead damage is additional.*

Navigation The magic-user can command the sea to take him to a specific place. The spell has twice the Speed stated for Friendly Currents. While the vessel travels, the magic-user remains in a deep trance. If he is awakened, the spell ends. He automatically wakes when the vessel arrives. The spell lasts until he arrives, it is dispelled or he awakes. The destination desired must be within **(EL+1)×100** miles and in contact with the sea, i.e. an island or coastal area.

BMC — 5

Water Breathing The person affected is able to breathe sea water for the entire duration of the spell. He loses the ability to breath air for the entire duration of the spell. The spell has no effect on creatures that are naturally able to breath sea water.

Any person in contact with the person affected is also affected while the contact lasts. If contact is broken, the person loses the ability to breath in the water immediately and regains the ability to breathe air.

BMC — 1
Range — **EL/2"**
Duration — **2** turns. (***EL** factor applies as a power.*)

Seduction — Alignment — Chaos

The spell grants the Caster the ability to seduce members of the opposite sex into obeying his will. When the spell succeeds on someone, a roll is taken with **D100** to determine the level of control the Caster gained. The chance he rolls is determined by:

(Caster's Will+(EL×5))−Victim's Will

If the result of this formula is less than one, no roll is taken. Use the minimum result on Table 15.28. If it is greater than 100 the maximum result is used. Control gained through Seduction requires maintenance with sexual intercourse. The frequency demanded varies with the **EL**.

IMPORTANT — In any case where a Resistance roll is allowed successful Resistance breaks the Caster's hold on the victim.

Table 15.28: Seduction Results

Result	Affect
10 or less	The affected heed reasonable suggestions that do not offend their morals or sensibilities.
11–30	The victim is smitten. He or she will do all they reasonably can for their "true love".
31–70	The Caster may make his suggestions commands and demand anything short of suicide. Where the action asked is heinous for the victim, a Resistance roll is allowed.**
71–90	The victim is allowed a Will roll if a command is sacrilege or treasonous.
91+Up*	Those affected will do anything the Caster commands short of suicide.

*This is the control level automatically achieved by Incubi and Succubi.
** The Referee determines the Resistance based on the person and what is asked. It can vary from a **Will** roll to **Will/4**.

BMC — 4
Range — **(EL+1)/2"**, rounded down.
Maintenance — **(EL+1)×2** (*Maximum number of days that can pass without intercourse for the spell to be maintained.*)

Sensory Powers — Alignment — Sidh

The spells that belong to this family are:

Alertness
Blindness
Deafness
Equilibrium
Hearing
Sight
Smell
Taste
Touch

The member spells are described in alphabetical order in the sections that follow:

Alertness This spell works like the Priestly Awareness, Clairvoyance and Watchful Sleep. The Caster is wide awake and acutely alert of his surroundings. The effect gives the Caster time to react to danger before it happens. He has **EL+1** seconds to react before the danger occurs. This may include a sudden attack, an object falling from the sky or an ambush. Success grants the warning. Failure gives nothing. Abysmal Failure gives a wrong reading or gives the warning after the event occurs.

BMC — 2
Duration — **(EL+1)×3** turns.

Blindness The Caster must touch the target. If the spell succeeds the target is blinded. Failure has no affect. Sight is lost, on success, for the Duration determined below.

BMC — 3
Duration — **EL+1** strategic turns.

Deafness This spell causes creatures to become deaf for the listed Duration. All those in the Affect Area lose hearing for the duration. The Roll Modifier is subtracted from any attackers' Combat Rolls during the first **EL** phases.

BMC — 2
Range — **EL+1"** (*A radius.*)
Duration — **EL+1** turns.
Exclusions — **EL**
Roll Modifier — **(EL+1)/2**, rounded down.

Cast at triple cost this spell can permanently deafen a single target. It is cast at one target. The chance to cause permanent deafness is **(EL+1)×10%**.

Equilibrium This spell causes a specific target to lose his balance. He must roll **A−(EL+1)×5** to remain balanced. If he makes that roll he is stunned for one phase. Otherwise he falls down. If he is on a wall or other elevated position he can fall off it.

A downed target is groggy. He may move at no more than 50% of his **MR**, rounded down, and adds **EL+1** to any roll he takes while the spell lasts. The affect of the spell is immediate. **MDV** is used to resist it as normal.

BMC — 2
Range — **(EL+1)×2"**
Duration — **EL+2** phases.

EXAMPLE — A wizard casts EL4 on a guard on a castle wall. The guard could fall off the wall. He has a A of 21. He must roll 21−(4+1)×5, i.e. −4 on a D100. The spell succeeds and he falls. He remains unbalanced for six phases after this occurs.

Hearing The Caster's hearing is increased for the duration. Cast at normal cost it improves the hearing for sounds made by one specific entity. The Caster must be able see the entity and be within Range when the spell is cast. The entity can move in and out of Range during the Duration without the spell ending. The Caster can cast this affect on others. To do so he must touch that person. The spell is cast on one person at a time.

The Range is the distance the improved hearing covers. Sounds made outside this Range by the entity are heard with normal hearing. Sounds made in the Range are heard as if the person was beside the listener.

The heightened hearing can distract and confuse. A **W** roll is required to determine whether this is the case. If he fails the listener is distracted by the confusion. Roll each turn.

The Roll Modifier is applied to improve success on any rolls the person affected makes that the Referee feels are aided by improved hearing. It is used negatively while the person affected is distracted by the cacophony.

BMC — 3
Range — **(EL+1)×2"** (*Distance to the speaker.*)
Duration — **EL+1** turns.
Roll Modifier — **EL**

Cast at double cost this spell affects an area and all sounds are heard as if made beside the listener. The listed Range is a radius and the Roll Modifier is doubled. Roll **W−20** to withstand the tumult.

Sight This spell increases visual acuity, perception and range. It can be used in two ways. The first form grants precise vision to help pick out distinctive things in an area. This grants an **(EL+1)×5%** chance of spotting a particular thing, be it a secret door or a particular rune out of 100 runes on a tapestry.

The second form grants telescopic vision. Terrain types that limit vision affect this. While using the spell in this manner the Caster is effectively blind to his immediate surroundings. If attacked he is an unaware target.

Sight does not help in any form of magical darkness. It only improves perception of normally visible objects. The Referee will vary its affect where other factors exist to limit its usefulness. This spell may not be cast on others.

BMC — 4
RANGE ONE — **EL+1"** (*For precise vision.*)
RANGE TWO — **(EL+1)×2** miles. (*For telescopic vision.*)
DURATION — **EL+1** turns.

EXAMPLE — If an EL3 spell is cast to increase his sight telescopically he could see 8 miles. He will see anything he notices within eight miles as if it were nearby.

Smell This spell increases the sensation of smell. How this improves things is up to the Referee. To affect another person the Caster must touch that person. The spell gives the direction of the specified smell or odor along with the distance. Failure only gives the direction but no distance. Abysmal Failure gives nothing.

BMC — 1
RANGE — **(EL+1)×5"** (*A radius.*)
DURATION — **EL+1** hours.

Taste The spell increases the taste sensation of the Caster. It can be used to detect if foods are good to eat, spoiled or poisoned. The Caster takes a small bite. It gives a sensation to the Caster of being good, bad or poisoned. If the food is poisoned, he can affected as normal for the poison.

Cast at DOUBLE cost, the spell also blocks the effect of poisons. While the duration lasts the Caster resists poison. The **BL** Reduction is the reduction of the **BL** used to determine the effect of the poison. The **PR** Increase is the increase in the Caster's Poison Resistance.

BMC — 2
DURATION — **(EL+1)×2** turns.
BL REDUCTION — **(EL+1)×2**
PR INCREASE — **EL+2**

EXAMPLE — A BL10 Immediate Death Poison Apple is given to a Caster who casts an EL4 Taste spell at double cost to defend himself. The BL Reduction is 10 making it a BL0 Immediate Death poison. The Duration to defend against it 10 turns. The Poison Resistance of the Caster increases by 6.

NOTE — *This spell does NOT destroy the poison. It reduces the effect and its chance of success, for the Caster only, during the duration.*

Touch The Caster is the only person affected. It cannot be cast on others. The spell increases the sense of touch. This lets the Caster detect surfaces better even if is blinded or in total darkness. The slightest touch yields what understanding of what the object is likely to be. It can help to find your way out of a tunnel or maze by discerning the wall layout and distinctive differences in touch. It can also be used to detect secret traps or doors through their outlines on walls.

Cast at DOUBLE cost it allows the Caster to read written or carved texts or runes even in total darkness. The Caster must know the language of the text read. The Referee is free to limit the use of this spell and its effects.

BMC — 1
RANGE — Touch.
DURATION — **EL+1** turns.

Shadow Bands — ALIGNMENT — Shadow

The Caster can create dark bands, within his range, to chain one enemy per band created. If the strength of the target exceed the strength for the **EL** cast, the bands can not affect him. If not, they enfold him and prevent him from taking ANY action for the entire duration. Once the spell is in force, the Caster can direct the bands against any target he desires as long as he does not move and does not cast any other magic. He must hit these targets, using his **MEL×2** as his **OCV** on the Combat Table. Against the initial targets of his spell this restriction does NOT apply.

BMC — 5
RANGE — **EL** (*A radius. Where the range is zero the Caster must touch his target.*)
DURATION — **(EL+1)×2** turns.
NUMBER AFFECTED — **EL+1** (*The number of bands created. One band is used per target. If not used immediately, a band may be used later against any target that enters the radius. If the Caster moves or casts any other magic, bands not in use are lost.*)
STRENGTH — **(EL+1)×10**

Shadow Cage — ALIGNMENT — Shadow

As for the Shamanic Spirit Cage spell, with restrictions as specified for Deadly Shadow. The Caster must have a crystal sphere or prism to serve as the cage. It can be cast against shadows that are still tied to their body. If it is cast against free shadows, subtract TWENTY when rolling for success.

A person whose shadow is stolen in this way wastes away, losing **1D6** energy points per day until he dies. The only way to save him is to find the item containing his shadow and smash it to release the shadow.

BMC — 6

Shadow Command — ALIGNMENT — Shadow

Anyone affected by this spell rolls **Will+MDV, minus EL modifier**, to resist the wishes of his shadow. If he makes this roll, he may attack the Caster but must add the **EL** modifier to all combat and magic rolls. The roll is allowed immediately on being affected and on a weekly basis thereafter. If the roll is not a success, he must work towards performing the command that has been placed on his shadow. Only a single command may be placed. In all other ways, it operates as for Compulsion.

BMC — 3
RANGE — **EL×2"**
EL MODIFIER — **(EL+1)×3**

EXAMPLE — A victim is affected by an EL5 spell. The Caster orders him to bring a Firesnake's egg. His Will is 18 and his MDV is 10. The EL Modifier is 18. His chance to resist is (18+10)−18 = 10%. If he rolls more than 10 on D100 he must start searching a Firesnake's nest and obtain an egg.

Shadow Plague — ALIGNMENT — Shadow

The spell strikes the victim with Plague by affecting his shadow. In all other ways, its effect is as for the Plague spell, except the contagion is passed when his shadow comes in contact with the shadow of another living creature. Only a Negate Curse spell can cure the spell before the duration, as specified for Plague, ends.

BMC — 5
INFECTION CHANCE — **(EL+1)×5%** (*Constitution has no effect on the chance of infection.*)

Shadow Sculpting

ALIGNMENT — Shadow

The Caster can sculpt shadow into usable inanimate objects. He is limited in the number of shadow objects he can have at one time. Unless he makes the item permanent by recasting the spell at triple cost for the **EL** used, items that he creates dissolve if anyone else touches them.

Items created with this spell must be items that the Caster has personal knowledge of or that he is capable of making normally. Cast at the normal cost they are dark objects of solidified shadow. At DOUBLE the normal cost they have a normal appearance AND can be animated if they have the shape of an animate creature. To animate such an item the Caster must allocate **EL×2** points from his **EnL** to the item. He may, if he chooses, allocate **EL×5** instead. If he does the animation's intellect will be one higher than the limit determined for the **EL** cast. While the item lives, it retains these points and the Caster cannot regain them. When it is dispelled or dies, he may regenerate them as normal. In essence, the Caster breaths a soul from himself into the item. Animated items of this type have stats as for Creations. They will do anything the Caster wishes and defend their creator fanatically at all times.

NOTE — *The **HPV** limit applies in animating sculptures. The Caster may not animate a creature whose **HPV** exceeds the limit for his **EL**. Animated sculptures do not have the powers of the creature they look like unless the Caster can cast an equivalent spell into them when he makes the animation permanent.*

EXAMPLE — The Caster is enamored with an elf duchess. He makes an EL5 sculpture of her and animates it. The result looks like her. It does not speak or understand Elf Sidh. Neither does it have an elf's natural abilities, affinities or afflictions. The "elf" has an intellect of 4, equivalent to a very good dog, and an EnL of 8. The maximum HPV at EL5 is 24. The duchess has an HPV of 17. His animation can perfectly duplicate her physique. She will be less than pleased if she learns about his pet.

NOTE — *For an animation to speak any language its Intellect must be at least five. For it to do so properly the minimum is 6. At lower Intellect levels the animation can understand commands and, if its physique allows, mimic phrases it learns. The same limits apply for skill acquisition and other items that demand a certain level of intelligence.*

BMC — 3
RANGE — Touch only
DURATION — **2** days. (*EL factor applies as a power. The shadow will dissolve at this time if it has not been made permanent.*)
HPV LIMIT — **(EL+1)×4**
INT — **(EL+3)/2**, rounded up.
ITEM LIMIT — **EL+1**

Shape Changing — ALIGNMENT — Varies

The spell allows the Caster to change into a SPECIFIC form from his natural form. The knowledge for each form of life is distinct. (*The ability to take the form of a Hawk does not grant the ability to take Wolf form, each requires a separate spell.*)

At no time will a change in shape change the **HPV**, **OCV** or **DCV** of the Caster. He retains his normal value regardless of the shape that he takes.

At all times, the Caster must have a portion of the anatomy of the creature that he wishes to take the shape of, i.e. hair, claw, tooth, scale, etc. This is required for the spell to succeed.

The spell will only affect the Caster. (*See Transmutation*).

Once the spell is cast, the Caster will remain in the form taken until, the duration ends. For an additional 1 Mana point, added when the spell is first cast, he may increase the Duration 100% of the value for the **EL**. The maximum number of increases is equal to the **EL**.

EXAMPLE — EL3 can pay 3 extra Mana Points and increase the EL3 Duration by 300%. At EL0 cannot increase it at all.

BMC — 3
DURATION — **(EL+1)×20** turns.

NOTE — *Close examination of any creature that is really a shape changed human will reveal the change. The eyes of the Caster are never changed when his shape is, they remain as normal for his race. Any Character may roll against his Empathy to detect this difference.*

Shield Powers — ALIGNMENT — Law

The spells that belong to this family are:

CORONA SHIELD
ENERGY SHIELD
STATIC SHIELD
STRENGTH SHIELD
WATER SHIELD

The member spells are described in alphabetical order in the sections that follow:

Corona Shield This spell creates a shimmering shield of fire and static energy. It is hard for people to see through the shield (both the Caster and those outside) due to the shimmering. All use Obscured vision values. Those who get near the shield are hit by fire darts and lightning bolts. They shoot out at the listed Range.

The Caster cannot control how the bolts shoot out. They fire in random directions and at random intervals. There is no order to which type or direction shoots first. The Referee must determine this. For the Fire or Lightning to Hit the Referee uses **MEL+EL** as an **OCV**. The Bolts per Phase is how many fire darts or lightning bolts are discharged each phase. If the shield is knocked down there is a final discharge of bolts and the spell is negated.

This shield works through the life force of the Caster. It costs Energy points equal to HALF the cost to cast the spell PLUS 1 energy point per dart.

BMC — 9
DURATION — **(EL+1)×2** turns.
SHIELD STRENGTH — **(EL+1)×5** (*See Energy Shield for details.*)
BOLTS PER PHASE — **EL/3**, rounded up.
DART RANGE — **EL+1"**
FIRE DART DAMAGE — **((EL+1)/2)D6**, rounded up.
LIGHTNING DAMAGE — **((EL+1)/2)D10**, rounded up.

EXAMPLE — A Wizard finds himself surrounded by 20 Trolls. He casts EL4 Corona Shield. The strength is 25. It lasts 10 turns. The magic can extend out to 5". Each fire dart does 3D6 and Lightning 3D10. Two random bolts are emitted each phase.

Energy Shield This spell creates a shield of energy. It is an energy field that closely covers the body of the Caster and moves with him as he moves.

This shield protects against melee weapons, missile fire and magic that cause physical damage. Melee weapons that hit the shield spark against it and are deflected. Missile weapons bounce off. Magic splashes against the shield and can affect others nearby. It does act like armor with an **AV** and remains in place until the duration ends or an attack does more damage than its Shield AV in one phase. In that case it is dispelled immediately. Any damage beyond its Shield **AV** is taken by the Caster.

Forms of magic that do not do physical damage can affect the Caster. Examples include mental attacks, time spells or any such spell where the attacker does not have to touch the Caster.

This shield works through the life force of the Caster. It costs Energy points equal to HALF the cost to cast the spell, rounded up.

The Caster cannot physically attack from the inside or touch others for the duration, as it will break the shield immediately. He may use spells that do not emit a tangible force, like the mental attacks and other types of spells that the shield does not protect from.

BMC — 7
DURATION — **(EL+1)×2** turns.
SHIELD AV — **(EL+1)×7**

EXAMPLE — 10 people attack a wizard. He casts an EL4 Energy Shield. This creates a shield strength of 35 for a duration of 10 turns. It costs 25 Mana to cast and 13 Energy to use the spell. The combined attack of the enemy must do at least 36 points of damage in a single phase to break the shield.

Static Shield This spell creates a field of static energy around the Caster. Cast at normal cost it is a field of charged particles. It is not seen until touched. Anyone that comes within the Casterś hex suffers the listed Damage.

Cast at TRIPLE cost the spell creates a field that shoots particles of static energy that damage targets they hit. The particles are emitted in random directions and speeds. The Damage, **BL** and Range factors apply for these emissions. If the determined Range is zero, no emissions are possible. The **BL** is used on the Combat Table.

BMC — 2
RANGE — **EL/3"**, rounded down.
DURATION — **(EL+1)×2** turns.
DAMAGE — **1D3+EL**
BL — **(EL−5)×2**

NOTE — *This shield has no **AV** of any kind. It does nothing to limit the damage inflicted on the person using it. What it does do is make the attacker pay for causing it.*

Strength Shield This spell creates a hard shell that can withstand extreme weights and pressure. It is intended for use in emergency situations, for instance to survive avalanches, cave-ins and other catastrophes. It is impervious to air and other materials and holds an air reserve sufficient for ONE person only for the duration. If somehow multiple persons or creatures end up in the shell along with the Caster, divide the air reserve time by the number of persons in the bubble.

The shell can withstand a weight up to the Strength listed below before it bursts if pressure is applied from all sides. A strong local blow at a single point, for example from a weapon, exceeding the Piercing Strength, will negate the spell.

BMC — 4
RANGE — **EL+1"** (*A diameter.*)
DURATION — **EL+1** hours.
STRENGTH — **(EL+1)×20** (*Strength of uniform weight or pressure the shield can withstand.*)
PIERCING STRENGTH — **(EL+1)×5** (*If the **S** of a local blow is larger, the bubble shatters.*)

EXAMPLE — A Wizard is on a mountain path and sees an avalanche start above him. He has 10 seconds before it reaches him. He casts an EL4 Strength Shield. This creates a bubble of 5" in diameter. The air reserve and bubble last 5 hours. After that time if he has not been dug out or escaped somehow he is crushed.

NOTE — *This shield is not intended for use in combat.*

Water Shield The spell creates a bubble of air inside a thin membrane. It allows the Caster to survive in water. The membrane keeps the water out and lets the Caster breath air normally. This bubble only allows one to float and submerge in the water and move with the current. To move otherwise the Caster must use other magic. He cannot swim in the bubble.

The maximum water depth is how deep the bubble can go before bursting. If it goes beyond that depth the pressure will crush it. The Caster can also cast this spell on others at the range specified. He could also place items with a weight limit of **(EL+1)×20** pounds in the bubble and have them sink into water. (In this case, if he wants to retrieve the bubble or the objects within, he will need other methods such as Teleport, Telekinesis, etc.)

BMC — 3
RANGE — **(EL+1)×3"**
DURATION — **EL+1** hours.
AIR RESERVE — **(EL+1)×15** minutes.
SIZE — **EL+1"** (*A diameter.*)
MAX. WATER DEPTH — **(EL+1)×20"**
HIT POINTS — **(EL+1)×3**

EXAMPLE — A wizard is near a river. The bank is full of enemy soldiers looking for him. The river is 20 feet deep. He decides to cast an EL3 Water Shield. He swims out to the middle and casts the spell. The bubble pushes out the water and keeps in the air. The bubble size is 4". He can sit on the bottom and wait. The bubble lasts 4 hours, but holds only 75 minutes of air. After that time he must surface or get air somewhere.

NOTE — *Physical attacks easily burst this shield, and it can only somewhat resist creatures in the water that nip at it. It is only intended to withstand the water pressure around it. It has the specified total number of hit points against attacks for its duration. A single attack that does half of the Hit Point value of damage, rounded down, in a single phase will burst the bubble.*

Silence — ALIGNMENT — Chaos

The spell creates a sphere of total Silence. Within this area, sound is impossible. Any target that enters the area, and is affected, will suffer irreversible Catatonia.

OPTIONAL — At the Referee option, Revivification can be used to end the Catatonia. If so, the **EL** must be greater than the **EL** of the Silence spell. If not, Abysmal Failure is automatic.

BMC — 7
RANGE — **EL+1"** (*A radius*)
DURATION — **2** phases. (***EL** factor applies as a power.*)

NOTE — *The spell has no effect on supernatural forces of Chaos. Beasts inside it subtract the **EL** from their hit chance in combat. It is home to them.*

Silent Terror — ALIGNMENT — Chaos

The spell gives the person affected visions of the Abyss and a taste of its unnatural essence. The effect destroys their ability to function as individuals. They will do nothing on their own volition. They are incapable of speech and will flee from contact with any other life form, be it Dragon or ant. Unless they are restrained, and cared for, victims will die within 48 hours.

The only cures for the affect of this spell are Forgetfulness and Eye of Mystery. Sanity will have no effect. They must be made to forget what they have seen, they can never be made to accept it.

NOTE — *The spell has no affect on Beasts of Chaos, servants of Ahriman or Ba-en-kekon or anyone with their blood (like some Korchi royals.) Similarly, Ahuras who serve the god Ateuseul cannot be affected by this spell.*

If the target of this spell has an Innate or Fanatical Law Power, the **EL** modifier for the Caster is **EL×3** instead of **EL×2**.

BMC — 4
RANGE — **EL+1"**
MDV LIMIT — **(EL+1)×4**

Slay The Tame — ALIGNMENT — Sidh Magic

The spell will only affect domesticated creatures. (*The others have Tonah granted immunity or other guardians.*) If the spell succeeds, the target is killed.

If the spell is attempted on a wild creature, at the option of the Referee, the animal will add **MDV+25** to the roll. It is killed, and the Caster earns the enmity of its Tonah, if the spell succeeds.

If cast at TRIPLE cost, the Range is a diameter with the Caster at the center. Any domestic animal in that area has a chance to die. Roll for each.

BMC — 5
RANGE — **EL+1"**
HIT POINT LIMIT — **(EL+1)×5**

NOTE — *If the animal exceeds the Hit Point Limit specified, the target cannot be affected.*

IMPORTANT — This spell has no effect on any supernatural creature.

Sleep Powers — ALIGNMENT — Varies

The members of this family are:

PERPETUAL TRANCE
SLEEP STOP
SLEEP TOUCH
SLEEP MIST

The descriptions follow below:

Perpetual Trance The victim is placed into a deep slumber from which he can only be awakened magically. When the duration ends a touch or loud noise within one hex has a chance to wake him (roll a normal wakeup chance.) He will never wake unless something happens to wake him. To cast this spell, the Caster must have a portion of the intended victim's anatomy. While the person is affected he will not age and can only die if he is killed.

BMC — 8
RANGE — **(EL+1)×2"** (*Target must be within this range when the spell is cast.*)
DURATION — **EL+1 squared** years.

EXAMPLE — A Donaran huntsman annoys a powerful elf. He is placed in a vault and struck with EL8 Perpetual Trance. The Duration of the affect is 81 years. He continues to sleep after those decades pass until someone wakes him.

NOTE — *Sleepers of this type are surrounded with a pale radiance. Any person that touches the sleeper during the duration can be affected by the spell. If they aren't, and they move the sleeper, he wakes and the spell is broken. If they are affected, they fall asleep (*as for Sleep Touch.*) After the duration ends touching the radiance brings a slight shock to the hand, but has no chance to affect the person.*

Sleep Mist The spell covers an area with a fine mist. The Range is the radius of the area covered. Any living creature in this area can be affected.

BMC — 2
RANGE — **EL+1"** (*A radius.*)
DURATION — **(EL+1)×5** turns. (*The number of turns that the victim remains asleep.*)
MDV LIMIT — **(EL+1)×3** (*If the **MDV** is higher the mist has no effect.*)

EXAMPLE — An EL4 mist can affect any creature with MDV 15 or less. The Range is 5" in any direction. If affected, the victim sleeps for 25 turns. If the MDV is 16 or higher, the mist has no effect.

NOTE — *Any sleeper that suffers damage while affected is automatically awakened. Someone who is only groggy remains groggy.*

Sleep Stop Anyone affected is immune to sleep. He is unable to sleep for any reason while the duration lasts. Depending on his Constitution the result could be fatal. After he spends **CB+1** days awake (the minimum is one day) he begins to lose Energy. If his **EnL** is reduced below zero before he sleeps he dies.

NOTE — *The affected are immune to any form of sleep and cannot become unconscious for any reason. If they enter their **DTV** as a result of damage they continue to fight. Any magic that inflicts sleep or unconsciousness does nothing to them.*

BMC — 3
RANGE — **EL"**
DURATION — **2** days. (***EL** factor applies as a power.*)
ENERGY LOSS — **1D3+EL**

Sleep Touch The victim is placed into a deep trance by the Caster's touch. Nothing will awaken him before the duration ends, except the appropriate spell or physical injury.

Cast at TRIPLE cost, the Duration is in hours instead of turns. In this form, if the victim is wakened before the duration ends, he remains half-awake and lethargic for the remainder of the normal duration. He must add the **EL** of the spell to all rolls and his **MR** is reduced 10%, rounded up. A Cure Disease spell of any **EL** can cure this lethargy.

EXAMPLE — A sorcerer is affected by an EL5 Sleep Touch cast at triple cost. After 10 hours of sleep a scratch from his familiar wakes him. He wakes but remains lethargic for the next twenty hours.

BMC — 1
RANGE — Touch
DURATION — **(EL+1)×5** turns.

Slime — ALIGNMENT — Chaos

The spell creates a pool of acidic slime from the earth in the area affected. Anyone within the area will sink into this pool and be attacked by it. Hits scored by the semi-animate liquid will consume metal objects and damage animate ones. The spell's **EL+2** is the **BL** for its attack (roll on the Combat Table.)

If the item is magic, each hit does 1 Hit damage. Each Damage Point will reduce the **FV** of a Weapon, or the **AV** of armor, by one. When the value reaches zero, the item is dissolved. For other metal objects, including non-magical weapons and armor, a hit dissolves it totally.

EXAMPLE — A soldier is wearing non-magical chainmail and carrying a magic sword. Both are hit by the slime. The sword's FV is reduced by one. The chainmail is completely destroyed.

The pool grasps at those in it. The Strength listed is the Strength required to move 1". Per 50%, rounded up, increase over this value the creature can move an additional hex. If the total Strength is more than triple that of the pool, the victim can move as normal. If the pool's Strength is greater than his, the target is not able to move and is slowly drawn down into the pool.

BMC — 3
RANGE — **EL+1"**
DURATION — 2 turns. (***EL** factor applies as a power.*)

MDV Limit — **(EL+1)×2** (*The limit only applies against inanimate objects. All animate creatures in such an area can suffer damage regardless of their **MDV**.*)
Affect Area — **(EL+1)/2"**, rounded up.
Damage — **1D6+EL** per phase. (*Scored on animate beings.*)
Strength — **(EL+1)×5**
Depth — **(EL+1)×6** inches. (*This is the physical depth of the pool created, i.e. at **EL1** it is a foot deep, It is not a tactical distance reference.*)
Persistence — **EL+1** phases. (*After exiting the pool, this is the number of phases that the acid will continue to have its effect unless the affected object is totally immersed in water.*)

NOTE — *The Caster selects a center point anywhere within his Range. The Effect Area radiates from this point. If the Caster is within the area created he can be affected by the Slime. The slime cannot affect any being that is immune to acid.*

*The Slime is semi-animate. Once attached to an object it begins to creep up his body and along his limbs. It will advance **EL+1** inches up the victims body each phase. In doing so, it will insinuate itself into any crack or crevice available to it. Its only goal is to consume.*

Slime is immune to Astral Fire. It can effect creatures with Earth Powers.

Smokeless Flame — Alignment — Elder

A flame of incredible intensity drawn from the essence from which Fire was born. Success will damage the target. Abysmal Failure will damage the Caster.

The spell has no effect on Creatures with Innate Fire Powers, Elementals of Fire, Jinn and Ifreet. It is cast under the restrictions specified for Fire Darts in Fire Powers. Multiple blasts are not possible. The factors below apply for this spell:

BMC — 4
Range — **EL+1"**
Damage — **3D10+(EL×4)**

EXAMPLE — At EL4, the spell does 3D10+16 hits.

NOTE — *No smoke is given off by this flame or the damage that is inflicted by it.*

Sound Powers — Alignment — Sidh

The spells that belong to this family are:

Sonata
Sonic Blast
Sonic Boom
Sonic Destruction
Sonic Trumpet

The member spells are described in alphabetical order in the sections that follow:

Sonata The spell fills the affect area with eldritch music. The affect varies with the type of music selected. Four basic forms are listed below. Feel free to add others.

The Caster may cast other magic after this spell goes into effect. If he leaves the area of affect, dies or is knocked unconscious, the music stops.

Table 15.29: Sonata Affect

Music Type	Affect
Peace	As for the Law Music spell.
Healing	Everyone in the area heals **1D3+EL** hit points.
War	**EL/2**, rounded up, is added to a warrior's expertise.
Mystic	**EL** is subtracted from Sidh Magic Success Rolls and added to the **MDV** of the Sidh Magicians in the area.

NOTE — *Peace and Healing affect everyone in the area, friend and foe. War and Mystic only affect those with a Sidh tie of some kind. For War they must be a member of the Sidh or acknowledged friend of the Sidh. For Mystic they must be a Sidh Magician.*

BMC — 2
Range — **EL+1"** (*A radius.*)
Duration — **(EL+1)×3** turns.

NOTE — *There is no limit to the affects possible with this spell. Music is an integral part of the Sidh mystical tradition. The player's imagination, and Referee sufferance, are the only limiting factors.*

Sonic Blast This spell creates a very high pitched sound from the Caster's mouth. The sound can be felt and disrupts living tissue. It is cast on a specific target. The main effect is to stun the person, but it can also damage him. He is dazed and helpless to perform actions while stunned. The Damage is to the ears and eardrums of the victim and could cause permanent deafness.

The **MDV** of the target applies in resisting this spell. If the spell succeeds the person is stunned if the Caster rolls a Hit (Shield hit counts as Hit) or better on the Combat Table using **MEL+EL** as the **OCV**. If no hit occurs the person is not stunned but does feel a tremor from the spell while taking no damage.

BMC — 3
Range — **EL+1"**
Damage — **1D3+EL** (*Damage taken if affected.*)
Time Stunned — **EL+1** phases.
Deafness Chance — **(EL−1)×5%** (*If zero or less there is no chance.*)

OPTIONAL — The victim may roll Will to move slightly or defend himself when stunned. Success allows movement at **MR−EL**. He adds **EL×2** to any actions taken. The creature must have an Intellect rating of at least five to take this roll.

EXAMPLE — A MEL5 Wizard casts an EL4 Sonic Blast on an Ogre. The spell range is 5". If the wizard rolls using an OCV of 9, and hits, the ogre is stunned for 5 phases and takes 1D3+4 Hit Points.

Sonic Boom This spell increases the Caster's voice to a booming level. It allows him to project over a great distance. The Caster can choose to speak using the heightened voice or normal voice during the spell duration. It is used to intimidate enemies or influence people. In an appropriate situation, the Caster's enemies may be required to take a **W×2** morale roll. If they fail to make it, they flee.

BMC — 1

RANGE — **(EL+1)×10"** (*A radius where the voice is heard.*)
DURATION — **EL+1** turns.

Sonic Destruction This spell uses sound waves to damage an object. It only affects inanimate matter and acts like Destruction does for animate matter. It will score the listed Hit Points on the object each phase. Once the object reaches zero Hit Points or less it crumbles to dust. For hardened metal or iron structures the Damage is halved, rounded up. When the selected target is destroyed the Caster can end the spell. Otherwise it lasts until the duration ends. Magical objects use their **MDV** in resisting.

BMC — 6
RANGE — **(EL+1)×2"** (*The sides of a 60 degree cone.*)
DURATION — **EL+1** phases.
DAMAGE — **1D6+EL**

EXAMPLE — A wizard is caught behind a wood door, which has a resistance of 8 points. He casts EL3 Sonic Destruction. It will cause 1D6+3 points of damage per phase and last 4 phases. He should destroy the door in 2 phases.

Sonic Trumpet This spell acts like Sonic Blast but impacts a ranged area and can affect multiple targets. A Hit as for Sonic Blast must occur to affect each target. The Caster must be facing the targets to affect them. Solid objects can obstruct the sound waves and protect from the spell. To do so their resistance must be at least equal to the spell's **EL×2**. For shields use the Shield **AV** as resistance value.

BMC — 4
RANGE — **(EL+1)×2"** (*The sides of a 60 degree cone.*)
DAMAGE — **1D6+EL**
TIME STUNNED — **EL+1** phases.

Soul Sight ALIGNMENT — Shamanic

Success can yield the following information:

A) The basic orientation of the person it is cast on.
B) Whether the person is a magic-user.
C) The basic emotion that the person is experiencing at the time.
D) Whether the person is telling the truth.
E) Whether the person has any Innate magical ties or talents and what they are.
F) A reading of the person's Probable Intent.
G) Whether the person is possessed or otherwise plagued by Supernatural forces and what forces are responsible.

All persons in the Caster's effect area are readable, The time required to read for each item above, per person, is 1 phase.

BMC — 2
RANGE — **(EL+1)/2"** (*A radius.*)
DURATION — **(EL+1)×2** turns.

NOTE — *If the spell works, it works for everyone in the area. **MDV** does not apply unless the target is a magic-user and he is aware of what the Shaman is doing. To make any reading, the Caster must be able to see the eyes of the person to be read.*

Soul Sight ALIGNMENT — Shadow

The Caster reads the soul through the person's shadow. The affect is as for the Shamanic spell of the same name. Sometimes used with the Deadly Shadow spell to curse enemies.

BMC — 2

Sound Sphere ALIGNMENT — Chaos

The spell creates an area filled with a cacophony of infernal sound. Anyone in the area has a chance to be affected. Those that are suffer **EL+1 squared** days of deafness and roll their Will. If they fail the roll, no Partial Success allowed, they suffer Insanity at ½ the **EL** of the Sound Sphere, rounded down. An **EL0** spell is not capable of inflicting Insanity.

The Caster is not immune to the affect of this spell unless he somehow has Immunity or is otherwise protected. If he casts the sphere such that he is in its Affect Area, he must roll to be affected.

BMC — 6
RANGE — **(EL+1)×2"**
DURATION — **(EL+1)×3** phases.
AFFECT AREA — **EL"** (*If zero the sphere affects one individual in the target Range.*)
DISTRACTION MODIFIER — **EL**

IMPORTANT — Demons, Beasts and any being with Demon or Beast blood are Immune to this spell.

OPTIONAL — The spell may be cast at ½ the listed **BMC**. as a tactical diversion. The duration is in turns instead of phases. Persons entering the sphere hear strange sounds from random directions. Now and then voices shout from nowhere. Used in this manner, the spell disrupts the concentration of people and strikes fear into animals. No magic-user may cast magic while affected by the sphere without making a Will roll. Others add the Distract Modifier to any roll they take while they are in the sphere.

Speed ALIGNMENT — Varies

This spell increases the **PMR** of the person affected. When the Caster casts it on himself, he will subtract 20 from his Success Roll, in addition to normal modifiers.

The speed increase gained can never more than quadruple the current **PMR** of the person that is cast on, i.e. if your current **PMR** is 1, an **EL9** spell will only increase it to 4.

BMC — 1
RANGE — Touch only.
DURATION — **(EL+1)×3** turns.
PMR INCREASE — **EL+1**

EXAMPLE — If the warrior affected has a PMR of 2/2/2/2, and an EL2 spell is used, it is increased to 5/5/5/5 for nine turns.

NOTE — *This is for tactical ground movement. It does not apply for strategic movement and grants no ability to fly or walk on water.*

OPTIONAL — The Referee may allow a strategic version of this spell. If so, the cost is FOUR times normal. Those affected move **(EL+1)×3** miles farther in a strategic turn. Any who fail a Stamina roll after doing so are fatigued for a strategic turn.

Spirit Cage — Alignment — Shamanic

The spell allows the Caster to create a cage of mystic power that will imprison the spirit affected. The Caster must have a wicker cage to use as the foundation of the spell. If it succeeds, the spirit is trapped therein.

The spell is cast at a specific target. It has no effect on corporate spirits. It will only affect spirits that are not in a body. To steal a person's spirit, the Shaman must first sever it's tie to the body. See Spirit Death.

The Shaman can freely communicate with any spirit that he has imprisoned. A Communicate spell is required to do so. If it is attempted and fails, the Spirit escapes from the cage. Once a spirit is caged, the Caster must spend one Mana point per day to keep it there.

BMC — 8
Range — **EL+1"** (*Distance the Shaman can be from the spirit to be caged and maximum distance he can be away from the occupied cage and still maintain the prison.*)

Spirit Corruption — Alignment — Dark Elder

The spell may only be cast in a purified area on a bound, naked target. On success the victim's soul is corrupted. Until a Negate Curse spell cancels the affect he is owned by the power of Kototh. He will, in every way possible, operate as normal for an intelligent Kotothi creature.

Cast at double cost, the Caster may specify the type of creature the victim must emulate. He may assign the nature of any Kotothi race that he has personal experience with. If he has never encountered a member of a race, it may not be used with this spell.

NOTE — *A person affected by this spell is required to view the Caster as his or her master. They will never attack him and must obey any command he gives.*

BMC — 8

Spirit Death — Alignment — Shamanic

The spell severs the tie of a spirit to its body. As a result of success, the spirit will wander the night searching for its physical self, unable to find it. While the spirit searches, the body is comatose and suffers from Disease at the **EL** of this spell.

To use this spell the Shaman must create a fetish that contains elements of the intended victim's anatomy, i.e. hair, nails, etc. The person must be asleep when the spell is cast. If he isn't, the spell fails. If he is awake and aware of the Shaman's attack the result is an Abysmal Failure.

In all cases, if the spell fails, the fetish is worthless for any further attempts at casting magic. A new one must be created in order to re-attempt the use of this spell.

OPTIONAL — The Referee may allow severed spirits a chance to find their body. The base chance per day equals the **MDV** of the Character. If the body dies before they find it, they become Edimmu or Ghosts. If they roll **MDV** or less they are Edimmu. If not they are Ghosts.

BMC — 6
Range — 2" (***EL** factor applies as a power. The maximum distance that the Shaman can be separated from the body for the spell to work and for the spirit to be restricted from finding it.*)
Duration — Until death or until the body is found.

NOTE — *The Spirits created operate on the metaphysical plane that Shaman's induce their consciousness into with the Orient Self spell. They are trapped in this World unless they can focus on their body to draw themselves out of it.*

Stillness — Alignment — Chaos

The spell makes it impossible for the victim to make a sound. This includes speech, footfalls or any other sound initiated by the victim. Cast on a Magic User, the spell will make it impossible for him to cast his magic. (*He may still use Innate Powers. He cannot cast any spells that draw their force from his Casting Ability.*) Used on an assassin or thief it has definite advantages.

BMC — 3
Range — **EL+1"**
Duration — 2 phases. (***EL** factor applies as a power.*)

EXAMPLE — The EL5 spell has a range of 6". The victim is unable to make a sound for 64 phases, more than three minutes. Nothing he does results in a sound being created.

Storm Powers — Alignment — Varies

The members of this family are:

Flight
Lightning
Lightning Swarm
Thunderhead
Wind

The descriptions are as follow below:

Flight The spell causes air currents to lift and propel the Caster. The Caster, and any person that is in physical contact with him, can fly.

The spell has Maximum and Minimum Speed values. When the **PMR** falls below the Minimum Value the spell ends, immediately. The Maximum is the fastest **PMR** that the Caster is capable of with the spell.

BMC — 1
Duration — 2 turns. (***EL** factor applies as a power.*)
Minimum Speed — **(EL+1)/3**, rounded up (*The Minimum **PMR** required to stay aloft.*)

MAXIMUM SPEED — **EL+4** (*The Maximum **PMR**.*)

EXAMPLE — At EL3, the Caster can fly for 16 turns at a rate of up to 7 per phase. If in any phase, he moves less than 2 the spell ends immediately. If in the air, he falls.

Lightning The spell releases a bolt of energy against the target specified by the Caster. Only Magical Armor will apply its **AV** against this power. Normal armors, including **NAV** have no effect. Shields of all kinds are usable if the Dodging Magic rules are used. They have no other effect.

If the Wizard has success the Damage listed is scored.

BMC — 6
RANGE — **(EL+1)×3"**
DAMAGE — **(EL+1)D10+EL**

Lightning Swarm The spell unleashes a swarm of charged particles from the location of the Caster. Any creature in the effect area can be hit by the effect. Hostile Magic cast into it will add the **EL** of this spell to the roll for success, i.e. it has some defense powers.

No Missile Fire is allowed into a spell of. this type. If the Referee chooses to allow it, add **EL×5** to the combat roll.

BMC — 4
DURATION — **EL+1** phases.
RANGE — **EL+1"** (*A diameter.*)
DAMAGE — **1D6+(EL×2)** (*Scored each time that a target is affected.*)

NOTE — *The Caster is always the center of this effect. He is not affected by it in any way. If he casts any other magic or moves, the spell ends.*

Thunderhead The spell creates a localized Thunderstorm. It may only be cast in the open air. Regardless of the casting cost, the time to marshal the forces of the air, after the spell succeeds, equals **10 minus EL turns** or 2 phases, whichever is greater.

The spell strikes the entire area with Wind, 50% of the Caster's **EL** in this spell, rounded down, and the ability to cast Lightning Bolts from the clouds once per turn. With these bolts, success kills any target that is not immune to Storm Powers at the **EL** cast.

BMC — 8
RANGE — **2"** (***EL** factor applies as a power. A diameter.*)
DURATION — **EL+1** turns.

EXAMPLE — An EL4 spell forms 6 turns after is cast. The effect area has a diameter of 32". The duration is 5 turns. The Caster may call one Lightning Bolt per turn from the clouds. Every turn he controls EL2 winds to use against anyone in the area.

NOTE — *The spell requires that the Caster have open access to the sky. It may not be used in an area other than this. The winds may enter enclosed areas. The Lightning, as it comes from the sky, may not be used against persons that are not exposed to the sky.*

Wind The spell slows or fells the opponents of the Caster. The Range specified is the distance that the winds can be away from the Caster and retain their effectiveness. The **PMR** Reduction listed is subtracted from the target's **PMR** when the hostile winds blow. If the resulting **PMR** is 0, he may not move. If it is negative, he is blown over. Per 10 points of Strength, rounded down, the victim can negate 1 point of the spell's effect. All persons in the effect area are subject to the effect.

BMC — 2
RANGE — **(EL+1)×2"**
DURATION — **2** phases. (***EL** factor applies as a power.*)
PMR REDUCTION — **EL+1** (*The reduction in **PMR**. See above.*)

EXAMPLE — EL7 winds blow against Vlad Stonehand and Jaxom of Gom. Vlad has PMR 2/2/2/2 and Strength 92. Jaxom has PMR 3/3/3/2 and Strength 34. The spell has no effect on Vlad, his Strength more than negates it. Jaxom, however, is bowled over by the spell. He can neither move nor stand.

NOTE — *Once the spell is set in motion, the Caster may leave it. If he casts other magic, the spell is negated. He is never affected by his own winds.*

OPTIONAL — If the Referee determines that the area the winds blow over has a lot of loose matter, he can state that physical damage is inflicted. The hits scored equal the **PMR** Reduction listed above minus two. Use the **EL** as an **OCV**. If the victim is still moving, his **DCV** applies. If he is standing immobile he has 50% of his **DCV**, rounded down. If he has fallen his **DCV** is zero.

EXAMPLE — For the EL7 spell above the PMR Reduction is 8. If hits are possible, those in the area take 6 points each time they are hit.

Strange Powers ALIGNMENT — Balance

The members of the family are:

ASTRAL ILLS
AUTOMATA
SIMULCRUM

The descriptions are as follows:

Astral Ills The effect area is bathed with unnatural radiations. The result causes a permanent reduction in Constitution and Stamina. In addition, the victim suffers from the equivalent of Plague at the **EL** of this spell. If either Stamina or Constitution are reduced to zero or less, the victim is killed. Any Constitution reduction will affect the Energy Level of the person affected.

The **HPV** of the victim is also permanently affected by the loss in characteristics. Any attributes that are reduced in this way can be regained with a Negate Curse spell. They never return otherwise.

BMC — 8
RANGE — **(EL+1)/2"** (*A radius.*)
DURATION — **EL+1**, phases.
CHARACTERISTIC EFFECT — **1D6+EL×2** (*Roll for both **C** and **St**.*)

NOTE — *The victim has a separate chance to be affected each phase that he remains in the effect area. Once the spell fails, he cannot be affected further in that encounter. While the spell is in effect, the Caster may not move or cast magic. If he does, he suffers Abysmal Failure immediately and the spell is negated.*

EXAMPLE — A victim is affected on the first phase. On the second phase he rolls to be affected again and is. He takes the Attribute affect damage twice. On the third phase he is not affected. He no longer needs to roll. He is also suffering from Plague.

Automata The spell is cast on inanimate matter. The effect allows the Caster to give that matter the ability to move along the ground AND the ability to follow and understand orders given to it. They do not gain any power to communicate from this spell. They merely understand and obey when a Communicate spell is cast to speak with them.

NOTE — *The mode of movement actually depends on the physical form of the automaton. If it has no legs, if slithers. If it has legs, it walks. If it has wings, it can fly. The spell will allow it to use what it has as best it can.*

To animate an object, the Caster must touch it. To end the affect the Caster must dispel it. At the end of the Duration specified, the Automaton becomes uncontrollable and will attack the Caster. This will be it's first priority.

Only the Caster responsible for creating the Automaton is capable of dispelling it. No other magic-user can do so.

For the Automaton to be considered to be magic or enchanted, the Caster must cast Enhancement AFTER he has succeeded in forming the creation. All Permanent Automata are magic or enchanted. Non-permanent ones are not and the listed Duration will apply for them.

The Maximum Damage that the Automaton can take equals the **EL times the Damage factor** listed for the material in Table 15.30.

Table 15.30: Damage Factor and Armor Value for Automata

MATERIAL	DAMAGE FACTOR	ARMOR VALUE
Soft, Cloth	½	1
Wood, Leather	1	2
Metal	2	4
Stone	4	8
Magic Enchanted	×2	+**EL**

EXAMPLE — A Stone Golem, magically enhanced, with an EL of 5 for this spell, takes 40 hits and has an AV of 13. To chip it you must score 14 hit points.

Automata cannot be killed. The best that can be done, without magic, is to temporarily stop them. The spell is cast to animate a specific form. When the Damage above has been scored, that form is scattered. The Automata will take 1 turn per hit point to reassemble itself before attacking anew. If any piece of it is taken, it will follow the thief until it retrieves it.

The Damage scored by an automaton, in combat, equals the normal armed values PLUS the **AV** of the creature.

EXAMPLE — For the Stone Golem above a Normal Hit will inflict 1D6+13 hit points.

BMC — 13
DURATION — **2** hours. (***EL*** *factor applies as a power.*)

The **OCV** and **DCV** equals the **EL** of the spell. The **MR** formula that applies is listed in Table 15.31.

EXAMPLE — The EL5 Stone Golem, DF8, has an MR, for a legged creature, of, ((5+2)×2)−8, 6 hexes per turn.

NOTE — ***MR*** *is the Movement Rate for the tactical turn. The Damage Factor is listed in the table above and is based on the material that the Automata is made from.*

Table 15.31: Movement Rate for Automata

FORM	MR
Legless	**(EL+2)−DF***
Legged	**(EL+2)×2−DF***
Winged	**(EL+2)×5−DF***

***DF** equals Damage Factor in this table. If the Damage factor is less than one, use a **DF** of zero in the **MR** formula.
If the **MR** derived from this formula is zero or less, the magic-user cannot create a mobile automata of that type at his **EL**. The automaton can move its limbs but it does not move rapidly enough to have an effective tactical movement rate. (As an option, the Referee can allow it to have an **MR** of one with movement allowed every second turn.)

Simulcrum The spell creates a replica of the Caster, in miniature form, that is tied to his life force. Any hostile physical effects that the Caster suffers, when so protected, are passed into the Simulcrum. While the Simulcrum remains active, the Caster is immune to age and physical damage.

The Simulcrum is limited in the total damage that he can take. If this value is exceeded, he dies. The Simulcrum also has a 24 hour limit. If this limit is exceeded, he dies.

If the Simulcrum dies, the Caster passes out for one hour per **(EL+1)×2** of the spell that created it.

Damage scored DIRECTLY on the Simulcrum of the person is passed on to that person, not suffered by the Simulcrum. Used in this way it will cause the simultaneous effect of a Pain and Disease spell at the **EL** of the spell that created the Simulcrum. Neither is curable as long as the Simulcrum is under attack.

To create a Simulcrum requires a purified altar, the blood of the Caster and a special essence that can only be decanted from Mandrake. Without all three, it cannot be made.

No person may not be tied to more than one Simulcrum at one time.

BMC — 9
RANGE — 2 miles. (***EL*** *factor applies as a power.*)*
TOTAL DAMAGE — **(EL×5)+20**
24 HOUR DAMAGE — **(EL×3)+10**

*Either for attack or normal use. This is the maximum

distance that the Caster can be separated from the Simulcrum and continue to gain its benefits. If he is separated by more than this distance, for more than **(EL+1)×24** hours, the Simulcrum dies.

Summoning — Alignment — General

This spell allows the Caster to summon supernatural forces not native to the Middle World. (*This includes all forces native to the Upper World, Tonahs and other Guardian spirits, Spiritual forces and Elementals.*) When the spell is learned the Caster will know the rites for summoning forces of his orientation, i.e. if he is Law-oriented he knows how to summon Law forces. To learn the rites for others, the spell must be relearned. If a creature is summoned without knowledge of the correct rites its **MDV** is doubled in resisting the summons. Failure indicates that it does not come. Abysmal Failure indicates that it comes, breaches the Caster's defenses and attacks him. (*The Caster will defend as specified for a target that is unable to move*).

After the spell succeeds, the force summoned will arrive in **1D6×Contact Level** phases. If the Caster casts any other magic during this period, he loses all control over the force's actions and may be attacked by it if it chooses to do so.

The Range specified is the maximum distance away from the Caster that the force may appear at. The Caster will place it, as he desires, within this area.

For a creature to be summoned it must have a listed Contact Level (**CL**) that is NOT NA, i.e. a numerical value must be listed.

BMC — 7
RANGE — **EL**"
DURATION — **(EL+1)×2−CL** turns. (*The number of turns that the Caster may maintain control over the force. If the force is not dispelled before this period ends, it will attack the Caster if it sees fit to do so.*)
MAXIMUM CONTACT LEVEL — **EL/3**, rounded up.
COST PER ENTITY — **Mana Cost×Contact Level** (*The cost to summon one member of the force.*)
NUMBER SUMMONABLE — **(EL+1)/2**, rounded up.

NOTE — *If control of a supernatural force is lost, the Caster may attempt to influence it. If he has a Fanatical Tie with its Alignment he may be attacked, but will not be killed. At most "his superior" punishes him for effrontery.*

*All influence attempts require that the Caster promise the force something that is of greater value to it than is the death of the Caster. Failure to provide the promised item within **EL+1** weeks will result in the death of the unfaithful Caster at the hands of the betrayed force.*

In all Summoning attempts where more than one entity is summoned, all entities summoned must be members of the same supernatural force.

EXAMPLE — A magic-user summons three entities. If one is an Alal, all three must be Alal.

NOTE — *For Summoning Elementals, see Elemental Powers.*

Sustenance — Alignment — Law

The spell creates edible food from inedible matter. If the matter is poisonous, the food is created BUT it retains the poison in it. (A turkey formed from arsenic has food value and is poisonous.)

The Duration of the spell is the number of hours the change will last. If the food is eaten before this time expires, it is fully nutritious. If the duration expires first, it returns to its former state.

The spell requires that the Caster have a weight of matter equivalent to the weight of the Food Points that he wishes to create. The matter must be within his range to be affected. (The standard Food Point weighs ¼ pound.)

BMC — 1
RANGE — **(EL+1)/3"** (*A radius. If zero he must touch what he wishes to change.*)
DURATION — **2** hours. (***EL** factor applies as a power.*)
FOOD CREATED — **2** Food Points. (***EL** factor applies as a power.*)

Sweeten Water — Alignment — Elder

The spell will turn sea water, in a closed container, into drinkable water. The Caster must be in contact with the container and have the **EL** required to affect all of the fluid within it. If he does not, the spell fails.

BMC — 1
DURATION — **2** hours. (***EL** factor applies as a power.*)
ABILITY — **2** ounces. (***EL** factor applies as a power. The number of ounces of sea water that can be changed.*)

NOTE — *At the Referee's discretion, the Caster may be allowed to use this spell to change any fluid into drinkable water.*

Tanglevine — Alignment — Elder

The spell creates an area of intense plant growth that catches any creature within its area of affect. Targets in the area are allowed a **D** roll. Success allows them to move half their **PMR**, rounded up, and not be entangled. Partial Success lets them move 1 hex before being entangled. Failure snags them. Unless the move carries them out of the affect area they are automatically snagged on the second phase.

Once snagged, a person must break free with Strength. Roll **S−the listed Strength** for the **EL** cast. Regardless of the **EL** all targets may roll a chance for Partial Success. Success allows him to free himself and move one hex. Partial

Success grants a −20 modifier on the next roll. Failure does nothing. After a target breaks free the spell must roll a new Success Roll to snag him again. If not, he may move his full **PMR**.

The Caster may use other magic while this spell is in affect. If he enters the area he can be affected by his own spell.

BMC — 1
RANGE — **(EL+1)×2"**
DURATION — (**EL**+1)×10 phases.
AFFECT AREA — **EL+1"** (*A radius.*)
STRENGTH — **(EL+1)×5**

IMPORTANT — The D roll above is not allowed if the target is ambushed or unaware of the Wizard casting the spell. He must have the wit to realize the threat to get this chance. The vines do not inflict damage of any kind. At the end of the duration, they turn to mist and disappear.

Telekinesis ALIGNMENT — Law

This spell lets the Caster move objects with his mind. The weight limit is how much he can lift. The Caster must concentrate on the object. If his concentration is lost or he is damaged the object falls and the spell is broken.

BMC — 4
DURATION — **EL+1** turns.
WEIGHT — **(EL+1)×5** pounds. (*The maximum weight the Caster can move.*)
PMR — **(EL+1)/2**, rounded up.

EXAMPLE — A Caster needs a key in a desk drawer he can see to escape a jail cell. He casts an EL1 Telekinesis spell. He can lift and move objects weighing 10 pounds or less. He opens the drawer and lifts the key. If he knows it is specifically on top in the drawer the key will move. If it's under a folder or something the Caster has trouble. The key will float toward him once he can grab it.

OPTIONAL — This spell may be cast at DOUBLE cost to lift or strike animate objects. When it is the weight limit is **(EL+1)×30** pounds and may be used to lift one being. It may be used to project force against a target. Said "punch" is a subdual attack that scores **1D6+EL×2** hits. Per ten subdual hits scored, rounded down, one point of real damage is inflicted.

EXAMPLE — At EL7 the Caster can lift 240 pounds and his telekinetic punch does 1D6+14 points of subdual damage.

OPTIONAL — Cast at TRIPLE cost this spell can move **(EL+1)×2** objects that weigh no more than **(EL+1)/2** pounds each. An example might be to move 10 Daggers straight toward an enemy. Used in this manner the force of the blow is as if a Strength bonus of **EL/3**, rounded down, is being used. His line to hit on the Combat Table equals his **EL**.

Telepathic Powers ALIGNMENT — Chaos

The members of this family are:

CONTROL
EMOTIONAL EMPATHY
MIND BURN
MIND READING
MIND SEARCH
MIND SHIELD
SENDING
SUGGESTION

The descriptions follow below:

Control All parameters are as for Fascination. If the control lapses, the Caster may subtract **10+EL** from his roll when he attempts to regain it.

Once control is gained the Caster may refine his hold if he wishes. Doing so requires an altar purified for Chaos magic and success casting this spell at double cost. If he succeeds, the Caster's control of the victim is not obvious. The person appears to have free will but must do whatever the Caster commands.

BMC — 3

Emotional Empathy This spell projects a sense of empathy to those in the affect area. It can be used in many ways. The **MDV** of each target in the area is used to resist the spell. The spell sends emotions to the subconscious of the targets but does not directly influence them. The target reacts based on those emotions. Only one emotion can be sent at one time. The Referee decides the actual effect.

BMC — 3
RANGE — **(EL+1)×2"** (*A radius.*)
DURATION — **EL+1** turns.

EXAMPLE — A wizard sees a mob that has trapped a felon in a barn. The mob is considering actions. He casts an EL3 Emotional Empathy spell to send hatred. The mob burns the barn down.

Mind Burn The spell destroys the mind of the victim. The Damage listed is subtracted from the Intelligence, Will, Empathy and Eloquence of the person affected. If any of the factors are reduced to zero or less, the Caster gains control of the target's voluntary muscles. While the duration lasts, he may do what he will with them.

When two are reduced to zero or less the Caster controls the victim's mind as well. If this level of control is achieved the Caster may recast against him at DOUBLE cost. If the Caster succeeds, the victim is his mindless thrall until he lets him die. He obeys any order, including suicidal ones, without question or delay. Reduce the victim's mental attributes to zero. The Caster must expend Mana as for Fascination to keep the thrall alive.

BMC — 4
RANGE — **EL/2"**, rounded down. (*When zero touch is required.*)
DURATION — **EL+1** phases.
DAMAGE — **(EL+1)×3**

Mind Reading The spell allows the Caster to read the thoughts of others in his Range. He must see the person but is not required to have eye contact. If there are obstructions in the way he can't read the target. The spell reads the immediate thoughts of the target. From this information intent and motivation can be gained.

If the person is a Magic User, **MDV** is used to resist the spell. He will feel himself being read. There is no resistance for non-magic users. Success reads the immediate thoughts. Failure gives nothing. Abysmal gives flashes of old or irrelevant thoughts.

BMC — 2
RANGE — **(EL+1)×2"** (*A radius.*)
DURATION — **EL+1** phases.

Mind Search The spell allows the Caster to detect the presence of other minds, their relative Intelligence and whether they have any magical power. The Range represents the sides of a 60 degree cone. Any creature within this area is found by the spell if it succeeds. The Range is not impeded in any way by non-magical obstacles.

BMC — 1
RANGE — **EL+1"**

Mind Shield The spell cloaks the mind of the Caster. A mind so protected cannot be detected by Telepathy or read by Soul Sight. The spell may only be cast on the Caster himself or a mind that he has contacted telepathically.

The Maximum **EL** spell that the spell will cloak the Caster against equals the **EL** that he cast.

BMC — 3
DURATION — 2 hours. (***EL*** *factor applies as a power.*)

Sending The parameters are as for Communicate except that there must be a common tongue for meaningful communication to take place. If not, the Caster will pick up surface emotions and nothing else. Once the Caster has contacted a mind in this way, he may subtract 20 from his roll to do it again and 10 from the roll to use any other Telepathic Power on it.

All factors including Range for the first contact are as for Communicate. Once a mind has been contacted, the Caster can contact it at the Range values specified below.

BMC — 3
RANGE — **2** miles. (***EL*** *factor applies as a power.*)
DURATION — **(EL+1)×10** turns.

NOTE — *Where a rule specifies that an advantage is gained if you have contacted someone telepathically, this is the spell you must use to gain that advantage.*

Suggestion The spell allows the Caster to force the victim to perform **EL+1** Specific Actions for him. The Suggestion implemented may not be an order to commit suicide. It must be a specific command that can be stated in **EL+3** words or less.

Suggestions implanted will be carried out in order. They will consume whatever time is necessary to complete them. The effects are totally at the discretion of the Referee and the imagination of the Caster.

With Intelligent Creatures (**INT** score 6 or higher), the **MDV×2** is added to the Success Roll. If the spell succeeds, the number of suggestions listed above are reduced 50%, rounded down.

EXAMPLE — At EL2, a non-intelligent creature can be given 3 Suggestions and an Intelligent creature can be given 1.

BMC — 5
RANGE — **EL+1"**

Terror — ALIGNMENT — Chaos

Victims of the spell flee directly away from the Caster for the entire duration of its effect. The person is either fully affected by the spell or totally unaffected. Beasts of Chaos do not flee. They will subtract the **EL** of the spell from any combat rolls they take while in its area of affect.

BMC — 2
RANGE — **(EL+1)/2"** (*A radius.*)
DURATION — **2** turns. (***EL*** *factor applies as a power.*)

EXAMPLE — Vobal of Salaqara is affected by an EL8 version of this spell. He will flee directly away from the Caster for 512 tactical turns, i.e. about an hour and forty minutes.

Theft — ALIGNMENT — Chaos

The spell, if successful, will find the item specified and bring it to the Caster. For the spell to succeed, the Caster must know the precise appearance of the item AND its exact location. If either is off by the slightest amount, the spell fails. The spell can only be used to affect inanimate objects. If the property belongs to the Caster, he may subtract his **MEL×2** in addition to the normal **EL** modifier IF he was the last person, other than the thief, to touch the item.

The spell cannot affect any item that is magical in nature. It cannot affect any item that is protected, or warded, magically. If it is attempted in these cases, Failure is automatically Abysmal.

BMC — 1
RANGE — **2"** (***EL*** *factor applies as a power.*)

Time Powers — ALIGNMENT — Varies

The members of this family are:

CURE AGE
TIME SLOW
TIME STOP
TIME TRAP
TIME TRAVEL

The descriptions follow below:

Cure Age The spell reduces the physical age of the target affected and temporarily increases his Constitution rating.

BMC — 7
RANGE — Touch only.
DURATION — **EL+1** months.
CONSTITUTION INCREASE — **(EL+1)×2**
AGE EFFECT — **2** weeks. (***EL*** *factor applies as a power.*)

NOTE — *The Age Effect is permanent. The Constitution Effect lasts for the Duration specified. If the spell is cast on the same target more than once during the duration, and both succeed, the* ***total increase in Constitution+the decrease in Age****, ignoring the signs, is the chance that the victim is killed.*

EXAMPLE — EL3 Cure Age affects Oom. His C temporarily increases by 8. His age is reduced 16 weeks. The affect Duration is four months. A month later he is affected again. He loses another 16 weeks of age and gains 8 Constitution. He also has a 48% chance of dying (24 for each success.)

Time Slow The spell slows the passage of time for entities that are affected by it. Its Range is expressed as an effect radius. The Percentage Reduction is the amount that the victim's **MR** is reduced by success. The Roll Modifier is an amount that victims must add to all attack rolls in combat.

BMC — 6
RANGE — **(EL+1)/2"** (*A radius.*)
DURATION — **EL+1** turns.

PERCENTAGE REDUCTION — **EL×5%** (*The **MR** reduction. Round down.*)
ROLL MODIFIER — **(EL+1)×2**
EXEMPTIONS — **EL** (*The Caster is automatically exempt.*)

EXAMPLE — At EL6 the spell has a radius of three and a half hexes and lasts for seven turns. The Caster can exempt up to six people, in addition to himself, from its power. If it affects a creature with an MR of twenty, the creature must add fourteen to all attack rolls and it moves with an MR of thirteen.

Time Stop The spell stops the flow of time for any person that is affected, and not exempted from its effect. They experience no passage of time while they are in the effect area. They are literally frozen in place.

As new creatures enter the effect, roll to see if they are affected each phase that they remain within it. All unaffected creatures will move normally. If an exempted person leaves the area of the spell, he loses his exemption. If he returns, he can be affected.

The spell is negated for any effected target that is touched in any way by an unaffected one. They may not be affected again without recasting the spell.

The spell affects both animate and inanimate objects. (*An arrow fired into the area will stop in midair until the spell ends.*) The spell is blocked by any physical obstructions of a non-organic nature. Only those creatures that the Caster can see can be affected. If he casts any other magic during the duration, or suffers physical damage, the spell is negated.

BMC — 10
RANGE — **(EL+1)/2"** (*A radius.*)
DURATION — **EL+1** turns.
EXEMPTIONS — **EL**

NOTE — *The Duration is the number of tactical turns that the spell remains in effect. Persons affected remain affected only so long as they are within the Range specified. The effect moves with the Caster if he moves. He is automatically exempt.*

Time Trap This spell can be cast on any creature that has already been affected by a Time Stop spell, i.e. is currently under this influence. If it succeeds, the victim is locked into null time. Until it is dispelled, he will remain motionless and will be unaffected by the flow of time. He will be immobile and totally oblivious to what is happening around him. If a victim is touched after the effect begins he is freed from its grasp.

The spell is cast at a specific target. The Duration is the time that he will be trapped in null time.

BMC — 12
RANGE — Touch Only.
DURATION — **2** weeks. (***EL** factor applies as a power.*)
MDV LIMIT — **(EL+1)×5**

Time Travel The spell allows the Caster, and any persons included, to move forward, or backward, in time. If the Caster does not choose to travel when the spell is cast, the Mana Cost of the spell is TRIPLED.

BMC — 15
RANGE FORWARD — 2 minutes. (***EL** factor applies as a power.*)
RANGE BACKWARD — 2 months. (***EL** factor applies as a power.*)
INCLUSIONS — **EL/2**, rounded up.

NOTE — *To be affected, every person included must be in physical contact with the Caster.*

Per person included, the Mana Cost required to cast the spell must be paid.

EXAMPLE — If two persons travel with the Caster of an EL4 spell the cost is 3 times the Mana Cost stated, i.e. multiply the base cost times the number of people actually making the journey.

Tongues **ALIGNMENT — Elder**

The spell allows the Caster to communicate with ANY animate or inanimate object that he touches. The quality of the conversation, and the knowledge that can be gained thereby, varies with the intellect and awareness of the item that he speaks with.

EXAMPLE — If seeking detailed information about a person that passed by, it is better to ask a bird than to ask a rock. The bird may have taken notice of the person, the rock could care less.

If the spell is cast at DOUBLE the Mana Cost, the Caster can serve as a conduit to allow a person that is in contact with him to question the item that it was cast for.

If the Caster casts the spell at FIVE times the Mana Cost, and rolls less than his **Will+Empathy**, he will gain the Language that the spell is cast for permanently at a starting **EL**. From that point on, he will not be required to cast magic to understand it.

When the spell is cast with extra Mana, in the previous ways, neither the Range nor the Duration are affected in any way. The factors below will always apply.

For a Caster to talk to something with this spell, the entire entity must be within the Range of the spell. If not, speech is heard but it is only partially intelligible.

The spell in no way compels the object affected to talk. The Caster must cajole it into doing so if it is not willing.

BMC — 4
RANGE — **2**" (***EL** factor applies as a power. A radius.*)
DURATION — **(EL+1)×2** phases.

Tracking — Alignment — Law

The spell allows the Caster to unerringly track any intelligent creature. When the creature's path is within the Caster's Range he will see it as a faint glow. The Caster must possess an item that was in contact with the person up to 72 hours before the spell to track him. If he has a part of the person's anatomy, i.e. hair, fingernails, blood, etc. he may subtract TEN from the Success Roll.

The Success Roll is taken each day. While the Caster is under the influence of the spell, he cannot tire. He may move and cast any magic that he desires.

If the spell is cast at THREE times the Mana Cost it will reveal the present location of the target. This effect will yield the distance away and the direction to travel to get there by the shortest route.

Cast in the extended form, the Range is unlimited and the Caster is compelled to pursue the target. He permanently loses **2D6** Energy if he does not.

BMC — 1
RANGE — **2"** (***EL*** *factor applies as a power.*)

Translocation — Alignment — Neutral

This spell is a potent strategic movement spell. It allows the Caster, and those he includes, to instantly move from one point to another. As for the Teleport spell, the Caster must have precise knowledge of where he is going. Unlike Teleport, this spell is not usable unless he does.

NOTE — *The knowledge needed means the Caster must have been there, cast Knowledge to learn the details or has drawn the information required from the mind of someone who has it.*

Unlike Teleport, this spell may be cast to send others ONLY. When it is cast in this manner the Range for the targets sent equals the Caster's **EL**. The number of people he can send equals the inclusions possible for the **EL** cast. All other restrictions are as specified above.

OPTIONAL — The Referee may allow the Caster to use this spell to defend against an enemy. In this case, he may send blind. The people sent are Translocated in a random direction at $^1/_{10}{}^{th}$ the Range specified for the **EL**, rounded down. The **BMC** to cast the spell in this manner is FIVE. When it is so used the Error Chance listed for Teleport applies.

BMC — 10
RANGE — **(EL+1) squared×40** miles.
INCLUSIONS — **EL** (*The Caster is included automatically if he chooses to be.*)

EXAMPLE — At EL8 the Caster and up to eight others can travel (9×9)×40 3240 miles. If the option is allowed, he can send up to eight enemies 324 miles in a random direction.

Transmutation — Alignment — Varies

The spell changes the shape of objects other than the Caster himself. It can affect both animate and inanimate forms. If the spell is cast such that animate creatures take inanimate forms, the Caster will add 20 to his Success Roll, in addition to the **MDV**. He may cast it to make an inanimate object animate. Any attempt to do so adds 25 to the roll.

Victims of this spell will have the physical attributes of the new form in every detail. Mentally, inanimate objects changed will be totally unintelligent. Animate objects will have the intellect that they had in their normal form.

EXAMPLE — A rock that is changed into a horse has the intellect of a rock and can run as a horse does. A man turned into a table has the physical attributes thereof with the intellect of a man.

The Duration is the number of hours that the change will last. The Extensions are a number of times that it can be extended at its **EL**. Each extension requires an additional five Mana points. All that are to apply must be cast at the same time that the original spell is cast.

Dispelling — The Caster of this spell can automatically dispel it. Any other magic-user that attempts to do so must add the **MDV** of the spell to his roll. If he fails, the Failure is Abysmal.

BMC — 8
DURATION — **2** hours. (***EL*** *factor applies as a power.*)
EXTENSIONS — **EL/2**, rounded down. (*Each extension has the Duration of the basic spell at the* ***EL*** *cast.*)
RANGE — **EL+1"**

EXAMPLE — A Mage, EL7 in this spell, is angered at Aldwulf the Black. He casts his spell with all 3 extensions that he is capable of. If he succeeds, Aldwulf will take the form of a Snail for, 256+(256×3), 1024 hours (around 45 days.)

IMPORTANT — Any person that is in a form that is not naturally capable of using magic will be unable to use magic while affected. Any form that does not have hands or the power of speech, i.e. speech that is normally understood to be language, without the use of magic, is incapable of casting magic.

The HPV of the person, when changed, is not modified. Otherwise he will be the size of the creature that he has become and will have all normal attributes of that species.

EXAMPLE — Aldwulf is now a snail. He is a very smart snail who takes a lot of damage BUT he must act as a snail would.

OPTIONAL — This spell may be cast at DOUBLE cost. If it is, the Caster may set limitations on how the victim operates in his altered form. There are no restrictions on what factors he imposes as long as the limitation is not, in and of itself, guaranteed to be fatal.

CHAOS ONLY OPTIONAL — This spell may be used to alter portions of the target's anatomy instead of his entire being. It can be used to enhance the individual in various ways and/or punish him. The Caster will state what he will change and how. Once he does, the Referee determines what affect the change has on the victim. All rules listed above apply for this spell.

EXAMPLE — A Korchi governor is annoyed by his concubine's sharp tongue. He erases her mouth from her face. That done, he recalls that the God Emperor is expecting a report from him soon. He hands the scroll to a guard, adds dragon wings to his body, changes his left hand into a mace head and sends him to deliver the document.

ELDER ONLY OPTIONAL — This spell may be cast at DOUBLE cost. When it is, the Duration is days instead of hours. The person affected has the intellect of the creature he is turned into. He will not be aware until the duration ends. At that time, he recalls everything he did as the thing he became. Used in this manner the spell may only change an animate being into another kind of animate being.

NOTE — *Druids and priests of the more barbaric Elder faiths commonly use this spell as a punishment.*

EXAMPLE — A Druid is brought to pass judgment on a poacher. He casts this form of the spell at EL5. The poacher is turned into a stag for 64 days. He is a deer in all ways, mentally and physically. If he survives, he knows all he did as an animal when he regains his true form.

Trap Powers — Alignment — Balance

The spells that belong to this family are:

Sentinel Blades
Fire Trap
Shock Web

The member spells are described in alphabetical order in the sections that follow:

Fire Trap This spell creates a blast of fire that ignites when a person enters the area. The trap flares on the first sign of movement in the area. It can ignite flammable objects. It burns out in **EL+1** phases. Anyone that enters the area can be damaged. After Duration Two ends the trap disappears. The Caster designates where the trap is placed.

BMC — 4
Range — **(EL+1)×2"** (*Distance from the Caster the trap can be set.*)
Affect Area — **EL+1"** (*Radius of fire.*)
Duration I — **EL+1** hours. (*How long the trap remains in place dormant.*)
Duration II — **EL+1** phases. (*Duration of the fire once ignited.*)
Damage — **1D10+EL**

Sentinel Blades This spell sets a trap of spinning blades. Once activated, the blades attack anyone in the affect area until the Duration Two ends. The Caster needs to leave the required number of daggers there. They are not created by the spell. If none are provided the spell is useless. The number of daggers provided is the number of daggers used by the spell. It causes each dagger to fly in random directions to stab, cut and slice targets. The daggers have an **OCV** of **MEL+EL**. The trap activates when an affected blade is moved or touched.

BMC — 3
Range — **(EL+1)×2"** (*Distance from the Caster the trap can be set.*)
Affect Area — **EL+1"** (*Area the daggers can attack in.*)
Duration I — **EL+1** hours. (*How long the trap remains in place.*)
Duration II — **EL+1** phases. (*How long the daggers attack once the trap is activated.*)
Maximum Number of Blades — **EL+1**

EXAMPLE — A wizard leaves 5 daggers in a small room and casts EL2 Sentinel Blades. Soon a guard finds them lying on the ground and goes to pick them up. Three fly around. He drops the dagger he touched and is attacked by three spinning blades. He will likely be hit and damaged before he escapes.

NOTE — *If the person attacked can grab and hold a blade the spell is negated for that item. A Dexterity roll is required to grab one. To hold on the person's Strength must be **(EL+1)×5** or more.*

Shock Web The spell creates a lightning trap. Once the trap is set off it fires bolts in a random direction and may hit targets. It emits 2 bolts per phase in a random direction until the duration ends.

BMC — 3
Range — **(EL+1)×2"** (*Distance from the Caster the trap can be set.*)
Affect Area — **EL+1"** (*Range of the bolts.*)
Duration I — **EL+1** hours. (*How long the trap remains in place dormant.*)
Duration II — **EL+1** phases. (*Duration the bolts fire once activated.*)
Damage — **1D6+EL**

Roll **1D6** to determine the direction the bolts fire. If anyone is in the line of fire, he has a chance to be hit. Use the **EL** of the spell as an **OCV** on the Combat Table.

Travel Powers — Alignment — Varies

The members of this family are:

Insubstantiability
Interworld Travel
Levitate
Teleport

The descriptions follow below:

Insubstantiability The spell allows the Caster to walk through material objects. While the duration lasts, he cannot suffer any physical damage and is unable to cast other magic, except for other Travel Powers. If he is attacked by a creature that drains the Energy Level, or a spell that does so, without taking blood, the effect of that attack is doubled.

Unless the Caster is in the air, i.e. not surrounded by solid or liquid material, when the duration ends he will die. The Movement Rate while affected equals **MR+EL**.

This spell does not confer any special movement abilities on the Caster. Unless he also casts the Levitate spell, or

originally casts this spell at THREE times the normal Mana Cost, he may not move in any way that he could not if he was solid (except that he may pass through physical obstructions such as walls, doors, etc.) To alter his position higher or lower, without a clear path of access such as a staircase, requires additional Mana or the successful casting of Levitation.

Only Travel Powers may be cast while Insubstantial.

BMC — 2
DURATION — 2 turns. (***EL** factor applies as a power.*)

NOTE — *The Referee may allow the Caster to affect others. If you choose to do so, contact with the Caster will make the person contacted insubstantial for as long as the contact is maintained. Unless the Caster is also affected by Flight, Levitation, etc., he may not fly or levitate.*

Interworld Travel The power to enter the Lower, Middle or Upper World. The spell is learned separately for each world. A person in the Lower World may only travel to the Middle. A person in the Upper World may only travel to the Middle. From the Middle, a person may travel to either. Supernatural forces native to the Upper World, excluding Elder aligned forces, are unable to enter the Lower World. They will never be found there and cannot be summoned while the Caster is there. This will also apply to any Character that has a Fanatical Tie to Law, Chaos or Balance.

NOTE — *Members of the Court of Cernunnos may be found in the Lower World. His former rank as a Sidh god allows this.*

If the spell succeeds, the Caster, and any persons included, may pass the barriers that separate the world that he is in from the world that he wishes to enter. It is only castable in an area where such a barrier exists. If the attempt fails, each person included in the spell, including the Caster, suffers the damage specified.

BMC — 9
DAMAGE — **(EL+1)×3** (*A number of hit points.*)
INCLUSIONS — **EL**

NOTE — *The Lower, Middle and Upper Worlds are the three fragments of what was the True World. Travel from the Upper World to the Lower was forbidden for all save the Sidh in the Convocation of the Gods which ended the conflicts which led to the three worlds. In essence, they are different realities which occupy identical space. Further details will be found in Book Five.*

Levitate The spell warps gravitic Mana to alter the spacial position of the Caster. With the spell, the Caster may move up, down, parallel to the ground or he may hold his position in relation to the ground. After his first move into the air, the spell will end when the Caster comes into contact with solid ground OR any object that is on or attached to solid ground. If he is still in the air at the time, he will fall.

BMC — 3
RANGE — **EL/3**, rounded down (*A radius. If zero, others included must be in contact with the Caster.*)
DURATION — **(EL+1)×2** turns.
PMR — **EL+1** (*The speed that he may rise, fall or move each phase.*)
INCLUSIONS — **EL** (*The maximum number of persons, in addition to the Caster, that can be included in the effect of the spell. Per additional person, the Mana Cost is increased by 1.*)

NOTE — *The spell must be cast to include every person within its Range. If the Caster cannot include that many, the spell fails.*

OPTIONAL — To simplify use of this power, it is best to base the number of inclusions on the weight of the Caster. Any item with this weight or less is one inclusion, unless it is carried by a person that is affected in which case it will not count at all. Per 100% increase in weight, an item is an extra inclusion, i.e. if the Caster weighs 120 pounds an item that weighs 121 to 240 counts as two inclusion, 241 to 360 counts as three, etc.

NOTE — *All inanimate materials included in the spell, that are not carried by another person, will move in exactly the same way that the Caster does. If he moves 2" straight up, so do they.*

Any Caster that has a range for his effect can narrow the spell at any time that he desires, after initial success. Anything that is left outside of the effect due to this, or that moves out of it on his own volition, will fall immediately.

Teleport The spell allows the Caster to instantaneously alter his spatial position in physical reality from one point to another. All factors of Range and Inclusions are as for Levitate. The Distance listed below is the number of miles that he can travel. No duration applies. The spell may never be used to travel from one world to another. (It alters space, it does not affect dimensional realities in any way.)

BMC — 6
DISTANCE — 2 miles. (***EL** factor applies as a power. The number of miles that the Caster and those with him can travel.*)

NOTE — *The Levitate optional rule applies for this power as well. It is the best way to handle the various factors that are involved in the shaping of the power.*

IMPORTANT — If the Caster Teleports to a location that he does not have precise, personal knowledge of there is a chance that error occurs. The chance, per journey, equals 20−EL. If this value or less is, rolled with D100, he teleports erroneously, The effect of this, rolling 1D10 and subtracting the EL is listed in Table 15.32.

The number of miles travelled, divided by 100 and rounded up, is subtracted from the D100 roll for

Table 15.32: Errors in Teleport

Modified Roll	Error Effect
−9 or less	The Caster lands **2D10** feet away from the desired landing point.
−5 to −8	The Caster lands **D100×10** feet away from the desired landing point.
0 to −4	The Caster lands **D10** miles away from the desired position.
1 to 7	The Caster arrives **1D10×5** feet higher than the intended location.
8 and 9	The Caster lands **1D10** feet lower than the intended location.
10	The Caster lands **1D10×10** feet lower than the intended location.

error. If the landing is too high, the Caster will fall. If it is too low, he can die.

NOTE — *The result of error must be varied by the attempt that the Caster was making. If he was trying to land in the first floor of a building, being too low could put him in the basement. In* ALL *cases, the spell must be cast in such a way that, all things working perfectly, the Caster arrives on a solid surface. It will never be cast otherwise.*

OPTIONAL — If the Caster does not have precise knowledge of where he is going, he may cast the spell anyway, but add 20 to the Success Roll and subtracts 40 from the roll for error. If error occurs, it is modified as normal.

Truth — Alignment — Law

The spell creates a tie between the Caster and the person touched. While the duration lasts, neither may lie and both are compelled to answer any question that the other asks. The answer must be the exact truth as known to the person answering.

While the spell is in effect, the Caster is conscious. The person affected by his touch is in a trance. Neither may move or engage in any other action while the duration lasts.

BMC — 5
Duration — **EL+1** turns.

NOTE — *Each phase is sufficient to ask or answer one question. If any target resists the effect, by rolling Will successfully, he will take **1D3** phases to answer any question put to him.*

Unlife — Alignment — Chaos

Unlife is a major rite of desecration. It may only be cast on an altar dedicated to the Court of Lilith. That place must be purified perfectly and located in either a dark room or a garden. The person to be defiled must be chained on the altar in this place for the entire seven days it takes to complete the ritual.

The sealing cantrip of this rite is cast during the dark of the moon. If it is cast at any other time, add TEN to the roll for success and any failure is Abysmal.

Success delivers the victim's being and soul to the Court of Lilith. If the **EL** Success Roll is made, that person becomes a Vampire or Lamia (depending on sex.) If not, the victim is refused "membership". He or she is taken to the garden of Lilith for consumption, torture and death.

NOTE — *A person cursed into Vampirism with this spell may not attack the Caster responsible unless said Caster imposes on him and the person rolls **W/2**, rounded down.*

IMPORTANT — This is a seven day ritual of defiling. When the final cantrip is spoken its victim has one Hit Point and one Energy point. Should he be rescued between the time the rite begins and the final moment, assign his values accordingly.

The Vampire or Lamia resulting from this spell has the attributes listed for their creature type OR those of the Character defiled, whichever are greater.

BMC — 13
EL Success Roll — **(EL+3)×10%**

Vengeful Horror — Alignment — Elder

The spell may only be cast against a person that has harmed the Caster in some way. He must cast the spell in a purified area and have the blood, hair and spit of the person to be affected. The result of success creates a monster, drawn from the subconscious of the victim, that will attack to destroy him.

The horror created is a product of the person that is attacked by it. It is in his mind. It cannot be seen or attacked by any other person. The presence of this phenomena can be detected magically. If it is, the magic-user who detected it can attempt to dispel it by Dispelling Magic or casting a Sanity spell on the person affected.

Due to the nature of the beast, essentially the one thing that the victim most fears, the victim will have a reduced **OCV** against it, i.e. to reflect his hesitation and terror. Reduce the **OCV** of the person by 50%, rounded down.

On any turn that the victim fails to roll his **W×2** or less, he will turn and flee. He will continue running until he cannot see the Horror or until he succeeds on the morale throw, rolling every turn. The horror will pursue and attack each phase.

Once created, the Horror lasts until it is dispelled or killed. If it kills the person that it was set on, it will disappear.

BMC — 5
Range — **EL+1"** (*The distance away from the Caster that the Horror will first appear at.*)
Horror OCV — **EL×2**
Horror DCV — **EL+3**
Horror MR — **(EL+2)×3**
Horror HPV — **(EL×5)+10**
Horror Bonuses — **MR/5**, rounded up. (*The number of bonuses possessed. The Referee will place them in any characteristic that he desires. In general, they should be in characteristics where the victim is weak. They are only placed in physical characteristics.*)
Horror NAV — **EL**
Horror MDV — **MEL+EL**

EXAMPLE — A Horror is created with an EL5 spell by an MEL 10 wizard. It has an OCV of 10, DCV of 8, MR of 21, HPV of 35, 5 bonuses (+2 DB and +3 AB in this case, DCV is increased to 13), NAV of 5 and MDV of 15.

NOTE — *The target need not be present when the horror is created.*

Wakefulness — Alignment — Law

While effected, the victim is immune to Sleep, normal or magical. He will be unable to sleep. When the spell ends, he will immediately fall to sleep. He will sleep 1 hour for every 3 that the spell has kept him awake. If multiple spells are cast on a person, to extend the Duration, the after effects are additive. A person affected by this spell has immunity to Sleep Powers at the **EL** cast.

BMC — 2
Range — Touch only.
Duration — **(EL+1)×2** strategic turns.

EXAMPLE — An EL5 Caster affects a guard with his spell. The Guard will remain totally alert for six days. At the end of this time, he will sleep for two. If the Caster affects him with the spell again, before the first is finished, he stays awake an additional six days and sleeps for four when he comes out of it.

IMPORTANT — Once a person begins the sleep that results after being affected by this spell nothing can wake him. He sleeps until the required time elapses.

Warmth — Alignment — Law

This spell increases body temperature to protect against cold. It is mainly used to protect against cold weather but can defend against Cold spells. The Caster may cast it on himself or others. The temperature is constant. It acts as if 3 layers of clothing plus a coat are on the Caster. The Caster can vary that temperature depending on how cold it is.

BMC — 3
Duration — **EL+1** hours.
Damage Reduction — **EL+3** (*Subtracted from damage inflicted by cold or cold spells.*)

Wasting Hand — Alignment — Shadow

The basic parameters of this spell are as specified for the Freezing Hand. If the Caster touches his chosen victim the spell drains Energy from him and causes him to age. If he fails to touch him, he suffers the Damage he would have done to that person. For Range and Duration see Freezing Hand.

BMC — 6
Damage — **(EL+1)D10** (*The Energy points lost and the number of months that the person ages.*)

IMPORTANT — Those effected are stunned one phase per year that they are aged by this spell. If they are aged more than four years, they pass out for 2D10 turns. This spell has ½ its energy draining effect and no age effect on creatures with greater than human life spans.

EXAMPLE — A person is affected by EL4. He loses 5D10 Energy and ages as many months. If the roll is 29, he is stunned for two phases and is 29 months older.

Watchful Sleep — Alignment — Balance

The spell allows the Caster to Sleep and remain aware of everything that occurs within his effect area. He will not awaken before the expiration of the duration unless he, or friends with him, are threatened. If they are, he wakes immediately.

If the duration of this trance is more than 4 hours, the Caster will regenerate while under its effect. The Damage listed is the number of Hit Points that he will heal and the number of Mana points that he will regenerate. For either to occur, he must sleep for the entire duration of the spell.

If the spell is cast at double cost, the Caster may place it on another person. To do so, he must touch that person.

BMC — 1
Range — **(EL+1)×2"** (*The radius of the area in which the Caster is aware.*)
Duration — **EL+1** hours.
Damage — **EL+2**

Water From Stone — Alignment — Law

The spell creates water from inorganic, inanimate matter. It has no effect on pure or refined metals. It will affect any inanimate stone or crystalline substance.

The water created is drinkable. it pours out of the stone, leaving a depression of appropriate size. It is up to the Caster, or those with him, to catch the water if they want it.

BMC — 1
Range — **EL/3**, rounded down (*If zero, the stone to be affected must be touched.*)
Duration — **EL+1** hours. (*At the end of the duration the water becomes mist and disappears.*)
Amount Produced — **2** quarts. (***EL** factor applies as a power.*)

NOTE — *The Caster must have material sufficient to produce the volume of liquid desired. As a general rule, a 4 inch cube of stone will produce 1 quart of fluid and will disappear in the process. (*This is not a tactical measurement, i.e. 4 inches as in ⅓ foot.*)*

Water Powers — Alignment — Varies

The members of this family are:

Flood
Friendly Current
Water Breathing
Water Walking
Whirlpool

The descriptions follow below:

Flood The spell causes bodies of FRESH WATER to rise or fall in elevation. The Range listed is the area affected. The Depth is the amount that the waters can rise or fall. The Duration is the number of turns that the spell lasts. The Speed is the **MR** of the waters while obeying the spell. When the duration ends, all waters affected VIOLENTLY return to their original condition. Anyone that is in a flooded area is washed into the lake if he rolls higher than his Strength with **D100**. Persons washed in are killed. Anyone that is in the bed when the water returns is drowned.

NOTE — *The primary value of this spell, in play, is to put impediments in the way of enemies, cross water and get at treasures on the bottom of lakes, etc.*

BMC — 5
RANGE — **(EL+1)×2"**
DURATION — **(EL+1)×3** turns.
DEPTH — **(EL+1)×3** feet.
MR — **EL+1**

EXAMPLE — An EL10 Flood will affect a radius of 22" around the Caster for 33 turns. In this area, he can raise or lower the waters by 33 feet. The waters move at an MR of 11 to accomplish this goal. When the spell ends, they return.

IMPORTANT — The returning waters have an MR of EL×2+40.

Friendly Current As for the Sea Powers spell. The Speed is ½ that listed there, rounded up. The spell may only be used to make the current flow down stream. It may not be reversed or stopped.

BMC — 2

Water Breathing As for the Sea Powers spell. This version of the spell will only give the ability to breathe in Fresh Water.

BMC — 1

Water Walking The spell allows the Caster, and any creature included by him, to walk on water. The Caster must remain in motion. At any time that he stops moving, the spell is negated. All persons supported by the spell will sink immediately.

The speed walking is the **MR** normal for the Caster or any creature included. No added speed is gained. The Caster may walk in any direction on the water.

BMC — 1
DURATION — **(EL+1) squared+10** turns.
INCLUSIONS — **EL/2**, rounded up. (*The number of entities that can be included by the Caster. The cost per inclusion is 1 Mana point.*)

Whirlpool The Caster creates a swirling eddy of water within his range. Anyone in its radius who is overcome by the strength of the spell drowns. They determine whether or not this happens by comparing their **S+(Swimming EL×2)** to the spell Strength. If they are weaker, the water takes them off their feet and sucks them into the depths.

IMPORTANT — No one in the radius of the whirlpool can move unless they are a trained swimmer. They best they can do is stand fighting it until the duration ends.

If the Caster is in the radius, he is affected. The whirlpool continues until the duration ends. The Caster may leave the area or cast other magic as he sees fit.

BMC — 7
RANGE — **EL+2"**
AFFECT AREA — **(EL+1)/2"**, rounded up. (*A radius.*)
DURATION — **EL+1** turns.
STRENGTH — **(EL+1)×10**

Weaken — ALIGNMENT — Chaos

This spell weakens a target. It affects his Strength on a temporary basis. The other affect of the spell weakens armor's characteristics thus reducing the **AV**. It does not affect natural armor. It is cast on one target. Success has the benefits listed. Failure does nothing. Abysmal Failure backfires causing the Caster's armor and Strength to lessen. If the target's Strength is reduced to less than one he passes out until the duration ends. If the target is not wearing armor the **AV** affect does nothing.

BMC — 4
RANGE — **(EL+1)×2"**
DURATION — **EL+1** turns.
AV DECREASE — **EL/3**, rounded up.
S DECREASE — **(EL+1)×5**

EXAMPLE — A wizard casts an EL3 Weaken spell on a strong fighter. It lasts 4 turns and weakens the fighter by 20 points. It also reduces his plate mail AV by 1 making it an AV of 3.

Wildness — ALIGNMENT — Elder

The spell affects any specified domestic creature within its Range. The effect causes the creature to revert to its wild state. It will forget any training that it has ever received and will react as a wild animal to anything that it encounters. It will make every attempt, beginning immediately, to escape what it now considers to be captivity.

If the creature escapes, the effect is permanent. If it doesn't, it ends when the duration expires. The only way to cure this effect is with a Sanity spell. If it is cured, or the duration ends, the animal will remember it's skills and training.

While affected by this spell, the creature will never attack the magic-user that cast it. If he can speak its tongue, and helps it to escape, he can consider it to be a Personal Contact, i.e. friend, forever.

NOTE — *This spell can be used on any domesticated creature that does not have a **CL** of 1 or more.*

BMC — 4
RANGE — **EL+1"**
DURATION — **2** phases. (***EL** factor applies as a power.*)

Wisdom — ALIGNMENT — Neutral

This is a communing spell. The Caster uses it to learn about a specific type of knowledge, person or thing. While the information is being gained he is in a trance. He is completely defenseless at this time. The length of the trance is varied by the Referee depending on how involved or important the information sought is. The greater the gain, the longer the trance. Table 15.33 is a guide for this.

Table 15.33: Wisdom Gain

Data Sought	Time	Explanation
Minor	Minutes	Things that can be gained with a normal Knowledge spell or common knowledge.
Important	Hours	Information that is not commonly known or that could be the difference between life and death for someone.
Crucial	Days	Knowledge that is critical and generally unknown. Anything that must be known for success in an endeavor is possible.

The Referee must restrict the type of information a Caster can gain based on his **EL** and the interests of the Neutral Gods. The more valuable the information, the higher the **EL** needs to be. Regardless of **EL**, the Neutral Gods do not give information that is counter to their interests. If it is asked for they say nothing or lie.

BMC — 8
Duration — **15−EL** (*The time spent in trance, be it minutes, hours or days.*)
Point Gain — **(EL+1)×3** (*Expertise gained when the spell is used as a Knowledge spell to be improve skills and such.*)
Energy Cost — **EL+1** (*Energy lost in addition to the Mana cost for the spell.**)

*This loss is applied if the duration is in minutes. If the duration for what is asked is hours, an additional point per hour is lost. If it is days the Caster loses an additional 1D6 points per day. Should the term be longer than five days, he dies of thirst before coming out of the trance unless someone is caring for him.

IMPORTANT — A Dispell/Banish spell may be used to end this spell before its duration ends. If this is done, the Caster does not receive the knowledge he sought.

Withering Hand — Alignment — Chaos

The spell allows the Caster to kill plant life with the touch of his hand. It will also affect any material that is derived from any plant. It will not affect any material that is magical in nature, or protected by magic, unless the Caster rolls success against the object.

The Duration of the spell is the number of phases that the hand retains the withering power. One touch is allowed each phase. The Range is the size of the area a touch can affect. If the plant or item is larger only part of it is affected. The effect is automatic unless magical resistance is encountered.

BMC — 4
Range — **(EL+2) squared** cubic inches.
Duration — **(EL+1)×2** phases.

EXAMPLE — A dancer sneers at Aldwulf the Black when he tells her to remove her linen dress. He casts this spell at EL4. His range of 36 cubic inches suffices for his purpose. With a touch he removes it for her. She stands nude with powdered fibers at her feet.

Wood Wyrd — Alignment — Neutral

This rite is directed at a chosen enemy who has defiled the sacred wood in some manner. If it is cast on anyone else the cost is doubled and any Failure is Abysmal. Should an Abysmal Failure be rolled the Caster is immediately transformed into a tree.

The affect turns the enemy into a tree. The change lasts until a Dispell/Banish spell negates it or the Caster forgives the enemy and cancels the affect.

The damage listed for the spell is scored against the victim's **EnL** every hour. With each reduction the victim becomes more treelike. Reduce his **MR**, **A** and **D** accordingly. When **EnL** reaches zero he is a tree rooted firmly in the ground.

A person affected by this spell retains his intellect and awareness. He is cognizant of every moment he spends in the centuries to come. For most, a few years of such an existence causes insanity.

BMC — 4
Range — **EL"** (*At **EL0** touch is required.*)
Damage — **1D6+EL×2** (*Energy lost each hour.*)

NOTE — *If Dispell/Banish is cast before the victim is completely changed no risk is involved for the Caster. If it is cast after the change is complete, the Caster is automatically affected by this spell on any Failure. To have any chance of success the **EL** of the Dispell/Banish spell must be at least equal to the **EL** of the spell cast.*

IMPORTANT — The person affected by this spell can not dispel it. He is helpless without aid.

EXAMPLE — A Sorcerer is affected by an EL4 spell. His EnL is 96. He loses 1D6+8 Energy every hour. Given impossibly good luck on those rolls, he will be wood in 12 hours. With each hour he becomes more and more a tree.

Wounds — Alignment — Chaos

The spell creates a lance of dark power that radiates from the fingers of the Caster. With this lance, he can inflict damage in Combat. The Length of the weapon is as listed in Table 15.34.

Table 15.34: Wounds: Length of Weapon

EL	Length
0–2	Fighting Dagger
3–5	Sword
6–8	Heavy Sword
9+Up	Polearm

The Weapon Expertise equals the **EL×2**. The Strength Bonus equals the **EL/2**, rounded down. All other factors are as for the normal combat values of the Character using the spell.

EXAMPLE — A Character uses the EL4 version of the spell. His OCV is 3. He will use an OCV of 3 in combat. He subtracts 8 for Expertise and uses 2 as a Weapon Strength Bonus. If his Character has normal bonuses of his own, they will apply as well.

BMC — 1
Duration — **4** turns. (***EL** factor applies as a power.*)

NOTE — *The Success roll is taken to get the spell to work. It is not taken for each individual hit that is scored on a target. Once the Caster has successfully cast this spell it remains in effect until the duration ends, regardless of any damage that he may suffer.*

OPTIONAL — The spell has, under certain circumstances, a Leeching effect on the target. If a Deadly or Severe hit is scored, the target's Energy Level is reduced by the number of Hits scored, in addition to the physical damage. The amount of the reduction, divided by 3, rounded up, is taken as Hit Points healed by the person using the spell and/or as Mana regenerated.

EXAMPLE — Twenty hits are scored on a Deadly Hit. The victim takes the hits and loses 20 Energy. The Caster allocates 7 points, however he wishes, to his HPV or Mana regeneration.

NOTE — *The preceding spell list gives a solid foundation upon which the magic of a world can be built. The Referee is free to modify, delete or add as he feels is necessary to improve his individual campaign.*

As a general rule, a Magic-User must have free use of his senses in order to cast magic. He should also be required to maintain a stationary position while performing any magic rite.

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16 Priest Spells

The following descriptions detail the spells Priests use. Variations occur based on the Priest's type. Where such is the case, the rules listed for the type have precedence over these descriptions.

Absorption of Evil
Priest — Ashipu/Qadishtu Mah

The Priest sets himself as a barrier against evil. All evil magic or beings that enter his Radius of effect are diminished by his power. He absorbs their vile essence into himself to preserve others.

The number of Mana or Energy points that the Priest can absorb in any one turn (four phases) equals his **(EL+1)×2**. When this value is exceeded, he can absorb additional amounts each phase equal to his **EL+1**. All points absorbed at this level reduce his Energy Level by the amount absorbed. If his Energy Level reaches zero, he dies. The power remains in force for the Duration set below. It must remain in force for the entire period and can't be dispelled. It will affect any evil creature who enters its Radius of effect. The Priest must take something from all such creatures.

IMPORTANT — In absorbing, active Mana is taken before Energy unless the target uses magic naturally. If the target is a normal wizard, the Priest must drain his Casting Ability before he can attack his Energy Level.

BMC — 8
Range — **EL+1"**
Maximum Drain — **EL+1** (*The most that can be taken from any one individual.*)
Minimum Drain — **EL/2**, rounded up (*The minimum amount that must be taken from each enemy in range.*)

NOTE — *Instead of taking Energy or Mana, the Priest can use the power to inflict Subdual Damage. If he does so, no armor counts against the damage caused. However, the effect specified above is reduced by 50%, rounded down. Finally, in draining Mana, Mana being cast into a spell is always drained before dormant Mana in the Casting Ability.*

Awareness
Priest — Baru

Baru Priests receive training that, through meditation and other metaphysical skills, seeks to make them one with the world around them. Mastering this is important to any future prowess they may have in the arts of divination. To understand why this is important, realize that in many forms of divination the diviner is responding to signs and portents that exhibit themselves in the world around him. This given, his ability to develop a feel for his immediate environment is critical to his success at divination.

To use this talent the Priest must state that he is doing so. Per **hour** he is doing so, he expends **12−EL** energy points. When the power is used in this way, the a Priest increases his Empathy by **(EL+1)×3**. He will also have a chance

equal to this **Increase times two** to detect ambushes and other surprises that can give detectable clues before they strike. This allows him to give warning or react to the threat.

EXAMPLE — A Priest has EL3 in this. One hour of its use costs him nine Energy Points. While affected his Empathy is increased by 12 and he has a 24% chance of detecting surprise occurrences before they strike, i.e. he hears the twig snap under an ambusher's foot, he senses the minute crack in the ceiling above that indicates a deadfall trap, etc.

Use of the power as specified above does not entail any casting cost, the wish to do so is sufficient. Regardless of **EL**, the minimum cost to attune oneself in this way is one Energy Point per hour.

This spell can also be cast from the Energy Level in the conventional method. When this is done, the Priest places himself in a trance after stating to the Referee what specific influence he is sensitizing himself to. The influence chosen must be a specific class of thing, i.e. Mana, animate life, supernatural beings, etc. While the spell remains in effect, the Priest is automatically aware of anything within his Radius that fits within the class chosen. He will remain entranced for the Minimum Duration stated below. The Maximum Duration, in all cases, is ten times this Minimum. Per minute, or less, that the Priest remains in this trance he must pay the casting cost for the spell.

IMPORTANT — As Referee, you may evolve other uses of this talent. Those above are only basic applications. Others can be mastered as you feel they are necessary or appropriate. For a use form to fit within this spell it must be something that heightens the Priest's awareness of his surroundings through meditational practices. The possible uses of this are virtually endless.

BMC — 1

RANGE — **(EL+1)×3"**
MINIMUM DURATION — **EL+1** turns.

Bless — PRIEST — Basic Powers

When a Priest lays a blessing on an individual he may grant a temporary increase to a Characteristic or give combat advantages for attack or defense. The amount of improvement to the blessed's **OCV** or **DCV** equals the Priest's **EL+1**. His advantage for blessing a Characteristic equals his **(EL+1)×2**. The Duration of the Priest's blessing is a number of days equal to his **EL+1**. To bless a person the Priest must touch him and the person must be willing to accept the blessing.

If a Priest pays DOUBLE the normal Mana requirement, he can lay conditions on his blessing. This lets him limit the use of the blessing to uses that are in the interest of the faith. He may also pay DOUBLE Mana to double the Duration. Per increase cost paid, the number of days the person is affected is doubled.

EXAMPLE — An EL4 Priest blesses a soldier with Strength, +10. This lasts five days and costs nine Mana. If he pays eighteen, it lasts ten days. Twenty seven points gets him twenty days. If he chooses to limit the blessing with conditions, he doubles the amount paid for the Duration given. If he grants the blessing for twenty days, cost twenty seven, the total cost of the blessing is fifty four Mana.

BMC — 1
RANGE — Touch.
DURATION — **EL+1** days.
OCV & DCV INCREASE — **EL+1**
ATTRIBUTE INCREASE — **(EL+1)×2**

Blessed Sphere — PRIEST — Qadishtu/Kalu

The roll to affect enemies with this spell is taken each phase that it remains in effect. The spell creates an area that is hostile to the enemy Alignment. This area will affect all supernatural members of that Alignment each phase that it succeeds against them. It will also affect non-supernatural members to a lesser degree.

Supernatural members, those with a Contact Level, are affected by both Energy Loss and Damage. Other members are only affected by Energy Loss. While the spell remains in effect the Priest may not move and may not take ANY other action. His entire being is concentrated into his song.

BMC — 3
RANGE — **EL+1** (*The effect radius.*)
DURATION — **2** turns. (***EL** factor applies as a power. Recast the Mana with no chance of failure to continue.**)
DAMAGE — **EL/2**, rounded up. (*Hit Point damage taken by affected targets. This damage is only reduced by armor that is dedicated against Priestly magic.*)
ENERGY LOSS — **EL+1** (*The number of Energy Points lost each time the target is affected.*)

*Each additional increment increase the time by the Duration for the **EL**. The maximum number of times this can be done equals **EL**.

Blessed Truth — PRIEST — Urigallu

Unlike other Truth spells, the person affected by this spell remains completely aware. He is not compelled to speak truth in any way. However, if he lies, he can be in BIG trouble.

There are two forms of this spell that the Priest can use. The first, cast at the normal cost, grants him a chance to tell when someone is lying to him. This chance equals:

The Priest's WILL+(EL×5).

If the roll succeeds or partials, the Priest is aware of the lie. If it fails, he believes the lie to be truth.

This spell can also be cast at TRIPLE normal cost. When this is done, the Priest can impose a minor curse on the affected person. In this case, whenever the person lies the curse strikes him. This automatically occurs with any lie the person may tell. The types of curses that can be tied to this spell are nervous twitches, boils, minor disease symptoms (vomiting, sneezing, etc.) and other such things. In all cases, the curse ends when the spell ends and leaves no lasting damage.

Blessed Truth can only be cast in the second manner described above when the Priest is on ground Purified for his alignment by Priestly magic. It is not usable in any other situation.

BMC — 2
RANGE — **EL+1"**
DURATION — **EL+1** turns.

Ceremony — PRIEST — Urigallu

The term Ceremony defines basic forms of ritual worship that a Priest engages in. All such rites require preparation of materials, purification and a prepared altar and/or sacred ground. The forms a ceremony can take are:

A) **Worship** — Worship of the deity to give praise. Rites used vary from simple prayers to complex festivals.
B) **Placation** — Rites intended to appease the anger of the deity and renew the ties between the deity and the people.
C) **Dedication** — Special services dedicating a person, place or thing to the service of the deity. These ceremonies are the holiest rites of the church. They are always performed with the greatest care. Good examples of such ceremonies in our culture are Marriage, Ordination of a Priest, Confirmation and Baptism.
D) **Holy Observances** — Major rituals celebrating high holy days and other periods of significance. These ceremonies always require the services of other types of Priest in addition to the Urigallu present.
E) **Funerals** — In a fantasy world, with evil spirits under every rock and twig, giving the fallen a proper funeral is very important. Basic funeral rites are done by a single Priest. More complicated rituals, appropriate for heroes and the society's elite, require the aid of other types of Priests and elaborate preparations.

The relevance of ceremonies depends on the significance that the Referee places on the supernatural and religion. In all cases, the effect of a given ceremony varies with the

power of the Priest celebrating it. The base chance that a benefit is gained, if one is requested, equals the Caster's **EL×5**. The benefit granted is determined by the Referee. The factors of importance, each weighted from +20 to −20, in deciding what is done are:

A) How fitting is the request?
B) How frequently does the person who will benefit ask for aid from the Gods of that court?
C) Does the Priest perform the ritual correctly?
D) What environmental factors, if any, predispose the god to a friendly or unfriendly response?

Fittingness is a measure of the desires of the deity. Where the request asked is a function, interest or power of the deity, the deity will be more likely to grant the request. Where it runs counter to the deity's power, function or interest, the deity will be more likely NOT to grant the boon asked.

Frequency is a measure of how dependent the Character is on divine intervention. The more a deity is asked for aid by a given individual, the less likely that the deity will grant the request.

If the Priest rolls SUCCESS on his spell roll, the full **EL×5** benefit is gained. If the result is PARTIAL SUCCESS the benefit equals **the Priest's EL+His Rank**. If a FAILURE results the Priest's **EL** is subtracted from the Chance of Success.

For environment, the more sacred a place is to a deity, the more likely that deity is to hear a request. The more it is opposed to the deity, the less likely that deity will respond.

EXAMPLE — Jeina of Asidan wants a blessing before going to A'Korchu. She seeks aid from the Priests of Inanna in the city of Fomoria. As she states her willingness to serve, they perform a ritual of Confirmation on her in the Temple of Inanna and beseech the goddess' aid for her newest warrior. Jeina is a faithful worshipper of Inanna who frequently asks for aid and is sometimes offensive when it appears that she will be refused. The factors weigh out as follows:

A) **Fittingness** — Granting aid against servants of Abaddon's court is fitting. (+10)
B) **Frequency** — Jeina often asks for aid and can be a petulant child when the goddess withholds it. These factors are bad. Her attitude and her tendency to lean on divine intervention make this factor a minus. (−20)
C) **Performance** — The ritual is performed by a rank 5 Urigallu (MEL7/EL3). In this case, he achieves a Partial Success for a small plus. (+8)
D) **Environment** — The ceremony is performed in Inanna's most sacred temple. She is more likely to grant the request because of this. (+20)

To determine the chance that the request is granted, total the factors assigned. The result is the percentage chance that the deity bestows the benefit requested. In our example, this is an 18% chance of a boon being granted.

As Referee, you may modify the final chance determined as the campaign situation demands. The rule above is a guideline to give you an idea of the probability of success. You may wish to modify it and include other negative factors.

EXAMPLE — Gods have a tendency to be temperamental. To reflect this, a request roll that fails by more than 50 can result in angering the God. The effect of this can be anything from no further help from that God for a substantial period of time to a bolt of lightning between the eyes. The response in this case is varied by the nature of the God who is angered and the game situation at the time.

BMC — 8

Command — Priest — Urigallu

With this spell the Priest uses his power to force a person to perform an action the Priest wishes him to do. Unlike other spells of this nature, the victim has a choice under this spell. If he makes a Will roll, the victim may flee rather than obey the command.

Targets who worship the God called on by the Priest have a +20 chance of the spell working on them and a −20 subtracted from their Will if they choose to resist the order.

EXAMPLE — Jonas is a Knight of Ashur. The Sangu Mah of Ashur orders him to kill a bound prisoner. He wishes to resist. The chance the spell succeeds is increased from 60 to 80 because of Jonas' faith. His Will, for the resistance roll, is decreased from 35 to 15. If he rolls 15 or less on D100 he can disobey. If not he must do it.

The commands possible with this spell are limited to things that can be performed immediately, i.e. with ten seconds of effort or less.

OPTIONAL — The spell can be cast to have a greater effect. In this case, it must be cast on Purified ground and the target must be willing or restrained. When this is done, the casting cost is TRIPLED and no Will roll is allowed to resist its effect. Success at this level places a Geas on the victim as specified in Permanent Magics.

BMC — 3
RANGE — **EL/3"**, rounded down. (*If zero, the Priest must touch his target.*)

Curse — Priest — Urigallu

Curses cast by Priests are generally meant to affect the victim in the afterlife. An example is Excommunication. It must be cast in a Purified area on a formal altar.

Where a Priest desires a more immediate effect, he must cast this spell at DOUBLE its normal casting cost. If this is

done, he can achieve any effect as specified for Curses under Permanent Magics. The curse selected must be appropriate for the deity the Priest serves.

EXAMPLE — A priest of Metatron would never curse someone with a death rite. The power is anathema to a God of Life.

BMC — 6

Damnation
Priest — Ashipu/Qadishtu Mah

The rite of Damnation must be cast on a temple altar purified for the Caster's faith. Unless the priest chooses to risk heresy, it may only be cast on a person who has been judged damned. The affect of the spell sends the victim's shackled, generally unconscious, body to the divinity the rite is cast for. Optionally, the victim can be slain at the end of the rite. In either case the result is his or her removal from the game unless the Referee wants to play out interaction with the Gods.

One week of Purification is required before attempting this spell. Its sole intent is delivery of abomination onto the Gods. If the god who receives someone does not agree the person should be damned, the priest may have some trouble.

BMC — 15

Destroy Emotion
Priest — Tariti/Allani

A person smitten by this spell is no longer able to experience the emotion that the Priestess attacks. To use this spell the Priestess must touch the target. If she does, and the spell succeeds, the victim loses the emotion. Once success occurs, the spell remains in effect until it is cured by a Negate Curse spell. Cast at THREE times normal cost, the spell can eliminate only part of the chosen emotion, i.e. the emotion as it relates to a specific person, place or thing (love of a woman, hate for an enemy, etc.)

BMC — 5

Detect Evil — Priest — Basic Powers

As for Mana Reading. The Priest must be actively searching for Evil. When he is, he finds that which is within his range and gets an indication of how strong it is. He continues to get such readings until the Duration ends. Impassable obstacles block detection of this type.

EXAMPLE — A locked door counts as an impassable obstacle until it is unlocked. A forest does not unless there is some reason why it cannot be entered.

BMC — 2
RANGE — **(EL+1)×2"**
DURATION — **EL+1** phases.

Dispell/Banish
Priest — Ashipu/Qadishtu Mah

As listed for the Wizardry spell of the same name. This spell may only be used on Supernatural forces of the enemy Alignment.

BMC — 3

Dispersion
Priest — Ashipu/Qadishtu Mah

The spell is a potent blast used to eradicate the power of evil. It can be cast in combat and as a ritual. Combat casting affects the target's **HPV** and **EnL** equally. If either is reduced to zero or less the enemy dies. Apply the damage determined for the **EL** to both factors.

The cost to use the spell as a ritual is DOUBLE normal. Used in this manner, it is an assault on all that is evil in the target. It can only be used to maximum affect on a person of the enemy Alignment and must be cast on an altar purified for the priest's Alignment. Supernatural forces thereof will at best be slain by the effort.

In this case the spell yields a chance to eradicate any evil influences on the person. This can be anything from being a life long member of the enemy to being the victim of an enemy curse. The Caster must have a sufficient **MDV** Limit to affect what he is attacking.

If he does, the Damage done is his percentage chance of eradicating the evil completely. Should his effort fail to erase all evil, he may cast the spell again. If it succeeds, the new Damage done is added to the previous Damage to yield the final percentage chance.

BMC — 10
RANGE — **(EL+1")**
DAMAGE — **(EL+1)D10**
MDV LIMIT — **(EL+1)×5**

EXAMPLE — An EL5 spell is cast by a priest of Inanna against a Heliophobic demon. He scores 31 hits with 6D10. That amount is subtracted from the demon's EnL and HPV. The physical damage kills it.

EXAMPLE — A Korchi wizard (MDV22) is chained to Ashur's altar. An MEL12/EL7 Dispersion rite is cast. The MDV Limit is 40 so he can be affected. When the spell succeeds, the priest scores 42 points with 8D10. This yields a 42% chance that ALL evil influencing the wizard is dispersed. He loses anything considered to be evil by Ashur, starting with all knowledge of Chaos magic.

Divination — Priest — Baru

As for the Wizardry spell of the same name. Priests using this spell may subtract their Awareness **EL** in addition to the normal **EL** modifier.

BMC — 3

Divine Vision — Priest — Baru

This spell is only used on Purified ground, preferably in a temple with other Priests monitoring the affair. In casting the spell the Baru Priest concentrates on a problem of importance and opens himself to the will of the gods, hoping to gain a solution to the problem. It is used to determine the best means of placating an angry god, how to overcome deadly adversaries of the god and, otherwise, for reasons of major importance.

Use of the power frivolously can lead to the Priest's death. To determine the effect, determine the amount that the Priest makes or misses his roll on the Magic Table by and consult Table 16.1.

NOTE — *A positive value on the table above indicates a roll less than or equal to the number the Priest needs to roll. A negative value is a number greater than the roll required.*

Table 16.1: Vision Effect Table

Amount	Effect
+50 and up	The god is completely open with his knowledge about the question asked. The Priest will get a definite response and the god is likely to give him some support in achieving his goal
+21–+49	The god favors the Priest and gives him a good response. He may, in the course of the mission, give the Priest signs to keep him from straying too far off his path.
−20–+20	The god responds. His answer is couched in riddles but, properly read, does contain knowledge of benefit to the Priest. At this level the god gives no other aid.
−21–−40	The god is mitted. If he is whimsical, he may mislead the Priest to teach him a lesson. If he is deadly, or very peeved, he may visit some temporary disability or insanity on the Priest to teach him some manners.
−41 or less	The god is furious with the Priest. Depending on his attributes, the god will badly mislead the Priest, give him a permanent disability or strike him dead. When this result occurs there is no restriction on the severity of the response.

BMC — 6

Empathic Union Priest — Tariti/Allani

This spell is cast to do many things. The Priestess must touch the person to be affected. Cast at HALF normal Mana Cost, the spell enables her to sense the CURRENT emotions of her subject and get an impression of what is causing those emotions.

At normal cost she gains this knowledge and may use Master Emotion or Inflict Emotion (if she knows those spells) to modify emotions read. When used with this spell, the Emotion spell automatically succeeds. The Emotion spell may only be used to Influence the strongest emotion the target is feeling. (The Priestess may exclude feelings the target may have for her IF she chooses to do so.)

Cast at TWICE normal power, this spell reads the emotional history of the person's recent past and can modify emotional memories (*all factors are as for Forgetfulness.*)

At THREE times normal cost the Priestess unites with her subject. This yields perfect understanding of all that that person is and grants the same understanding of the Priestess to her target. Both feel what the other is feeling as well as what they are feeling themselves. Neither are truly aware of themselves while they are affected by this spell. They become one.

After the Union, the Priestess retains perfect knowledge of the emotional foundation and personality of her partner. Her partner will retain only flashes of insight about her.

This spell can be cast at FIVE times cost to forge a permanent Empathic Bond between the Priestess and ONE other person. If this is done, both retain awareness of their individuality while gaining the ability to feel the emotions of their partner when they choose to. When one experiences extreme emotion, such as in combat, under torture, etc, the other is allowed a Will roll to keep those emotions from affecting them as well. If the roll is a Success, they are not affected. A Partial Success means they are visibly affected and a failure forces them to react to the emotion as if it was happening to them.

IMPORTANT — This Union can be upgraded after it is established. In doing so, only the base cost need be paid. The EL can never be increased more than three times the original level. If it is first cast at EL2 the most it can ever be is EL6.

Emotional Union at this level is a permanent spiritual tie between two beings. Though they remain separate, they are one. This grants the following benefits:

A) Either can track the other no matter how far apart they are.
B) If physical damage, Energy loss or illness afflicts one, the other can minimize its effect by taking half the effect, minus the Union **EL/2**, rounded down, on themselves.
C) The **MDV** of each is increased by half the **MDV** of the partner and with the highest **MDV** when that partner is in range.
D) If either suffers an attack on their soul, both suffer equally.

EXAMPLE — A Priestess (MDV15) and her husband (MDV20) are united. Both increase their MDV by 10 and may choose to take injury and pain from the other. If either is struck by a soul-draining creature, both are affected, i.e. a Lamia bites the husband taking 40 Energy. He and his wife both lose 20 Energy and are subject to the Lamia's will (though the Lamia may not be aware of this fact.)

These are the basic attributes of the spell. The last two forms must be cast on Purified ground. Neither may be cast on an unwilling target. Both require a good deal of Ritual and specific environmental influences (Referee discretion) to succeed. If an Abysmal Failure occurs in either case, the spell may never be tried on that target again. The less powerful forms are usable without these restrictions.

BMC — 12
RANGE — **EL" squared** (*The maximum distance that a united pair can be separated and still use the full*

attributes. If the range is zero, they must touch to use this power.)
DURATION — **EL+1 squared** minutes.
DURATION EM UNION — **EL+3 squared** minutes. (*The time required to form the bond.*)
MDV LIMIT — **(EL+1)×4** (*This limit applies when the target is not willing to be affected by this spell.*)

NOTE — *There is no range limit to sensing what the partner is feeling or sensing where one partner is in relation to the other. They can always feel what the other feels and track if they wish to do so.*

Energy
PRIEST — Ashipu/Qadishtu Mah

This spell is used to return lost Energy to others. Cast from the Casting Ability, it returns **2D6+EL** points to the affected person. Cast from the Energy Level **2D10+EL** points are returned with a minimum gain equal to the **EL×2**.

This spell has the use restrictions specified for Healing Hand when it is used from the Energy Level. If it is being used from the Casting Ability, the Priest may heal himself but must obey all other restrictions. Damage suffered as a result of misuse of this spell is a number of points subtracted from the Energy Level of the Priest and his intended target.

BMC — 6
RANGE — Touch.

Exorcism
PRIEST — Ashipu/Qadishtu Mah

As specified for the Shamanic spell of the same name. If the possessing force serves an enemy of the Priest's god the Priest subtracts his **EL** in addition to any other modifiers.

BMC — 8

Healing — PRIEST — Basic Powers

As for the Wizardry spell of the same name.

BMC — 1

Healing Hand
PRIEST — Ashipu/Qadishtu Mah

This spell is a special power of these classes. It heals **1D10+EL** Hit Points when a success occurs. A partial success, using the rules for normal skills, heals **EL** Hit Points. All persons who are affected by this spell are immune to infection for 48 hours. They also have the normal benefits to future Healing rolls, as specified for the Wizardry Healing spell.

Under no circumstances can the Priest use this spell on himself. It may only be used on those aligned with his Alignment or those with no Alignment. If it is attempted on persons who are tainted with evil, as viewed by the Priest's Alignment, both the Priest and the person to be affected suffer damage equal to the number of hits that would have been healed by Success.

BMC — 3
RANGE — Touch.

Hidden Truth — PRIEST — Urigallu

A Priest who successfully casts this spell on himself can't be lied to easily. His chance to detect the unstated truth behind any statement equals his **Em+(EL×5)** if the speaker makes an Influence roll to conceal the fact that he has hidden something. If the speaker does not succeed on this roll, the Priest automatically learns the full truth.

This spell does not place the Priest or any speaker in any kind of trance. Both are fully aware for its entire Duration.

BMC — 5
RANGE — **EL+1"** (*The maximum distance between the speaker and the Priest.*)
DURATION — **(EL+1)×10** minutes.

Inflict Emotion — PRIEST — Tariti/Allani

As for Master Emotion above, except this use of the spell increases the degree to which the target is affected by the specified emotion and the Priestess has no ability to cast it from her Energy Level. All other factors remain the same.

EXAMPLE — A Climan Allani is enamored with a Salaqi sailor. She casts this spell to make him love her.

BMC — 3

Inner Revelation
PRIEST — Ashipu/Qadishtu Mah

This spell is akin to the Knowledge spell. It may only be applied to gain Priestly spell knowledge or Scholarly knowledge associated with the Priest's faith. The effect of this is as for the Knowledge spell.

When the Caster has access to Purified ground, and a subject who is willing or confined, he may use this spell on others to gain knowledge about them. Used in this way, the Casting Cost is TRIPLED. If the spell succeeds, the Priest learns **EL×20%** of what there is to know about the target. At **EL5** and up, he learns all there is to know about that person's life history. In addition, he can gain some knowledge of his goals, subconscious fears, etc. At **EL10** and higher, he gains all of this and can also learn something of his soul's past lives or other arcane knowledge. This can be a very powerful spell in the hands of a skilled practitioner.

BMC — 5

Insight — PRIEST — Basic Powers

This spell is a limited form of Shamanic Soul Sight combined with an Elf's ability to perceive the intent of others. Successful use of the spell gives the Priest the following information:

1) The basic attitude of the person.
2) The person's orientation, i.e. Law, Chaos, etc.
3) Whether the person has supernatural powers of any kind and, if so, the orientation of those powers.

A Priest who uses this power successfully gets the information above. In addition, he may add his **(EL+1)×2** to his Influence Chance in talking to this person if the person is not hostile to him.

BMC — 2

RANGE — **(EL+1)/3**, rounded down. (*If zero touch is required.*)

Judgment — PRIEST — Urigallu

This spell is intended for use in church trials. If it succeeds, the Caster becomes aware of EVERY crime that the person affected has committed against the God that the Priest calls on. Cast at DOUBLE cost, it grants this awareness for the God's entire court. Cast at TRIPLE cost, the knowledge is gained for the God's entire alignment.

For this spell to operate, the victim must be willing OR prevented from resisting. The rites demand that he be relatively motionless while his Judgment is read. In most societies where this spell is used to any great extent, refusal to undergo the rite is the same as an admission of guilt.

BMC — 4

Knowledge — PRIEST — Baru

This spell is one of the most important powers of the Baru Priest. His expertise gain varies with how he uses the power. The following categories apply:

A) **Used to Master Baru Skills** — When this spell is used to increase the Priest's ability in Baru Magic, Meditation or Scholarly skills associated with Divination he gains **2D6+EL** expertise with each success.
B) **Used for Other Priestly Knowledge** — When the spell is used to gain knowledge from other classes of the the Priesthood, the normal expertise (**1D6+EL**) is gained.
C) **Used for Any Other Purpose** — If the spell is used to gain knowledge outside of that shown in the sections above the expertise gain equals the Caster's **EL**. Except in emergencies, such use of the power is felt to be somewhat gauche by most Baru Priests.

At your option, you may allow other uses of the power when the Priest reaches higher levels of mastery. Examples are use of Knowledge as a more precise means of Divination, use of Knowledge to give expertise to others (if this is allowed, only knowledge that fits in category three above can be given in this way), etc.

All other parameters for this spell, including the restriction on the frequency of use, are as specified in Knowledge.

BMC — 3

Master Emotion — PRIEST — Tariti/Allani

Cast from the Energy Level, this spell allows the Tariti to control her emotions. Using her Casting Ability, she may lessen another person's response to an emotion. With success, the person affected ignores the effect of the emotion specified for the Duration of the spell.

If a person is affected by a spell that forces extreme emotion on him, this spell negates the effect. In doing so, it operates as specified for Immunity. If her **EL** is greater, the enemy spell is negated. If not, it is ignored for the Duration of her spell. When her spell ends, the enemy spell resumes at a reduced **EL**. When the spell is cast in this way it is always cast against the **MDV** of the spell and the person it is cast at is considered to have an **MDV** of zero for influencing the chance of success.

EXAMPLE — A person is affected by MEL7/EL5 (for a spell MDV of 12) Silent Terror. A Tariti Priestess casts EL2 versus Terror. She succeeds. While the Duration of her spell lasts, the person ignores Terror. When her spell ends, the Silent Terror spell starts again at EL3.

BMC — 1
RANGE — **EL"** (*The range the person to be affected must be within.*)
DURATION — **(EL+1)×2** turns.

Negate Magic — PRIEST — Ashipu/Qadishtu Mah

This spell operates against evil magic, as defined by the religion, only. It can be used to negate a spell being cast if the Priest's Casting Speed is at least equal to that of his enemy. The effect, in this case, adds the **EL×2+the Priest's MDV** to the enemy's roll for success. If Success does not result, the spell is negated completely.

EXAMPLE — A Wizard casts Lightning at a Priest's bodyguard. The Priest (MDV20) responds with EL3 Negate Magic. He succeeds with this spell. This requires the Wizard to add 26 to his roll in addition to the MDV of the bodyguard.

BMC — 6
RANGE — **EL+2"**

Negate Poison — PRIEST — Ashipu/Qadishtu Mah

Success or Failure will negate the effect of any Poison with a **BL** less than or equal to **(EL+1)×2**. If the **BL** is higher than this value, a Success must result for the poison to be negated. If it is, it has no further effect, but any effects suffered to that point are retained until normal recovery occurs. When Success is required, the Poison is allowed to use its **BL** as for **MDV** in resisting negation.

BMC — 4
RANGE — Touch.

Paralyze Enemy
Priest — Ashipu/Qadishtu Mah

To use this power the Priest must touch his enemy. If he does, and the enemy is of the enemy Alignment, he is paralyzed by success. See Paralysis for details.

After casting the spell the Priest has a number of phases equal to his **EL+1** to touch the enemy chosen. He must score a hit or better in combat to do so. If the victim does not have a shield, a shield hit counts as a hit. The touch need not score damage to bring the affect of the spell into force. He must touch the person or something the person is wearing.

BMC — 3

Presence — Priest — Basic Powers

Presence has two effects. First, it grants the Priest an increased chance to influence others (**EL+1**) and an increased **DCV** in physical combat, **(EL+1)/3**, rounded up.

Second, successful use of Presence has a chance to repel enemy aligned forces. The maximum **MDV** that can be affected by this equals the Priest's **EL times 3**. Those who can not be affected ignore the spell. Others use their **MDV** to resist it. The **BL** on the Magic Table equals the Caster's **EL+MEL/2**, rounded up. Success means that the target affected cannot approach within **BL** hexes of the Caster. If he is already within that range he must flee out of the Radius of effect. While doing so, he can do NOTHING else. He must move directly away as fast as possible.

EXAMPLE — An MEL8/EL6 user of this spell affects a Demon. The Demon must stay at least 10 hexes away from the Priest for the entire Duration of this effect. If he was within 2 when the spell succeeded, he must flee immediately.

BMC — 2
RANGE — **EL+1"** (*A radius.*)
DURATION — **MEL+EL** turns.
MDV LIMIT — **EL×3**

Purification — Priest — Basic Powers

Priestly Purification grants the advantages specified by the Wizardry spell of the same name. It also repels supernatural forces hostile to the Caster's Alignment. The rules specified for Presence apply here as well. Those forces who are too strong to be repelled are infuriated. They will go to any lengths to defile the blight on their land and slay its creator.

BMC — 2
RANGE — **EL+1"** (*A diameter with the Caster created focus at its center.*)
DURATION — **2** turns. (***EL** factor applies as a power.*)

Purifying Lance
Priest — Ashipu/Qadishtu Mah

The effect of this spell is intensely variable. In essence, the Priest forms and casts a lance of his deity's power into the soul of his adversary. If the spell succeeds, a roll must be taken on the Combat Table using the **EL×2** as the attack line, i.e. **EL2** is line +4, **EL7** is line +14. The Referee will ejudicate its affect using the table below:

BMC — 5
RANGE — **EL+1"**

Table 16.2: Purifying Lance Effect

Hit Type	Effect of Power
Deadly	Target killed, converted or taken by the god, depending on the god's nature.
Severe	Target suffers major damage, is dazed or has a curse laid on him.
Hit	Target takes minor damage or fights under tactical disadvantage for a while.
Shield Hit	The spell has very little effect. Inflict subdual damage equal to the Priest's **EL** on his enemy.
Miss	As for a Shield Hit. If the roll exceeds the Priest's Hit Chance by more than 25, he suffers the subdual damage instead of his target.

Punish/Satire — Priest — Qadishtu/Kalu

This spell is the most potent and rarely used ability of the Qadishtu/Kalu class. To use this power the Priest must be trained as both a Musician and a Singer and, after casting, must succeed with both entertainment skills. (*For a success to be recorded the Entertainment Table result, using the target's **MDV**/2 rounded up as the Audience Type modifier, must be a sixteen or less. For the spell to succeed the Priest must succeed with all three rolls.*)

The possible affects of this spell are infinite. To help handle this, follow the procedure below when it is used:

A) The Priest states the EXACT effect he wants AND what crime, known to the Priest, is his reason. (The fact that a target is known to be evil is insufficient. The Priest must personally know, or been affected by, an evil action that his target was definitely responsible for. It can't be cast otherwise.)
B) The Priest must define what conditions, if any, will lift the affect of the spell. If it can't be lifted through proper action, increase the target's effective **MDV** by five.
C) After the Priest delineates his spell the Referee determines the effectiveness required. If it does not achieve that number the spell fails.

Effectiveness is determined by adding the amount the spell succeeded by to the amount that the Entertainment skills succeeded by times five.

EXAMPLE — The Priest is MEL5/EL2. His spell roll is a 31 against an MDV of 10. He thus succeeds by 13 with the spell. He is EL6 with Music and Singing. He rolls a 17 (effectively 16) and a 9 (effectively 8). He succeeds by zero and by eight for, 8×5, 40. His total effectiveness for the spell is 53.

This number determined, consult the Table below. If the effect desired is greater than that allowed by the resulting effectiveness, the spell fails unless the Referee chooses to allow it to have a diminished effect.

This spell must be cast in the presence of the target to be affected. It may not be used unless the Priest has a SIGNIFICANT reason for doing so. It is primarily used as a spell of last resort to punish those who need it or who may profit from a lesson. It has no effect on non-intelligent (**INT** rating for species 4 or less) creatures or supernatural forces (creatures with a Contact Level.)

BMC — 7
RANGE — **EL+1"**

Table 16.3: Punish/Satire Effects

Effectiveness	Desired Results
0 to 10	Minor malady, inconvenient physical or mental problem, target is hardly impaired.
11 to 25	Non-fatal illness, slight physical or mental problem, target is slightly impaired.
26 to 50	Significant mental or physical problem, target is impaired.
51 to 80	Lingering illness, major mental or physical problem, target is severely impaired.
81 to 120	Fatal illness, disabling mental or physical problem, transmutation, target is completely impaired.
121 and up	Anything the Priest wishes is possible.

Questing Sight — Priest — Baru

Use of this power allows the Priest to key himself to discover the whereabouts of a specific person or thing. To use this spell, the Priest must know the precise appearance of the person or thing or he must have something that has been in contact with the target sometime in the last **EL+1** weeks. If either is the case, he will see the precise whereabouts of his target, i.e. its immediate surroundings, and learn how far away it is and in what direction it lies. The Referee will tell the player distance and direction and describe the surroundings. It is up to the Player to take it from there. Should the Player choose to do so, he may cast this spell at up to FIVE times its normal casting cost. Each increase of 100% taken doubles the Range yielded.

EXAMPLE — A Priest uses EL2. His first attempt shows that his target is outside of his Range. He casts the spell at five times normal cost, increasing his detection Range from nine miles to forty-five miles. He sees his subject lost in the forest fifteen miles to the north.

BMC — 2
RANGE — **(EL+1) squared** miles

Regrowth — Priest — Ashipu/Qadishtu Mah

This spell is used to cure permanent physical damage of many kinds. The basic cost specified is used when the spell is used to heal permanent losses to a Character's characteristics. Per success, a number of characteristic points equal to the Priest's **EL+1** are healed.

In campaigns where the Referee allows permanent, debilitating Injuries, i.e. lost arms, eyes, etc, this power can be used to heal the damage suffered. The Casting Cost is TRIPLED. Each attempt to use the spell in this way takes one day per normal phase required to cast the spell. If the spell succeeds, the injury is cured if the Priest rolls **(EL+1)×10** or less on **D100**. Per additional successful attempt, if this roll fails, this chance is doubled. If the person to be affected is tainted with evil, as viewed by the Priest's alignment, the spell can't succeed.

EXAMPLE — An EL3 spell is cast to regrow an arm. The Casting Cost is (11×3), 33. The Priest has a Casting Speed of 4. After nine days working this spell, there is a 40% chance that the arm is regrown. If it is not, another nine days of effort will yield an 80% chance.

BMC — 7

Repel Evil — Priest — Ashipu/Qadishtu Mah

The Priest has the power, when concentrating on doing so, to repel forces of the opposite alignment. To be affected the enemy must be within range and have an **MDV** less than or equal to that determined by the **MDV** Limit. If either case is untrue, the spell has no effect. Use of this spell is obvious. While it is being employed the Caster has a certain radiance about him, the greater the **EL**, the greater the radiance exhibited.

Persons repelled by the spell must flee from the Priest for a set number of phases. After this period ends, they can't enter his Radius of effect as long as his spell remains in force. Those whose **MDV**'s are too high to be repelled must add the Priest's **EL** to all attacks that they attempt, magical or physical, while they are in his effect Radius.

BMC — 2
RANGE — **EL** (*If the EL is zero the effect applies if the enemy tries to touch the Priest.*)
DURATION OF EFFECT — **(EL+1)×3** turns. (*Can be recast, without chance of failure, at full cost. This will increase the Duration by ½ the Duration above, rounded down.*)
DURATION OF FLIGHT — **(EL+2)×2** phases.
MDV LIMIT — **(EL+1)×3**

Ritual Music — Priest — Qadishtu/Kalu

This power is used to enhance the performance of allied Priestly magic that is used within the Priest's effect area. The diameter of this area equals the Priest's **(EL+1)×2**. The modifier granted to the other Priest equals **EL+1**. This spell may only be used to support other classes of Priests in performing their magic. It may not be used to enhance Qadishtu/Kalu magic.

BMC — 5

Sacred Bane — Priest — Qadishtu/Kalu

This spell places a bane on the target which has the following affects:

A) The victim suffers damage as for the Blessed Sphere spell if he enters ground purified for or sacred to the Priest's Alignment.
B) All members of the Priest's Alignment may add the bane's **EL+1** to any damage scored on the target. (This is affected by armor.)
C) All Supernatural members of the Priest's Alignment who encounter the victim attack with uncontrollable Battle Fury.

Once this spell succeeds, a Negate Curse spell is required to remove it. It is also dispelled with the death of the victim cursed with it and must be cast in a purified area.

BMC — 10
Range — **EL+1"**
MDV Limit — **(EL+1)×5** (*The maximum **MDV** that the Priest can affect with this spell.*)

Soul Search — Priest — Tariti/Allani

This spell allows the Priestess to determine what the major motivations and desires of the target are. In play, this increases her Influence Chance with that person by **(EL+1)×5** and makes it extremely difficult for him to dislike her or to ever consider doing her harm. To cast this spell, the Priestess must be within one hex of the person. If she is actually touching him, her **EL** modifier is **EL×4**.

BMC — 8
Duration — **EL+1** turns. (*Time needed to complete the search.*)

Spirit Blessing — Priest — Qadishtu/Kalu

This spell has the effect of Healing Light for replacing Energy lost to disease, poison or soul-draining attacks of any kind. The amount gained is divided evenly among all persons within the effect area. Any fraction resulting is rounded up.

If the target loses Energy as a result of an attack by a creature from the enemy Alignment, he gains two Energy points for every point of benefit received, i.e. if he gets four points of the effect he regains eight Energy.

All parameters for Range and effect are as specified in Healing Light. This spell, however, will never grant any benefit to a member of the enemy Alignment.

BMC — 2
Range — **EL+1"**

Sublime Peace — Priest — Tariti/Allani

An enhanced version of the Peace spell that is cast at a single person. Affected targets are incapable of any hostile emotion and may not initiate combat for any reason. In addition, they have a heightened sensitivity to pleasant stimuli and cannot feel pain (other than magical Pain whose **EL** is higher than the **EL** of this spell.) It is an important spell, often used to aid Healers and perform certain sacred rites. To affect anyone with this spell the Priestess must touch them.

When the Tariti uses this spell on herself, twice the normal Casting Cost is subtracted from her Energy Level. Used in this way, the spell has the range specified for Peace in addition to having the effect specified above on the Priestess and everyone within its Radius of effect.

BMC — 2
Range — **EL"** (*A radius. If zero it only affects the priestess and those who touch her.*)
Duration — **EL+1 squared** minutes.

Vision Trance — Priest — Baru

This power is used only in very serious instances when the Priest must have a precise view of the future for himself or some other individual. In casting the spell the Priest's enters into a trance in which he is comatose. While the trance lasts, he travels the future in spirit form. Per day in the future, ten minutes pass in the present. While in the future, he sees what is occurring for the person in question. The Referee gives this knowledge. It is up to the Player to determine a course of action based on the information gained.

BMC — 8
Days Forward — **(EL+1)×2** (*The number of days into the future that the Priest can travel before he must return to the present.*)
Energy Loss — **20−(EL+1)** per day travelled.

NOTE — *Spells that give the ability to see future time can be disruptive in play because of the parallaxes that they create, the pressure they place on the Referee and some Players tendency to use them as a crutch.*

In the case of this spell, the encounters are seen. Roll them out so the Player knows. However, whatever the vision of the future seen, the Referee is under no compulsion to stick to it or change it unless the Players take meaningful, realistic action to avert their fate. Keeping this in mind will help you as Referee and will compel Players to continue to play their role. They must use the vision in play, it is not a free ticket.

Powers & Perils

BOOK FIVE

The Book of Realms

17 A Cosmology

The sections that follow are an aid to the Referee. All descriptions are optional. They include a basic description of the alignments, the gods and other information to add flavor to your world.

17.1 The Alignments

An alignment system is used in these rules. If you do not care for alignment as a fantasy tool ignore it. If alignment is used, the following system applies.

The major alignments are Balance, Chaos, Law and the Elder. Within the Elder, there are four sub-groups. They are the Sidh, the Kotothi (Dark Elder), Elder and Shamanic Elder. Two minor groups not aligned with anyone, Shadow and Neutral, also exist.

A basic description of the concerns and proclivities of these groups is found in the sections below.

17.1.1 Balance

Balance is devoted to preserving existence. They cunningly, and violently, insure that no alignment overpowers its enemies by opposing the strong and aiding the weak. They are primarily concerned with maintaining balance between Law and Chaos. The intercession of their power led to the Convocation of the Gods and the end of Armageddon. Their lord, Tehuti, is the strongest and eldest of the gods (in the opinion of Balance.)

17.1.2 Chaos

Chaos is devoted, first, to the destruction of Law and, second, to the return of primeval nothingness. It aids those that serve these goals through their actions. It will battle those that oppose them. It preys on those that do neither.

17.1.3 Law

Law seeks the end of Chaos and Disorder. They work to build that which maintains or strengthens Law and strive to end things that strengthen the forces of Chaos. From a follower, Law will tend to demand and reward good actions, devotion to the goals above and practicing gentle emotions, i.e. love, mercy, generosity, etc.

17.1.4 Elder Forces

The Elder alignment is fragmented into four, more or less conflicting, groups. They are:

The Sidh

The eldest of the elder. The Sidh are dedicated to preserving what remains of their domain. Where possible, they seek to expand their hold at the expense of enemies. They will not do so if the effort is a major risk to what they have.

The Kotothi (Dark Elder)

The Kotothi are the children, and major creations of Kototh. They have a jealous hatred of most other races and are noted for greed, cruelty and ferocity.

Some of the Kotothi, i.e. the Daoine Sidhe, Baobhan Sith, etc. are forces that were seduced into the service of Kototh by a fatal hatred. This hatred, when applicable, colors the actions of these creatures.

In general, the Kotothi seek to prove their superiority through the destruction or humiliation of others, especially their enemies.

The Elder

These races are capricious. They can be friendly, extremely deadly or deliberately mischievous. All have a definite opinion of what belongs to them and how they should be treated. The way they treat those they encounter depends on the actions of that person or party in relation to these perceptions.

They tolerate nothing that assaults their rights or land. They can befriend those that show them honor and respect. They trick and mislead those who do neither or who show fear.

Shamanic Elder

These forces are concerned with the preservation of wild, animate life. They are its patrons, friends and guardians. All are the deadly enemies of people who assault that which they protect. Except for this protective function, and Shaman contacts, they avoid contact with others.

17.1.5 Shadow

These forces detest the purity of light and darkness. In their subtle way they seek to degrade both to the advantage of Shadow. All that matters is their advantage and the power it yields.

17.1.6 Neutral

The Neutral alignment evolved from a minor schism across the alignments, fomented by Shamshiel and the Great Mage Abnaric Elgar (in becoming Cernunnos.) The goals of those in the group vary. All act in their own interest but, in general, seek to be a positive influence. They dislike Chaos and the Kotothi. In seeking their ends they aid or hinder whomever they must. As a general tendency they protect life, innocents and the young.

17.2 The God Kototh

Throughout these rules, the God Kototh is mentioned. He is one of the major gods in the mythos. Kototh, the Great Serpent, plays a major role in the cosmology of these worlds. His historical actions were both a great aid, and terrible detriment, to the Elder.

An interaction between Law and Chaos.

Philosophically, Kototh can be viewed as combining the ambition, creative impulse and emotion of a Loki with the cunning unpredictability of Coyote (A Native American trickster god.) Among the races that he fathered, in an endless quest to prove his supremacy, were serpent forms, Trolls, Trold Folk, Goblins, Great Apes and the first Dragons. Of these, Dragons and Great Serpents are his true children. The others are creations that are secondarily related through their ruling gods.

17.3 The Sun-Shy

The majority of Elder races are nocturnal. The sun, a new creation in the history of this mythos, did not exist when they drew their first breath. They do not care for the harshness of its light and avoid it as much as possible.

In some cases, the light of the sun is fatal to them. They were not created for a world heated by such an "odious" creation and do not approve of its existence. (In the Lower World, no Sun shines and all are happy in twilight.)

17.4 The Human Condition

The human race was born as a direct result of the conflict of the gods. They contain substance from all the forces of existence. The first "humans" were created by Chaos. As they grew, gods of Law and Balance saw the new evil as an opportunity. Working together, they broke the Chaos monopoly on the race and imbued it with their might also.

For this reason, mankind has a unique advantage over other races, vis-a-vis alignment, morality, etc. This advantage is Free Will. Man is the key to the maintenance, or destruction, of balance and is subject to the jealous hatred of many. Because of the race's relative youth, others view it with disdain and/or condescending respect. Because of the mixture of forces that are its essential core others, especially Ifreet, despise it.

17.5 Alignment Conflicts

As is noted throughout the creature descriptions, and other places, a great deal of conflict exists between the various alignments. In all cases, these conflicts evolve from one or both of the following causes:

A) The alignments are diametric opposites in power, moral orientation and/or goals.
B) One or both of the alignments, historically, have inflicted, or caused the infliction of, major reverses on the other.

The major conflicts that exist, and that the Referee may use to color his game, are described below.

17.5.1 Law vs. Chaos

Both causes above apply. The alignments are diametrically opposed and Chaos is irreconcilably furious at the creation of Law to forestall their victory in Armageddon. No peace can exist between them. They will war until both are negated or one is destroyed.

17.5.2 Sidh vs. Kotothi

In the Golden Age, the Elder and Sidh Gods were prolific creators of beautiful creatures. This irked a jealous Kototh and, in spite, he created races to better the Sidh creations. When the Sidh ridiculed them as monstrosities, Kototh was furious. Dagda's refusal to give him Rhiannon added to his hate.

With the betrayal of the True World to Chaos, by Kototh, the Sidh's feelings of disdain and distaste became virulent hatred and disgust. To this day, nothing is more hated by a Troll than is an Elf; nothing is more disgusting to an Elf than a Troll. The hatred festers unabated. The Kotothi war on, and are warred on by, the Sidh.

17.5.3 Kotothi vs. Law

The Kotothi hatred of Law stems from its creation. Law was created from the sphere that Kototh coveted (the Sun). It was the price of his betrayal.

When they were born, the Gods of Law (especially Labbiel) fought Kototh and, defeating him, banned him from the heavens. With the Convocation, Balance might made they ban permanent. By so doing, Law deprived him of the fruits of his betrayal and earned his hatred. To serve Kototh, the Kotothi hate Law. In most cases, this hatred is combined with a measure of fear.

17.5.4 Shamanic Elder vs. Law and Chaos

The hatred of Shamanic forces stems from the efforts made by Law and Chaos forces to subvert and control things these forces protect. This opposition engenders a suspicion of Law and Chaos that allows no margin of error. Any imposition on the freedom of Shamanic forces is an attack and is repaid. As an alignment, they do not seek combat but they do revel in its arrival.

17.5.5 Elder vs. Kotothi

The Elder, especially dwarfs, despise Kototh for his treachery, which led to the fragmentation of their world. They hate his children and creations for their foul disregard of elder rights and property. Dwarfs are especially fanatical in this hatred when it comes to Goblins.

17.5.6 Neutral vs. Kotothi

A driving force that formed the Neutral alignment is, to Kotothi eyes, the greatest of all traitors. While he remains unpunished, and foments vile changes that return much of the "bile" destroyed in Armageddon, there can be no peace between these groups.

17.5.7 Court of Cernunnos vs. Courts of Lilith and Nergal

Cernunnos is a god of Life dedicated to reforming all the glory of true life. This can never be so while the Mistress of Unlife and the defilers of the Dead hold immense power. For the sake of all Life, he and his are their enemy.

18 Impressions of the Perilous Lands

The Bal'sani

The Bal'sani

Ba'rual

Ba'Rual

Bhamotin

Bhamotin

Caldo

Caldo

The Cerulean Empire

The Cerulean Empire

Chiros

Chiros

Choshai

Choshai

Chunrey

Chunrey

Clima

Clima

The Confederation of Shanda

The Confederation of Shanda

Dawana

Dawana

Dechat

Dechat

Dirllar

Dirllar

The Djakschil

The Djakschil

Djanesborg

Djanesborg

The Empire of Ced

The Empire of Ced

The Fierazi Tribes

The Fierazi Tribes

Aredan
(The Fomorian Empire)

Aredan (The Fomorian Empire)

Ashudan
(The Fomorian Empire)

Ashudan (The Fomorian Empire)

Atler

Atler (The Fomorian Empire)

Fomoria
(The Fomorian Empire)

Fomoria (The Fomorian Empire)

The Kingdom of the East
(The Fomorian Empire)

The Kingdom of the East (The Fomorian Empire)

The Kingdom of the Islands
(The Fomorian Empire)

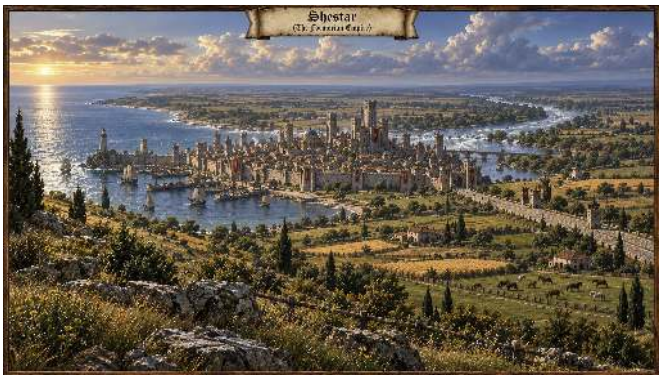
The Kingdom of the Islands
(The Fomorian Empire)

Musira
(The Fomorian Empire)

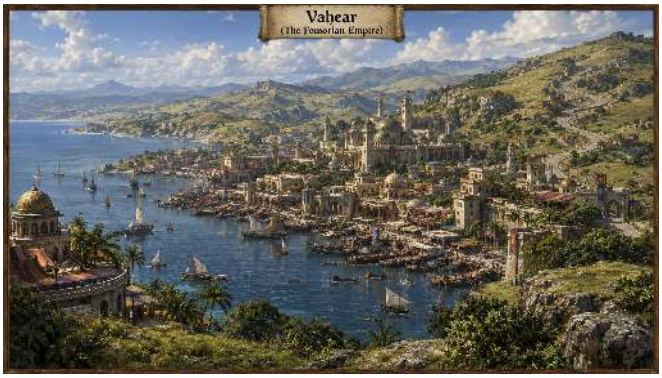
Musira (The Fomorian Empire)

Port Doman
(The Fomorian Empire)

Port Doman (The Fomorian Empire)


Shestar

Shestar (The Fomorian Empire)

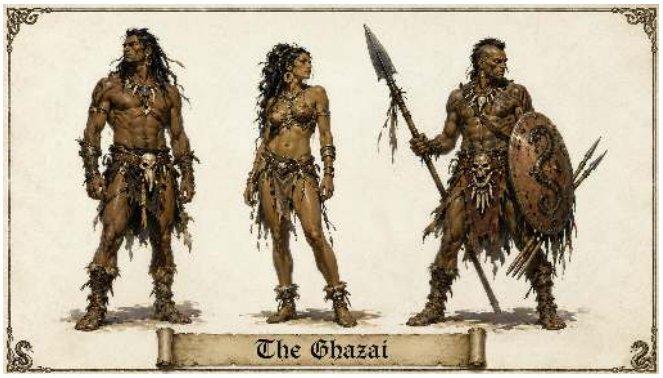

Vahear
(The Fomorian Empire)

Vahear (The Fomorian Empire)

Xan

Xan (The Fomorian Empire)

The Ghazai


The Ghazai

The Ghiamem

The Ghiamem

Goidan

Goidan

Gom

Gom

The Helva

The Helva

The Humagi

The Humagi

The Ipanza

The Ipanza

Iravoy

Iravoy

The Izza

The Izza

Ja'xon

Ja'xon

The Kakana

The Kakana

The Kalem

The Kalem

The Kameran

The Kameran

Katai

Katai

The Kazi

The Kazi

Kirazan

Kirazan

The Kll'maun

The Kll'maun

The Kolari

The Kolari

Lemasa

Lemasa

L'p'nth

L'p'nth

Ma'Helas

Ma'Helas

Marentia

Marentia

The Mopazi

The Mopazi

Nerid

Nerid

No'mal

No'mal

Novarask

Novarask

The Nylasa

The Nylasa

The Omavor

The Omavor

Regis Baya

Regis Baya

Rhuselska

The Rhuselska

The Rizeela

The Rizeela

The Robari

The Robari

The Rogizini Empire

The Rogizini Empire

The Sarghut

The Sarghut

Shiben

Shiben

Shurikal

Shurikal

Taolisa

Taolisa

Teos

Teos

Thaliba

Thaliba

The Thaliban Tribes

The Thaliban Tribes

Ticasi

Ticasi

The Timbaza

The Timbaza

Treaus

Treaus

Valheim

Valheim

The Vassa

The Vassa

Zarun

Zarun

The Zen'da

The Zen'da

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