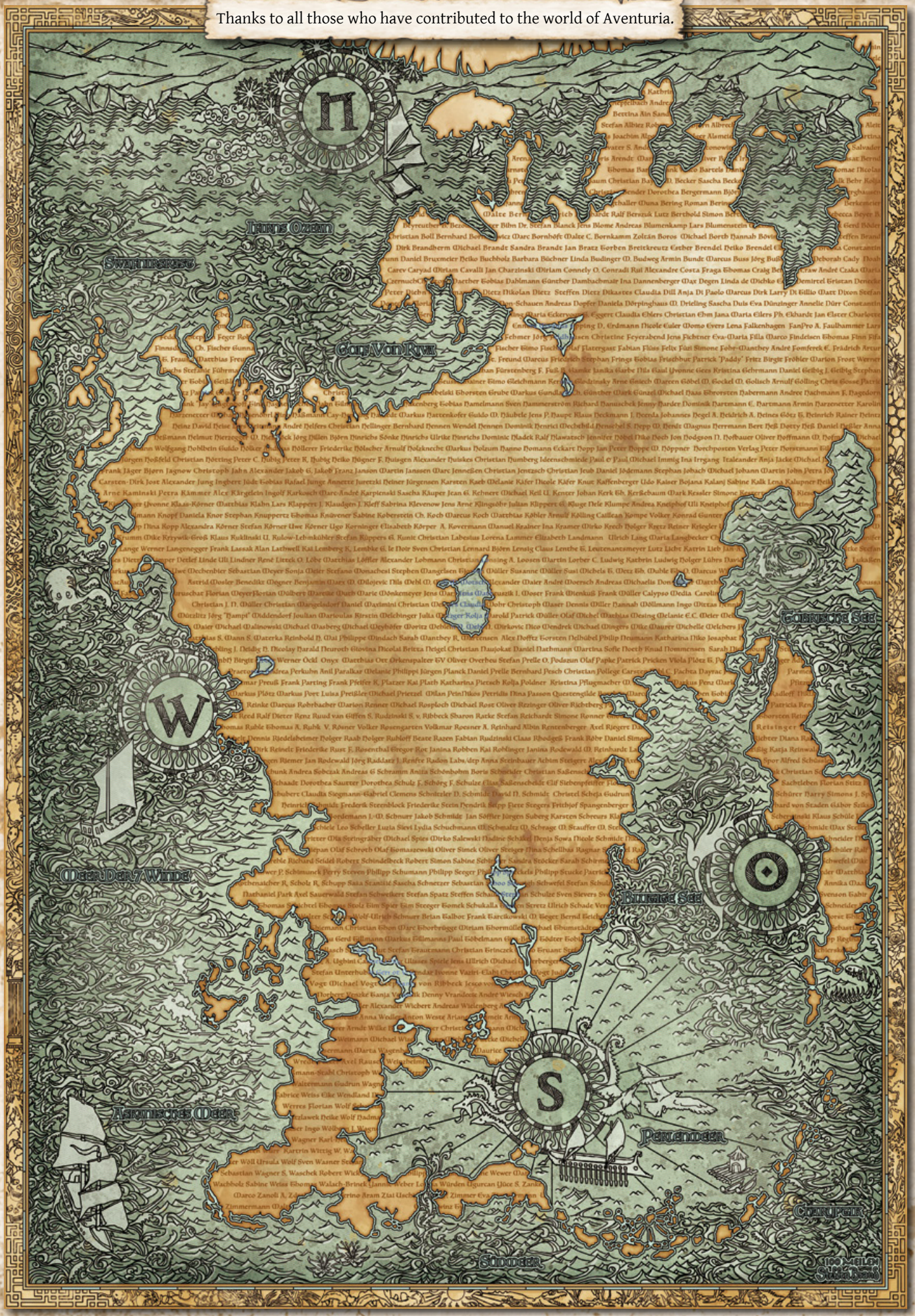
The Dark Eye
Core Rules


Thanks to all those who have contributed to the world of Aventuria.
Inseln Ozeth
Svellttal-Forst
Golf von Rivа
Cobrische See
Blutige See
Perlenmeer
Südmeer
Meer der 7 Winde
Aranischer Ozean
100 Meilen

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Preface

The Dark Eye—for more than 30 years, this game has immersed players in the world of Aventuria, a place of magic and adventure.

What keeps fans fascinated after all this time? Simple. *The Dark Eye* (TDE, for short) is a living game.

Time marches on in this fantasy world, and epic adventures have lasting effects on in-game history, society, and everyday life. The players, who portray heroes in the game, stay right in the middle of the action. When orc armies, servants of the Netherhells, or the intrigues of the Nameless One threaten the world, your character is there.

Unlike with other game lines, the authors and editors of *The Dark Eye* are not the only ones who keep Aventuria alive. TDE also evolves via the creativity of players, who can influence the game in several ways, such as by writing articles for the *Aventurian Herald*, the in-game and out-of-game news magazine for TDE. Player ideas stand a chance of becoming canon and contributing to the wealth of detail that makes the game feel real. Some truly devoted players know Aventurian plants, wildlife, and geography, or the laws of the Middenrealm, better than they know their earthly equivalents.

While this new edition of TDE has been re-designed so that everyone, veterans of Aventuria and new players alike, will find it easy to access, it still provides the loving detail and engrossing history that fans have come to expect. Keeping the game fun for everyone was no easy task, since veteran players already know every corner of the game world, but beginners want an immense amount of detail regarding the rules and the setting.

A game needs rules to be playable, but we invested a great deal of time in keeping the introductory rules as simple as possible, so everyone will be able to understand them. This book is the first step on your journey to Aventuria, but it is only that: one step. Over the past few decades, the setting and rules of TDE have grown tremendously. Many advanced rules, options, and setting details will appear in upcoming books and supplements, refining the basic mechanisms of the game and providing deeper insights into the world of Aventuria and all of its races, cultures, and societies.

Breaking with tradition, we editors decided against completing the game in-house and publishing a final product without running a beta-test of the rules. We premiered the beta version of this latest edition at Role Play Convention 2014 in Cologne and incorporated player feedback into the book you now hold in your hands. We had never done this before, and we were amazed by the positive reception and creative input from the playing community. We gladly incorporated some of the great ideas we received, and even re-wrote entire passages of the core book. We posted many ideas in our online forum and let the community debate their merits, to ensure we were on the right track.

Many things changed between the beta rules and the final book. We corrected errors, reworked rules that needed clarification, and fine-tuned everything with a gamma-test.

Of course, we can't satisfy everyone, but we think we have included the best concepts and advice and created a solid game.

A preface tends to be the least exciting part of a rulebook, so I will stop writing at this point and wish all of you much fun and excitement reading and playing the English-language edition of *The Dark Eye*.

Alex Spohr (for the editors)
Frankfurt on the Main,
on a winter's day in February, 2015

Chapter 1: Introduction

"Every adventurous journey starts with a first step into the unknown. He who dares to be a hero must take this first step."
– ancient proverb

"These marvelous artifacts bear many names. The people of Gyldenland call them Optoliths*. In the Lands of the Tulamydes, they are known as* Al-Satafri*, the Eyes of the Night. Most Aventurians, however, know these mysterious orbs as* Dark Eyes*. The gods themselves are said to have thrown these objects from their heavenly fortress Alveran onto the face of Dere, to aid the greatest heroes in their most desperate times and allow them to glimpse far distant places in Aventuria and other worlds. Some of them are rumored to look into long gone pasts, others show the future, and some of them are even cursed, showing pictures that shred the minds of the careless. Only a select few people, chosen by destiny, ever came into possession of a Dark Eye, and more than once an orb became more of a burden than a helpful tool."*
– Encyclopaedia Magica*, Garethian Edition, 1001 after the Fall of Bosparan*

This book provides everything you need to enter the magical realm of Germany's most popular roleplaying game, *The Dark Eye*. Even though the game mechanics are quite simple, it is somewhat difficult to explain exactly what a roleplaying game is and how it works. Imagine the game as being a sort of improvised play staged in a fantasy world. In fact, the game is much more than this, but that simple description will suffice as an introduction. The rest of this book explains how much more there is to *The Dark Eye*, and how you can become one of the heroes of Aventuria.

So, what kind of game is this? What is it about? What do you have to do? What do you need to know about the world in which the game is set? And what, exactly, is a Dark Eye?

This first chapter of the book answers all of these questions and more. We introduce you to the basic rules of the game and explain the role of the Game Master. We show you what to expect at the game table and how to get started.

What is The Dark Eye?

The Dark Eye is a pen-and-paper fantasy roleplaying game. You gather with other gamers to take on the role of an adventurer and explore a strange fantasy world where you solve mysteries and fight orcs, dragons, and other monsters.

If you are already familiar with roleplaying games on the computer or on a gaming console, you will see certain parallels between those games and *The Dark Eye*. Some things, however, are very different, and those differences are what make a pen-and-paper roleplaying game a special experience. Although an adventure follows a certain storyline or plot, your character is mostly free to go wherever you want and do whatever you like. It doesn't matter by which route you clear a dungeon to get to the kidnapped princess, as long as you get there. If you can find a way to avoid the dungeon entirely, that would also be fine. If you set off on a quest to free the princess and can succeed at bringing her back safely to the king, you will have reached the end of that adventure, but the next one could be waiting just around the corner.

A pen-and-paper roleplaying game knows no bounds—you are totally free in your decisions. While most people in your gaming group play heroes, one of you must take on the role of the Game Master. The Game Master, or GM, describes the results of your actions and plays all the world's inhabitants aside from the player characters. The GM presents you with quests and fills them with danger, suspicion, gold, and glory.

Terminology
The terms *Game Master* (*GM*) and *referee* are interchangeable, as are the terms *hero*, *adventurer*, *character*, and *player character*. So, if we talk about a hero or an adventurer, we usually mean a player character.

In *The Dark Eye*, both genders choose lives as adventuring heroes. Just like their male counterparts, female heroes may try to save their kidnapped lovers, or go on quests to drive monsters out of a region, or serve in the ranks of guard units seeking to stop the depredations of marauding bandits.

You might be asking where all this leads. *The Dark Eye* is a cooperative game where players in the group work together to reach the goal of the quest. Do not think of the Game Master as the group's enemy. It is the GM's responsibility to provide a fun adventure for everyone and to act as a referee in case of dispute. For example, if you try to solve a riddle to rescue the duke's only son from the hands of evil cultists, you do it together as a group. And when you have brought the duke's son back home and collected your reward for that specific adventure, the GM knows your next quest already lurks around the corner. Fulfilling quests and having adventures is the purpose of a roleplaying game, and play can continue as long as you want.

Why Is the Game Called *The Dark Eye*?
The game is named after the most intriguing magical artifacts it has to offer—the Dark Eyes, extremely powerful orbs that are very rare and hard to find. Wizards of eras long gone used them to look at far distant places, even other worlds, or to glimpse scenes from the distant past. Creating such an artifact calls for very powerful magic and a huge quantity of meteoritic iron. When fashioned into a Dark Eye, the iron takes on the form of an orb or, in very exceptional cases, an eye, hence the name.

Game Master and Players

Even though the entire gaming group plays *The Dark Eye*, the GM has a special role. While each player in the group has to take care of only one specific character (that is, act like the character, manage the hero's game stats, and roll the dice when needed), the GM must portray the entire game world of Aventuria. The characters controlled by the GM are called *non-player characters*, or NPCs. NPCs are everyone (and their dogs) that the heroes encounter, such as men and women at the market, dark cultists of the Nameless One, orc bandits in the woods, or the Empress of the Middenrealm. The GM portrays all of these characters, and more. In addition, the GM describes the scenes and what happens. The GM is basically the director of an improvised play. And when not running a purchased adventure, the GM becomes the author as well, and must set up the entire adventure, tell the tale, and lead the players through it, leaving all the adventurers' decisions to them.

To reduce the time spent preparing for a game session, you can buy pre-generated adventures that provide all the plot and NPCs you need. Think of an adventure as a sort of script that establishes a background, puts the events and scenes of a quest in loose order, and describes the surroundings and details of given scenes.

Geron Bladebreaker

Dashing Heroes, Evil Villains, or Something In Between?

In *The Dark Eye,* player characters are usually called heroes. However, this does not mean they cannot be cunning thieves, smirking scoundrels, or even demon-summoning dark mages. In many pre-generated adventures, you play dashing heroes who fight the good fight for law and order, but there are many possible quests for characters with moral codes of a more questionable nature. When everyone creates characters, the gaming group should discuss whether they want quests that require adventurous knights in shining armor, or dark villains, or something in the middle.

What is Aventuria?

If you want to play a game of heroic adventuring, you first require a world in desperate need of heroes. The setting of *The Dark Eye* is Aventuria, a continent of diverse regions ranging from rainforests and swamps ruled by lizardfolk to the mountain kingdoms of the dwarves, and from the northern wastelands of the orcs and the forests of the elves to the cold lands of the Fjarning Barbarians. Aventuria offers adventures, challenges, and dangers for every kind of hero, from a questing knight to a powerful archmage.

A World of Adventure

The *Middenrealm* (**1**) stretches through the heart of Aventuria. It is an empire nominally ruled by the young Empress Rohaja, but is in reality controlled by powerful regional lords and ladies. The land is home to chivalrous knights as well as grim dwarves that live in huge underground cities. The capital of the realm is Gareth, by far the largest city in all of Aventuria. Gareth alone is so huge and diverse that the city can spawn hundreds of interesting, dangerous, and entertaining adventures.

In the plains along the northwestern border of the Middenrealm lie the *Orclands* (**2**), where the orcs of Aventuria make their home. Called "coal pelts" by many humans due to their heavy black fur, orcs are always at war with the neighboring empire, and are usually thought to be barbaric, cruel, brutal, and willing to test their strength against anyone stupid enough to challenge them.

West of the Orclands sits the land of *Thorwal* (**3**), home to fearless sailors and raiders who worship a whale god called Swafnir and whose longboats threaten the western Aventurian shores.

South of Thorwal are the two small kingdoms of *Nostria* (**4**) and *Andergast* (**5**). Most people believe those realms to be somewhat antiquated and underdeveloped. They have a long and very tangled history of border disputes and wars, as they consider themselves "dearest enemies."

South of the Middenrealm, the progressive *Horasian Empire* (**6**) is home to artists and poets. The cities of this fertile land are ruled by patricians, nobles, and councilors who strive constantly to outdo their rivals or weaken them via intrigue. The ruler of the realm is called the Horas, a man who, as the son of a dragon, governs with uncanny foresight.

Just off the Horasian coast lies the archipelago of the *Cyclops Islands* (**7**), wooded home of cyclopes, minotaurs, and fairies. Politically, the islands belong to the Horasian Empire, but their human population has a unique culture of their own, very different from their cousins on the mainland.

In the south lies the Empire of *Al'Anfa* (**8**). Its capital of the same name, sometimes called the Boil of the South, is filled with intrigues and decadence. There a stranger's life is worth only what it can fetch in the slave markets. Most slaves are sold to great landowners, and work farms and groves to increase their owners' wealth.

The jungles of the *Far South* (**9**) and the Forest Islands are home to the Utulus and the Forest Folk, whose daily struggles for survival include facing threats from Al'Anfan manhunters and other slavers. Off the coast, the Southern Sea (**10**) is dotted with countless small, self-governed islands ruled by colonists or pirates. Here, it is rumored, one can find legendary buried treasures or even set sail for the unexplored continent of Uthuria.

Beyond the mountains to the east of the Horasian Empire, Novadi tribes rule the huge Khôm Desert. Many caravans fall victim to the unforgiving Khôm and these nomadic warriors of the *Caliphate* (**11**). The Novadi people worship a single god named Rastullah, and just sneer at polytheistic outsiders (whom they consider ignorant heathens.)

Even further east are the *Lands of the Tulamydes* (**12**), ruled by sultans and emirs. The many small city-states of this region are famous for their djinn summoners, wily thieves, and bazaars full of exotic goods.

The largest realm of the Tulamydes, excluding the Novadi Caliphate, is *Arania* (**13**). It is a very fertile land that once belonged to the Middenrealm before it gained autonomy. Here the traditions and cultures of both the Tulamydes and the Middenrealm blend in a unique mix, and while Aranian men dwell in idleness, Aranian women wield true power in the realm.

Beyond the Lands of the Tulamydes and the Tuzak Bay lies the large island of *Maraskan* (**14**). The Tulamydes believe the island to be cursed due to its many poisonous animals and plants, mysterious assassins, and the strange dualistic religion of its inhabitants, who worship the Twin Gods Rur and Gror.

The *Shadowlands* (**15**) was once a province of the Middenrealm. Some years ago they fell under the rule of demon summoners and necromancers, the servants

19
Bjaldorn
16
17
18
3
Dominium
Donnerbach
2
5
15
4
1
13
14
11
7
6
12
Mengbilla
Chorhop
9
8
Charypso
Brabak
10
Hôt-Alem

of powerful archdemons. It is a dangerous land where unscrupulous nobles pursue their own agendas, unfettered by either human or divine law.

The northern forests and grasslands around the *Salamander Stones* (**16**) are the natural habitat of the elves. Orcs and humans stay away from the mountains and the woods surrounding them, for the elves resent intruders. While praised for their beauty and elegance, the elves are also feared for their cruel treatment of those who inadvertently trespass in their realm. They are magical beings who seemingly originate from light itself and are rumored to be blessed with an immortality filled with music and song.

The *Valley of the Svellt* (**17**) separates the elven hunting grounds from the Orclands. Some time ago, a league of merchant cities prospered in this area, but orcs have raided the valley for many years, demanding tribute from the human settlers. Only the strong survive in this region, and those who dare to travel through this land would do best to arm themselves.

The northeastern part of Aventuria is *Bornland* (**18**). Consisting mostly of vast, dark forests, this kingdom is ruled by the Bronnjars, Bornland's poverty-stricken nobility. Life here is hard and full of suffering, especially for the bondsmen. Many mysteries are hidden deep in the woods, secrets that date back to the time of the long-gone Order of the Theater Knights, whose successors are believed to be the Bronnjars.

North of the Bornland lies nothing but snow, frost, and icy wastes. Few people wander the *Far North* (**19**), some of them trappers, some gold prospectors. The Fjarnings, a barbaric tribe, are the only humans who brave the ice deserts, along with yetis, dark elves, and some of the land's oldest mysteries and secrets.

Aventuria is just one of many continents on the world of Dere. Beyond the *Eternal Edge*, one of the highest mountain ranges in all of Aventuria, is the legendary *Riesland*, which some scholars call *Rakshazar*. And only a short while ago, explorers found a huge land mass beyond the Southern Sea. *Uthuria*, called the realm of the 12,000 gods, is filled with unimagined adventures and riches.

Beyond the ocean to the west of Aventuria lies *Gyldenland*, the original home of the Thorwalers and all other Aventurian humans, waiting for brave sailors to visit. It is a strange continent, hard to reach because of unfavorable winds and dangerous currents. Ships sailing for *Myranor*—Gyldenland's name in the tongue of its inhabitants—usually sink before reaching their destination, but now and then, one actually lands on its shores. No one in Aventuria knows what other shores wait to be explored beyond the seas, or beneath the surface, or even above the clouds, though legends claim there is much more to discover.

Measuring Time
The kingdoms of Aventuria use various calendars and measure time in different ways. The most common method, used by the followers of the Twelvegods, reckons time before or after "the Fall of Bosparan" (FB, for short). Over a thousand years ago, Bosparan was the most powerful city on Aventuria, but decades of intrigue, war, and uprisings led to its destruction. The current year in the official campaign is 1038 FB.

A World Full of Magic

Aventuria is saturated with magic. Three-headed dragons, slavering ghouls, emerald spiders, and many other monstrosities inhabit the continent and are a danger to the people. But there are not only monsters. People born with Mada's Gift to control and manipulate magic study mysterious powers in academies or with private teachers. Magicians and wizards might control a person's free will, or vanish, reappear, and throw fire at their enemies. And there are many more magical traditions. For example, witches call themselves Daughters of Satuaria and view magic as a gift from their goddess. They are usually accompanied by magical familiars such as cats, crows, or toads, with which they can converse. Elves have a more intuitive connection to magic, viewing it as part of Nature and using it to aid hunting and survival.

A World of Gods

Magic is not the only source of supernatural powers. The Blessed Ones, priests of the Aventurian gods, can work miracles and invoke wonders. Their gods lend them the powers they need to perform such feats. Most people in Aventuria firmly believe in the Twelvegods. These gods are twelve siblings. Praios, the god of Law and Order, is their lord. A simple peasant might never see a mage or a monster, but will witness the wonders of the Twelvegods through the miracles performed by the village's Blessed One, be they in the form of rain that comes in response to prayer, or the healing of an extreme wound.

But the gods also have enemies. The Shadowlands in the east are ruled by demon summoners and necromancers, who in turn serve archdemon lords. Together they defy order and fight against the gods themselves. Armies of undead march from the Shadowlands to spread fear among the servants of the Twelvegods and destroy the free realms of Aventuria.

And then there is the Nameless One, the so-called thirteenth god, who secretly plots against the Twelvegods and sends forth servants to spread his will.

The land conceals forgotten magical societies, strange legends that might be true, and religious mysteries that are as old as time itself.

The Gods of Aventuria

The following table lists the Twelvegods, their individual aspects, and their holy animals or items. Gender is indicated in parentheses (*m* or *f*). The Twelvegods are worshipped almost everywhere, though in some places their churches exist alongside, or even blend with, those of other deities.

Deity	Aspects	Holy Animal or Item
Praios ♂	justice, truth, dispelling magic	griffon
Rondra ♀	honor, combat, bravery	lioness
Efferd ♂	storm, water, wind	dolphin
Travia ♀	matrimony, hospitality, loyalty	Brant goose
Boron ♂	sleep, death, oblivion	raven
Hesinde ♀	crafts, magic, knowledge	snake
Firun ♂	ice, hunting, nature	polar bear
Tsa ♀	youth, life, rebirth	lizard
Phex ♂	thieves, luck, bargaining	fox
Peraine ♀	farming, healing, herding	stork
Ingerimm ♂	fire, trade, forging	hammer and anvil
Rahja ♀	love, ecstasy, beauty	horse

The greatest nemesis of the Twelvegods is the *Nameless One*, known to most cultures as the embodiment of Evil and—ironically—by many different names. The archdemons (see page 316) are fierce enemies of the Twelvegods. Dwarves worship *Angrosh* (called Ingerimm in the faith of the Twelvegods) and his daughter *Simia*. The elves have no gods, and instead worship aspects of Nature, namely *nurdra* (life, growth, becoming), *zerza* (death, decay, leaving), and *dha* (existence). The concept of *dhaza*, the eternal foe, is their version of the Nameless One.

Aside from these gods, there are other deities of some importance. *Rastullah* is the sole god of the Novadi desert people. The people living on the island of Maraskan worship the Twin Gods, *Rur* and *Gror*, who are both male and female. The whale god of the Thorwalian pirates is called *Swafnir*. The people of Nivese worship the *Sky Wolves*, the Forest Folk worship a jaguar-like god called *Kamaluq*, the druids worship the earth mother *Sumu*, and *Satuaria* is the goddess of witches and warlocks.

For more about the religious beliefs of the various peoples of Aventuria, see *Chapter 5: Cultures* (page 95).

The Demigods of Aventuria

The following table lists important demigods and their aspects, as well as noteworthy traits. Gender is indicated in parentheses (*m* or *f*). Some of these figures are saints in the faith of the Twelvegods. For more information about these beings, see the supplement *The Aventuria Almanac*.

Demigod	Aspects	Notes
Aves ♂	travel and adventures	son of Phex and Rahja
Ifirn ♀	bringer of Spring	daughter of Firun and a mortal woman
Kor ♂	lord of war and patron of mercenaries	son of Rondra and Famerlor
Levthan ♂	god of lust	son of Rahja
Mada ♀	the moon	daughter of Hesinde
Marbo ♀	called upon for a quick and peaceful death	the gentle daughter of Boron
Nandus ♂	lord of riddles	son of Phex and Hesinde
Simia ♂	the inventive	son of Ingerimm and Tsa
Swafnir ♂	defender against sea monsters	son of Efferd and Rondra
Ucuri ♂	messenger of the gods	son of Praios (Ucuri had no mother)
Xeledon ♂	the mocker; ridicules human craftsmanship	son of Hesinde and a mortal man

The High Dragons

The following table lists the six High Dragons, their aspects, and noteworthy traits. All of them are male. The High Dragons figure prominently in the Church of the Twelvegods, and some even receive a certain amount of worship themselves. For more information about these exalted beings, see the supplement *The Aventuria Almanac*.

Dragon	Aspect	Noteworthy Trait
Branibor	dragon of justice	a servant of Praios
Darador	dragon of anti-magic	a servant of Praios
Famerlor	guardian of Alveran	Rondra's husband
Nacladror	dragon of wisdom	a servant of Hesinde
Menacor	guardian of Limbo	daughter of Hesinde
Yalsicor	dragon of friendship	friend to Travia

Gameplay Example: The Heroes of Alriksford

The following play example introduces you to *The Dark Eye* and describes what a game session might look like. It follows a group of four adventurers who are on the trail of some orc raiders. The orcs just terrorized a small village and have taken two children hostage.

The fifth member of the gaming group acts as the GM, who directs the adventure and plays the role of the orcs and all other NPCs. The four heroes are *Layariel Treetopglint*, a female elf wyldrunner; *Geron Bladebreaker*, a brave human mercenary; *Mirhiban al'Orhima*, a clever female mage; and *Brother Hilbert*, a good-natured Blessed One of Peraine.

Prior to the gaming session, the GM planned the adventure and noted all important information, such as the quest's background story. The GM's notes read: A group of five orc raiders left their usual hunting grounds and have been harassing the small village of Alriksford for several days. The orcs thought they would find valuables and other loot in the village and attacked not long before the heroes arrived. To ensure that the villagers would not follow them, they took two children hostage. The orcs retreated to an old tower, which they plan to use as their base for further plundering. The heroes arrive in Alriksford just after the orcs have left with their hostages.

Our four heroes have known each other for a long time. Currently, they are on their way to Gareth, the capital of the Middenrealm, to attend the famous annual Imperial tournament. When they reach Alriksford, they can see from a distance that there is something wrong. Many houses are burning or lie in ruins, and dead farm animals of every kind line the street. The surviving villagers have gathered in the central square to mourn their losses. If asked, they explain that a group of orc raiders plundered Alriksford just a few hours ago. The orcs stole silver, animals, and food, and kidnapped both children of Erngrimm, one of the local farmers. Malor, the mayor, sent for the guard of the local baroness, but the orcs ambushed the messenger, ending any hope of rescuing the children. Will the heroes save them?

> Quest design can vary widely. While this brief scene is ideal for our example, an adventure can last much longer. GMs can either design adventures themselves or buy pre-generated quests for *The Dark Eye*. For more about designing and running adventures, see *Chapter 15: Game Tips* on page 388.

The quest begins on the road to Alriksford with the GM describing what the heroes perceive. Each player controls one hero and speaks as if they are their characters.

GM: "Your journey started early in the morning. You are traveling on the road to Gareth, where the great imperial tournament will be held in less than two weeks. Since the tournament also marks the beginning of the new year, you are in quite a hurry to get to the city and avoid being on the road during the Five Days of the Nameless One. You should be able to reach the capital just in time, unless something unexpected happens. After about two hours, you near the village of Alriksford, where you can take a rest. Just as you are about to clear the last hill before the village, you smell burning wood."

Hilbert: "Maybe some charcoal burners?"

Geron: "Hmm, that close to the village? Charburners would be living deeper in the woods. And I don't think you could smell them from this far away."

Mirhiban: "I have a bad feeling about this. Let's clear the top of the hill. From there we may see what is burning."

The players describe their characters' next actions to the GM: "We want to continue walking cautiously up the hill, observing the area."

GM: "At first you see nothing, but when you reach the hilltop the village of Alriksford becomes visible a short distance away. There are dead sheep everywhere between you and there. From afar you can hear the mourning of the villagers. Something terrible must have happened here!"

Hilbert: "Peraine be with us!"

Geron: "What, by all Twelve, happened here?"

Layariel's player describes her character's reaction: "I shield my nose with my hand and look in disgust from the animals to the village and back."

The heroes would not be heroes if they did not investigate.

> The GM functions as the heroes' senses and describes what they see, hear, smell, taste, or feel (through touch). This way the heroes can react to their environment, and the scenes become more detailed.

Geron: "Let's go down there and see what happened."

The other players agree, and the party proceeds to the village.

GM: "There are people weeping on the village green. When you get closer, they look at you with eyes full of fear. Moments later, a crying woman approaches you and begs for your help. You think she would have begged on her knees, if two other villagers hadn't been trying to calm her down. An old man with grey hair and bushy eyebrows walks up and looks everyone over before addressing Brother Hilbert. There's a glint of hope in his eyes."

> Depending on the heroes' reactions, GMs must be ready to change plans and improvise. The party might skirt around Alriksford entirely, or they might decide to stay hidden and sneak into the village to investigate. Those choices would result in two entirely different scenarios.

The GM takes on the role of Malor, the village's mayor: "Ah, help, finally! But you don't belong to the guard of the baroness. Who are you?"

Geron: "I'm sorry, we don't know the baroness. We are traveling on the road to Gareth, to attend the Imperial Tournament. But speak, good sir, what happened here?"

Malor: "Abominable coal pelts! Orcs! They attacked us, stole our livestock, looted, pillaged, and plundered. May the gods punish them!"

Hilbert: "So they will, good man. We will stand beside you, and with the help of the Twelvegods we will drive away those foul creatures, won't we, Geron?"

Geron's player explains to the others: " Geron gives Brother Hilbert a questioning look. We neither know how many orcs attacked the village nor if there is anything else at stake. I don't like not knowing."

Mirhiban asks the mayor: "How many orcs attacked?"

Malor: "Four, or maybe five, and they kidnapped both of Erngrimm's children when they left. Those fiends will kill them if we dare follow. I sent a messenger to the baroness, but so far nobody has come to help us. I suspect the messenger was killed as well."

Layariel: "Let us hunt down the orcs and save the children."

Malor. "We would pay you 30 silverthalers for your help, if you could just save the children and drive away those orcs."

Hilbert: "For me, it would be enough to aid the gods and help you, though I'd gratefully accept a mug of wine when we celebrate the return of the missing children."

Layariel: "Keep your silver!"

Mirhiban: "We can discuss that later. Where did the orcs go?"

While Geron stares at his comrades and wonders why they would refuse a reward, the mayor points in the direction that the orcs headed.

Conversations between the heroes and any other person in the game world are acted out between the players and the GM. The latter plays all characters except the heroes. The players can also discuss the adventure among themselves and plan what to do next. Whether they do this as themselves at the game table, or talk in character, is up to them.

The four heroes follow the orcs' very visible tracks through a nearby forest until they reach a spot of rough terrain, where they lose the trail. Layariel's player knows the elf is an expert scout who might be able to find the tracks of the orcs again. She describes the elf's actions to the GM.

Layariel: "I search the ground for tracks. If there are none on the ground, I search the bushes and trees for broken twigs or other signs that someone passed by."

Geron: "I want to try, as well."

There is a chance the elf and the mercenary might not succeed in this search, so the GM decides to call for a skill check.

Whenever there is a chance that a hero might fail at a task, the GM calls for a skill check. This not only heightens the tension of a scene, but it also gives the game an element of chance. The odds might not favor the heroes, and it might take some extra work, cunning, or charm to get through the scene. There are several kinds of checks in *The Dark Eye*, all of which are resolved by rolling one or more dice. For more about skill checks, see *Chapter 2: Basic Rules* on page 21.

The GM calls for a skill check against Layariel's *Tracking* skill. With a good result, Layariel finds signs of the orcs' trail; a bad result leaves her clueless. Layariel's player rolls the dice and gets a good result, so the party is back on track.

Layariel: "Look here, broken twigs. They took this path."

Geron (after rolling and failing): "I don't see anything."

Layariel: "Trust me, the orcs went this way."

Every character has *skills*, which represent their knowledge and abilities. For more about them, see *Chapter 8: Skills* on page 183.

The heroes decide to follow the tracks that Layariel found.

GM: "About an hour later you come to a clearing. You are still standing under the last few trees at the edge of the forest when you spot an old tower. It might be a watchtower that has been standing here for ages."

Mirhiban's player: "We stop and stay out of sight."

The GM checks the adventure notes, which indicate that at this time of day, two orcs are in or near the tower. One of them guards the children in the uppermost chamber, while the other searches for firewood. The remaining three orcs are out scouting another village for their next raid. They will return within the hour, but the heroes do not know that, of course. Actually, the heroes know nothing about the orcs' locations or where they are keeping the children. They also do not know if anyone else or any other danger is near the tower. They could stay hidden and wait, but Mirhiban's player has an idea.

Mirhiban: "I could cast a spell of invisibility on myself and then search the area unseen. When I return, we can make a plan."

The others agree. Mirhiban's player explains to the GM that the mage wants to cast her invisibility spell. The GM calls for a magic check and Mirhiban must spend a certain amount of arcane energy, which represents the limited pool of power that magic-users hold. When mages spend all their arcane energy, they cannot cast spells until they regain magical power through rest, meditation, or other means.

Not every hero is able to cast spells. Elves, witches, and mages can use arcane energy in the form of spells and rituals. For more about magic and arcane energy, see *Chapter 10: Magic* on page 251.

Mirhiban's player rolls the dice. She achieves a good result and Mirhiban successfully casts the spell. Mirhiban leaves the shelter of the trees and starts to walk towards the tower.

Orcs, however, have a keen sense of smell. The GM determines that the orc that was looking for firewood notices a new scent on the breeze as Mirhiban approaches. Since he sees nothing there, he walks towards her, confused. Layariel, noticing that the orc has sensed Mirhiban's presence, decides to shoot an arrow at it. For the arrow to hit the orc, Layariel's player must make a skill check. The check fails, and the arrow hisses past the orc's head. The coal pelt drops the firewood, readies his saber, and runs yelling and roaring towards Layariel.

Geron: "I wait until the orc is right in front of our hiding place. Then I jump at him and attack the coal pelt with my sword."

To defeat the enemy, Geron must overcome him in close combat. For this, there are specific checks in *The Dark Eye*—attacks, dodges and parries. Whenever Geron or the orc get hit, they take damage based on the weapon

that hit them. Damage reduces an individual's life points, which represent life energy or health. When the life points of player characters or NPCs reach 0, they are dying.

Life in Aventuria is full of danger, and characters may have to use swords, axes, bows, or other weapons to defend themselves against their enemies. Such battles are always resolved by rolling dice and checking the results against the opponents' combat abilities. For more about close combat and ranged combat, see *Chapter 9: Combat* on page 225.

Geron defeats his adversary. Luckily, the fight was not loud enough to warn the second orc in the tower about the presence of the heroes, but Geron was wounded in the fight. This is Brother Hilbert's moment. As a Blessed One of the goddess of healing, he can heal the mercenary by divine means. Brother Hilbert examines the wound and starts a liturgical chant, which is a form of divine spell. He wants to use a healing blessing to close Geron's wound. In order to do this, his player must make a check and spend a certain number of karma points, the divine energy Brother Hilbert channels from his goddess.

Blessed Ones use *Karma Points* (KP) to perform their divine magic. These points represent the divine energy granted to them by their gods. With KP, Blessed Ones can perform the liturgical chants, miracles, and other wonders that are associated with their gods. For more about miracles and liturgical chants, see *Chapter 11: Works of the Gods* on page 305.

Mirhiban, still invisible, now scouts the area and the tower. Upon her return, she draws a map, and the planning begins.

Mirhiban: "We're lucky, there's just one orc inside the tower. The others are gone."

Geron: "Let's sneak inside and surprise him. Hilbert, follow us at a short distance. Layariel, you and I will go first."

GM: "You cautiously approach the tower and enter it. A quick search of the ground floor reveals the loot the orcs stashed down there: sacks, crates, and butchered sheep. An old staircase leads up to the next level of the tower. You can hear the hoarse and guttural voice of an orc coming from above."

The heroes decide to sneak up to the topmost floor and surprise their foe. All of the players must make *Stealth* checks, and while the other heroes sneak as silently as mice, Geron's player once again has bad luck and fails his roll. However, since losing the moment of surprise might endanger the lives of the children, he spends a Fate Point and rerolls his skill check. On his second attempt, he passes the check.

Fate Points, or FtP, set heroes apart from average Aventurians. They represent the little bit of extra luck that normal people cannot access. Heroes can use FtP to reroll failed skill checks or try to get out of sticky situations. The number of FtP available to heroes is extremely limited, so players should always think carefully before expending such a valuable resource. For more about Fate and its possibilities, see *Chapter 2: Basic Rules* on page 28.

The surprise attack is a success. The heroes defeat the second orc and free the children, whom they then return home safely. This marks the end of the quest. Having done well, the heroes receive the 30 silverthalers from Malor. In addition, the GM awards the players *adventure points*, or AP, which can be used to improve their characters' abilities.

Adventure Points (AP) allow the players to improve their characters' abilities or learn new ones. The GM awards AP at the end of an adventure or after characters reach a major milestone in resolving a quest. For more about AP and how they can be spent, see *Chapter 12: Detailed Rules* on page 350.

This does not have to be the end of the game, or even the end of this particular story. The heroes could travel on and attend the tournament in Gareth. Or Malor could ask them to search for the missing messenger. And what of the three remaining orcs, who swore bloody vengeance for the deaths of their comrades? Might they accidentally run into our party somewhere down the road? That is a tale for another day...

Chapter 2: Basic Rules

"Every game has its rules. Know them or lose!"
–unnamed oil tycoon from Dallas, TX

"*The game of boltan has simple rules. Only one who masters these rules will become a master of the game. Therefore:*

1. Follow the rules.
2. If you don't follow the rules, make sure no one knows or notices.
3. In case someone does notice, keep a trump up your sleeve.
4. Avoid card-sharping, so you don't need to use rules #2 and #3. Being a devoted follower of Phex does not necessarily mean deceiving others, but rather trusting in your own skills. Only faithless crooks are card-sharpers.
5. Never mess with Almadans, Tobrians, or the Old Guild. They are too much for you to handle.
6. Always keep some spare silverthalers for the guard assigned to watch you. If trouble develops, a guard can be your enemy but can just as easily become your best friend.
7. And always remember: as you help yourself, so Phex helps you, too."

—Alrik of Kilnbottom's Phex-pleasing Rules of Gaming, *a primer for success at the game of boltan, 1035 after the Fall of Bosparan*

As indicated in this example, challenges encountered in the game often test a hero's abilities. In order to do this, we assign numerical values that indicate the heroes' mastery of various talents. When players maneuver their characters into situations with an uncertain ending, the GM can call for a check against certain scores.

This chapter explains the various scores as well as how to use them to determine success or failure. Furthermore, this chapter explains basic game terms and values needed for play. The basic rules introduce the different types of skill and attribute checks and when to use them, such as when fighting, casting spells, or using skills. Specific rules and terms for combat, magic, and divine powers are presented in their relevant chapters.

First, however, we'll look at general considerations and materials needed for play.

Optional Rules
Optional Rule

Now and then, you will see boxes like this one that present tips, optional rules, and alternate procedures. These options are not needed to play the game, but they add variety to the core rules and may speed up or otherwise enhance play. Your group can ignore optional rules completely and still enjoy the game, but these options can enhance your gaming experience. Groups should decide for themselves which optional rules to use and which to ignore. For a summary list of options, see page 392.

Gaming Material

In order to create heroes and send them on their first adventure in the world of *The Dark Eye*, you need this rulebook, plus sheets of paper, pencils, erasers, assorted polyhedral dice, and copies of the *hero's document* (the character sheet for *The Dark Eye*).

Paper and Pencil

In addition to imagination, you will need some sheets of paper and a pencil to keep track of character traits and scores. On pages 409 to 414 you will find the character sheet, which you use to keep track of your character's abilities, spells, possessions, and history. You can also download and print the sheet from Ulisses Spiele's American website (**www.ulisses-us.com/thedarkeye/**). Use them to record your character's abilities, skills, equipment, and so on, for an easy overview.

Dice

The Dark Eye uses polyhedral gaming dice for making skill checks, determining damage, and many other things. The most important are twenty-sided dice and six-sided dice.

Six-sided Dice

Like many boardgames, especially family games, *The Dark Eye* uses traditional six-sided dice, which we abbreviate *D6*. A number before the D indicates how many dice you must roll, so *1D6* means roll *one* six-sided die, *2D6* means roll *two* dice, and so on.

A modifier (or *mod*, for short) is a number you must add to or subtract from the result of the roll. This looks like 2D6+4 or 1D6–2; in game terms, the first example means roll two six-sided dice, add up the result, and then add 4 to the total. The second example means roll one six-sided die and subtract 2 from the result. All negative results count as zero. TDE usually uses D6 to determine damage in combat situations. For more information on damage and combat, see *Chapter 9: Combat* on page 225.

Twenty-sided Dice

The standard die of the game is the twenty-sided die, abbreviated *D20*. As with the D6, the number before the D indicates how many dice you must roll. For example, *1D20* means roll one die, *2D20* means roll two dice, and so on.

These dice rolls can have modifiers, too, such as 1D20+5 or 2D20–10. Always treat negative results as zero, just as with D6.

This game uses D20s for skill checks and attribute checks, and also when rolling to attack or parry. In these cases, rolls of multiple dice are not added together. Instead, each die is compared separately to a particular value. For more information on making checks, see page 17.

Other Dice

Sometimes a rule asks you to roll *1D3*. If you do not own such a die, you can roll 1D6, treating results of 1 or 2 as *1*, 3 or 4 as *2*, and 5 or 6 as a result of *3*.

Similarly, you may be asked to roll a *D2*. For this, roll 1D6 but treat a result of 1-3 as *1* and a result of 4-6 as *2*.

As with the D6 and D20, modifiers may apply. Negative final results are, as always, treated as zero.

The D3 is almost never used, but does sometimes turn up when determining damage or rolling for random events.

Rounding Up and Down

If a calculation within the game results in a fraction, simply round the number mathematically (that is, if the result is 0.5 or higher, round up, and if it is less, round down). Exceptions to this rule are always stated clearly.

Other Resources

Usually, playing *The Dark Eye* requires nothing aside from paper, pencils, and dice. However, certain resources might help the group and the GM to enhance the gaming experience:

- GM's Screen: a game master's screen prevents players from seeing the GM's notes and any rolls for NPC checks. Keeping some results secret helps raise tension and drama for the group. Furthermore, the official GM's Screen for *The Dark Eye* has many charts and rules that provide the GM with information, lessening the need to consult the rulebook during play.
- Notepad and sticky notes: during the game, a notepad for taking quick notes or writing secret messages to the GM or other members of the group can come in very handy. Sometimes such notes need to remain with the hero's document, so a cube of sticky notes might be the best choice.
- Modern tech: tablets, smartphones, computers, form-fillable .PDF files of the hero's document, and other technical and modern aids can prove useful during game sessions.

Checks

This is the most important core rule[•]: any time a scene can turn out in different ways, and there is a chance that a character will fail, the GM can call for a check.

A check essentially means rolling a die (or sometimes several dice) and comparing the result to one or more of the hero's scores. Success generally means the story goes in the direction the hero intends, while failure works against the hero's efforts. However, a failure does not always end the adventure or leave a hero stuck in a tricky situation. The story continues, just not necessarily in the hero's favor. The player might have to re-evaluate the situation and think of another way to handle it.

There are many situations in which the GM can call for a check: will the adventurer be able to jump from the window of a burning room to a sill on a neighboring house? Will the swordswoman parry the highwayman's cutlass and avoid a nasty wound? Can the mage concentrate on a spell in the thick of battle, or will the distractions of combat prevent a successful casting?

Only the GM can decide if it is time to make a check. When the outcome of a situation is clear, you shouldn't roll dice. Do not roll merely to see if a hero is able to cook soup, but if the hero wants to impress the duchess with an extraordinary dessert, a check might be appropriate.

The player group can suggest checks in certain situations (such as making a *Perception* check to search an area for traps, secrets, ambushes, and so on), but players may not demand such checks. The GM can always refuse checks for actions deemed impossible to accomplish.

Rolling Dice

In *The Dark Eye*, you always roll one or more D20s for checks. A check succeeds on any result less than or equal to the associated score. A higher result fails. Exceptions to this core rule are explained where necessary.

Example: The GM calls for a check. The relevant score is 13. The player rolls a D20. In general, if the roll is 13 or less, the check succeeds. On a roll of 14 or more, the roll fails. Several factors modify these chances, as you will see.

How Important Are Checks?

Usually you only need to roll dice when an action's outcome or consequences are uncertain. Before calling for a check, the GM should have an idea of all possible consequences. The story should not come to a screeching halt just because a player fails a check or loses a fight or other challenge. Can the adventure continue after a failure, or must the hero succeed? Are there any alternative ways to master the challenge?

Attributes

Attributes are a hero's basic foundation and provide a measure of specific characteristics. Each hero has eight attributes: *Courage*, *Sagacity*, *Intuition*, *Charisma*, *Dexterity*, *Agility*, *Constitution*, and *Strength*. The first four attributes are the character's *mental attributes*; the other four are *physical attributes*.

The higher the attribute's value, the better the hero performs with that attribute. At the start of the game, attributes usually range from 8 to 14. However, some heroes might start with values that are lower or higher, and the game offers chances to raise attribute values later on.

The following overview explains the eight attributes in greater detail. Abbreviations for each of the attributes appear in brackets following the attribute's name.

The Eight Attributes

Courage (COU): Courage is a measure of the hero's bravery and determination. Higher values represent a greater ability to resist magical spells and liturgical chants, and to stand tall in the face of danger. Courage is also a component of faith, because it makes it

• The second most important rule: special rules always trump core rules.

possible to believe in that which cannot be seen, despite what others may think or say.

Sagacity (SGC): Sagacity represents general knowledge, the ability to think logically and analytically, and the quality of the hero's memory.

Intuition (INT): This represents the hero's hunches and level of empathy, and also shows how well the character can cope with stress and make the right decisions in such situations. Knowing how to guide others is also a function of Intuition.

Charisma (CHA): Charisma includes personal magnetism, charm, and persuasiveness. You can sometimes derive a hero's physical attractiveness from Charisma, but it is not a specific indicator of good or bad looks. Someone who is not noted for physical appearance can still be thought very attractive, and there are real beauties that seem to have no charisma at all.

Dexterity (DEX): Dexterity measures the nimbleness of a hero's fingers and overall hand-eye coordination. This attribute reflects how well the character can use lock picks, practice crafts, or shoot a bow.

Agility (AGI): Agility measures the hero's bodily finesse, reflexes, reaction speed, and flexibility.

Constitution (CON): Constitution represents a hero's stamina. Higher values grant more life points and greater resistance to poisons and diseases.

Strength (STR): Strength is raw muscle power and how well a character can use muscles to good effect.

Layariel Treetopglint

Attribute Checks

You roll attribute checks on 1D20. The score being tested is the specific attribute—a GM can call for a check on Sagacity, to see if a hero remembers a past event, or Courage, to see if the character stays brave in the face of danger. If the result of the roll is less than or equal to the attribute in question, the roll succeeds. Rolling higher than the attribute normally results in failure. Attribute checks are always used when the outcome of a situation is uncertain and no other skill seems appropriate.

Example: Arbosh son of Angrax, a dwarven warrior, knows no fear. However, he is in the middle of a very spooky forest and just heard strange noises immediately behind him. The GM calls for a check of the dwarf's Courage. Arbosh's attribute value is 12. The player rolls a D20 and gets a result of 9, which is less than the Courage score of 12. Arbosch neither retreats nor runs away like a frightened mouse, but instead stands his ground whatever may come.

Attribute Check Modifiers

Circumstances can make attribute checks more (or less) difficult. In such cases, the GM applies a modifier to the hero's attribute. This modifier affects one check only.

A *bonus* is indicated by a plus sign (+), while a *penalty* uses a minus sign (–). A check of Courage +3 means the hero's Courage temporarily rises by 3 points, while a Sagacity check –5 lowers the character's Sagacity by 5 points.

Remember that these modifiers apply only to the check. A hero does not really grow stronger, braver, or more agile from a positive modifier. The modifier exists only due to circumstances.

Example: Mirhiban, a mage with Sagacity of 14, must save herself from a burning room. The door is blocked, but Mirhiban knows of a secret escape tunnel. She read about it a few days ago and discussed it with her mentor, so she remembers clearly where to find it. The GM calls for a Sagacity check modified by +3 due to the mage's special knowledge. Instead of needing to roll 14 or less to succeed, Mirhiban's player succeeds on a 17 or less due to the modifier.

What Do the Attribute Values Indicate?

The following list provides ratings for the various attribute values, but this is only a rough guideline. Low or high, attribute values can mean something entirely different depending on the character.

7 or less: Really Bad
The hero is barely able to use the attribute in question. Usually, the reason for possessing such a low attribute value is an unusual circumstance, such as crippled limbs, magical curses, and other such things.

8-9: Miserable
These values mean the hero is underdeveloped in the attribute. The character might be cowardly (COU), uncoordinated (AGI), weak (STR), or sickly (CON). Perhaps the character's hands shake (DEX), or the hero is uneducated (SGC) or unable to impress anyone (CHA). Maybe the character is unable to make choices quickly or lacks confidence in decisions (INT).

10-11: Poor
A 10 or 11 is still not good, but it could be that the character is neglecting to train the attribute for some reason, or maybe the attribute simply doesn't mean much to the character. The character might be a peasant who never had good access to books (SGC), a scholar in poor health (CON), or someone who was raised with little social contact (CHA). Some heroes have a poor physical build (STR), never practice any crafts (DEX), take no chances (COU), grow a little fat (AGI), or have no motivation (INT).

12-13: Acceptable
Attributes of 12 or 13 mean a character is considered average or even good in general tasks connected to these attributes. They might not be the best, but they at least have some education (SGC), know how to handle people (CHA), or possess reasonable stamina (CON). Low-ranking leaders (INT) belong in this category, as do inexperienced fighters (STR), common acrobats (AGI), and established crafters (DEX). Blessed Ones and priests who distinguish themselves by their determination and faith in the gods (COU) have attribute values of 12 or 13, too.

14-15: Able
At these values, the heroes are known for their abilities. People recall the able archer (DEX) or the strong hero (STR) just as quickly as the well-educated adept (SGC) or the empathic priestess (INT). A famous tightrope artist (AGI), an old sailor unfazed by anything (COU), a hardy barbarian (CON), and a well-respected courtier (CHA) all have attribute values of 14 or 15.

16-17: Outstanding
This character belongs to the elite. Few warriors are stronger (STR), tougher (CON), or more deft in handling a weapon (AGI). Experienced magisters and great scholars are famed for their knowledge and education (SGC), high priests are skilled in rhetoric (CHA), and only the best artisan master crafters are this dexterous (DEX). A Courage value this high might indicate a hero who faced demons and other horrible creatures without fleeing. A Blessed One with an Intuition at this level has the ability to run an entire temple.

18 and higher: Masterly
Only the best of the best have attribute values of 18 or higher. To Aventurians, this hero is the embodiment of the specific attribute. A master smith, a mighty sorcerer, or a famous sword master can rightly be proud of having such a high attribute value.

Examples for Modifying Attributes

Modifier	Check Difficulty
+6	Extremely Easy check
+4	Very Easy check
+2	Easy check
+/– 0	Challenging check
–2	Difficult check
–4	Very Difficult check
–6	Extremely Difficult check

Effective Attribute Value
The Effective Attribute Value (EAV) is a character's attribute value after applying any applicable modifiers. Whether adding a bonus or subtracting a penalty, the attribute doesn't change permanently (a character does not become stronger or less intelligent, for example). The EAV is used for just that one specific check. If a modifier results in an EAV of 0 or less, the check automatically fails.

Critical Success

Whenever you roll a D20 and get a result of 1, you must immediately roll again, to check the attribute in question once more. This second roll, called a *confirmation roll*, uses the same modifiers as the original check. If you succeed at the confirmation roll, you achieve a *critical success*. This means that the character performs extraordinarily well. If the confirmation roll fails, you still succeed at the original attribute check, just in a regular way.

You may not spend FtP on confirmation rolls!

The effects of rolling a critical success are up to the GM. An adventurer trying to kick in a door might succeed in doing so and also knock out the monster waiting behind the door. A hero rolling a critical on a Charisma check might impress a merchant in a bazaar so much that the merchant adds a little present to the purchase. Descriptions of skills, magical spells, and liturgical chants include more examples.

Example: Geron Bladebreaker became separated from his caravan and is now wandering the desert. The GM calls for a Constitution check to see how the mercenary is coping with the heat. Geron's Constitution is 13. Since Geron originated from further north, the GM modifies the attribute by –2, leaving him with an EAV of 11. The player rolls a 1 on 1D20 and immediately makes a confirmation roll, trying to roll 11 or less once again (the modifier applies to the confirmation roll in the same way as the original check). The second roll is a 5, confirming the critical success. Even though the sun beats down mercilessly on Geron, the mercenary is still very much alive and wanders on.

Botches

You can just as easily roll a botch, which happens when you roll a natural 20. Just as with a critical success, you must roll a second time against the modified attribute to confirm the botch. However, rolling a success on the confirmation roll means the check simply failed and was not a botch, after all. If you fail the confirmation roll (or even roll another 20, which confirms the botch immediately), the tides turn against you and something terrible happens, as determined by the GM. Rest assured that whatever happens will be worse than just failing the check. The consequences of a botch should not be lethal, but injuries, panic attacks, and embarrassing or even dangerous situations are all acceptable results.

Remember that you cannot use FtP for confirmation rolls!

Example: Mirhiban is facing a sphinx in order to get help from the magical monster, and she tries to remember the solution to the creature's famous riddle. The GM calls for a Sagacity check. Sadly, Mirhiban's player rolls a 20, and then gets a 19 for the confirmation roll. Since the 20 indicates a botch and 19 is far above the mage's EAV, something bad happens. Mirhiban gives her answer to the riddle using the wrong dialect of Tulamidya, as it turns out, and thus insults the sphinx. The creature screams some curses at her and flies away. Mirhiban gets no second chance, and perhaps will never find out what she did wrong.

No Confirmation Roll

Optional Rule

Would you like more criticals and botches in your game? If so, don't use the confirmation roll. With this option, every 1 is a critical success and every 20 is a botch (a 10% chance of rolling either a critical or a botch with every check). Furthermore, ditching the confirmation roll makes the game a little simpler.

The use of confirmation rolls lowers your chances of rolling criticals and botches, and such rolls depend more on attribute values and modifiers assigned by the GM.

Attribute Values Below 1

Should the EAV ever drop below 1, you cannot attempt the attribute check in question. Since you cannot roll less than a 1, the hero is simply unable to succeed with the action.

Example: Magical effects and poison reduce Mirhiban's Agility to 6. Nevertheless, Mirhiban wants to race across a rope bridge before some goblins on the other side succeed in cutting the ropes. The GM calls for an Agility check modified by –6. With a modified Agility EAV of 0, Mirhiban's player has no chance to succeed at this roll, and must come up with an alternative plan to get to the other side.

Attribute Values Above 19

Due to certain circumstances, heroes can have EAVs of 20 or more. In such cases, a roll of 20 is still a failure and a potential botch. However, the confirmation roll must be another 20 for a botch to occur. In all other cases the check simply fails.

Example: Due to magical effects, Arbosh has a Strength EAV of 23. His player rolls a 20, indicating a possible botch. He rolls again for confirmation. A result of 19 or less indicates a simple failure. However, he rolls another 20. Arbosh botches and something terrible happens.

Attack and Defense

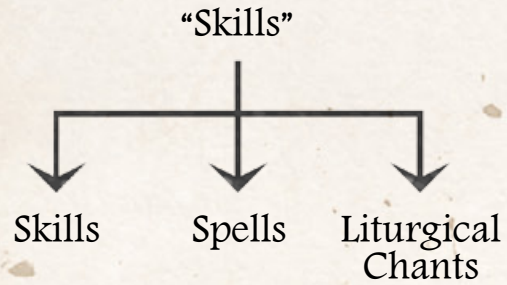
The D20 is also used in combat situations. To attack a foe in close combat, make a check against your hero's Attack value. To attack with bows or throwing knives, make a check against the Ranged Combat value instead. To defend against a close combat attack, roll against either your Parry or Dodge value.

Roll these checks just like regular checks; you succeed on rolls less than or equal to the value in question. All rules in this chapter regarding checks (bonuses, penalties, criticals, botches, and so on) apply to attack and defense rolls, too.

For more about combat, see *Chapter 9: Combat* on page 225.

Skills

Attributes are the basic measure of heroes, and *skills* represent their learned abilities. Characters with magical powers also learn *spells* and *rituals*, and Blessed Ones learn *liturgical chants* to harness and focus divine powers. These skills rely not only on attributes, but also on a hero's personal experiences. To represent this, every skill has a value of its own that measures the character's finesse with that skill and also helps determine the *Quality Level (QL)* of a successful skill check (see page 23). The higher the hero's skill value, the better the hero is at that skill.



Attribute Check or Skill Check?
Make a skill check when an available skill covers the required action. Make an attribute check only when no skill seems suitable for the given task.

Skill Checks

A skill check consists of three linked attribute checks. All of the above rules for checks apply, but there are additions and exceptions, as follows.

- Every skill, spell, or liturgical chant is linked to three attributes. The hero must make a check against each of these attributes. The player can roll these checks in any order, or can make all three checks at once using 3D20 (but each die must be clearly assigned to one of the three attributes). For suggestions on easier ways to roll, see page 22.

- Each part of a skill check is an attribute check, and the rules for attribute checks apply. If an EAV ever falls below 1, success is impossible.

- When making skill checks, the player has a pool of *skill points (SP)*, equal to the skill rating (SR) of the skill in question, which can be spent to adjust failed die rolls into successes. Leftover SP determine the QL or degree of success. For example, if the second EAV in a skill check is 12 and the player rolls a 14, the player can spend two SP to reduce the roll to a 12, making it a success.

- Once spent, SP are no longer available to adjust other rolls for that *specific* skill check. A hero with SR 10 starts with 10 SP. If 6 SP are spent to pass the first roll, only 4 points are left to adjust the remaining two rolls.

  Spent SP are not lost forever. When characters use those skills later during the adventure, they get their full amount of SP again.

- Normally it does not matter how low a player rolls during a skill check, as success is reward enough. The only exception to this rule is the *critical success*, which is determined differently than a critical success for a regular attribute check (see page 24).

- If you run out of SP while making a skill check and cannot adjust one or more rolls into a success, you fail the skill check.

- It doesn't matter if you spend all SP or are able to save some—if all of your rolls pass, the skill check is successful. However, the more SP you can save, the higher your QL, and therefore the better the result (see page 23).

Applications
Each skill includes a variety of *applications*. Applications are sub-areas of a skill. When you make a skill check, you always roll for a specific application. This is written as *Skill (Application)*, as in *Perception (Spot)*. For more about applications, see page 186.

Example: Geron tries to track down his lost caravan in the hot sands of the Khôm desert. The GM calls for an unmodified Tracking (Animal Tracks) *skill check. Geron has a skill rating of 7 in this skill, and the attribute checks are made against Courage (13), Intuition (12), and Agility (14).*

Geron's player rolls for Courage first and gets a 10. He does not have to spend any SP to succeed. His second roll for Intuition results in an 18. That is bad luck, since his attribute value is only 12. He must spend 6 SP to succeed at this check, leaving him just one SP in Tracking (Animal Tracks). *He can still succeed at the skill check, but must roll 15 or less for his Agility check to do so.*

If Geron should have to check this skill again at a later time, he will have the full 7 SP at his disposal.

1D20 or 3D20?

Check	Dice
Attribute check	1D20
Attack, Ranged Combat, Parry, Dodge	1D20
Skill check	3D20

Skill Checks in the Fast Lane
Optional Rule

Skill checks take longer to resolve than simple attribute checks because you must roll three dice. Also, you always have a chance of rolling criticals or botches, you might need to use SP to adjust rolls, and so on. There are several ways to speed up this process.

First of all, you can choose D20s of different colors and assign a color to each individual roll. For example, you can decide to use a red die for the first roll, a white die for the second, and a blue die for the third. It's easy to remember, and no matter where your dice land, you know immediately which die goes with which check.

Another method is to roll 3D20 and assign the die lying furthest to your left to the first check, the middle die to the second check, and the one furthest to your right to the third.

Both methods speed up game play.

Colored Dice, According to Paramanthus
Optional Rule

Paramanthus was an Aventurian researcher who postulated a connection between personal attributes, wandering stars, colors, and the gods.

You can use the system Paramanthus recorded in his writings and assign colored dice to your hero's attributes. The picture next to this box shows you the colors connected to the various attributes. If you use this system, you can more easily tell which die belongs to which attribute in a skill check. Dice should be available in these colors in any good hobby store.

This option does not change any rules, but does help speed up skill checks.

Skill Points

A skill check is more than just success or failure. It is very important to know how many *skill points (SP)* you have left after a check. The more SP the hero can *keep*, the better the result of the skill check.

Example: If Geron's player could have kept 4 SP instead of just 1 for his Tracking (Animal Tracks) *check, the GM might have also told him the age of the tracks or the number of camels that had passed by.*

Quality Levels

The number of SP left over from a successful skill check determines the *Quality Level (QL)* of the success. This shows at a glance how well the hero succeeds.

Depending on the situation, QL can influence subsequent actions and checks. For spells and liturgical chants, for example, a higher QL might change the magical/divine effect, thus making it stronger or persist longer, and so on. The *Quality Levels* chart shows the relationship between leftover SP and QL.

For more about QL and skills, see *Chapter 8: Skills* on page 185. For more about QL and magic, see *Chapter 10: Magic* on page 258. For more about QL and divine powers, see *Chapter 11: Works of the Gods* on page 311.

Quality Levels

Remaining Skill Points	Quality Level
0-3	1
4-6	2
7-9	3
10-12	4
13-15	5
16+	6

Succeeding At a Check With 0 SP Remaining

As the chart indicates, a success always has at least a QL of 1, even if no SP remain. This is important mostly for two things—potential modifiers for subsequent skill checks related to this success, and cumulative checks, which are explained below.

Example: Layariel is searching for edible roots and herbs, and her player must make a Plant Lore (Crops) *skill check. The more skill points she keeps, the more plants she finds. Rolling the dice results in a success, but with no skill points left. Still, the success's QL is 1, and Layariel finds a few edible plants.*

Using Alternative Attributes for Skill Checks

Optional Rule

Linked attributes are not set in stone for skill checks. As the GM, you may change the attributes used in a skill check if you feel that different attributes would work better in that situation.

For example, if a hero just wants to know *how* to climb a specific rock face instead of actually going out and climbing it, the GM can call for a *Climbing (Mountains)* check using Sagacity/Intuition/Intuition instead of Courage/Agility/Strength. After all, simply remembering how to get up a rock face is hardly a physical task.

This optional rule makes the game a little more complex.

Skill Modifiers

As with attribute checks, skill checks can have modifiers. A rock face can offer handholds of alternating good and bad quality, a well-known plant might be easier to identify, and crafting a weapon from various magical metals can be a tough challenge even for a skilled blacksmith.

Penalties and bonuses apply to all three rolls of a skill check. A bonus raises all linked EAVs by the amount of the bonus, while a penalty lowers all three by the amount of the penalty. If any linked attribute drops below 1 as a result of a penalty, the skill check fails automatically.

Modifiers can apply to any skill check, as well as checks for spells and liturgical chants.

Example: Mirhiban wants to climb a rock face, and the GM calls for a Climbing (Mountains) *check. Mirhiban's skill value in* Climbing (Mountains) *is 8. The linked attributes for this check are Courage, Agility, and Strength, and the mage's player is quite positive she will succeed, since Mirhiban's attributes are 14, 12, and 11, respectively.*

Sadly, the rock face is covered with slippery moss, so the GM sets a penalty of 1, making this a difficult check that leaves Mirhiban with EAVs of 13, 11, and 10 (the penalty lowers each of the linked attribute values by 1).

Mirhiban's player rolls 1D20. Her first result is a 16, 3 more than the Courage EAV of 13, so she must spend 3 of the 8 available skill points. Her roll for the second attribute is another 16. This is really bad, because Mirhiban's Agility EAV is 11, meaning she must spend all 5 remaining skill points to succeed with this roll. The last roll is against an EAV of 10. If the player rolls higher than that, the skill check fails. If the roll is 10 or less, the mage succeeds and climbs up the rock face. The player rolls a 1—a success!

If the GM had set a bonus of 2 instead of a penalty of 1, Mirhiban's EAVs for this skill check would have been 16, 14, and 13.

Modified Skill Checks

Modifier	Check Difficulty	Climbing (example)
+5	Extremely easy check	More of a stony hill than a real rock face
+3	Very easy check	Rock face with some natural stairs
+1	Easy check	Many good handholds
+/– 0	Challenging check	Rock face with some good handholds
–1	Difficult check	Damp moss on the rock face
–3	Very difficult check	Very steep, only a few good handholds
–5	Extremely difficult check	Damp, mossy, very steep, and almost no good handholds

A Skill Check +/–0 Is Not Easy!
Just because a check has no modifier, it does not mean that the check is easy to accomplish. Easier actions are always associated with a bonus, so +/– 0 means that the action is in some way challenging (and so is the skill check for the action).

Critical Successes

Just as with attributes, skill checks can result in a critical success. However, a skill check achieves a critical success only if you roll 1s on at least two of the three dice rolls. This is called a *double-1*, and not only does it override a failure of the remaining roll, it means you achieve a better than normal success. Specific effects depend on the check and the circumstances (see page 25), and the GM decides exactly what happens. For example, a critical success on a *Streetwise (Asking Around)* check could lead the hero to an important clue, while a critical success with a *Climbing (Mountains)* check could mean the hero masters the rock face in half the expected time.

Rolling a *triple-1* results in an automatic success with spectacular results. The hero's action is the talk of the town, and people remember it years later. It might even be this triple-1 roll that sets the hero on the path to greater fame and glory.

Example: Geron's player must roll a Streetwise (Asking Around) *check so his mercenary character can uncover secret knowledge about a certain noble. Geron is not very streetwise (skill rating 2), but the player's first roll is a 1. His second roll is a 19, which would normally end the skill check, since Geron's meager skill rating of 2 cannot adjust the roll into a success. However, because the first roll was a 1, the player gets to make the third roll as well, and with the Twelvegods at his side, he rolls another 1. Even though the skill check appeared destined for failure according to the numbers, Geron achieves a critical success due to the double-1 result.*

No Confirmation Rolls for Skill Checks?
Unlike attribute checks, skill checks do not require confirmation rolls. This applies to critical successes as well as to botches. Because you roll 3D20 for a skill check, your chances of rolling a double-1 (and especially a triple-1) are much lower. Making confirmation rolls for every 1 or 20 that might result not only reduces that slim chance even more, it also slows down the game.

Botches

Of course, you can instead botch a skill check, by rolling a *double-20*. This results in an *automatic failure* with some nasty side effect. For example, a hero trying to use *Streetwise (Asking Around)* could end up in an ambush, or a character trying to climb that infamous rock face could slip and sprain an ankle.

If you roll a *triple-20*, well... add that to the list of things you want to avoid by any means. The side effects of this automatic failure are disastrous, such as, for example, starting to glow brightly and stink after botching an invisibility spell. The GM decides the outcome, but it should make the hero's life pretty difficult or perhaps even more dangerous.

Example: Mirhiban tries to gain the trust of the chieftain of the Forest Folk. Her player thinks Mirhiban's skill value of 14 in Seduction (Flirting) *will guarantee success. However, she rolls 11, 20, and 20, botching the skill check. Even though it would have been possible to adjust the rolls into successes using Mirhiban's 14 skill points, the double-20 result is an automatic failure. Mirhiban may never know exactly what she did wrong. The chieftain grows so angry that he decides to have the mage bound and sold as a slave, forcing her companions to intervene.*

Chances of Criticals and Botches in Skill Checks

Roll	Chance
Double-1 or double-20	approximately 1 in 140 each
Triple-1 or triple-20	exactly 1 in 8,000 each

Skill Starting Values

Skills are either *active* or *inactive*. *Active skills* have a skill rating of at least 0. Characters cannot make checks with *inactive skills*. To change an inactive skill into an active skill, you must spend adventure points to raise the skill rating to 0 or higher (see page 50).

Normally, all mundane skills start out active, and all spells, rituals, liturgical chants, and ceremonies start inactive, but this depends on the hero's profession package (see page 45).

To activate a skill, you must pay its activation cost in adventure points. This cost varies depending on the complexity of the skill (as indicated by four categories—A, B, C, and D). Category A includes relatively easy and therefore inexpensive skills, while those in Category D are quite involved and thus relatively expensive. Mages and priests may activate additional spells and liturgical chants later on in the game. Only characters with the Spellcaster advantage can activate spells and rituals, and only characters with the Blessed One advantage may activate liturgical chants and ceremonies.

Example: Like any other hero, Rowena can use her mundane skills right from the start, since all of them are active. Being a witch, she can cast spells, but not all of her spells are active. She can cast only those specific spells that she activated during hero creation (that is, the ones she raised to skill ratings of 0 or higher). All other spells are inactive.

Different Types of Checks

The Dark Eye uses different kinds of skill checks: the *simple check*, the *competitive check*, and the *cumulative check*. Characters can also work together to make *group checks*.

The rules for resolving each type of check can differ slightly from the basic rules for checks, depending on the circumstances. In some cases, it is even possible to reroll a check.

Simple Checks

The simple check is a regular skill check as explained in the rules above. The outcome of this check depends on whether the hero succeeds at the check. If the hero succeeds, the leftover SP determine the QL.

Retry: The GM decides whether the hero may try again. If so, each attempt suffers a cumulative –1 penalty. The GM also decides how many attempts the hero may make. However, if one of the linked attributes drops to an EAV of less than 1, the action fails and the hero gets no more chances to attempt the task at hand. Furthermore, this penalty lasts for 24 hours. After that time, the hero can start fresh and make another attempt at the action without penalty (for the first roll, at least).
Success: The hero succeeds, and the leftover SP (if any) determine the QL.
Failure: The task at hand is not accomplished.
Critical: A critical can have various effects, depending on the skill. See the specific skill description for examples.
Botch: A botch results in various mishaps, depending on the skill. See the specific skill description for examples.
How this is written: Check on *Skill (Application)*; for example, make a check on *Body Control (Jumping)*.

Example: Being an elf, Layariel hasn't had many opportunities to learn about the organization of the Church of Hesinde. However, the GM asks Layariel's player to make a Religions (Hesinde) *check with a –2 penalty. The elf's skill rating is 4, and her player rolls a success without using any of her SP. This means that the QL of the success is higher than 1, since we know that 0 to 3 leftover skill points translates into a QL of 1. The GM gives Layariel more information than she hoped for. One SP lower and the elf would have gathered less information.*

If she had 7 SP left, she would have gained another QL and received even more information. However, since her skill rating is only 4, she cannot yet reach a QL higher than 2.

Competitive Checks

The competitive check allows you to compare two contestants, and the one with the higher QL wins the check. In case of a tie, the task either remains undecided or else victory goes to the passive contestant (if there is one). The passive contestant is always the one reacting to an action, such as city guards who might notice a hero trying to sneak behind their backs, or a hero who might sense that a trickster is telling lies. Compare the QL of the two contestants and subtract the lower level from the higher to determine the final QL of the check.

Modifiers apply in the same way as with simple checks. It is possible for contestants to have different modifiers.

Retry: not applicable
Success: Compare the QL of the contestants; the highest QL wins the check. Ties lead to either an unresolved situation or victory for the passive contestant.
Failure: The task at hand is not accomplished, and the passive side wins. If both contestants fail, the passive side still wins, but only barely (as if succeeding with QL 1).
Critical: Win the contest automatically, regardless of any success or failure by the other side. However, if both sides roll critical successes, the situation remains unresolved.
Botch: A botch means an automatic failure for the botching side, unless both contestants botch, which again leads to an unresolved situation.
How it is written: Competitive check on *Skill (Application)* vs. *Skill (Application)*; for example, a competitive check on *Stealth (Hiding)* vs. *Perception (Spot)*.

Example 1: Arbosh thinks he is a talented gourmet chef and challenges Geron to a cooking competition. Both roll a skill check on Prepare Food (Frying & Boiling). *Geron achieves QL 3 while Arbosh barely makes QL 1. There is no doubt that Geron is the winner, with a difference of QL 2.*

Example 2: Geron tries to sneak into the palace of the Emir of Dingsdabad. Since the Emir is a little paranoid (with good reason), he sent out guards to watch for uninvited guests. Geron is the active contestant, and the GM calls for a competitive check of Geron's Stealth (Sneak) *vs. the guard's* Perception (Spot). *Geron's player rolls first, achieving QL 3—quite good. Now the patrolling guards react. The GM rolls for them, needing at least QL 3 to tie with the mercenary. As the passive contestants, the guards would win the check on a tie.*

Cumulative Check

Sometimes it takes a certain amount of time and more than one skill check to accomplish a task. In such cases, the GM calls for a cumulative check. This consists of multiple skill checks of the same kind, wherein the hero must accumulate a total of 10 QL in order to accomplish the task at hand. Along the way, the hero can achieve a partial success by collecting 6 QL. This partial success helps the hero but doesn't ultimately accomplish the given task.

The GM decides how many checks must be made, how long the entire task will take to accomplish, and how much time must pass between individual skill checks (called the *check interval*). These intervals can be defined as actions, combat rounds, minutes, hours, days, or even weeks, depending on the task.

If the hero is unable to collect the necessary 10 QL after making all permitted skill checks, the skill attempt fails. Some skills list prerequisites for attempting cumulative checks and, of course, modifiers may apply (if so, they apply to all the individual checks comprising the cumulative check). Note, however, that modifiers may change if the overall situation changes in the time between any two skill checks, such as if you lose important tools or acquire better ones.

There are some situations in which you can pause cumulative checks and continue them at a later time (such as when building a house, studying a magical tome, and so on). The GM decides whether this is possible.

In addition, the hero might need to collect QL by using different skills. A hero who wants to forge a new spear, for example, might need to use the skills *Woodworking* and *Metalworking*, since the weapon consists of both materials. In these cases, the hero must accumulate a number of QL (though not necessarily the same number) for each skill. Only after collecting all QL for all skills is the task—in this example, forging a spear—accomplished. The hero can choose which skill to use for each roll. The GM has the final say as to which skills you need to accomplish a certain task. Sometimes you must combine many skills to create special objects like magical artifacts or holy items, or to perform certain skills, spells, and liturgical chants.

Subsequent Roll: A failed skill check imposes a –1 penalty to the next skill check and still counts toward the total number of checks possible. Penalties are cumulative and modify all successive skill checks until the cumulative check is finished.
Failure: You do not gain QL in the individual skill check. If you fail to collect the requisite number of QL by the end of the cumulative check, you are unable to accomplish the task.
Critical: Gain twice the QL normally awarded by the skill check. Remove all penalties accumulated so far due to failed checks.
Botch: The cumulative check fails, and all collected QL is lost. The hero must start over.
How it is written: Skill (Application), time between rolls, as in *Metalworking (Goldsmith), 4 hours*

Types of Success for Cumulative Checks

Quality Levels	Type of Success
6 QL	Partial success
10 QL	Task accomplished

Number of Permitted Checks (Suggested)

Number	Challenge
5	Difficult
7	Regular
10	Easy

Example: Rowena searches in a library for information about a specific demon she wants to banish. The GM calls for a cumulative check on Sphere Lore (Beings from the Spheres) *with 4 hours between individual skill checks. Rowena's player needs to collect 10 QL. After reaching 6 QL, Rowena will have found some hints regarding the demon's usual behavior. The player may make one skill check for every 4 hours Rowena spends researching in the library. The GM sets the maximum number of rolls at 10. If that proves insufficient for collecting 10 QL (or at least 6 QL, for a partial success), then the cumulative check fails, and perhaps the hero becomes convinced that the library holds nothing more to learn about that particular demon. If the player fails a skill check, the next check suffers a –1 penalty, and Rowena gains nothing for those 4 hours of research. Another failure incurs an additional –1 penalty and more time is wasted.*

Group Checks

Some challenges are beyond the abilities of a single hero. Instead, a group of heroes must work together to achieve certain goals, such as performing an extreme feat of strength pushing aside a huge stone or breaking down a massive door, or researching something in a library, or rowing a dinghy. When several heroes use skills to work together, the procedure is called a *group check*. Group checks can be competitive or cumulative checks, but never simple checks. In group checks, add up the combined QL of all participating characters.

Not all tasks can benefit from an infinite number of characters, so the GM sets the maximum number of heroes who can participate. All rules for individual skill checks apply, including modifiers, criticals, and botches. If any of the participating heroes' players botch a roll, the group discards all QL collected thus far, and all participating characters share the side effects of the botch.

Example 1 (cumulative group check): Rowena realizes that conducting all the research by herself will take too much time, so she asks Mirhiban for help. The heroes' players each roll a skill check on Sphere Lore (Beings from the Spheres) *for every 4 hours that their characters devote to research, effectively speeding up the task and finishing in only half the time it would have taken Rowena alone.*

Example 2 (competitive group check): At a village festival, Geron and Arbosh test their strength in a tug of war. They both receive help from two people from the village. Geron's player rolls Feat of Strength (Dragging & Pulling) *skill checks for the mercenary and his two team members, while Arbosh's player rolls for the dwarf and his team members. Each side adds up the QL of their checks and compares the results. Team Geron has 10 QL, and Team Arbosh has 15 QL. The dwarf's team wins the tug of war!*

Cumulative Group Checks Using Multiple Skills

Optional Rule

Instead of making all heroes roll for the same skill, the GM may decide to have some of the players roll for other skills that also fit the task. For example, a journey through the wild might depend mostly on *Survival*, but *Orienting*, *Climbing*, and *Feat of Strength* might all be acceptable supporting skills. One character must make a check for the primary skill (the skill that is most suitable for the task). Determine QL as usual, with the following exceptions.

- Heroes making checks for supporting skills must first divide their remaining SP by 2 before determining QL for their skill checks.
- The GM determines how many heroes may participate in group checks, as well as which skills are suitable for use as primary or supporting skills.

All other rules for cumulative checks apply.

This optional rule makes the game a little bit more complex.

Why Are There No Simple Group Checks?

A group check represents a party accomplishing a task through group effort. Simple checks offer no possibility of cooperation—they apply only to individuals. Whenever you start combining the SP or QL of various heroes, the check automatically becomes a cumulative check. In a sense, the cumulative check serves as a kind of simple check for groups.

When Do I Use Each Kind of Check?

- The simple check is the default skill check. Unless directed otherwise, use this kind of check to determine success or failure, as well as the QL of a success.
- Use a competitive check when two or more sides contest the outcome of a situation.
- Cumulative checks are often used for knowledge or craft skills, such as when conducting research in a library or making an object. Checks like this are also used for magical rituals, liturgical chants, ceremonies that take a long time to complete, and when several heroes in a group wish to work together.

Examples for Competitive Checks

Action	Skill (active contestant)	Skill (passive contestant)
Tracking/hiding tracks	*Tracking*	*Tracking*
Seduction/resisting seduction	*Seduction*	*Willpower*
Lying/discerning lies	*Fast-talk*	*Empathy*
Hiding/spotting someone	*Stealth*	*Perception*

Derived Characteristics

Derived characteristics measure a character's health, magical or spiritual power, and attack and defense abilities in combat situations.

Most derived characteristics start with a base value as determined by the hero's race. This number can be modified by certain advantages, disadvantages, attribute bonuses and penalties, or other influences. Some derived characteristics are calculated directly from attributes.

- *Life Points (LP)* represent a hero's physical health. Heroes lose life points due to damage from weapons or from falling, or from being poisoned or suffering an illness. When LP drop to 0 or less, the hero is dying. Heroes recover LP via health potions, magic, or rest, or by receiving treatment for wounds or illnesses (see page 340).
- *Arcane Energy (AE)* is the mystical power that enables heroes to cast magical spells. Each spell costs a certain number of AE to cast. Heroes recover AE through rest or the use of magical potions.
- *Karma Points (KP)* is the energy that Blessed Ones use to cast their divine magic. They receive this power directly from their gods, and use it to perform miraculous spells called liturgical chants. Heroes recover KP while sleeping.
- *Spirit (SPI)* is a measure of a hero's resistance to illnesses, magical domination, and certain poisons. Spirit is a passive characteristic used as a modifier for certain skill checks. A negative value is bad for the hero, since mages or priests trying to dominate the character may use it as a bonus to their magic checks. Accordingly, a high positive value acts as a penalty for possible dominators.
- *Toughness (TOU)* is the character's physical resistance to poisons, illnesses, and certain kinds of spells and liturgical chants. Like Spirit, Toughness is a passive characteristic that modifies certain checks.
- *Dodge (DO)* comes into play when an adventurer tries to avoid rolling or falling rocks, or jump behind cover, or evade the attacks of an armed foe when unarmed.
- *Initiative (INI)* represents a hero's reaction speed and ability to act quickly. In combat situations, the fastest fighter acts first (see page 226).
- *Movement (MOV)* represents how fast characters can run and, by extension, how much distance they can cover during a combat round (see page 229).
- *Fate Points (FtP)* represent that little bit of extra luck that not only sets heroes apart from ordinary Aventurians, but just may save their lives as well. Fate Points allow characters to achieve extraordinary things and ward off bad luck (see below).

Primary Attributes

Primary attributes influence a hero's base values in attack, parry, and ranged combat (and, if applicable, arcane energy or karma points). For more about primary attributes, see pages 51, 234.

Fate Points

The Age of Heroes is here, and a select few are chosen by Fate to do great deeds. Adventurers may use Fate Points (FtP) to influence fate to their own liking. The more Fate Points the heroes collect, the more often they can bend fate to their will and keep bad luck at bay.

What Are Fate Points?

Fate Points measure the heroes' luck, but also indicate how much influence gods and archdemons hold over them. FtP allow a character to survive dangerous and possibly lethal situations. FtP distinguish adventurers from ordinary people, who have no FtP.

Managing Fate Points
There are spaces for the maximum and current amounts of FtP on the hero's document, but it is wise to use tokens or markers to track FtP visually at the gaming table. You can use coins, small glass beads, plastic tokens, or any other kind of marker. We recommend using poker chips, which are easy to obtain and can be used in almost any situation where you need some tokens. And, of course, you can use them for playing poker. When spending FtP, give tokens to the GM. If your hero gains FtP, the GM gives you tokens.

How Many Fate Points?

Heroes start with 3 FtP. The Luck advantage and the Bad Luck disadvantage modify the total maximum amount of FtP characters can have (see pages 167 and 171). Heroes that spend FtP must fulfill certain conditions to get them back. Heroes may never possess more FtP than their maximum limit.

Using Fate Points

FtP can influence the outcome of a situation, allowing you to reroll a failed check or act faster than everyone else, for example.

You may only spend one FtP per check. However, it is possible to spend one FtP to *act first*, then spend one to *ignore all conditions*, and spend yet another one to *reroll* a failed check. Other possibilities include strengthening your *defense*, *raising the QL* of a success, or *rerolling damage*. Remember, you can spend only one FtP per check.

The following lists possible ways to use FtP.

- *Act First*: You can spend one FtP to act first in a combat round, regardless of your original initiative total. This effect lasts for 1 round. After acting, use your original initiative total for the next combat round. If more than one hero uses this option, all act before the regular initiative phases (but still in order of their initiative totals).

  You must declare this option at the beginning of the combat round before any other hero or NPC takes an action. For more information about Initiative, see page 226.

Example: Even though Layariel's player rolled a poor initiative of 10, the elf wants to strike first in combat against an ogre. The player spends one of Layariel's FtP and may now act first, even though the ogre has a regular initiative of 15. If the ogre also had FtP, the GM could spend one to cancel Layariel's FtP and allow the ogre to attack first anyway (since both would have spent FtP, restoring the original initiative order). Ogres do not have FtP, so the elf strikes first in this combat round but acts after the ogre in the next combat round.

- *Defense*: You can spend one FtP to strengthen your defense, gaining a +4 bonus on all defenses until the end of the combat round. You may use this option at any time during a combat round, though the beginning of the round is often the best time to do so. You may not use this option to boost any kind of defense roll you just completed. It takes effect with your next defense roll in the same round and expires at the end of the round.

  As a side-effect, this option raises the number of defenses you may make per round, since the bonus effectively helps your defense value stay above zero longer.

Example: Mirhiban is engaged in close combat. She is attacked by a powerful foe, and the outcome looks bad. Mirhiban spends one FtP to boost all her defense values by +4, including her dodge and her parry. The effect lasts for the remainder of this combat round.

- *Ignore all conditions*: You can spend one FtP to ignore all *conditions* that might affect your hero (see page 31). This effect lasts for one combat round.

Example: A few combat rounds later, things look even worse for Mirhiban. She is heavily wounded and suffers two levels of the condition Pain *and one level of* Stupor. *Her opponent is about to kill her, but the mage has one last trick up her sleeve—the* Ignifaxius *spell. Her skill check would normally suffer a –3 penalty due to the conditions* Pain *and* Stupor, *but Mirhiban sacrifices her last FtP to ignore all conditions, ridding her of the –3 penalty for the remainder of the combat round. This also helps with any defense rolls she might have to make for the remainder of the round, since these rolls will ignore the conditions' penalty, too.*

- *Raise Quality*: You can spend one FtP in order to increase the QL of a successful check by one. With a FtP you can even raise the QL above the maximum you could normally achieve with leftover SP. However, your skill check must be successful, you cannot turn a failure into a success, and you can use this option only once per skill check.

Example: Rowena casts the Bannbaladin *spell but has only one SP left, leaving her with a QL of 1. Since she wants to achieve a stronger effect, she needs a higher QL. By spending one FtP, she raises the QL of the spell to 2.*

- *Reroll*: You can spend one FtP to reroll a failed roll. This may be a failed attribute or skill check, or an uninspiring parry, attack, or ranged attack roll. You spend one FtP per roll, no matter how many dice you wish to reroll. For example, if you reroll a skill check, you can reroll one, two, or all three dice.

Note that you may never reroll a botch. Furthermore, you must complete the original check before declaring a reroll, in case you roll a botch (see page 24). When using a FtP in this manner, the result of the reroll is binding.

Example: Arbosh has a streak of bad luck. His check on Climbing (Mountains) *starts out well but grows worse with the second and third rolls of the check. The third roll is a 19, and the dwarf has no SP left to adjust the total. Arbosh's player decides to reroll only the third die and spends a FtP, since he does not want Arbosh to fall off the rock face and plummet to almost-certain death. He succeeds by rolling a 5—his character is saved!*

- *Reroll Damage*: You can spend one FtP to reroll 1D6 when rolling for damage. You can reroll your own damage die, but not one belonging to your opponent. Furthermore, you can reroll only *one* die, even if your weapon does 2D6 (or more) for damage.

Example: Geron hits a goblin with a sword, and his player rolls for damage (1D6+4 damage), getting a 1. Even though the damage total would be 5, Geron's player thinks this is not enough, so he spends one FtP to reroll and gets a 5, for a total of 9 damage—much better. Note that if Geron had attacked with his two-handed sword (2D6+4) instead, his player could have rerolled just one *die, not both.*

In addition to these options, you can also use FtP to activate certain special abilities (see page 221).

Heroes and NPCs—A Subtle but Important Difference

Optional Rules

Fate Points are very rare. Not everyone on Dere can tap into Fate as easily as can heroes, and only a very few NPCs are able to do so. Heroes (and the rare NPC) are chosen ones, special persons in the world of *The Dark Eye*.

However, you can decide to use different rules, as follows.

- No Fate At All: nobody on Dere possesses Fate Points. Heroes are just like everyone else. If you choose this option, simply ignore all rules regarding Fate and FtP. This makes the game easier to play but also makes Aventuria a lot more dangerous, since heroes can no longer influence dice rolls and circumstances by spending FtP.
- Everyone is Chosen: heroes, villains, and every NPC imaginable possess FtP and are able to use them. This is mainly advantageous for the GM as it raises the chances of success for regular people, supporting characters, and villains. On the other hand, managing FtP will take more effort.

This optional rule makes the game a little more complex.

Regaining Fate Points

FtP that are spent are not gone for good. On the contrary, there are several ways to regain used FtP, if the GM allows. The GM has the final word.

- *Start of a Session:* During an adventure, at the start of each session, the GM should allow all heroes who participated in the last session to regain 1 FtP.
- *End of an Act:* When the heroes reach the end of an important chapter in the adventure, the GM should alllow each hero to regain 1 or more FtP.
- *End of an Adventure:* At the end of an adventure, all surviving heroes should regain all FtP.
- *Heroic Deed:* If the group succeeds at a very difficult challenge, defeats their arch-nemesis, or otherwise acts in a very heroic fashion (for example, by risking their lives to save a woman, her four children, and the family goose from a burning farm house), each participating hero should regain 1 FtP.

Regaining Fate Points

Situation	Fate Points Regained
Start of a Session	1 FtP
End of an Act	1 or more FtP
End of an Adventure	All FtP
Heroic Deed	1 FtP for each participating hero

Other Ways to Regain Fate Points

Optional Rules

Aside from the options presented in the rules, the GM can also grant the return of FtP for good roleplaying, advancing the adventure, or making the group laugh. This encourages participation among the players and should stimulate a better roleplaying experience.

Kha, goddess of Fate

Conditions

Wounds are not the only things that trouble heroes. Poisons, spells, and brute force can all inflict negative side effects without producing major wounds. To represent these side effects in-game, heroes suffer from *conditions* that affect checks or cause other problems until removed.

Conditions impose a penalty (based on the character' total number of condition levels) to every check the character makes. A character can also suffer from multiple conditions. For example, an inebriated villager is suffering 2 levels of the condition *Stupor*, and is almost too drunk to walk a straight line. If a thief hits him on the back of the head with a club, he might suffer a third level of *Stupor*, increasing the penalty from –2 to –3. And if the knock on the head is serious, it might impose a level of the condition *Pain*, which would raise the villager's total penalty to –4.

> You do not have to recalculate derived characteristics that change temporarily due to conditions, spells, or other influences, unless the rules say otherwise.

Accumulating condition levels like this can get nasty quickly. Fortunately, the maximum penalty imposed by conditions is –5. If you collect more than 5 levels of conditions, the –5 penalty persists until your total number of condition levels drops below 5 (at which point the penalty decreases by the appropriate amount, too).

Conditions caused by spells or liturgical chants vanish as soon as the magical effects come to an end.

High levels of certain conditions impose a *state* called *incapacitated* (see *States*, on page 34, and *Incapacitated*, on page 36). If heroes accumulate 8 or more levels of conditions in total, they gain the state of *incapacitated*, even if no single condition has yet reached a level of IV.

Example: A hero suffers 2 levels of Stupor*, 2 levels of* Fear*, and 2 levels of* Pain *(a total of six levels of conditions) and receives a penalty of –5, which is the maximum penalty for conditions.*

One level of Fear *goes away after five minutes, but the hero continues to suffer the –5 penalty to all checks until another condition level goes away (at which point the total penalty drops again).*

Confusion

Certain drugs, poisons, injuries, illnesses, spells, demonic powers, and even a creature called the ikanaria butterfly can all influence a hero's mind and cause the condition *Confused*. The duration for this condition is given in the description of the respective cause. Remove one level of *Confusion* every hour, unless directed otherwise.

Confusion

Level	Effect
I	Mildly confused: –1 on all checks
II	Confused: –2 on all checks
III	Very Confused: –3 on all checks; complex actions (like spellcasting, liturgical chants, and the use of lore skills) are impossible
IV	Incapacitated

Example: Rowena contracts an illness and becomes weak and mildly feverish (1 level of Confusion*). According to the illness's description, all of her checks suffer a –1 penalty until she gets well. If the description of the illness had not given a different duration for the condition, her level of* Confusion *would have gone away in one hour.*

Encumbrance

Heavy gear and armor can weigh heroes down, restricting their mobility. Encumbered characters suffer penalties to applicable skill checks, based on their current level of *Encumbrance*. Applicable skills are indicated as such in their descriptions (see *Chapter 8: Skills*, page 187). When heroes discard weight, their levels of *Encumbrance* go away. When calculating encumbrance due to load (see page 348), remember to ignore the weight of the hero's armor, which is already factored into its *Encumbrance* value.

Example: Arbosh wears chainmail armor. The armor's weight gives the dwarf two levels of the condition Encumbrance*. However, Arbosh possesses the special ability* Inured to Encumbrance I*, which lets him ignore one level of Encumbrance (i.e. two steps in the chart on the upper right). Thus he only suffers one level of the condition."*

Type	PRO	Encumbrance (Level)	Additional Penalties
Regular clothing, fur, or naked	0	0	–
Heavy or winter clothing	1	0	–1 MOV, –1 INI
Cloth armor, Gambeson	2	1	–
Leather armor	3	1	–1 MOV, –1 INI
Chainmail armor	4	2	–
Scale armor	5	2	–1 MOV, –1 INI
Plate armor	6	3	–

Fear

Terribly monstrous creatures, certain magical spells, and the disadvantage *Fear of...* can all induce *Fear*. Creatures react to fear in very different ways. Some won't let the cause of their panic out of their sight, others try to back away or even flee, and still others clumsily try to get rid of the cause. Catatonia is an example of a very strong reaction. The negative effects of this condition persist as long as the cause remains close by. When the cause is removed, *Fear* lowers by 1 level every 5 minutes, unless stated otherwise.

Fear

Level	Effect
I	Uneasy, –1 to all checks
II	Scared, –2 to all checks
III	Panicked, –3 to all checks
IV	Catatonic, and therefore *incapacitated*

Example: Rowena suffers 3 levels of Fear *after someone casts the spell* Horriphobus *on her. All her checks receive a –3 penalty. The condition lasts as long as the spell remains in effect, but then immediately disappears. However, if Rowena*

Encumbrance

Level	Effect
I	Mildly Encumbered: –1 penalty to applicable skill checks, –1 to AT, Defense, INI, and MOV
II	Encumbered: –2 penalty to applicable skill checks, –2 to AT, Defense, INI, and MOV
III	Heavily Encumbered: –3 penalty to applicable skill checks, –3 to AT, Defense, INI, and MOV
IV	Incapacitated: you can do nothing but set down the weight and rest

had been scared by another means, the condition would drop by 1 level every 5 minutes (assuming the catalyst was no longer present; if it was, Rowena would continue to suffer the condition).

Pain

Wounds, poison, magical spells, and other troubles might cause heroes *Pain*, which in the worst cases leaves them *incapacitated* as well. Heroes can suffer from this condition simply from losing life points (LP), and gain a level of *Pain* every time their LP drop by 25% of the total amount. Thus, a hero gains a level of *Pain* at 75% LP, a second level at 50%, and a third at 25%. Heroes gain the fourth level of *Pain* when their LP drop to 5 or lower. To remain active when suffering 4 levels of *Pain*, the character must make a *Self-Control (Stay Conscious)* check with a penalty of –4. When healing, one level of *Pain* goes away every time a hero's LP rise back above these benchmarks (5 LP, 25%, 50%, and 75%).

Pain

Level	Effect
I	Slight pain: –1 on all checks, –1 MOV
II	Disturbing pain: –2 on all checks, –2 MOV
III	Severe pain: –3 on all checks, –3 MOV
IV	Incapacitated, –4 on all checks for mental skills or attributes

Example: Layariel has 28 life points. Due to wounds suffered in combat, her LP have dropped to 21, meaning she has lost 25%, thus gaining 1 level of Pain*. All her checks now suffer a –1 penalty. Furthermore, her movement is reduced by –1, too. When her LP again rise to 22 or more, she may remove the level of* Pain*. However, if she suffers further wounds and loses more LP, she might gain more levels of* Pain*—at at 50% (14 LP) of her LP, and again at 25% (7 LP). In these cases, the penalty would rise accordingly, to –2 at 50% and –3 at 25%.*

Paralysis

Whether from a ghoul's attack, a *Paralysis* spell, or pure terror, you might someday find yourself unable to move. As the condition *Paralysis* takes hold, your limbs and tongue grow stiff until, in the worst cases, the entire body becomes unresponsive. The victim remains conscious and able to breathe, but cannot act. Unless directed otherwise, remove one level of *Paralysis* every hour.

Example: Mirhiban casts a Paralysis *spell on an enemy, causing 4 levels of* Paralysis*. As long as the spell lasts, the enemy is unable to move. When the spell effect ends, so does the condition. If the* Paralysis *had been induced by some other means (such as poison or illness), the condition would not go away all at once and instead would drop by 1 level per hour.*

Paralysis

Level	Effect
I	Slight: –1 to all checks involving movement or speech, reduce MOV by 25%
II	Stiff: –2 to all checks involving movement or speech, reduce MOV by 50%
III	Hardly able to move: –3 to all checks involving movement or speech, reduce MOV by 75%
IV	Unable to move

Rapture

When Blessed Ones use large numbers of karma points (KP) within a short period of time, they acquire a condition called *Rapture*. Every passing hour reduces *Rapture* levels by 1. For more about *Rapture*, see *Chapter 11: Works of the Gods*, page 314.

Example: Brother Hilbert cast several liturgical chants and now has 2 levels of Rapture*. This means that most of his skill checks receive a –2 penalty. Only checks for skills agreeable to his god, Peraine (see* page 320*), do not suffer from the priest's condition (in fact, they get a +1 bonus). Although Hilbert is now in a blissful and almost holy state, every passing hour*

Rapture

Level	Effect
I	Slightly rapturous, –1 to all skill and spell checks that are not agreeable to the Blessed One's god
II	Rapturous, +1 to all skill and spell checks agreeable to the Blessed One's god, –2 to all other checks
III	Divinely inspired, +2 to all skill and spell checks agreeable to the Blessed One's god, –3 to all other checks
IV	Implement of the god, +3 to all skill and spell checks agreeable to the Blessed One's god, –4 to all other checks

reduces his Rapture *level by 1. If he uses more KP before all of his* Rapture *levels disappear, the reduction of* Rapture *stops, and he might even gain more levels of* Rapture.

Stupor

Whether from wine, drugs, exhaustion, or a good brawl, a hero might gain levels of *Stupor* and suffer disorientation and lethargy. However, the effects of *Stupor* do not last very long. Remove 1 level of *Stupor* for every 3 full hours of rest, unless directed otherwise.

Stupor

Level	Effect
I	Slightly drowsy, –1 to all checks
II	Lethargic, –2 to all checks
III	Very sluggish, –3 to all checks
IV	Incapacitated

Example: Someone had hit Geron on the head, leaving him with 1 level of Stupor, *but the fight is now over and he can rest. After 3 hours, he finds that the condition is gone.*

States

Conditions are one thing, but heroes can also suffer from *states*, which are similar to conditions but don't have levels—they either affect you or they don't. States indicate such things as whether characters are knocked *prone*, temporarily rendered *blind*, caught unawares and *surprised*, or otherwise have their actions limited in some way. States affect individuals, not groups.

Blind

A *blind* person cannot see, whether due to the Blind disadvantage, total darkness, or even a simple blindfold. How well *blind* characters orient depends on their other senses. Even the simplest actions might require a skill check on *Perception*. Some skills are impossible for *blind* heroes to use, while other skills suffer large penalties. The GM decides which skills belong in these categories, and the degree of penalty, based on the situation.

For example, a *blind* hero may be able to discern an enemy's position during combat if the enemy makes a lot of noise. This might require checks on *Perception (Search)* vs. *Stealth (Sneak)*. *Blind* heroes that hear their foes in this manner can still fight, but with the following restrictions.

- Blind heroes make all close combat attacks at half the normal close combat Attack value
- Ranged combat becomes a game of pure chance, requiring a roll of 1 on 1D20 to hit
- Parries are as difficult to perform as ranged attacks, also requiring a roll of 1 on 1D20 to succeed
- Dodging an incoming ranged attack is impossible while blind
- Blind characters must touch opponents in order to affect them with spells or liturgical chants

Bloodlust

Starting on the next combat round after entering this state, a hero gains a +4 bonus to attacks, a +2 bonus to damage, and a +2 bonus to *Feat of Strength* checks. In addition, the hero ignores the effects of the condition *Pain*. However, the hero may no longer defend, engage in ranged combat, use skills other than physical skills and *Intimidation*, or use special combat abilities other than Forceful Blow.

The GM secretly rolls 2D20 to determine the duration of the *bloodlust* in combat rounds. During this time the hero attacks enemies, but when all enemies are disabled, the hero attacks the next closest person, be it a friend, an innocent bystander, a city guard, or even the Empress Rohaja herself. If no one is near, the hero goes on a rampage in search of targets.

When *bloodlust* ends, the character gains 2 levels of the condition *Stupor*.

Bound
Bound characters are glued to the ground or otherwise held down by ropes, vines, or traps. While *bound*, characters have a MOV of 0 and suffer a –4 penalty to Dodge.

Burning
The hero's clothing catches fire, and the hero suffers fire damage as long as this state remains in effect.

Extinguishing a *burning* character requires a check on *Body Control*. Rolls to put out small fires have no modifier, while bigger fires incur a –1 penalty, and extinguishing a person who is completely aflame suffers a –2 penalty. You may roll to extinguish a *burning* character once every combat round.

Others may help in the effort to extinguish the flames, making checks on *Body Control*, but each may make only one roll per combat round. Water, sand, and other aids may grant a bonus to the check. The GM decides whether a hero must make a skill check to pour a bucket of water over a *burning* character.

These rules also apply for heroes that are attacked by or covered in acid, although neutralizing acid requires a huge amount of water or other suitable substance. Without such a substance, no skill check is allowed.

For more about fire and acid damage, see page 341.

Cramped
Characters in exceedingly small, narrow, or tight places are *cramped*. Even finding oneself in the midst of a large crowd can trigger this state. A *cramped* hero can barely move and suffers penalties for weapon and shield use in combat situations. Short weapons suffer no penalties. Attacks and parries with medium weapons suffer a – 4 penalty, while attacks and parries with long weapons suffer a –8 penalty. Checks for other skills may suffer a penalty of up to –2, at the GM's discretion. Spells and liturgical chants suffer no penalties for casting while *cramped*.

Cramped

Type	Modifier
Short weapons	+/–0 AT; +/–0 PA
Medium weapons	–4 AT; –4 PA
Long weapons	–8 AT; –8 PA
Small shields	–2 AT; –2 PA
Medium shields	–4 AT; –3 PA
Large shields	–6 AT; –4 PA

Deaf
Deaf heroes cannot hear, hindering communication. Furthermore, they are not allowed to roll skill checks on *Perception* that depend upon hearing. Checks on *Perception (Detect Ambush)* suffer a –3 penalty.

Diseased
A hero suffering from a disease or serius illness cannot regenerate LP or benefit from regular Regeneration Phases (see page 339) until healed or recovered.

Heroes suffering from a state of *diseased* must devote at least one Regeneration Phase per day to rest (sleeping or staying in bed) or lose 1D3 LP (ignoring Protection) until recovered.

Immobilized
Paralysis, quicksand, or strong bindings can immobilize characters completely. *Immobilized* characters cannot move, but can still perceive their surroundings and do anything that does not require much physical activity, such as using most types of lore skills, or casting spells or liturgical chants without gestures.

Incapacitated
Incapacitated characters can no longer act due to a condition, state, or other influence, or any combination thereof. These characters have MOV 0, cannot act or defend, and are probably rendered *prone*. Depending on the situation, the GM may allow such characters to use free actions to speak.

Invisible
The hero cannot be seen. However, the character has not vanished into thin air and can still be heard, smelled, and touched.

You may attack an *invisible* character only if you are aware of the character's presence and approximate location. To locate an invisible character, make a competitive skill check on *Perception (Search)* vs. *Stealth (Sneak)*. If successful, you may attack (and defend against) the invisible character with the following restrictions. Your attack values are halved, and ranged combat is much harder (roll a 1 on 1D20 to succeed), as is a successful defense (again, roll a 1 on 1D20). You may not defend against an invisible character's ranged attacks.

Characters must touch invisible opponents to affect them with spells or liturgical chants.

Mute
A *mute* person cannot speak. Besides possibly hindering communication, this might also affect the casting of spells or liturgical chants (see pages 257 and 310).

Poisoned
The hero is *poisoned*. As long as the poison remains in effect, the character cannot benefit from Regeneration Phases (see page 339).

Prone
Whether just waking up or finding oneself knocked down, a *prone* person is one who is lying horizontally on the ground. Being *prone* is risky, especially in combat situations. As long as this state persists, *prone* characters have MOV 1 and suffer penalties of –4 to attack and –2 to defense.

Standing up takes 1 action. An enemy in close combat range may choose to attack a *prone* character with an attack of opportunity (see page 237). To evade this attack of opportunity, the hero must make a check on *Body Control (Combat Maneuvers)*.

Surprised
People are usually considered to be aware of their surroundings, especially in combat situations. Sometimes, however, a situation arises where a character remains unaware of enemies lurking nearby (whether out of sight or hidden; see *Ambush* on page 237). Surprise means a hero is startled by an ambush or the sudden appearance of enemies. *Surprised* characters cannot defend against the first action taken against them. Once this surprise action (most likely an attack) is resolved, regular combat rounds begin.

Unconscious
A sleeping character is considered *unconscious*, and a hero who suffers a massive blow to the head might be rendered unconscious as well. Even though the body remains functional, the character's mind is either distracted, seemingly inactive, or otherwise unresponsive. In short, all the lights are out. Furthermore, an unconscious hero is *incapacitated* (see above).

Chapter 3: Hero Creation

"You are not born a hero, it is your deeds that make you one."
—ancient saying

"There is a reason why our continent was named after Aves, the demigod of adventures. Each generation has its own heroes. Who does not know the stories about Waldemar the Bear, or King Cuano ui Bennain? Raidri Conchobair the Swordking, bearer of the legendary sword Sevenstroke, will never be forgotten—nor will Geron One-handed, Leomar of Baburin, and Hlûthar of the Northmarches.

Among my people, the Tulamydes, stories are told about Bastrabun. Thorwalers sing the saga of Jurga, the dwarves remember Calaman, and the elves tell tales of Lemiran. Many people recall how, just a few years ago, the Seven Branded Ones brought down the Demon Master.

Many soothsayers and prophets foresee an Age of Heroes that is nearly upon us. Soon we will hear tales of adventurers who at the moment have no idea that their names and deeds will be remembered forever.

All of these heroes have one thing in common—they all started from scratch."
—Nedime, storyteller, modern

Now that you are familiar with the basic rules, it is time for you and your fellow players to head into adventure. But first you need to create heroes for yourselves.

You can save time by simply choosing one of the sample characters at the end of this chapter and starting to play right away. The sample characters were created according to the character creation rules and are provided to give you a head-start into adventure.

If you prefer to generate your own hero, simply follow the steps in this chapter. They guide you through the creation process with detailed examples and references to rules found in other chapters. If you have a character from a previous edition of *The Dark Eye*, consider rebuilding it using the rules presented in this chapter to keep your hero's story alive!

Creating a Hero in Fifteen Steps

This chapter is divided into 15 easy to follow steps that allow you to create your very own hero for *The Dark Eye*. Let's get started!

Creating a Hero
Step 1: Decide Which Kind of Hero to Play
Step 2: Choose Experience Level
Step 3: Choose Race
Step 4: Choose Culture
Step 5: Allocate Points to Attributes
Step 6: Choose a Profession
Step 7: Choose Advantages and Disadvantages
Step 8: Improve Abilities
Step 9: Calculate Combat Technique Values
Step 10: Choose Special Abilities
Step 11: Review Choices
Step 12: Calculate Derived Characteristics
Step 13: Buy Equipment
Step 14: Choose Starting Age
Step 15: Give Your Hero a Name

Step 1: Decide Which Kind of Hero to Play

Before juggling abilities, attributes, and other ratings, ask yourself what kind of hero you want to play. Nobody but you can answer this question, and all subsequent steps depend on your decision.

At this point, you may find that even this simple question (who and what your hero should be) seems impossible to answer. Even though we gave you a brief introduction to the endless possibilities of the world of *The Dark Eye*, you will find that there are endless options and tons more information yet to be discovered. Take some time to skim *Chapter 4: Races* (see page 87), *Chapter 5: Cultures* (see page 95), and Chapter 6, Professions (see page 127). If you still have no idea of what kind of hero you should play, think of characters you enjoyed from your favorite movies, novels, and comic books, or have a look at the sample characters at the end of this chapter, starting on page 62, and see if inspiration strikes. Think about what you want to be in the game—is it a scheming courtier, a charming scoundrel, a mighty magician, a fierce warrior, or a knight in shining armor?

Some gaming groups create their heroes together to generate a well-balanced and diverse party of characters who already know each other. Other gaming groups prefer to keep their characters secret until the game starts.

If you are thinking about playing a magic user or priest, remember that you will have to buy the advantage *Spellcaster* to use magic, or the advantage *Blessed* to be a priest.

Example: Louisa, Chris, and Sarah want to create their heroes together. They get together to discuss their ideas for their characters.

Recently, Louisa read several novels about assassins and thieves, and she would like to try playing a shady hero. She thinks about creating a clever cat burglar who breaks into the houses of greedy patricians and steals their ducats.

Chris, on the other hand, has no idea what to play. He browses through the rule book and decides on an Albernian Middenrealmer. However, since he does not want to play an average villager, he opts for a pious and steadfast Blessed One of Rondra.

Sarah loves archery and magic, and the unique spells available to elves are a great incentive for her to play a character of that race. She decides to create a glade elf wyldrunner.

Background Story

At some point during character creation, players must choose their characters' motivations for adventuring. Where did they grow up? What are their strengths? What do they enjoy, and what do they detest? As you can see, one question leads to another, and by answering them you can generate your hero's individual background story.

Some players start hero creation with an elaborate concept of the character they want to play. Others generate their heroes' backgrounds piece by piece, as the need arises. Either method works and is entirely acceptable.

Background stories can give the GM a feel for the types of adventures that are suitable for the characters. Furthermore, the GM can use aspects of the heroes' background stories as plot hooks or for specific encounters during the course of an adventure.

For a list of additional questions to help you define your character's background story, see Chapter 15, Game Tips on page 60.

Step 2: Choose Experience Level

Before creating your hero, you first need to decide on an *Experience Level (EL)*. EL determines the number of *Adventure Points (AP)* you receive to create your hero. Attributes, skills, and other abilities all have AP costs, paid from your starting AP. You cannot have a negative AP balance upon completing hero creation, but you may keep up to 10 AP in reserve to spend on future improvements.

We suggest you discuss EL with your gaming group. Your heroes can all start at the same EL, essentially creating a balanced party, or they could all start at different levels (for example, one player could create

an *Experienced* knight while another creates the knight's *Inexperienced* squire).

- EL sets the maximum starting values for attributes, skills, and combat techniques, as well as the maximum attribute total. EL also governs how many spells or liturgical chants you are allowed to activate and how many may belong to a Tradition other than your own (see below). After hero creation, these limits are removed and replaced by the standard maximum values (see page 351).
- Heroes always start with 3 Fate Points (FtP), no matter their EL. Starting FtP can be altered only by specific advantages and disadvantages (see pages 167/171).
- Regardless of EL, heroes may spend a maximum of 80 AP on advantages and may gain up to 80 AP from disadvantages (see below).

Example: Louisa, Chris, and Sarah want to start at an EL of "Experienced." Each of them gets 1,100 AP to create their heroes. The maximum values are 14 for attributes, 10 for skills, and 12 for combat techniques. The sum of a hero's attributes cannot exceed 100.

Limiting Attributes, Skills, and Combat Techniques

The maximums given in the chart below only apply during hero creation. Once play begins, attributes are no longer limited, though skill and combat technique ratings do remain limited, and cannot exceed the highest linked attribute plus 2.

The GM should allow players to obtain the advantage Luck (which alters the hero's FtP total) after play begins, and not just during hero creation.

Typical Heroes

Heroes in *The Dark Eye* typically start at an EL of Experienced, so their initial maximum scores are 14 for attributes, 10 for skills, and 12 for combat techniques. They start out with 3 FtP, unless they buy certain advantages or disadvantages. Their attribute total cannot exceed 100. Also, they may spend a maximum of 80 points on advantages and gain a maximum of 80 points from disadvantages. All attributes, skills, and other game stats must be purchased with adventure points, which in this case is 1,100 AP.

Maximum Attribute Scores

Optional Rule

If you do not want to allow open-ended attribute improvement after play begins, you can limit attributes to 2 more than the maximum starting value granted by the hero's Experience Level. This way, a competent hero can have attribute values up to 17 (15 + 2).

As heroes gain experience from adventures, they increase their Experience Levels. With each new Experience Level, their maximum attribute values increase as well. At an EL of Legendary, heroes' attribute values have a maximum of 20 (18 + 2).

This optional rule makes the game slightly more complex.

Maximum Values at Hero Creation

Experience Level	Adventure Points	Maximum Attribute Value	Maximum Skill Value	Maximum Combat Technique	Maximum Attribute Total	Number of Spells/ Liturgical Chants	(# from other Traditions)
Inexperienced	900	12	10	8	95	8	(0)
Ordinary	1,000	13	10	10	98	10	(1)
Experienced	1,100	14	10	12	100	12	(2)
Competent	1,200	15	13	14	102	14	(3)
Masterly	1,400	16	16	16	105	16	(4)
Brilliant	1,700	17	19	18	109	18	(5)
Legendary	2,100	18	20	20	114	20	(6)

What Has An AP Cost?

- Attribute scores
- Advantages (do not forget Spellcaster for magic users and Blessed for Blessed Ones)
- Special abilities (do not forget Traditions for magic users and Blessed Ones)
- Skills (skills, spells, rituals, liturgical chants, and ceremonies)
- Combat techniques
- Race (maybe)
- Cultural package (maybe)
- Profession package (maybe)

Step 3: Choose Race

Choose your hero's race. Race is the hero's biological species, whether human, elf, dwarf, or something entirely different. Race determines your hero's general appearance, as well as attribute modifiers and base values for derived characteristics (see page 56), plus the list of cultures from which you may choose.

Some races cost AP. For more information on player character races, including game values, distinctive looks, and other features, see *Chapter 4: Races* on page 87.

Race determines the following.

- Base life points (LP)
- Base Spirit (SPI)
- Base Toughness (TOU)
- Base Movement (MOV)
- Attribute modifiers, if any

It also answers the following questions.

- Which advantages and disadvantages are most common for this race?
- Which advantages and disadvantages are not suitable for this race?
- Which cultural packages are available for this race?
- What are this race's distinctive looks and features? Choose your hero's looks or roll randomly on race-specific charts.

Remember: You need your GM's approval if you want to create a hero with advantages, disadvantages, or a cultural package that is not suitable for the hero's race.

Example: Louisa and Chris decide to play human characters (both Middenrealmers), so they do not have to spend any AP for their heroes' races.

Sarah, however, wants to play an elf, which costs 15 AP. All three players record the basic values on their hero documents, as they are needed for later calculations.

The players also take time to determine their heroes' appearances, according to the guidelines given for each race. However, instead of rolling random hair and eye color, as well as height and weight, they opt to choose them instead.

The AP costs for their heroes' races reduces Sarah's AP total by 18, giving a remaining total of 1,082 AP, while Louisa and Chris don't have to pay anything. They still have their initial 1,100 AP.

A Few Words About Gender

Aventuria and many other regions of Dere practice gender equality. It is neither strange nor special to see male and female warriors or pirates, for example. However, in some cultures there is a big difference between male and female. Male Novadi and Andergastans, for example, do not view women as equals, and in fact feel that they are inferior to men. In contrast, the Aranian kingdom is a matriarchy where all financial, commercial, and political power is held by women.

Step 4: Choose Culture

Every hero is a member of a specific culture. Culture determines a hero's upbringing, customs, and worldviews. You can choose any culture that is typical for the hero's race. If you would rather choose a different culture, you must ask your GM for permission. Cultures do not cost any AP. Cultural packages must be bought with AP but give your hero bonuses to certain skills (see page 96).

Chapter 5: Cultures, on page 95, describes a large variety of cultures and lists their associated bonuses and penalties.

Summary: Basic Values by Race

Race	LP	SPI	TOU	MOV	Attribute Maximums	Advantages	Disadvantages	AP Cost
Human	5	–5	–5	8	any one +1	none	none	0 AP
Elf	2	–4	–6	8	INT and AGI +1; SGC or STR –2	Spellcaster, Two-Voiced Singing	none	18 AP
Half Elf	5	–4	–6	8	any one +1	none	none	0 AP
Dwarf	8	–4	–4	6	CON and STR +1; CHA or AGI –2	none	none	61 AP

Culture choice gives your hero the following.

- Native language (the hero gains the special ability Language III (see page 216) for this language for free. Includes suggestions for a corresponding Literacy special ability that must be bought with AP).
- Corresponding version of the special ability Area Knowledge for free (see page 214).
- Social standing: social standing shows whether a hero is a member of the nobility, a commoner, or even unfree. If you do not choose a special social standing, your hero is assumed to be a common member of that culture. If you want to play a noble, a serf, a slave, or something entirely different, you can do so by buying the needed advantages or disadvantages with AP. Every culture lists the possibilities and associated prerequisites for social standing (see page 96).
- Suggestions for typical skills, advantages, and disadvantages.
- A list of typical names.

Remember: you need the GM's permission to choose advantages, disadvantages, and professions that are not typical for your hero's culture.

Mirhiban al'Orhima

Language Specialization
Optional Rule

Some culture descriptions include suggestions for language specialization (see page 216). However, this is an optional rule that will make your game slightly more complex.

Example: After reading the descriptions of all cultures typical for their heroes' races, Louisa, Chris, and Sarah determine their heroes' homelands.

At first, Louisa wanted to choose Mhanadistani, but then decided on Horasian. She writes down Horasian for culture and gains Garethi III as her hero's native tongue for free. She wants her hero to be from the city of Grangor, so she writes down the special ability Area Knowledge (Grangor).

Chris chooses the Middenrealmish culture, gaining Garethi III and Area Knowledge (Havena). *He wants to play a noble, which means he must buy the advantage Noble. Chris makes a note to remember this later, when he is buying his hero's advantages.*

Sarah decides on the Glade Elven culture. Her hero's native tongue is Isdira III, and she notes down the special ability Area Knowledge (home village and surrounding area).

Their heroes' cultures were free, so Louisa and Chris still have 1,100 AP available, and Sarah still has 1,082 AP.

Cultures and Cultural Packages

Culture	Skills in the Cultural Package	AP Cost
Human Cultures		
Andergastan	Woodworking +2, Orienting +1, Plant Lore +1, Myths & Legends +1, Animal Lore +1, Survival +2	20 AP
Aranian	Seduction +1, Gambling +1, Streetwise +2, Commerce +2, Empathy +1, Math +1, Myths & Legends +1, Clothworking +1, Fast-Talk +2	26 AP
Bornlander	Tracking +1, Woodworking +2, Prepare Food +1, Orienting +1, Plant Lore +1, Survival +1, Carousing +2	18 AP
Fjarning	Intimidation +2, Tracking +1, Body Control +1, Earthencraft +1, Feat of Strength +2, Metalworking +1, Orienting +2, Self Control +1, Survival +2	33 AP

Cultures and Cultural Packages

Culture	Skills in the Cultural Package	AP Cost
Human Cultures		
Cyclopean	Sailing +1, Fishing +2, History +1, Religions +2, Music +1, Math +1, Law +1, Myths & Legends +1, Dancing +1	16 AP
Horasian	Seduction +1, Sailing +1, Etiquette +2, Streetwise +2, Geography +1, History +1, Commerce +1, Mechanics +1, Math +2, Law +2, Dancing +1	27 AP
Maraskan	Religions +1, Treat Poison +2, Orienting +1, Plant Lore +2, Animal Lore +2, Stealth +1, Survival +1	26 AP
Mhanadistani	Gambling +2, Streetwise +2, History +1, Religions +2, Commerce +2, Magical Lore +1, Myths & Legends +2, Fast-Talk +1	28 AP
Middenrealmer	Woodworking +1, Metalworking +1, Plant Lore +1, Clothworking +1, Animal Lore +1	12 AP
Moha	Tracking +1, Treat Poison +1, Body Control +1, Orienting +1, Plant Lore +2, Myths & Legends +1, Perception +1, Animal Lore +2, Stealth +1, Survival +2	38 AP
Nivese	Tracking +2, Driving +1, Orienting +2, Plant Lore +1, Myths & Legends +2, Perception +1, Animal Lore +2, Stealth +1, Survival +2	37 AP
Norbard	Driving +2, Geography +2, Commerce +2, Orienting +1, Fast-Talk +1, Survival +1	18 AP
North-Aventurian	Tracking +1, Commerce +1, Woodworking +1, Leatherworking +1, Orienting +1, Plant Lore +1, Self Control +1, Animal Lore +1, Survival +1, Carousing +1	25 AP
Nostrian	Fishing +2, Orienting +1, Plant Lore +1, Myths & Legends +1, Animal Lore +1, Survival +1	15 AP
Novadi	Intimidation +2, Tracking +1, Orienting +2, Law +1, Riding +2, Animal Lore +1, Survival +2	25 AP
Meridianan (Southern Aventurian)	Seduction +1, Sailing +1, Fishing +1, Streetwise +2, Treat Poison +1, Empathy +2, Fast-Talk +1, Willpower +1	26 AP
Svellter	Tracking +2, Driving +2, Orienting +1, Plant Lore +1, Myths & Legends +1, Animal Lore +1, Survival +1	21 AP
Thorwaler	Sailing +2, Intimidation +1, Fishing +2, Geography +1, Woodworking +2, Feat of Strength +2, Orienting +1, Myths & Legends +1, Carousing +2	24 AP
Elven Cultures		
Firnelf	Tracking +2, Fishing +1, Climbing +1, Body Control +2, Music +2, Orienting +2, Self Control +1, Singing +2, Perception +2, Animal Lore +2, Stealth +2, Survival +2	55 AP
Glade Elf	Seduction +1, Sailing +1, Tracking +1, Fishing +2, Body Control +2, Music +2, Orienting +1, Plant Lore +1, Swimming +2, Singing +2, Perception +1, Animal Lore +1, Stealth +1, Survival +1	43 AP
Wood Elf	Tracking +2, Climbing +1, Body Control +2, Music +2, Orienting +1, Plant Lore +2, Singing +2, Perception +1, Animal Lore +2, Stealth +2, Survival +1	47 AP
Dwarven Cultures		
Forge Dwarf	Intimidation +1, History +1, Feat of Strength +2, Warfare +2, Mechanics +1, Earthencraft +2, Metalworking +2, Orienting +1, Myths & Legends +1, Stealth +1, Carousing +2	31 AP
Diamond Dwarf	Seduction +1, Geography +2, History +1, Metalworking +1, Music +1, Myths & Legends +1, Pick Locks +2, Earthencraft +1, Dancing +1, Stealth +2, Carousing +1	29 AP
Hill Dwarf	Driving +1, Fishing +1, Prepare Food +2, Singing +1, Dancing +1, Stealth +2, Carousing +1	13 AP
Ore Dwarf	History +2, Religions +2, Mechanics +2, Metalworking +1, Math +2, Law +1, Myths & Legends +2, Self Control +1, Earthencraft +1, Stealth +2, Carousing +1	34 AP

Step 5: Allocating Attributes

The meat of a character is its attributes. Heroes start with a value of 8 in all attributes. Each additional point must be paid for with AP. Each attribute point up to a value of 14 costs 15 AP, while the cost rises for each attribute point above 14 (see the **Cost of Attributes** chart, below).

Heroes must start the game with a minimum of 8 points in each attribute. Maximum attribute score is determined by the hero's Experience Level, as is the maximum total of attributes with which a hero may start the game. Since all attributes start no lower than 8, 64 points of the maximum total have already been spent.

For example, at an EL of "Experienced," a hero has a maximum attribute total of 100, which means the player can buy at most only another 36 for the hero. If the player stays within the range of 8 to 14 per attribute, this would cost an overall 540 AP.

Remember, racial attribute modifiers apply to attribute maximums, not attribute points.

Cost of Attributes

Attribute Value	AP Cost
Each point up to 14	15 AP
15	30 AP
16	45 AP
17	60 AP
18	75 AP
19	90 AP

Keeping Attributes Below the Maximum?
EL places a limit on hero attributes. If you want a greater chance of success with checks, you should spend AP to raise attributes as high as you can. However, you do not have to spend all your AP on attributes—you can save some AP to spend later on your hero's skills or spells, but once play begins, you may find that your hero's attributes are slightly lower than those of other heroes in the group.

100 Attribute Points

Experienced heroes' attributes may add up to a total of 100 points, maximum. All attribute points cost 15 AP each, up to a value of 14, so we took the liberty of pre-calculating some attribute packages for you. Instead of doing the math yourself, you can simply choose one of the columns in the charts below. All values in each column add up to 100. Choose the column you like the most and assign those values to your hero's attributes as desired.

Note: packages from the first chart cost **540 AP** per column, and give no attribute a value above 14. The packages in the second chart cost **555 AP** each, and give the hero one attribute with a value of 15 (usually fine for *Experienced* human heroes). The packages in the third and final chart cost **570 AP** each, and give the hero two

Chart #1: Example Distributions of 100 Attribute Points (No Attribute Above 14)

A	B	C	D	E	F	G	H	I	J	K
14	13	14	14	14	14	14	14	14	14	14
14	13	14	14	14	14	14	14	13	14	14
12	13	13	13	14	14	14	14	13	14	14
12	13	13	13	14	13	14	14	13	14	14
12	12	12	12	12	12	14	13	13	14	11
12	12	12	12	12	12	14	12	12	10	11
12	12	12	11	10	11	8	10	12	10	11
12	12	10	11	10	10	8	9	10	10	11

Cost: 540 AP

Chart #2: Example Distributions of 100 Attribute Points (One Attribute at 15)

A	B	C	D	E	F	G	H	I	J	K
15	15	15	15	15	15	15	15	15	15	15
14	13	14	14	14	14	14	14	13	14	14
12	13	13	13	14	14	14	14	13	14	14
12	13	13	13	14	13	14	14	13	14	14
12	12	12	12	12	12	14	13	13	14	11
12	12	12	12	12	12	13	11	12	10	11
12	12	12	11	10	10	8	10	11	10	11
11	10	9	10	9	10	8	9	10	9	10

Cost: 555 AP

Chart #3: Example Distributions of 100 Attribute Points (Two Attributes at 15)

A	B	C	D	E	F	G	H	I	J	K
15	15	15	15	15	15	15	15	15	15	15
15	15	15	15	15	15	15	15	15	15	15
12	13	13	13	14	14	14	14	13	14	14
12	13	13	13	14	13	14	14	13	14	13
12	12	12	12	12	12	13	13	13	13	11
12	12	12	12	12	12	13	10	11	10	11
11	12	11	10	9	10	8	10	10	10	11
11	8	9	10	9	9	8	9	10	9	10

Cost: 570 AP

attributes at 15 (usually appropriate for *Experienced* elven or dwarven heroes).

All attribute packages already include racial modifiers. Chart #3 also takes into account that some attributes for certain races, such as elves and dwarves, may have a maximum value of 12.

Example: Louisa spends 540 AP on Column H in the first chart. She allocates the package's four 14s to Courage, Intuition, Dexterity and Agility, since these attributes apply to her burglar skills. Since she also wants to fast-talk guards and barter with fences, she decides to put the 13 in Charisma. She sets Sagacity at 12, Constitution at 10, and Strength at 9.
Since her race is human, she could have raised one attribute to a maximum value of 15, but Louisa decided to save some AP for later.

Chris chooses Column A from Chart #2, spending 555 AP on the package. He puts the 15 in Courage, the 14 in Intuition, and sets most remaining attributes to 12. Sagacity gets the 11.

Sarah decides against buying a package and spends 525 AP for the following attribute values: COU 12, SGC 10, INT 14, CHA 13, DEX 14, AGI 14, CON 13, and STR 9. No attribute value is above 14, so she had to buy 35 points at a cost of 15 AP each, for a total of 35 x 15 = 525 AP.

Since her hero is an elf, she must modify the maximum values of some of her hero's attributes (see page 40). Her new maximum AGI and INT are 15 each, and she lowers her maximum SGC by two points (Sarah already decided that her elven heroine is not very bright, so she has no problem with a Sagacity of 12). However, she already allocated 99 of the 100 points maximum she is allowed to have in attributes, meaning she can raise either Agility or Intuition to 15, but not both. This would cost her 30 AP, since the desired value is above 14 (see Chart). Sarah decides to spend those 30 AP and raise her hero's AGI to 15. She considers lowering another attribute by 1 point in order to gain a 15 in Intuition as well, but ultimately decides against it.
In the end she spends a total of 555 AP for her customized attribute values.

The attributes of our heroes are as follows.

- *Louisa: COU 14, SGC 12, INT 14, CHA 13, DEX 14, AGI 14, CON 10, STR 9*
- *Chris: COU 15, SGC 11, INT 14, CHA 12, DEX 12, AGI 12, CON 12, STR 12*
- *Sarah: COU 12, SGC 10, INT 14, CHA 13, DEX 14, AGI 15, CON 13, STR 9*

The remaining AP totals are: Louisa 560, Chris 545, Sarah 527.

Step 6: Choose a Profession

Before starting out on adventuring careers, the heroes have already learned some of the tricks of their trades. This is covered by professions, which represent the time heroes spent doing things like studying under powerful mages, learning the arts of war from skilled commanders, or serving as apprentices to infamous thieves. Professions reflect skills important to the hero, whether with weapons, lock picks, or (if mages or Blessed Ones) spells or liturgical chants.

The professions listed in this book are only a sample of the endless possibilities offered by life in Aventuria. If you cannot find a profession that suits your hero best, do not hesitate to modify an existing profession or create an entirely new one. However, you should discuss your ideas with your GM first.

Each profession comes with a package that gives you all the game details you need, including the AP cost. Be aware that some professions have prerequisites. For example, your hero might need certain special abilities, which cost extra AP, or your hero might need to hold a certain social standing. Furthermore, some professions offer variants that might each have different prerequisites.

Heroes must choose professions that suit their cultural backgrounds, because some cultures do not teach certain professions (and some professions are all but unheard of in certain cultures). For example, elves rarely if ever become Guild Mages, Fjarnings have no concept of knighthood, and the Middenrealm produces few tribal warriors. Exceptions need the GM's permission.

For descriptions of player professions and all related game values, see *Chapter 6: Professions*.

Magic Users and Blessed Ones
In order to create a magic user or a Blessed One, you must buy certain advantages. Magic users must buy the advantage Spellcaster (see page 169), while Blessed Ones must buy the advantage Blessed (see page 164), and each must also buy a Tradition. All of this will cost AP!

Experience Levels and Professions
The profession packages (see page 128) are designed for *Experienced* heroes. If you would like to play a hero with a higher EL, use the packages as a starting point and adjust the given values to fit the maximums provided by the chosen EL. You must also pay the additional AP, of course.

Heroes with EL lower than *Experienced* can also use the packages as a starting point, but should reduce some of the skill ratings and the package costs appropriately.

By choosing a profession package, your hero gains the following.

- Points for certain skills
- Spells, if you are a magic user (these spells are activated automatically and count towards the maximum number of starting spells)
- Liturgical chants, if you are a Blessed One (these liturgical chants are activated automatically and count towards the maximum number of starting liturgical chants)
- Magic users know a number of cantrips, and Blessed Ones know blessings and each profession package lists starting cantrips or blessings
- Special abilities
- Points for combat techniques (even though heroes start with 6 points in every combat technique, there is always room for improvement)

Aside from that, each profession lists suggestions for the following.

- Typical advantages and disadvantages, which reflect the strengths and weaknesses of the profession
- Uncommon advantages and disadvantages, which reflect strengths and weaknesses that are not often found in typical representatives of the profession

Remember: you may choose profession packages only if you meet the prerequisites. These could be things you must have, like advantages, special abilities, and minimum values in certain attributes, or disadvantages that your hero cannot possess.

Example: Louisa studies the game values for the Rogue profession and looks into the Cat Burglar variant. This is almost exactly what she wanted. Her heroine meets the profession's prerequisites of COU 12 and INT 12. She pays the 228 AP listed for the Cat Burglar variant, and notes down the relevant combat techniques, special abilities, and skills.
Skills: *Climbing 7, Body Control 2, Self Control 2, Perception 4, Pickpocket 2, Stealth 5, Carousing 4, Seduction 3, Streetwise 7, Empathy 4, Fast-Talk 4, Disguise 2, Willpower 4, Orienting 4, Gambling 2, Religions 2, Math 4, Law 3, Myths & Legends 3, Pick Locks 7*
Combat Techniques: *Daggers 10, Brawling 12, either Crossbows or Thrown Weapons at 10 instead of 6 (Louisa decides to take Thrown Weapons)*
Special Abilities: *Languages and Literacy for a total of 6 AP, Skill Specialization Streetwise*

Chris takes the professional package for the Blessed One of Rondra, pays 283 AP, and notes down the relevant skills, special abilities, combat techniques, and liturgical chants. He meets the prerequisites for the attributes—COU 13 and INT 12—but lacks the advantage Blessed, the special ability Tradition (Blessed One of Rondra), and the disadvantages Principles II (Church of Rondra) and Obligations II (Temple and Church). He must take those before beginning play.
Skills: *Body Control 4, Feat of Strength 4, Self Control 5, Perception 3, Persuasion 3, Etiquette 4, Empathy 3, Willpower*

Modifying Professions
Even though the profession packages present a wide range of possibilities, you are not forced to choose a specific package. You can just as easily modify an existing package or even create your own. If, for example, you think that your rogue should not be as good at stealth as the package indicates, simply reduce the skill points and calculate how many AP you save.
It is also possible to raise a specific skill rating, but always remember the limits set by your character's EL. You should talk to your GM if you want to raise skill ratings.

Remember the following when choosing a magical profession.

- You may activate the maximum number of spells allowed by your hero's Experience Level, noting that only a few may be from a different Tradition, as indicated in the chart, below. All other spells must either be general spells or belong to the hero's magical Tradition.
- Blessed Ones can choose general liturgical chants or those from their own Church. They cannot choose liturgical chants of other Churches. Furthermore, Blessed heroes cannot choose more liturgical chants than permitted by EL.
- All Blessed Ones of the Twelvegods must buy *The 12 Blessings* during hero creation.

Experience Levels and Spells From Other Traditions

Experience Level	Maximum Number of Spells From Other Traditions
Inexperienced	0
Ordinary	1
Experienced	2
Competent	3
Masterly	4
Brilliant	5
Legendary	6

4, History 2, Religions 4, Warfare 5, Math 3, Law 3, Myths & Legends 3, Treat Wounds 3, Metalworking 3
Liturgical Chants: The Twelve Blessings, Enforce Honor *6*, Bless Objects *5*, Pain Tolerance *6*, Protect the Defenseless *4*, Vision Quest *3*
Combat Techniques: *Brawling 10, Swords 12, Two-Handed Swords 10, one Combat Technique from the following list 10: Fencing Weapons, Impact Weapons, Chain Weapons, Two-Handed Impact Weapons (Chris chooses Impact Weapons)*
Special Abilities: *Languages and Literacy for a total of 3 AP, Skill Specialization* Religions

Sarah wants to make her heroine a Wyldrunner, and spends 256 AP to do so.
Skills: *Body Control 4, Swimming 2, Singing 4, Perception 4, Stealth 4, Tracking 7, Orienting 4, Plant Lore 5, Animal Lore 5, Survival 7, Woodworking 5, Music 4*
Spells: Handwarmer; Armatrutz *6*, Breathe Water *3*, Fulminictus *5*, Odem Arcanum *3*, Silentium *6*, Visibili *5*
Combat Techniques: *Bows 12, Daggers 8*
Special Abilities: *Languages and Literacy for a total of 2 AP, Skill Specialization Tracking, Song of Friendship 4, Special Ability Hunter*

At this point the players' AP balances are as follows. Louisa 332 AP, Chris 262 AP, and Sarah 271 AP.

Step 7: Choose Advantages and Disadvantages

Advantages and disadvantages are the strengths and weaknesses that make heroes special, setting them apart from average Aventurians and lending personality and individuality. You must spend AP to buy advantages, while disadvantages give your hero more AP.

The maximum number of AP you can invest in advantages or gain from disadvantages is 80 points (that is, you can buy 80 points of advantages and pay them off with 80 points of disadvantages without ever using your AP).

This is a great idea, but an even better idea is to buy less than 80 points of advantages while still taking 80 points of disadvantages, the net effect being that you gain AP that you can spend later.

For descriptions of the many advantages and disadvantages, see *Chapter 7: Advantages and Disadvantages*, starting on page 163.

Example: Louisa takes a long look at the lists of advantages and disadvantages and chooses the advantages Luck II (60 AP) and Social Adaptability (10 AP). For disadvantages, she chooses the Negative Traits (Greed for Gold) (–5 AP) and (Curiosity) (–5 AP), as well as Bad Habit (Obsession with Cleaning) (–2 AP).

Chris doesn't want any other skills and special abilities, but he would like his hero to have more life points, so he buys the advantage Increased Life Points III (18 AP), which gives his character 3 additional LP. In order to meet the prerequisites for his hero's professional package, he must buy Blessed (25 AP) and take the disadvantages Principles II (Church of Rondra) (–20 AP) and Obligations II (Temple and Church) (– 20 AP). Furthermore, he wants the character to be of noble birth, so he must also buy the advantage Noble I (5 AP). In the end, all of this costs him a whopping 8 AP.

Sarah has plenty of AP left to buy advantages. However, her choice of race has already automatically given her hero a variety of advantages and disadvantages. Sarah decides to add one additional edge to her character by giving her one heightened sense. She chooses Exceptional Sense (Hearing) for 12 AP.

The running AP totals for our three players are as follows. Louisa 274 AP, Chris 257 AP, and Sarah 259 AP.

Summary: Advantages and Disadvantages Cost and Prerequisites

Advantage	Prerequisites	AP Cost
Ambidextrous	none	15 AP
Aptitude	you cannot have the disadvantage Incompetent for the selected skill; you may have no more than 3 Aptitudes	A-/B-/C-/D-skill: 6/12/18/24 AP
Beautiful Voice	you cannot have the disadvantage Mute	5 AP
Blessed	none	25 AP
Contortionist	none	6 AP
Darksight I-II (*)	race, culture, or profession must either suggest or automatically give this advantage; you cannot have the disadvantage Night-Blind	10 AP per level
Difficult to Enchant (*)	race, culture, or profession must either automatically give or suggest this advantage	15 AP
Direction Sense	you cannot have the disadvantage Incompetent in Orienting	10 AP
Dwarf's Nose	none	8 AP
Fox Sense	none	15 AP
Good Looks I-II	you cannot have the disadvantage Ugly	20 AP per level
Exceptional Skill	you cannot have the disadvantage Incompetent for the same skill	A-/B-/C-/D-skill: 2/4/6/8 AP per use
Exceptional Combat Technique	none	B-/C-/D-combat technique: 8/12/16 AP
Exceptional Sense	you cannot have the disadvantage Restricted Sense for the same sense; you cannot have the disadvantage Blind (for sight)	Sight/Hearing: 12 AP; Smelling & Taste: 6 AP; Touch: 2 AP
Hidden Aura	you must have the advantage Spellcaster	20 AP
Immunity to (Disease)	none	half level of disease in AP
Immunity to (Poison)	none	half level of poison in AP
Improved Regeneration (Arcane Energy) I-III	you must have the advantage Spellcaster; you cannot have the disadvantage Poor Regeneration (Arcane Energy)	10 AP per level
Improved Regeneration (Karma Points) I-III	you must have the advantage Blessed; you cannot have the disadvantage Poor Regeneration (Karma Points)	10 AP per level
Improved Regeneration (Life Points) I-III	you cannot have the disadvantage Poor Regeneration (Life Points)	10 AP per level
Increased Arcane Energy I-VII	you must have the advantage Spellcaster; you cannot have the disadvantage Decreased Arcane Energy	6 AP per level
Increased Karma Points I-VII	you must have the advantage Blessed; you cannot have the disadvantage Decreased Karma Points	6 AP per level
Increased Life Points I-VII	you cannot have the disadvantage Decreased Life Points	6 AP per level
Increased Spirit	you cannot have the disadvantage Decreased Spirit	25 AP
Increased Toughness	you cannot have the disadvantage Decreased Toughness	25 AP
Inner Clock	none	2 AP
Inspire Confidence	you cannot have Incompetent in a Social skill	25 AP
Iron-Attuned Aura	you must have the advantage Spellcaster	15 AP
Luck I-III	you cannot have the disadvantage Bad Luck	30 AP per level
Magical Attunement	you must have the advantage Spellcaster; you cannot have the disadvantage Magical Restriction for the same area	40 AP
Mystic	you cannot have the advantage Pragmatic	20 AP
Natural Orator	none	4 AP
Needs No Sleep (*)	race, culture, or profession must either automatically give or suggest this advantage	8 AP
Nimble	you cannot have the disadvantages Slow, Fat, or Maimed (One-Legged)	8 AP

Summary: Advantages and Disadvantages Cost and Prerequisites

Advantage	Prerequisites	AP Cost
Noble I-III	culture must have a social structure that includes nobility.	5 AP per level
Pleasant Smelling	none	6 AP
Pragmatic	you cannot have the advantage Mystic	10 AP
Resistant to Aging (*)	race, culture, or profession must either automatically give or suggest this advantage; you cannot have the disadvantage Accelerated Aging	5 AP
Resistant to Cold	you cannot have the disadvantage Susceptible to Cold	5 AP
Resistant to Disease I-II	you cannot have the disadvantage Susceptible to Disease	10 AP per level
Resistant to Heat	you cannot have the disadvantage Susceptible to Heat	5 AP
Resistant to Poison I-II	you cannot have the disadvantage Susceptible to Poison	10 AP per level
Rich I-X	you cannot have the disadvantage Poor	1 AP per level
Rugged Fighter	you cannot have the disadvantage Fragile	20 AP
Sense of Range	you cannot have the disadvantage Blind, Restricted Sense (Sight), Colorblind, or Maimed (One-Eyed)	10 AP
Social Adaptability	you cannot have the disadvantage Incompetent in a Social skill	10 AP
Spellcaster	none	25 AP
Two-Voiced Singing (*)	race, culture, or profession must either automatically give or suggest this advantage	5 AP
Unremarkable Appearance	none	4 AP
Weapon Aptitude	none	B-/C-/D-combat technique: 5/10/15 AP

Disadvantage	Prerequisites	AP Cost
Afraid of... I-III	none	–8 AP per level
Annoyed by Minor Spirits	you must have the advantage Spellcaster	**–20 AP**
Artifact-Bound	you must have the advantage Spellcaster	–10 AP
Bad Habit	none	–2 AP per Bad Habit
Bad Luck I-III	you cannot have the advantage Luck	–20 AP per level
Blind	you cannot have the advantage Exceptional Sense (Sight); you cannot have the disadvantage One-Eyed, Colorblind, Night-Blind, Restricted Sense (Sight)	–50 AP
Colorblind	you cannot have the disadvantage Blind	–2 AP
Deaf	you cannot have the advantage Exceptional Sense (Hearing)	–40 AP
Decreased Arcane Power I-VII	you must have the advantage Spellcaster; you cannot have the advantage Increased Arcane Energy	–2 AP per level
Decreased Karma Points I-VII	you must have the advantage Blessed; you cannot have the advantage Increased Karma Points	–2 AP per level
Decreased Life Points I-VII	you cannot have the advantage Increased Life Points	–4 AP per level
Decreased Spirit	you cannot have the advantage Increased Spirit	–25 AP
Decreased Toughness	you cannot have the advantage Increased Toughness	–25
Fat	you must have the disadvantage Slow	–25 AP
Fragile	you cannot have the advantage Rugged Fighter	–20 AP
Frenzy	you must have the Negative Trait Short Temper; you cannot have the disadvantage Afraid of Blood	–10 AP
Hair-bound Power	you must have the advantage Spellcaster; your race must have hair	–5 AP
Incompetent	you cannot have the advantage Aptitude for the same skill; you cannot take Incompetent more than three times	A-/B-/C-/D-skill: –1/–2/–3/–4 AP
Magical Restriction	you must have the advantage Spellcaster	–30 AP

Summary: Advantages and Disadvantages Cost and Prerequisites

Disadvantage	Prerequisites	AP Cost
Maimed	none	One-Armed: –30 AP; One-Eyed: –10 AP; One-Legged: –30 AP; One-Handed: –20 AP; One-Eared: –5 AP
Misfortune	none	–5 AP
Mute	you cannot have the advantage Beautiful Voice; you cannot have the disadvantage Speech Impediment	–40 AP
Negative Trait	none	cost according to Negative Trait
Night-Blind	you cannot have the disadvantage Blind	–10 AP
No Familiar (*)	you must have the advantage Spellcaster; your magical tradition must be able to choose the special ability Connection to Familiar	–25 AP
No Flying Balm (*)	you must have the advantage Spellcaster; your magical tradition must be able to choose the special ability Flying Balm	–25 AP
Not Free	none	–8 AP
Obligations I-III	none	–10 AP per level
Personality Flaw	none	cost according to Personality Flaw
Poor I-III	you cannot have the advantage Rich	–1 AP per level
Principles I-III	none	–10 AP per level
Physical Peculiarity	none	2 AP
Restricted Sense	you cannot have the advantage Exceptional Sense for the same sense; you cannot have the disadvantage Blind (for sight); you cannot have the disadvantage Mute (for hearing)	Sight: –15 AP; Hearing: –10 AP; Smelling & Taste: –6 AP; Touch: –2 AP
Sleepwalker	none	–10 AP
Slow	you cannot have the advantage Nimble	–4 AP
Sensitive Nose (*)	race, culture, or profession must either automatically give or suggest this advantage; you cannot have the disadvantage Restricted Sense (Smell)	–10 AP
Sensitive to Sunlight	none	–20 AP
Speech Impediment	you cannot have the disadvantage Mute	–15 AP
Stigma	none	–10 AP
Susceptible to Disease I-II	you cannot have the advantage Resistant to Disease	–5 AP per level
Susceptible to Poison I-II	you cannot have the advantage Resistant to Poison	–5 AP per level
Susceptible to Heat	you cannot have the advantage Resistant to Heat	–3 AP
Susceptible to Cold	you cannot have the advantage Resistant to Cold	–3 AP
Susceptible to Spells I-II	none	–12 AP per level
True Name (*)	race, culture, or profession must either automatically give or suggest this advantage	–10 AP
Ugly I-II	you cannot have the advantage Good Looks	–10 AP per level
Weak Astral Body	you must have the advantage Spellcaster	–15 AP
Weak Karmic Body	you must have the advantage Blessed	–15 AP
Weak Regeneration (Arcane Energy) I-III	you must have the advantage Spellcaster; you cannot have the advantage Improved Regeneration (Arcane Energy)	–10 AP per level
Weak Regeneration (Karma Points) I-III	you must have the advantage Blessed; you cannot have the advantage Improved Regeneration (Karma Points)	–10 AP per level
Weak Regeneration (Life Points) I-III	you cannot have the advantage Improved Regeneration (Life Points)	–10 AP per level
Wild Magic	you must have the advantage Spellcaster	–10 AP

Step 8: Improve Abilities

In this step you activate and improve your hero's skills, spells, and liturgical chants by buying new ability levels with AP. Remember, however, that neither skill, spell, nor liturgical chant values may exceed the limits imposed by your hero's EL (see page 39).

- Improve skills by making use of the Improvement Chart. Every skill has a corresponding improvement class (a letter code—either A, B, C, D, or E) that governs its improvement cost, as shown in the Improvement Chart. To improve a specific skill, cross reference its improvement class with the desired skill rating on the Improvement Chart to obtain the improvement cost in AP. As you will see, improving Class A skills is quite cheap, but improving Class D skills can get really expensive. The Improvement Chart is below.
- You must pay for each level when improving skills. This means you must first pay for level 1, then for level 2, and so on. You can jump directly to level 3 or even higher, if you like. However, you must pay the combined improvement costs for all new levels, including the desired level.
- If you wish to improve a specific spell or liturgical chant that you do not yet possess, you must first *activate* it by paying the activation cost, at which point you write down the spell or liturgical chant with a rating of 0. As always, the total number of spells and liturgical chants you may possess is limited by EL (see page 39). All mundane skills, on the other hand, are considered active from the start and have a level of 0 (unless otherwise indicated or improved).
- You improve combat techniques in the same way as skills. However, all combat techniques start with a value of 6.

For more on these various abilities, see *Chapter 8: Skills*, *Chapter 10: Magic*, and *Chapter 11: Works of the Gods*. For a list of combat techniques, see page 234.

Example: Louisa improves her skills for 220 AP, especially the ones she thinks are most important for her heroine, such as Streetwise, Climbing, Pickpocket, Pick Locks, *and so on. To find the cost for a specific improvement, she looks at the Improvement Chart. For example, she already has a* Streetwise *of 7 due to her profession package. To improve that skill to 8, she first looks up the skill's improvement class, which is C. Then she finds the correct column and line in the Improvement Chart, specifically column C, second line (since the desired skill rating is 8). This gives a cost of 3 AP. If she wanted, improving the skill to level 9 would cost another 3 AP, and improving it to the maximum skill rating allowed for an* Experienced *hero during hero creation (skill rating 10) would cost yet another 3 AP. She is happy with SR 8.*

Chris needs to save some AP for later, so he simply invests 57 AP to improve some skills and liturgical chants (which are handled the same way as skills). His method is the same as Louisa's.

Sarah wants to activate (learn) another spell: she would like to be able to cast Ignifaxius, *a spell that does not belong to her magical Tradition. Activating the spell costs 3 AP, and she improves it to a skill rating of 3, paying another 9 AP.*

> *That's 54 AP remaining for Louisa, 197 for Chris, and 247 for Sarah.*

AP Costs and Improvement During Hero Creation

Category	AP Cost
Attribute	See Improvement Chart (E)
Skill	See Improvement Chart (A-D)
Combat Technique	See Improvement Chart (B-D)
Advantage	Depends on advantage
Disadvantage	Depends on disadvantage
Cantrip	1 AP
Blessing	1 AP
Spell/Ritual	See Improvement Chart (A-D)
Liturgical Chant/ Ceremony	See Improvement Chart (A-D)

Improvement Chart

Desired Skill Rating	A	B	C	D	E
Activation to 0	1	2	3	4	–
1-12	1	2	3	4	15
13	2	4	6	8	15
14	3	6	9	12	15
15	4	8	12	16	30
16	5	10	15	20	45
17	6	12	18	24	60
18	7	14	21	28	75
19	8	16	24	32	90
20	9	18	27	36	105
21	10	20	30	40	120
22	11	22	33	44	135
23	12	24	36	48	150
24	13	26	39	52	165
25	14	28	42	56	180

Attribute, Skill, and Combat Technique Limitations
Remember: skills and combat techniques are subject to limitation by attributes. The skill rating cannot exceed the skill's highest linked attribute +2. Combat techniques are also limited to their primary attribute +2.

Step 9: Calculate Combat Technique Values

Now we'll see how well your hero can fight by calculating attack and parry values. Every weapon has an associated combat technique, such as Daggers, Impact Weapons, or Bows. All heroes start with skill rating 6 in all combat techniques. These can be improved with AP just like any other skills, and by using the same Improvement Chart (see page 50).

- Your hero's *Attack (AT)* rating equals the SR (Skill Rating) of the combat technique of your weapon, modified by your hero's Courage—for every 3 full points above 8 COU, raise the hero's Attack by 1 (+1 at COU 11, +2 at COU 14, etc.).
- To calculate *Parry (PA)*, halve the SR of the combat technique for the weapon (rounding down), and then apply a modifier based on that specific combat technique's primary attribute, as follows. Add +1 to your Parry for every 3 full attribute points above 8 (that is, +1 at 11, +2 at 14, and so on). The primary attribute depends on the combat technique, but it is either Agility or Strength (see page 234). Note that Parry cannot be performed with Chain Weapons or ranged weapons (Crossbows, Bows, and Thrown Weapons).
- Your *Ranged Combat (RC)* value equals the SR of the ranged combat technique, modified by Dexterity. Again, you get +1 for every full 3 attribute points above 8 (+1 at DEX 11, +2 at 14, and so on).

For more on combat techniques, see *Chapter 9: Combat* on page 225.

Combat Techniques Summary

Combat Technique	Primary Attribute	Skill Class
Crossbows	DEX	B
Bows	DEX	C
Daggers	AGI	B
Fencing Weapons	AGI	C
Impact Weapons	STR	C
Chain Weapons	STR	C
Lances	STR	B
Brawling	AGI/STR	B
Shields	STR	C
Swords	AGI/STR	C
Polearms	AGI/STR	C
Thrown Weapons	DEX	B
Two-Handed Impact Weapons	STR	C
Two-Handed Swords	STR	C

Attack (AT)
Full combat technique + 1 for every 3 above COU 8

Parry (PA)
Half combat technique + 1 for every 3 above value 8 of the associated primary attribute

Ranged Combat (RC)
Full combat technique + 1 for every 3 above DEX 8

Example: Louisa's AP balance is somewhat low, so she decides to leave her heroine's combat techniques as they are (all of them have a skill rating of 6). With her courage of 14, this means her heroine has an Attack of 8 (skill rating 6 + 2, since COU is 6 full points above 8). Her Parry for her Brawling skill (SR 6)*, for example, is 5 (half of skill rating 6 = 3 +1 for every full 3 points above value 8 in the primary attribute for brawling, which in this case is Agility, at a value of 14).*

From his profession package, Chris' hero gained all the combat techniques he wants. His skill rating with Swords is 12, generating an Attack of 14 (12 + 2 for having COU 14) and a Parry of 7 (12 / 2 = 6 + 1 for every 3 full points above 8 in either STR or AGI, which in this case are both 12).

Sarah is satisfied with her combat technique ratings, too. Her skill rating with a bow is 12, which, combined with her DEX of 14, generates a Ranged Combat value of 14.

Current AP totals: Louisa 54, Chris 197, Sarah 247.

Left- or Right-handed?
This is the perfect time to decide whether your hero is right-handed or left-handed. This is important during combat or for certain skill checks, as using your off hand can incur a penalty (see page 238).

Step 10: Choose Special Abilities

You've had a chance to choose advantages and disadvantages, and now you can choose special abilities, which are purchased for a fixed number of AP and cannot be raised like attributes, skills, spells, or liturgical

chants. Your hero must meet certain prerequisites. For descriptions of the various special abilities, see the relevant chapters (*Chapter 8: Skills* on page 214, *Chapter 9: Combat* on page 246, *Chapter 10: Magic* on page 284, and *Chapter 11: Works of the Gods* on page 321).

Example: Louisa is satisfied with her character and chooses to buy only a few special abilities. She wants to buy Quickdraw, so that her dagger will always be ready. The special ability costs 10 AP. Furthermore, she wants her heroine to be able to read and write, so she buys Literacy with Kuslik Signs for 2 AP. Another 10 AP go into Lip Reading. Finally, she raises more skills for another 22 AP, and records her remaining 10 AP.

Chris has a few more AP. However, he must buy Tradition (Church of Rondra) in order to fulfill prerequisites. This costs him 147 AP.

With his remaining 50 AP, he considers some special combat abilities and decides to buy Alertness, Onslaught, and Combat Reflexes I, for a total of 30 AP. His last 20 AP go into raising some skills and liturgical chants.

Sarah still has to buy Tradition (Elf), for 125 AP. She also buys a new language, Garethi, at Level I (2 AP). This will give her at least a little knowledge of the most commonly spoken human language. Conversing with her comrades might be somewhat difficult in the beginning, but at least it won't be impossible. Her last few AP go into raising skills and learning spells.

When choosing special abilities, you must meet the prerequisites. If you cannot fulfill them, you cannot choose the special ability in question.

And so, the final AP balances look like this: Louisa 10 AP, Chris 0 AP, and Sarah 0 AP.

Summary of General Special Abilities

Special Ability	Prerequisites	AP Cost
Area Knowledge	Hero must have lived there for at least 6 months or traveled there at least a dozen times	2 AP
Cartography	Geography 8, Math 4, Artistic Ability 4	5 AP
Cheating	Gambling 8	5 AP
Counterfeiter	Artistic Ability 8, you cannot have the disadvantage Blind	5 AP
Craft Instruments	Skill Ratings for Woodworking and Metalworking combined must add up to 12	2 AP
Disarm Traps	Mechanics 4, Pick Locks 4	5 AP
Distilling	Alchemy 4, Prepare Food 4	2 AP
Expert at Improvising	None	10 AP
Fan Language	Etiquette 8, you cannot have the disadvantage Blind	3 AP
Fencing Stolen Goods	Area Knowledge for the area where the goods are to be sold, Streetwise 8, Commerce 4	5 AP
Fisher	Fishing 4, Stealth 4	3 AP
Foxian	Streetwise 8, you cannot have the disadvantage Blind	3 AP
Gatherer	Plant Lore 4, Survival 4	2 AP
Glassblowing	Earthencraft 4	2 AP
Guild Law	Law 4	2 AP
Heraldry	Etiquette 4	2 AP
Horse Faker	Commerce 4, Animal Lore 8	4 AP
Hunter	Ranged Combat Technique 10, Tracking 4, Animal Lore 4, Stealth 4	5 AP
Iron Will I-II	None	15 AP per level
Language I-III	Levels must be bought one after the other	2 AP per level
Leader	Warfare 4	10 AP
Lip Reading	Perception 4, you cannot have the disadvantage Blind	10 AP
Literacy	appropriate language, you cannot have the disadvantage Blind	A-/B-/C-/D-Script: 2/4/6/8 AP

Summary of General Special Abilities

Special Ability	Prerequisites	AP Cost
Mimicry	Animal Lore 4	5 AP
Numerology	Math 8, Myths & Legends 4	2 AP
Pottery	Earthencraft 6	2 AP
Predict Weather	Survival 4	2 AP
Skill Specialization (*Skill*)	Skill rating 6 (first specialization), skill rating 12 (second specialization), skill rating 18 (third specialization)	A-/B-/C-/D-skill: 1/2/3/4 AP for first specialization; 2/4/6/8 AP for second specialization, 3/6/9/12 AP for third specialization
Suppress Pain	Self Control 4	20 AP
Terrain Knowledge	Hero must have lived in that terrain for at least 6 months	15 AP
Trade Secret	Varies	varies
Writing	Appropriate script, appropriate language III, skill according to area of expertise (Seduction 4 for romance novels, Etiquette 4 for poetry, Persuasion 4 for political pamphlets, Streetwise 4 for crime stories, Fast-Talk 4 for fairy tales and novels in general, Knowledge skill according to area of expertise 4 for professional publications)	2 AP per area of expertise

Summary of Fate Point Special Abilities

Special Ability	Prerequisites	AP Cost
Improve Attack	none	5 AP
Improve Attribute	none	5 AP
Improve Dodge	none	5 AP
Improve Parry	none	5 AP
Improve Ranged Combat	none	5 AP
Vigilance	none	10 AP

Summary of Magical Special Abilities

Special Ability	Prerequisites	AP Cost
Analyst	Magical Lore 4	5 AP
Forbidden Portals	COU 12	10 AP
Hide Aura	COU 13, INT 13	20 AP
Magical Signs	DEX 12	20 AP
Property Knowledge	Primary attribute of the Tradition 15, three spells with this property at SR 10	10 AP for the first Property Knowledge, 20 AP for the second, 40 AP for the third
Strong Cantrips	Advantage Spellcaster	2 AP
Tradition (Elf)	Advantage Spellcaster	125 AP
Tradition (Guild Mage)	Advantage Spellcaster	155 AP
Tradition (Witch)	Advantage Spellcaster	135 AP

Staff Enchantments

Special Ability	Prerequisites	Volume	AP Cost
Adept's Rope	none	2 points	10 AP
Bind Staff	none	0 points	10 AP (or 14 AP without spending permanent AE Cost during Hero creation)
Call Staff	none	3 points	15 AP
Double Measurements	none	2 points	5 AP
Eternal Flame	none	2 points	10 AP
Power Focus	none	6 points	30 AP
Property Focus	Power Focus, applicable Property Knowledge	8 points	35 AP
Sword of Flame	Eternal Flame and Power Focus	7 points	35 AP

Summary of Karma Special Abilities

Special Ability	Prerequisites	AP Cost
Aspect Knowledge	Primary attribute of the Tradition 15 , three liturgical chants and ceremonies of the aspect at SR 10	15 AP for first, 25 AP for the second, 45 AP for the third Known Aspect
Focus	COU 13	8 AP
Strength of Faith	COU 15	10 AP
Strong Blessing	Advantage Blessed One	2 AP
Tradition (Church of Boron)	Advantage Blessed One	130 AP
Tradition (Church of Hesinde)	Advantage Blessed One	130 AP
Tradition (Church of Peraine)	Advantage Blessed One	110 AP
Tradition (Church of Phex)	Advantage Blessed One	150 AP
Tradition (Church of Praios)	Advantage Blessed One	130 AP
Tradition (Church of Rondra)	Advantage Blessed One	150 AP

Summary of Combat Special Abilities

Special Ability	Prerequisites	Combat Technique	AP Cost
Alertness	INT 13	All	10 AP
Catch Blade	AGI 13	Daggers	10 AP
Charge	COU 13, Onslaught, Forceful Blow I	Impact Weapons, Swords, Polearms, Two-Handed Impact Weapons, Two-Handed Swords	25 AP
Combat Reflexes I-III	Level I: INT 13; Level II: INT 15, Combat Reflexes I; Level III: INT 17, Combat Reflexes II	All	Level I/II/III: 10/15/20 AP
Cross-block	AGI 13	Daggers, Fencing Weapons	10 AP
Deadly Thrust	COU 15, Precise Thrust III, Onslaught	Daggers, Fencing Weapons	30 AP
Defensive Posture	INT 13	Daggers, Fencing Weapons, Impact Weapons, Brawling, Shields, Swords, Polearms, Two-Handed Impact Weapons, Two-Handed Swords	10 AP

Summary of Combat Special Abilities

Special Ability	Prerequisites	Combat Technique	AP Cost
Disarm	AGI 15	Fencing Weapons, Impact Weapons, Brawling, Swords, Polearms, Two-Handed Impact Weapons, Two-Handed Swords	40 AP
Enemy Sense	INT 15	All	10 AP
Feint I-III	Level I: AGI 13, Level II: AGI 15, Feint I; Level III: AGI 17, Feint II	Daggers, Fencing Weapons, Impact Weapons, Brawling, Swords, Polearms, Two-Handed Impact Weapons, Two-Handed Swords	Level I/II/III: 15/20/25 AP
Forceful Blow I-III	Level I: STR 13; Level II: STR 15, Forceful Blow I; Level III: STR 17, Forceful Blow II	Impact Weapons, Chain Weapons, Brawling, Swords, Polearms, Two-Handed Impact Weapons, Two-Handed Swords	Level I/II/III 15/20/25 AP
Grapple	None	Brawling	5 AP
Hammer Blow	COU 15, Onslaught, Forceful Blow III	Impact Weapons, Chain Weapons, Swords, Two-Handed Impact Weapons, Two-Handed Swords	25 AP
Improved Dodge I-III	Level I: Body Control 4; Level II: Body Control 8, Improved Dodge I; Level III: Body Control 12, Improved Dodge II	–	15/20/25 AP
Inured to Encumbrance I-II	Level I: CON 13; Level II, CON 15, Inured to Encumbrance I	All	Level I/II: 20/35 AP
Mounted Archer	Mounted Combat	Crossbows, Bows, Thrown Weapons	10 AP
Mounted Combat	Riding 10	All	20 AP
One-Handed Combat	AGI 13	Fencing Weapons, Swords	10 AP
Onslaught	AGI 13	Daggers, Fencing Weapons, Impact Weapons, Chain Weapons, Brawling, Swords, Polearms, Two-Handed Impact Weapons, Two-Handed Swords	10 AP
Precise Shot/Throw I-III	Level I: INT 13; Level II: INT 15, Precise Shot I; Level III: INT 17, Precise Shot II	Crossbows, Bows, Thrown Weapons	Level I/II/III: 15/20/25 AP
Precise Thrust I-III	Level I: AGI 13; Level II: AGI 15, Precise Thrust I; Level III: AGI 17, Precise Thrust II	Daggers, Fencing Weapons	Level I/II/III: 15/20/25 AP
Quickdraw	DEX 13	Daggers, Fencing Weapons, Impact Weapons, Chain Weapons, Swords, Polearms, Two-Handed Impact Weapons, Two-Handed Swords	10 AP
Quickload (Combat technique)	DEX 13	Crossbows, Bows, Thrown Weapons	5/20/10 AP
Riposte	AGI 15	Daggers, Fencing Weapons	40 AP
Shield-Splitter	STR 13, Forceful Blow I	Impact Weapons, Chain Weapons, Two-Handed Impact Weapons, Two-Handed Swords	15 AP
Sweep I-II	Level I: AGI 15; Level II: AGI 17, Sweep I	Impact Weapons, Shields, Swords, Polearms, Two-Handed Impact Weapons, Two-Handed Swords	Level I/II: 25/35 AP
Tilt	COU 13, Mounted Combat	Lances	10 AP
Takedown	STR 13	Polearms	20 AP
Throw	AGI 13, Grapple	Brawling	10 AP
Two-Weapon Combat I-II	Level I: AGI 13; Level II: AGI 15, Two-Weapon Combat I	Daggers, Fencing Weapons, Impact Weapons, Brawling, Shields, Swords	Level I/II: 20/35 AP

Step 11: Review Choices

At this point, you might find that you still have some AP left over, or perhaps you ran out of AP several steps ago. This is the time to make any final adjustments. Maybe you should go back a few steps and reconsider your need for all those special abilities or incredibly high skill ratings. Or maybe you still have some AP to spend but do not know what to buy. If you have only a few AP to spend, improving skill ratings is always a good idea, as is learning a few more spells or liturgical chants.

> The restriction of 10 AP is meant to prevent players from taking advantage of the system and exceeding the hero creation limits mere moments after the game has started.

Always remember that you can save up to 10 AP to use later during the game. Simply make note of them in the appropriate space on your hero document. You cannot begin the game with a negative AP balance!

Step 12: Calculate Derived Characteristics

You're almost there! Before you can start playing *The Dark Eye*, you must calculate a few game values. All start with a base value according to your hero's race, plus a combination of one or more attributes. Certain advantages and disadvantages also influence the derived characteristics.

Later in the game, you can raise these characteristics by spending AP (see page 350). However, this is not possible during hero creation. For descriptions of derived characteristics, see Chapter 2, Basic Rules on page 28.

Primary attributes (attributes that provide the most influence on a tradition, ability, or derived characteristic) are discussed in their relevant chapters—Chapter 9, Combat, Chapter 10, Magic, and Chapter 11, Works of the Gods. For more about advantages and disadvantages, see *Chapter 7: Advantages and Disadvantages* on page 163. For more about Fate Points, see *Chapter 2: Basic Rules* on page 28.

Primary Attributes

Ability/Character Type	Primary Attributes
Blessed Ones of Boron	COU
Blessed Ones of Hesinde	SGC
Blessed Ones of Peraine	INT
Blessed Ones of Phex	INT
Blessed Ones of Praios	SGC
Blessed Ones of Rondra	COU
Elves	INT
Guild Mages	SGC
Witches	CHA
Attack: all Combat Techniques	COU
Parry: Brawling, Swords, Polearms	AGI or STR
Parry: Daggers, Fencing Weapons	AGI
Parry: Impact Weapons, Lances, Shields, Two-Handed Swords, Two-Handed Impact Weapons	STR
Ranged Combat	DEX

Losing Life Points and Suffering Pain

Heroes who suffer heavy wounds don't just lose LP, they also suffer the condition *Pain*.

- Every time a hero's LP fall below three quarters, half, or one quarter of the starting LP total, the hero gains one level of *Pain*. When the hero's LP rise above those thresholds again, the associated levels of *Pain* disappear.
- When the hero's LP total falls to 5 or lower, the hero suffers an additional level of *Pain*.

For more information about conditions, see Chapter 2, Basic Rules on page 33.

Life Points

Base life points from race
+ 2 x Constitution
+/– points from advantages or disadvantages

Arcane Energy

Base arcane energy from the advantage Spellcaster
+ Primary attribute for the magic user's Tradition
+/– points from advantages or disadvantages

Karma Points

Base karma points from the advantage Blessed
+ Primary attribute for the Blessed One's Tradition
+/– points from advantages or disadvantages

Spirit

Base Spirit from race
+ (Courage + Sagacity + Intuition) / 6
+/– points from advantages or disadvantages

Calculating Spirit

COU + SGC + INT	Spirit Bonus
24-26	4
27-32	5
33-38	6
39-44	7
45-50	8
51-56	9
57-62	10

Please note: add this bonus to your base Spirit and any modifiers from advantages or disadvantages.

Toughness

Base Toughness from race
+ (Constitution + Constitution + Strength) / 6
+/– points from advantages or disadvantages

Calculating Toughness

CON + CON + STR	Toughness Bonus
24-26	4
27-32	5
33-38	6
39-44	7
45-50	8
51-56	9
57-62	10

Please note: add this bonus to your base Toughness and any modifiers from advantages or disadvantages.

Dodge

Agility / 2

Initiative

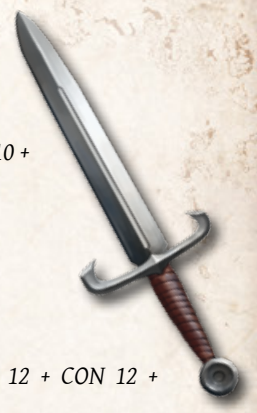
(Courage + Agility) / 2
+/– points from advantages or disadvantages

Movement

Base Movement from race
+/– points from advantages or disadvantages

Example: Our three players calculated their heroes' basic values as follows.

Louisa:
Life Points: base human life points 5 + CON 10 + CON 10 = 25
Spirit: base human Spirit –5 + (COU 14 + SGC 12 + INT 14) / 6 = 2
Toughness: base human Toughness –5 + (CON 10 + CON 10 + STR 9) / 6 = 0
Dodge: Agility 14 / 2 = 7
Initiative: (COU 14 + AGI 14) / 2 = 14
Movement: base human movement 8



Chris:
Life points: base human life points 5 + CON 12 + CON 12 + advantage Increased Life Points III = 32
Karma Points: base karma points from advantage Blessed One 20 + primary attribute COU 14 = 34
Spirit: base human Spirit –5 + (COU 15 + SGC 12 + INT 14) / 6 = 2
Toughness: base human Toughness –5 + (CON 12 + CON 12 + STR 12) / 6 = 1
Dodge: Agility 12 / 2 = 6
Initiative: (COU 15 + AGI 12) / 2 = 14
Movement: base human movement 8

Sarah:
Life Points: base elven life points 2 + CON 13 + CON 13 = 28
Arcane Energy: base arcane energy from advantage Spellcaster 20 + primary attribute INT 14 = 34
Spirit: base elven Spirit –4 + (COU 12 + SGC 10 + INT 14) / 6 = 2
Toughness: base Toughness –6 + (CON 13 + CON 13 + STR 9) / 6 = 0
Dodge: Agility 15 / 2 = 8
Initiative: (COU 12 + AGI 15) / 2 = 14
Movement: base elven movement 8

Fate Points

All heroes start with 3 FtP (see page 28). This value can be raised with the advantage Luck (see page 167), or reduced with the disadvantage Bad Luck (see page 171). For more about FtP, see Ch. 2 *Basic Rules*, page 28.

Step 13: Buy Equipment

When you finish calculating your derived characteristics, determine your hero's starting wealth, which sets how much you have available to buy your hero's equipment.

- Every hero receives an initial starting wealth of 750 silverthalers, which may then be increased by the advantage Rich (see page 169) or decreased by the disadvantage Poor (see page 176), if your hero possesses one of those.

- You do not need to spend all of your money. You can save some (or even all) of it for later, but if you do, your hero will either have to carry this leftover money (in the form of coins, jewels, pelts, or any combination thereof), or else deposit some or all of it to a bank account.

For an overview of weapons, armor, and other items your hero might want or need (including some equipment bundles pre-packed for the adventurer on the run), see *Chapter 14: Equipment* on page 364.

Please note: not every weapon or piece of armor suits every profession, and some might even be forbidden in certain situations (see page 365).

Example: Louisa buys a dagger (45 silverthalers), 10 yards of rope, and a grapnel (17 silverthalers). The rest of her money is hidden in a secret and safe place.

Chris chooses the equipment package of the wandering adventurer (120 silverthalers), since he decided his hero has been on the road for several years now. He also buys chainmail armor (250 silverthalers) and the preferred weapon for his Blessed One, a Rondra's Crest (340 silverthalers). In total, he spends 710 silverthalers.

Elves do not use money on a regular basis. However, Sarah may still choose equipment worth 750 silverthalers. She takes a knife, a wooden flute (her elf's personal soul instrument), and an elven bow together with a quiver of 12 arrows. Thinking that her heroine needs nothing else, she marks down the remaining money as pelts and other items for bartering later.

Variable Starting Wealth, Based on Experience Level
Optional Rule

If your group feels that heroes with more experience should carry more money (or at least probably have access to more money), you can simply increase a hero's Starting Wealth by 200 silverthalers per EL above Experienced. However, this would also mean that less experienced heroes carry less money, meaning you should reduce their starting wealth by 200 silverthalers per EL below Experienced. This optional rule makes the game slightly more complex.

Step 14: Choose Starting Age

You are free to choose your hero's starting age. However, you may instead generate your hero's age randomly by rolling on the *Starting Age* chart, below. Rules for the effects of aging appear in future supplements.

Example: Louisa and Sarah want to roll their heroines' starting ages. They check the Starting Age chart, and find the Experienced column that shows the starting ages for their heroes' EL. Louisa is playing a human character. The chart tells her that the starting age for Experienced human heroes is 16+1D3. She rolls 1D6 and gets a result of 3, but she must count the 3 result as a 2 instead (on 1D3, a 1 or 2 = 1, 3 or 4 = 2, and 5 or 6 = 3). So, the current age of her character is 18 (16+2). Louisa likes that, since it fits how she imagined her cat burglar. Elves have much longer life spans than humans. Sarah must roll 2D6 and add 26. She rolls and gets a result of 10, so her elven wyldrunner is age 36. Chris does not want to roll dice and simply states that his Blessed One of Rondra is 25 years old.

Date of Birth
As with age, you can either choose your hero's date of birth or roll it randomly. The Aventurian calendar is very much like our own. The year is 365 days long and is divided into 12 months, but each month is exactly 30 days long and is dedicated to one of the Twelvegods. The last five days of the year belong to the Nameless One. Children born on these days of darkness are believed to live a cursed life.

The Die of the Gods
A special die is available that you can roll in place of a D20 when rolling for birth month—the Die of the Gods. It is a D12 that shows the symbols of the Twelvegods on its faces. Simply roll the die and it tells you the month in which your character was born. Note, however, that it is impossible to roll a Nameless Day for your hero's date of birth when using this method.

Starting Age

Race	Experience Level						
	Inexperienced	Ordinary	Experienced	Competent	Masterly	Brilliant	Legendary
Human	12+1D3	14+1D3	16+1D3	20+1D6	25+1D6	30+1D6	35+1D6
Elf	12+1D6	19+1D6	26+2D6	39+3D6	58+4D6	83+5D6	113+6D6
Half Elf	12+1D3	14+1D3	16+1D3	20+1D6	25+1D6	30+1D6	35+1D6
Dwarf	20+1D6	27+2D6	40+3D6	59+4D6	84+5D6	105+6D6	142+7D6

If you want to roll your hero's date of birth randomly, use the following tables. The first gives the month in which your hero was born, while the second gives you the exact day.

Date of Birth—Table I: Month I

Month	D20	Month	D20
Praios	1-2	**Firun**	12
Rondra	3-4	**Tsa**	13
Efferd	5-6	**Phex**	14-16*
Travia	7-8	**Peraine**	17
Boron	9-10	**Ingerimm**	18
Hesinde	11	**Rahja**	19-20**

On the second table, roll 1D20 to find out in which fifth of the month your hero was born. Then roll 1D6 to determine the exact day.

Date of Birth—Table II: Day

Fifth Part of the Month	D20
1st Fifth (Day 1-6)	1-4
2nd Fifth (Day 7-12)	5-8
3rd Fifth (Day 13-18)	9-12
4th Fifth (Day 19-24)	13-16
5th Fifth (Day 25-30)	17-20

* Most children are born in the month of Phex, because that month falls nine months after Rahja, the month of the goddess of love.
** If you want to play a character that was born during the Nameless Days, roll the D20 once more when you roll a 20 for your birth month. If the second roll is 16-20, use that number to determine the specific Nameless Day (16 = 1st Nameless Day, 17 = 2nd Nameless Day, 18 = 3rd Nameless Day, and so on).

Step 15: Give Your Hero a Name

Every hero needs a name. No one would remember a hero without a name, no one would write poems or novels or sagas about a hero without a name. So, choose a name, now! You can find some inspiration in the descriptions of cultures in *Chapter 5: Cultures* on page 95.

Example: Louisa wants to give her Horasian a simple yet melodious name. She chooses "Alena from Grangor." Chris names his Blessed One "Thawyn," and Sarah gives her elven Wyldrunner the cheerful name "Valaria Squirrelgreeter."

Done!

You have finished hero creation. It's time to head into adventure!

Your Hero's Background Story—Let's Ask Some Questions

What does my hero look like? Er, one moment... have to check my hero document... what does it say there? Ah, yes, "exceptional looks." What's his haircolor? Um, I have no idea!
— anonymous roleplayer, recent game session

Your hero is much more than just the sum of various game stats. The following questions guide you in creating a background story for your hero. You do not have to answer all the questions right away, and you certainly don't have to answer them in excruciating detail. However, the better you know your character's preferences, aversions, quirks, and appearance, the better you will be able to play the role.

What Is Your Hero's Name?

Names are much more than just words. They tell something about their bearer's personality. Was your hero given this name at birth, or did it change at some time for whatever reason? Maybe your mage changed her ordinary name to one that better reflected her powers and her circle. Let's face it, "Bethia Butterball" is not a name to instill awe or fear. Does your hero go by a nickname? If so, why? And did your hero agree to take that name, or does your hero hate it? What does your hero's last name say about the family? There might be a special reason why Grandfather was called Oldkeeper or Meatcutter.

What Does Your Hero Look Like?

What is your hero's hair color? And is it long or short, braided or bound? Is your hero losing hair or already bald? What about eye color? Or scars, birthmarks, or other features that can be spotted easily? Is your hero fat or thin, tall or short? Does your hero move with grace, or waddle about clumsily? And how do strangers react towards your hero?

What Has Your Hero Experienced So Far?

Is your hero still a novice or already a veteran? Did your hero witness a famous historic event, or fight in a recent war? Does your hero long for the strength and glory of a former dynasty? How has the past influenced your hero's life?

How Was Your Hero Raised?

Have certain events influenced your hero's personality? Where and how did your hero grow up? What about family background—any brothers or sisters, or both? And if so, how many? What are their names? Are they closer to your hero or to each other? Are they your hero's friends, competition, or perhaps even enemies? What do your hero's parents do for a living? Are they craftspeople or nobles? Did a member of the family die in a war or succumb to pestilence? Did your hero grow up in a village, a town, or a big city? Was it a happy childhood? Did your hero face trouble and problems from the very start? Did something special happen during childhood? Did your hero perhaps witness the workings of the gods? Or did Mada's Gift, the art of magic, awaken in your hero? Are there contacts or ties left from your hero's past, whether rivals, family members, or childhood friends? Is one of them a teacher or mentor?

Why Did Your Hero Start Adventuring?

Did your hero have to flee from trouble at home? Did your hero take to the road to fight for honor and glory? Did your hero join some mercenary unit to earn money and pay off a debt? Or did your hero begin adventuring for personal reasons, perhaps to seek revenge on an archenemy?

What Does Your Hero Think About the Gods and About Magic?

Is your hero a pious believer in all the Twelvegods? Or does your hero worship only one or two of them? Is your hero from a culture that worships gods other than the Twelve? Does your hero worship even stranger gods or believe in some esoteric philosophy? What does your hero think about mages, witches, and druids? Does your hero fear magic, or find any (or all) of it uninteresting?

To Which Social Class Does Your Hero Belong?

Is your hero a patrician from Gareth? Was your hero born to an emira's family, or perhaps enslaved by pirates and brought to Mengbilla? Is your hero the child of a simple peasant, or a Bornish serf on the run? Is your hero an innocent victim who was falsely accused and is now forced to roam the Middenrealm?

Does Your Hero Chase A Personal Dream or Goal?

Does your hero want to solve the mysteries of an ancient artifact, or travel to the distant shores of the recently discovered continent of Uthuria? Does your hero want to depose the current sultan and become sultan in his place? Does your hero want to be a famous minstrel, or the richest person in town, or the most powerful mage in the known world?

What Does Your Hero Fear?

Even heroes are only human (or elven or dwarven) and as such can be gripped by fear. Does your hero fear animals, and are they more frightening if they are associated with

the Nameless One (such as wolf rats or cave spiders)? Or is your hero afraid of things that don't seem very scary to others, like goblins, or snowmen?

Does Your Hero Have Any Weaknesses?

Perhaps your hero is a kleptomaniac or suffers from an illness. Does your hero have any vices? What about quirks, like having to clean everything all the time, or having to comb your hair whenever you enter a room?

What Are Your Hero's Morals?

Is your hero a law-abiding citizen, or does a life in imitation of Phex seem more attractive? Would your hero be willing to steal, or to break into a house, a villa, a palace, or even a temple while adventuring? Would your hero commit any other crimes? Would your hero lie to a noble or a Blessed One to defend comrades? Would your hero loot corpses, thus angering the god Boron? What about tombs—would your hero dare to disturb the eternal slumber of the dead? Does your hero support the aristocracy, or secretly believe that the public has a right to elect its leaders? Is your hero a pacifist, or willing to kill? What about being tolerant of strangers? Is your hero prejudiced against Horasians or elves? Are orcs worthy of respect, or would your hero rather hit them with an axe? And what about dwarves, or people who simply come from different villages?

How Does Your Hero Spend Free Time?

Does your hero enjoy a good meal with a glass of superb wine? Does your hero like visiting the opera, or watching imman (Aventuria's popular ball game)? Or does your hero prefer to attend gladiator matches? Maybe your hero has been tinkering with a strange apparatus for several years, or perhaps has an unquenchable desire to read books. Did your hero abandon a lover for a life of adventuring? Or is your hero a philanderer who keeps a lover in every town? Is your hero married, happily or otherwise, to a spouse from a different social class, such as a peasant or a noble?

Is There a Special Item That Your Hero Carries Around All The Time?

A religious amulet from your hero's teacher? A sword or other family heirloom passed from parent to child for generations? A magical artifact, found by chance at a market booth? The imman-ball used by the Monheroi Rangers, winners of last year's Gareth Cup?

What Is Your Hero's Dark Secret?

Does your hero have a dark secret, perhaps as a criminal on the run from officials? Or was your hero once a member of a secret society or a shady brotherhood? Is your hero still a member, one who perhaps gets blackmailed as a result? Or did your hero betray some companions and have to flee from their revenge? Did your hero do something that would bring danger upon friends or family if anyone ever found out?

Where Does Your Hero Live When Not Adventuring?

Does your hero own a house, rent a room in an inn, or live in the wilderness? Does your hero even have a home at all?

Does Your Hero Have Any Specific Personality Traits?

Is your hero hot-tempered? Does your hero believe in so-called bad omens, such as black cats crossing one's path? Is your hero well-mannered or a back-alley brute? What does your hero hate or detest?

What Will Your Hero's Life Look Like After Retiring From Adventuring?

Will your hero simply return home someday, or continue adventuring on and on, forever, till the god of death comes to call?

Sample Characters

The Elven Wyldrunner

"You rose-ears stomp through the woods like love-struck bison. No wonder the goblins hear you from afar."
"Once, my people fell to pride and arrogance. Today, we are living our dreams again."
"Nurd'dhao!" ("Thriving be with you!")

It had been many years since Allacaya had seen tracks like these. She was a child when Lorion, her teacher, first told her the stories of these tracks while they roamed through the forest. "You know what rat tracks look like. If you ever discover them next to the tracks of a jackal, you know *Dhaza* won't be far away." Allacaya remembered the description of jackals, wild dogs that are as silent as a saber-tooth and as perceptive as a wolf. Back then, the elders had hunted down the ones that made those tracks. It was difficult, but in the end they had slain the beasts and their foul master, a Dhaza-worshipper. To this day, the elders still don't know why that human had crept into their woods.

Allacaya thought about turning around and heading back to tell her clan about the tracks. *But what if I'm wrong*, she thought. She decided to investigate the tracks on her own. *Better to be sure, than to worry the others for nothing.* The tracks led on, deeper and deeper into the old heart of the forest. Her clan avoided coming to this part of the woods. There were neither herbs nor game here, and a scent of decay hung heavy in the air and made the elf feel sick. She followed the tracks for half an hour and discovered something strange—some ancient marble statues and an archway lay in ruins in a glade.

She could not remember hearing stories about ruins in these woods. The carvings, ornaments, and spiraled writing on the ruins looked strangely familiar. *Art of the fenvar, our ancestors. This must be* Asdharia*, the old script!* The archway was formed like two swans facing each other, their foreheads touching. Someone must have excavated these ruins. There were neither tools nor signs of digging, but the stones bore traces of moss and dirt. Rats ran everywhere on the ground, but Allacaya's attention was focused on a huge dog that had just appeared, snarling and growling, at the other side of the glade.

The jackal broke into a run and charged at her, its eyes glaring with hate and insanity. As fast as she could, the elf nocked an arrow and aimed for the beast. It had already leapt for her throat when Allacaya let her arrow fly. It hit the jackal in the muzzle, sending the beast to the ground. Blood ran from its mouth as it twisted and died in agony. The elf took a deep breath, but then suddenly dropped to the ground, alerted almost too late by the sound of something snapping behind her. Sulfur-smelling purple fire hissed past her head, and a burning sensation spread across her neck and left shoulder.

At the edge of the glade, not ten paces away, stood a human who was profoundly ugly. There was a hole where his nose should be, and his eyes smoldered with hate and insanity—just like the jackal. The unnatural purple fire was his doing, as must have been the beast and the rats. He was a Dhaza-worshipper, just like the one she had encountered in her youth. Her bow landed some distance away when she hit the ground, and she felt that her dagger was no match for this priest, so she decided to call upon her *mandra*. Quickly raising her left fist in the enemy's direction, she shouted, "*Fial miniza dao'ka!*" The spell struck the human off-guard, throwing him to the ground. Before he could stand, Allacaya recovered her bow and arrows and shot him down. He yet lived, and struggled to get to his feet, but a second shot from the elf ended his miserable existence.

Allacaya gently probed the burn on her shoulder and sank to the ground as waves of fresh pain broke over her. Struggling to concentrate, she murmured the healing words "*Bha'sama sala bian da'o.*" Slowly, new skin grew over the wound and the pain faded. *The vile priest was searching these ancient ruins for a reason, and I need to find out why*, she thought. *Perhaps we should send a messenger to Magister Alrik. The old human mage knows more about the Dhaza's ways than we do.*

Personality
Elves use magic in their daily lives for many situations, whether for hunting, or when meeting strangers, or even in battle. They divide magic into two categories: first *mandra*, which is their own form of spellcasting in harmony with nature; and second, all other ways, which they detest and even fear. None can match their skills in bow and arrow, tracking, and survival. However, they lack knowledge of human laws and customs. Money and nobility mean nothing to them and seem as strange as certain human mannerisms.

Wyldrunners are as comfortable in the woods as they are in grasslands, glades, and meadows. They find human towns and cities to be strange places, fascinatingly different but just as often feared for their many distractions.

Orcs are the elves' ancient nemeses. While elves are a bit shy around dwarves, the short people are not their enemies.

Race: Elf
Culture: Glade elves
Profession: Wyldrunner
Experience Level: Experienced

Allacaya

COU	*10*
SGC	*10*
INT	*15*
CHA	*14*
DEX	*14*
AGI	*15*
CON	*13*
STR	*9*

LP	*28*
AE	*35*
KP	*-*
MOV	*8*
INI	*15+1D6*
Spirit	*2*
Toughness	*0*
Dodge	*8*
FtP	*2*
PRO/ENC	*-/-*

Social Standing: Free
Advantages: Beautiful Voice, Darksight I, Good Looks I, Needs No Sleep, Resistant to Aging, Spellcaster, Two-Voiced Singing
Disadvantages: Bad Luck I, Incompetent (Carousing), Personality Flaws (Arrogance, Naïve regarding money and gods), Sensitive Sense of Smell
Special Abilities: Area Knowledge (Home Village), Skill Specialization Tracking, Song of Friendship 4, Tradition (Elf)
Languages: Native tongue Isdira III, Garethi II
Literacy: Isdira Signs
Combat Techniques: Daggers 8 (AT 8/PA 6), Fencing Weapons 6 (AT 6/PA 5), Impact Weapons 6 (AT 6/PA 3), Chain Weapons 6 (AT 6/PA -), Lances 6 (AT 6/PA 3), Brawling 6 (AT 6/PA 5), Shields 6 (AT 6/PA 3), Swords 6 (AT 6/PA 5), Polearms 6 (AT 6/PA 5), Two-Handed Impact Weapons 6 (AT 6/PA 3), Two-Handed Swords 6 (AT 6/PA 3), Crossbows 6 (Ranged 8), Bows 12 (Ranged 14), Thrown Weapons 6 (Ranged 8)
Skills:
Physical: Body Control 10, Carousing 0, Climbing 0, Dancing 0, Feat of Strength 0, Flying 0, Gaukelei 0, Riding 0, Perception 6, Pickpocket 0, Self Control 0, Singing 6, Stealth 5, Swimming 8
Social: Disguise 0, Empathy 0, Etiquette 0, Fast-Talk 0, Intimidation 0, Persuasion 0, Seduction 1, Streetwise 0, Willpower 0
Nature: Animal Lore 6, Fishing 2, Orienting 5, Plant Lore 7, Ropes 0, Survival 8, Tracking 8
Knowledge: Astronomy 0, Gambling 0, Geography 0, History 0, Law 0, Magical Lore 0, Math 0, Mechanics 0, Myths & Legends 0, Religions 0, Sphere Lore 0, Warfare 0,
Crafts: Alchemy 0, Artistic Ability 0, Clothworking 0, Commerce 0, Driving 0, Earthencraft 0, Leatherworking 0, Metalworking 0, Music 6, Pick Locks 0, Prepare Food 0, Sailing 1, Treat Disease 0, Treat Poison 0, Treat Soul 0, Treat Wounds 0, Woodworking 5
Spells: Cantrip (Siren Call), Armatrutz 6, Axxeleratus 4, Balsam 4, Breathe Water 3, Eagle Eye 4, Hawk Eye 4, Fulminictus 7, Odem 3, Silentium 6, Somnigravis 4, Visibili 5
Equipment: Dagger, Elven Bow, Clothing (regular), Quiver, Ammunition (Arrows, 20), Wilderness Package, 128 Silverthalers in bartering goods

The Dwarven Warrior

"Lizards, orcs, dragons—anything could be waiting for us in that tunnel. Stay behind me."
"Ahh, a good mushroom ale in the evening drives all worries away."
"Jokes about dwarves are not funny, pointy-ears!"

The tunnel was dark. Only a few faint rays of light illuminated the rock at the entrance, twenty paces away. Korgrimm readied his crossbow without making any noise. The three orc intruders were completely unaware of his presence, of that he was sure. Like every single evening for the past ten years, his patrol duty had led him to this far-off stretch of the underground roads. *By Angrosh's fiery beard, it always pays to be thorough!* Many of the younger dwarves thought these remote tunnels unimportant, and ignored the danger this entrance posed. Some of them even thought Korgrimm's daily routine was a waste of time. He, however, had realized this threat to the clan years ago. The tunnel had been closed and its entrance hidden behind bushes and shrubbery, but the dwarves had never initiated a collapse due to the risk of damaging neighboring tunnels. *Damage to neighboring tunnels, bah! If only they had heeded my words. Now we're in a fine mess!*

Most likely the orcs had stumbled upon the entrance by accident. However, they were here now, and where there were three orcs, there might be a lot more. Korgrimm had no choice—he had to stop them here. The coal pelts were jabbering loudly in their gurgling tongue. From what little he understood of Common Orcish, they were wondering what the dwarven runes on the walls might mean. They were so loud that Korgrimm had noticed them from several tunnels away, and they had not heard the jingling of his chainmail as he rushed closer. The dwarf took a deep breath, jumped out from behind cover, and raised his crossbow. He could see the enemies very well, since darkness was no obstacle to dwarves. However, orcs could see clearly in dim light, too.

Korgrimm aimed at the nearest orc and shot. With even louder gurgling than before, the coal pelt fell to the floor when the bolt hit his throat. The other two were startled, so Korgrimm took the initiative, dropped the crossbow, drew his rock-cleaver, and charged the enemies. Their sabers were already drawn, and they might have even managed to parry his attack. However, the orcs were so stupid as to stand too close to each other in the small tunnel, and they hindered each other's defenses against the incoming blow. Korgrimm's slash sent the nearest orc to the ground, screaming in agony. Korgrimm struck a second time, finishing off the coal pelt, but he was hit on the shoulder at the same time.

Unharmed, the dwarf whirled around and barked a loud war cry. He was protected by his uncle Kortosh's chainmail shirt (given to Korgrimm as a present for his fire-baptism, 25 years ago). If his armor was damaged ...

He jumped forward, swinging and slashing. At first the orc parried his blows and even managed one or two counterattacks, but then the coal pelt's nimbleness failed him—Korgrimm hit the orc's right arm, then his left leg. Finally, with a mighty blow, he drove the rock-cleaver half way through his foe's head. The orc sank to his knees, dead, in a pose that almost looked like he was paying homage to the better fighter.

Korgrimm freed his axe by breaking it out of the skull. Then he checked his chainmail and was glad to find no sign of damage. He was pleased with the short skirmish.

"The tunnel is safe, huh? No one will find it, huh? If this mess will not persuade Angrosh's priests of the opposite, they can look for someone else to guard this tunnel for the next few hundred years. I'll quit, by Angrosh!"

Personality
A dwarf might always seem grumpy, but he is far from always being in a bad mood. Yes, he constantly complains about walking too far for too long, even though he can endure much more than most people. And yes, he always complains about the thin and tasteless beer in each and every tavern that does not serve dwarven ale. He mocks his comrades' weapons, because they were not forged with dwarven steel. And then there are elves. Dwarves do not trust humans, and they trust elves even less. The two races have suffered many difficulties and misunderstandings. But even though their differences might be many, a dwarf's comrades can always trust his fierce loyalty to the group once they have won his respect.

To him, the ancient enemies of the dwarves—lizards, dragons, orcs, and rummaging bugbears—are still the greatest threats, and he will hunt and kill them wherever he finds them. But he was trained not only to fight with axe, hammer, and crossbow. He was schooled in the dwarven virtues—bravery, honor, and loyalty—but the dwarves' definitions of those are slightly different from their human counterparts. He will fight treachery, dishonorable actions, and cowardice wherever they show. Like most dwarves, Angrosh's warriors love treasures, especially gold, silver, and gemstones. He will demand good payment for his work, because dwarven warriors must put aside a fortune for the future, so they can one day return home and court one of the scarce dwarven females.

Race: Dwarf
Culture: Ore Dwarves
Profession: Warrior
Experience Level: Experienced

Korgrimm

COU	*14*
SGC	*10*
INT	*11*
CHA	*8*
DEX	*14*
AGI	*13*
CON	*15*
STR	*15*

LP	*42*
AE	*-*
KP	*-*
MOV	*6*
INI	*12+1D6*
Spirit	*2*
Toughness	*4*
Dodge	*7*
FtP	*1*
PRO/ENC	*4/0*

Social Standing: Free
Advantages: Darksight I, Difficult to Enchant, Dwarf's Nose, Increased Life Points IV, Immunity to Tulmadron, Rugged Fighter
Disadvantages: Bat Habit (Late Sleeper), Bad Luck II, Incompetent (Swimming), Negative Traits (Avarice, Short Temper), Principles II (Honor of dwarven warriors),
Special Abilities: Area Knowledge (Xorlosch), Charge, Expert at Improvising, Feint I, Forceful Blow II, Inured to Encumbrance II, Onslaught, Shield-Splitter, Skill Specialization Warfare, Terrain Knowledge (Mountains)
Languages: Native tongue Rogolan III, Garethi II, Oloarkh I
Literacy: Kuslik Signs, Rogolan Runes
Combat Techniques: Daggers 10 (AT 12/PA 6), Fencing Weapons 6 (AT 8/PA 4), Impact Weapons 6 (AT 8/PA 5), Chain Weapons 6 (AT 8/PA -), Lances 6 (AT 8/PA 5), Brawling 12 (AT 14/PA 7), Shields 12 (AT 14/PA 8), Swords 6 (AT 8/PA 5), Polearms 6 (AT 8/PA 5), Two-Handed Impact Weapons 12 (AT 14/PA 8), Two-Handed Swords 6 (AT 8/PA 5), Crossbows 12 (Ranged 14), Bows 6 (Ranged 8), Thrown Weapons 6 (Ranged 8)
Skills:
Physical: Body Control 4, Carousing 9, Climbing 0, Dancing 0, Feat of Strength 8, Flying 0, Gaukelei 0, Perception 3, Pickpocket 0, Riding 4, Self Control 9, Singing 0, Stealth 2, Swimming 0,
Social: Disguise 0, Etiquette 5, Empathy 2, Fast-Talk 0, Intimidation 10, Persuasion 0, Seduction 0, Streetwise 0, Willpower 6
Nature: Animal Lore 0, Fishing 0, Orienting 0, Plant Lore 0, Ropes 0, Survival 0, Tracking 0,
Knowledge: Astronomy 0, Gambling 0, Geography 0, History 7, Law 4, Magical Lore 0, Math 2, Mechanics 2, Myths & Legends 8, Religions 5, Sphere Lore 0, Warfare 10,
Crafts: Alchemy 0, Artistic Ability 0, Clothworking 0, Commerce 0, Driving 0, Earthencraft 8, Leatherworking 0, Metalworking 5, Music 0, Pick Locks 0, Prepare Food 0, Sailing 0, Treat Disease 0, Treat Poison 0, Treat Soul 0, Treat Wounds 6, Woodworking 0
Equipment: Dragon Tooth Dagger, Rock-cleaver Axe, Chainmail Armor, Clothing (regular), Ammunition (Bolts, 10), Traveling Package, 83 Silverthalers in coins and gemstones

The Kosh Mage

"You should never underestimate book lore. It helps disclose many a secret, or discovers them hidden between the lines."
"A manifestation of heptaspheric essences... Pardon me, my mind was wandering. I wanted to say that these are remnants of a demon."
"Ignifaxius Flameblast!"

The tower chamber was illuminated by many dozens of candles. Thallian needed the light, for he wanted to continue his studies even though it was already very late. There were copies of the most important standard work of academic magic, the volumes of the *Encyclopaedia Magica*, right in front of him. Magister Alrik had already given him a copy of *Ye Most Helpful Primer for Wandering Adepts*, six moons ago, but Thallian wanted to copy at least the first volume of the *Encyclopaedia* to add to his personal library before he left the Magister.

He had been studying the arcane arts with Magister Alrik for so many years that it felt strange to be planning to leave the tower by the next moon. Even though Thallian regularly visited his parents, the Magister had become something like a surrogate father to him. He would miss him when he began his wanderings. On the other hand, the excitement of traveling to places beyond the Kosh Mountains was far greater than his misery over leaving his second home. *I will practice the Fulminictus once more, before I leave. The Twelve may keep it from me, but should I come across bandits, I'll need to be ready.*

Thallian stopped writing and held the quill in the air—he had heard unknown voices coming from below. They did not sound threatening, but a visit at this hour of the night was unusual. The young adept let go of the quill, which instantly returned to the inkwell and refilled itself with enough ink for the next line. Thallian stood up and headed for the door, to satisfy his curiosity. He was just reaching for the doorknob when Ernbrecht, the Magister's servant, entered without knocking. Ernbrecht was very upset and wasted no time.

"Learned Sir, come down, please! The Magister wants to talk to you." Thallian ran down the stairs. When he caught sight of the evening's guests, he stopped short. *Elves! By Hesinde, real elves!* He had never before met a member of the graceful folk, but all the stories and legends his parents had told him, and all the books he had read about them, had fascinated him greatly since he was a little child. A tall, dark-haired male, and a slender, blonde female, stood directly next to Magister Alrik's wing chair. They wore buckskin clothes and carried yew bows—real rangers, like Thallian had always imagined them. The elves and the Magister were engaged in an agitated conversation. They were speaking Isdira, the elven tongue.

"I too noticed that something has been brewing above the forest over the last few weeks, something dark and sinister," the magister said gravely, "something with no name. Orcs are roaming about, and Ernbrecht told me they have never caught so many rats in the traps before." The elves nodded and looked at Thallian.

"Ah, Thallian, come here. We have guests. I'd like you to meet Lorion, an old friend from the days of my youth, and... what was your name again, my child?"

"Allacaya," the elf girl said, keeping her eyes on Thallian as he approached.

"My dear boy, I'm afraid I will have to ask a great favor of you."

"Whatever it might be, master, I will help you."

"You are a good boy, and an example to all who respect Hesinde's commandments. My old friends need my help, but while they remain hale, the days of my youth have long gone. They found strange relics from the time of the high elves in the forest. I'm afraid, however, that servants of the Nameless One (may the Twelve protect us from him) want to take possession of the ruins. My boy, I must ask you to go with Lorion and Allacaya. They do not know what to make of their findings, and your knowledge of the age of the high elves might be of much use."

Thallian felt a lump in his throat. On the one hand, he was very excited that his master thought him capable of performing this task. On the other hand, however, dark forces, and maybe even the Nameless One himself, were involved. To say he was worried would have been a huge understatement.

"Please help us, Thallian," Allacaya said. "I can lead you to the statues. We need someone who can tell why the *Dhaza*-servant wanted them."

How can I say no? Hesinde help me! The copying will have to wait a little longer, but perhaps I will get a chance to practice my Fulminictus *on the trail....*

Personality
Until recently, the mage was apprenticed to a private master while studying the arcane arts. Now, after his final exams, he is on a constant quest for knowledge to improve his abilities. Unlike other mages, he does not want to spend the rest of his life in dusty libraries. He would rather turn theory into practice. What are all those tales of djinn and high elves worth if he cannot see them with his own eyes, or study what they left behind? Driven by curiosity, he is likely to stumble into danger while hunting for magical artifacts or studying "spherologic anomalies and phenomena." He seems a little detached from this world, perhaps due to his limited exposure to people outside the walls of his master's tower (or his academy, where books were his best friends), but he is a trustworthy companion. And while he sometimes loses himself in miniscule details, he is always there when he and his magic are needed.

Thallian

COU	*14*
SGC	*15*
INT	*14*
CHA	*14*
DEX	*10*
AGI	*12*
CON	*9*
STR	*10*

LP	*23*
AE	*35*
KP	*-*
MOV	*8*
INI	*13+1D6*
Spirit	*2*
Toughness	*0*
Dodge	*6*
FtP	*3*
PRO/ENC	*-/-*

Social Standing: Free
Advantages: Spellcaster
Disadvantages: Personality Flaw (Vanity), Negative Trait (Curiosity), Obligations I (Master)
Special Abilities: Area Knowledge (Home Village), Binding of the Staff, Tradition (Guild Mage)
Languages: Native tongue Garethi III, Bosparano III, Isdira II
Literacy: Isdira Signs, Kuslik Signs
Combat Techniques: Daggers 6 (AT 8/PA 4), Fencing Weapons 6 (AT 8/PA 4), Impact Weapons 6 (AT 8/PA 3), Chain Weapons 6 (AT 8/PA -), Lances 6 (AT 8/PA 3), Brawling 6 (AT 8/PA 4), Shields 6 (AT 8/PA 3), Swords 6 (AT 8/PA 4), Polearms 10 (AT 12/PA 6), Two-Handed Impact Weapons 6 (AT 8/PA 3), Two-Handed Swords 6 (AT 8/PA 3), Crossbows 6 (Ranged 7), Bows 6 (Ranged 7), Thrown Weapons 6 (Ranged 7)
Skills:
Physical: Body Control 0, Carousing 0, Climbing 0, Dancing 0, Feat of Strength 0, Flying 0, Gaukelei 0, Perception 2, Pickpocket 0, Riding 0, Self Control 4, Singing 0, Stealth 0, Swimming 0
Social: Disguise 0, Empathy 4, Etiquette 2, Fast-Talk 0, Intimidation 0, Persuasion 0, Seduction 0, Streetwise 0, Willpower 10
Nature: Animal Lore 1, Fishing 0, Orienting 3, Plant Lore 1, Ropes 0, Survival 0, Tracking 0
Knowledge: Astronomy 0, Gambling 0, Geography 6, History 7, Law 0, Magical Lore 10, Math 4, Mechanics 0, Myths & Legends 5, Religions 4, Sphere Lore 3, Warfare 0
Crafts: Alchemy 4, Artistic Ability 0, Clothworking 1, Commerce 0, Driving 0, Earthencraft 0, Leatherworking 0, Metalworking 1, Music 0, Pick Locks 0, Prepare Food 0, Sailing 0, Treat Disease 0, Treat Poison 0, Treat Soul 0, Treat Wounds 0, Woodworking 1
Spells: Cantrip (Stay Dry), Armatrutz 10, Balsam 3, Gaze into the Mind 5, Corpo Fesso 4, Glow Sphere 4, Fulminictus (Elves) 5, Gardianum 4, Ignifaxius 3, Motoricus 4, Odem 4, Paralysis 6, Penetrizzel 4
Equipment: Dagger, copy of *Ye Most Helpful Primer for Wandering Adepts*, Clothing (regular), Mage's robe, Mage's Staff (long), Traveling Package, Magical Potion (QL 2), 50 Silverthalers

Race: Human (Middenrealmer)
Culture: Middenrealmer
Profession: Guildless Mage (private student of Magister Alrik Dagabor)
Experience Level: Experienced

The Bornish Witch

"Herb-wife? I am a daughter of Satuaria!"
"Curse you, you miserable miser of a squire! May you seize up with fear at the sight of gold and silver until you lower the taxes on peasants to a bearable rate!"
"Don't worry, that's not poison. That's just vegetable soup."

Irinja had only been living in her new hut for a few months now. She missed the Bornland, the Meskinnes, and the Ploetzinger Dotzen, but she was grateful to be alive after those enraged villagers had blamed her for the long, cold winter and the bad harvests. She took Katzinka and moved south to start all over doing the same job she had held in her former home—providing a variety of healing balms and love potions to people in the nearby village. She had told the mayor that she was a traveling merchant who wanted to settle down in a quiet place and peddle her alchemical trade goods. After a few weeks, the villagers started coming by to ask for beauty ointments and healing herbs. No one spoke openly about her being a daughter of Satuaria, but it was no big secret, either, and word about her talent spread. This was okay in her mind, since more customers meant more coins for her pockets.

Meanwhile, Katzinka passed the time by strolling through the woods, until one day she brought home a rat she had caught. Nothing special, you might think, but Irinja was able to read Katzinka's mind, and what she saw of her cat's adventures was quite disturbing. Orcs roamed through the forest. Rats were breeding in unnaturally large numbers. To top it all off, Irinja was plagued by nightmares. These things were sinister signs. *Satuaria, goddess, what are you trying to tell me?* Irinja wondered.

Whenever she had time, Irinja followed along on Katzinka's wanderings, looking for anything suspicious. By the time Fall arrived, their daily walks were leading her deeper and deeper into the woods. Katzinka was strolling along at her side one day, but suddenly the cat stopped. She must have heard something. Irinja listened to the noises drifting through the dim twilight. She heard only the sounds of some kind of roaring beast, and hints of ringing, like metal hitting metal. After a few more steps the forest path opened onto a clearing next to a small lake. On the shore of that lake, two coal-pelted creatures fought against a warrior in dark armor. Irinja had never been a friend of orcs, especially if they were of the plundering sort. She decided to help the man and ran towards the fray, growing more and more enraged with each step.

Damned coal pelts! Go back to the Orclands where you belong!

When she reached the first orc, she spit into his face. The creature screamed in agony, raising its hands in front of its eyes. The warrior used this chance to split open the orc's chest. The other coal pelt ran away, and the man, being heavily wounded, sank to the ground. At first Irinja thought him to be dead, but she found that he was still breathing.

I can't leave him here to die. But it's such a long way home!

Irinja collected some branches and built a travois. Leaving the heavy armor hidden under some bushes,

the woman hauled the man slowly through the forest, back to her hut. She reached its welcoming shelter after two hours of very hard work. Irinja took the stranger in and laid him down on her bed.

He will survive, but I will cook him a refreshing and strengthening soup. I should clean up the hut, too. He doesn't need to see what a mess I normally live in.

She formed a silent command in her mind, and the broom, her servant, started to sweep the floor all by itself. The stranger did not need to see that, either (it had never been wise to casually reveal that you were a witch). Some of the stranger's wounds were worse than Irinja had imagined. She thought for a moment, but eventually decided to use her powers. She moistened her fingers with saliva and rubbed it into the wound. After just a few moments, new skin began to grow.

Strange how it acts like poisonous acid to some, yet to others, it heals like the four-leaved singleberry.

The man awoke to find her lost in thought, patting his leg. He smiled.

"Orestas, at your service, fair lady."

Ah, one of those. At least the southerner knows his manners, she thought.

"Pardon me," he said. "Usually I can best two such prowlers by myself, but wherever they came from, there must be more. I was on my way north to lend my services to a dwarven clan that claims to have trouble with orcs, which obviously is easy to believe."

Irinja did not need to think twice. Orcs near the village meant trouble, especially for her.

"I know where the dwarves live." she said. "I'll take you there, so you won't get lost." The smell of boiling soup filled the hut, and both of them smiled.

Personality
Like most witches, the Bornish Beauty of the Night trusts almost no one who does not also praise Satuaria. More than once, Blessed Ones and villagers have given her a hard time. The Bornish witch is very emotional—those whom she hates, she hates with utmost disdain, while those whom she loves, she loves most ardently. It is no easy task to win her trust, but if you do, her loyalty is infinite. Her familiar holds a special place in her heart. The animal's soul is joined with hers and will stay that way until one of them dies. Therefore, the Beauty of the Night will do everything in her power to ensure her familiar's well-being.

Irinja

COU	*14*
SGC	*10*
INT	*14*
CHA	*15*
DEX	*12*
AGI	*13*
CON	*13*
STR	*9*

LP	*31*
AE	*35*
KP	*-*
MOV	*8*
INI	*14+1D6*
Spirit	*1*
Toughness	*1*
Dodge	*7*
FtP	*3*
PRO/ENC	*-/-*

Social Standing: Free
Advantages: Good Looks I, Spellcaster
Disadvantages: Afraid of Fire II, Hair-bound Power, Personality Flaw (Arrogance), Bad Habits (Obsession with cleaning, Messy), Negative Traits (Curiosity, Vengeance)
Special Abilities: Area Knowledge (Home Village), Connection to Familiar, Flying Balm, Tradition (Witches),
Languages: Native tongue Garethi III, Goblinish II
Literacy: Kuslik Signs
Combat Techniques: Daggers 10 (AT 12/PA 6), Fencing Weapons 6 (AT 8/PA 4), Impact Weapons 6 (AT 8/PA 3), Chain Weapons 6 (AT 8/PA -), Lances 6 (AT 8/PA 3), Brawling 10 (AT 12/PA 6), Shields 6 (AT 8/PA 4), Swords 6 (AT 8/PA 4), Polearms 6 (AT 8/PA 4), Two-Handed Impact Weapons 6 (AT 8/PA 3), Two-Handed Swords 6 (AT 8/PA 3), Crossbows 6 (Ranged 7), Bows 6 (Ranged 7), Thrown Weapons 6 (Ranged 7)
Skills:
Physical: Body Control 4, Carousing 2, Climbing 5, Dancing 0, Feat of Strength 0, Flying 7, Gaukelei 0, Perception 5, Pickpocket 0, Riding 0, Self Control 0, Singing 0, Stealth 4, Swimming 0
Social: Disguise 4, Empathy 4, Etiquette 4, Fast-Talk 4, Intimidation 0, Persuasion 0, Seduction 7, Streetwise 0, Willpower 0
Nature: Animal Lore 6, Fishing 0, Orienting 5, Plant Lore 5, Ropes 0, Survival 6, Tracking 1
Knowledge: Astronomy 0, Gambling 2, Geography 0, History 0, Law 0, Magical Lore 4, Math 0, Mechanics 0, Myths & Legends 0, Religions 3, Sphere Lore 0, Warfare 0
Crafts: Alchemy 3, Artistic Ability 0, Clothworking 0, Commerce 0, Driving 0, Earthencraft 0, Leatherworking 0, Metalworking 0, Music 0, Pick Locks 0, Prepare Food 1, Sailing 0, Treat Disease 0, Treat Poison 0, Treat Soul 0, Treat Wounds 0, Woodworking 2
Spells: Cantrip (Fragrance), Balsam 4, Cat Eyes 6, Fighting Stick 7, Gaze into the Mind 4, Harmless Shape 5, Motoricus 4, Odem 4, Powerful Greed 6, Satuaria's Splendor 5, Toad Jump 7, Witch's Bile 4, Witch's Claws 6
Equipment: Archaic Laboratory, Broom, Dagger, Healing Potion (QL 1), 19 Silverthalers in money and jewelry

Race: Human (Middenrealmer)
Culture: Bornlander
Profession: Cat Witch (Beauty of the Night)
Experience Level: Experienced

The Tulamydian Thief

"I take the gold and give it to the poor—and who could be poorer than a thief?"
"Breaking into the arcane academy of Khunchom? No problem, but that won't be cheap!"
"Phex helps those who help themselves."

Business had not been going well, lately. The attempted burglary of the house of wealthy merchant Kasim ibn Kadif had been a disaster. Belima was spotted before she could even begin searching for valuables. She barely managed to escape the watchdogs, and her only loot, a golden candleholder, was worth much less than she had hoped. No, these were not good times. Belima offered a portion of the money in Phex's temple, had a serious discussion with the god, and finally decided to return to her old specialty—being a cut-purse.

Belima went to the bazaar and looked around with keen eyes, searching for easy prey. Before long she found what she was looking for—a woman who seemed preoccupied with a haggling merchant. As (bad) luck would have it, the woman turned out to be a Blessed One of Rondra (her church regalia, chainmail, and weapons were a dead giveaway). However, she had not checked her money pouch once in several minutes, and the fat Blessed One of Peraine standing next to her would serve as an excellent distraction, if necessary.

Belima recognized when Phex was giving her a chance, so she slowly moved closer to the two priests. She was almost within arm's reach when she noticed Abu the Lightfooted muscling in on her opportunity. The diminutive pickpocket had appeared seemingly out of thin air, right behind the fat priest, and produced a small knife from his sleeve. He started to cut the bindings on the fat purse of the Blessed One of Rondra.

Oh, this miserable little thief! Phex curse him! I can't let him get away with a prize like this.

"You lousy thief!" Belima cried, drawing not only Abu's attention but also that of the two priests. They were shocked for a split-second only, but it was enough. Abu's expression changed from astonishment to hate at being discovered. Having already finished his work, he started to flee with the purse before the priests could react.

Oh, no, not like this!

Belima set off after Abu, and heard a commotion from behind as the Blessed Ones also started to pursue the thief. Even though they were hardly as fast and nimble as Belima, she would be surprised if all three of them lost track of Abu among the crowds in the bazaar. Belima jumped onto a barrel, ignoring the owner's angry shouts, and from there to a baldachin, and then up onto the flat roof of a house. Here she could run faster and had a perfect view of Abu down among the market stalls. She followed the pick-pocket easily by running along the rooflines and jumping from house to house.

Thinking he put some distance between him and his pursuers, Abu slowed to a walk, wormed his way through several alleys and gangways, and finally doubled back towards the bazaar. Surely, the people following him had gotten lost in the maze of narrow streets, alleys, and yards by now. He started to whistle a lively tune.

Belima caught up to Abu and leaped from the roof directly onto the other thief's back. Abu screamed and fell to the ground. Belima picked him up, shook him around, and knocked the small knife out of his hand.

"Shame on you!" Belima scolded. "You knew perfectly well, Abu, that you were poaching in my territory in the bazaar."

The thief whined for his miserable life. Good thing Belima wasn't after blood. She took the purse and slammed him to the ground, just as the two priests stepped around a corner and entered the alleyway. They were both breathing heavily, but nonetheless the Blessed of Rondra drew her sword and pointed it in Belima's direction.

Trapped! I'm innocent, and yet that woman won't believe it. By Phex, I didn't even get a chance to be guilty of anything.

"Which of you is the thief?" the Blessed One of Rondra demanded. The other Blessed One answered her.

"Elwene, I think this honorable lady pursued the thief to return your purse to you. She's a heroine."

A heroine? Me? That's not true, but whatever, if it'll save my life. And it sounds really good, too.

"That's exactly right, your graces." Belima tried to sound sincere. "However, I beg your pardon on behalf of the thief, for he is the poor and desperate father of five children."

If this fools them, you will owe me, Abu. You know you will.

The Blessed One lowered her sword, and the friendly priest of Peraine stepped over to Belima. She handed the purse to him, still feeling a slight urge to take it and run. He astonished her once more. "You are quite brave, and very nimble. Could we perhaps interest you in joining us? We are looking for an expert who knows this area."

Personality
From early in her life, the Tulamydian thief had to look after herself. To survive, she stole food, cut purses full of coin, and snatched gems from the unattended pockets of oblivious merchants, but she grew into (and remains) a faithful follower of Phex. She would never steal from the less fortunate, such as the poor and those in need. She tries to avoid fighting, but life on the street has forced her to learn how to defend herself. She knows how to use her fists, how to make bloody wounds with the tiniest dagger, and how to hit the bulls-eye with a throwing knife, but if she can, she will talk her way out of a situation, sneak away quietly, or find a way to use her pick-pocket skills to find a way to escape. Thieves are not usually known to be loyal, but the Tulamydian thief will stand by friends who earn her trust. Her services, however, always come with a price. This does not necessarily have to be gold or silver. A boon is often acceptable, for good contacts can be more valuable than any jewel.

Belima

COU	*14*
SGC	*11*
INT	*14*
CHA	*12*
DEX	*14*
AGI	*15*
CON	*11*
STR	*9*

LP	*27*
AE	*-*
KP	*-*
MOV	*9*
INI	*16+1D6*
Spirit	*2*
Toughness	*0*
Dodge	*9*
FtP	*3*
PRO/ENC	*-/-*

Social Standing: Free
Advantages: Fox Sense, Nimble
Disadvantages: Negative Trait (Avarice)
Special Abilities: Area Knowledge (Khunchom), Combat Reflexes I, Disarm Traps, Feint I, Foxian, Improved Dodge I, Precise Shot/Throw I, Precise Thrust I, Quickdraw, Skill Specialization (Streetwise)
Languages: Native tongue Tulamidya III, Garethi II
Literacy: Tulamidya Signs
Combat Techniques: Daggers 12 (AT 14/PA 8), Fencing Weapons 6 (AT 8/PA 5), Impact Weapons 6 (AT 8/PA 3), Chain Weapons 6 (AT 8/PA -), Lances 6 (AT 8/PA 3), Brawling 12 (AT 14/PA 8), Shields 6 (AT 8/PA 3), Swords 6 (AT 8/PA 5), Polearms 6 (AT 8/PA 5), Two-Handed Impact Weapons 6 (AT 8/PA 3), Two-Handed Swords 6 (AT 8/PA 3), Crossbows 6 (Ranged 8), Bows 6 (Ranged 8), Thrown Weapons 12 (Ranged 14)
Skills:
Physical: Body Control 8, , Carousing 7, Climbing 8, Dancing 0, Feat of Strength 0, Flying 0, Gaukelei 0, Perception 8, Pickpocket 7, Riding 0, Self Control 5, Singing 0, Stealth 10, Swimming 0
Social: Disguise 8, Empathy 4, Etiquette 0, Fast-Talk 5, Intimidation 0, Persuasion 0, Seduction 7, Streetwise 10, Willpower 7
Nature: Animal Lore 0, Fishing 0, Orienting 7, Plant Lore 0, Ropes 0, Survival 0, Tracking 0
Knowledge: Astronomy 0, Gambling 10, Geography 0, History 1, Law 3, Magical Lore 1, Math 4, Mechanics 8, Myths & Legends 5, Religions 4, Sphere Lore 0, Warfare 0
Crafts: Alchemy 0, Artistic Ability 0, Clothworking 0, Commerce 8, Driving 0, Earthencraft 0, Leatherworking 0, Metalworking 0, Music 0, Pick Locks 10, Prepare Food 0, Sailing 0, Treat Disease 0, Treat Poison 0, Treat Soul 0, Treat Wounds 3, Woodworking 0
Equipment: Arax (1 dose), Crowbar, Lockpick, Dagger, Bandanna, Healing Potion (QL 4), Hooded Cloak, Clothing (regular), Climbing Rope (10 yards), Phex talisman, City Package, Grapnel, Throwing Stars (5), 100 Silverthalers (most of which are hidden in a safe place)

Race: Human (Tulamyde)
Culture: Mhanadistani
Profession: Rogue (Thief)
Experience Level: Experienced

The Meridianan Mercenary

"Five Silverthalers per day and I'll even escort your lovely daughter to the gates of the Netherhells, most noble Count."
"Steel is the language everybody understands."
"Feed on Mengbillan Fire, you bastards!"

The situation was hopeless, just like always. Instincts told Orestas to simply abandon Irinja. It was almost impossible to get her out of there alive. Over the years, Orestas had lost many comrades. Once, when he was a member of Kor's Black League, his company had been ambushed in Port Corrad by an entire tribe of Forest Folk called the Shokubunga. Orestas was forced to abandon his friends and comrades to save his own hide. He would never forget their screams as the cannibals set upon them. Never again he would abandon someone to the mercy of man-eaters!

"You'll have to distract them, Thallian. Cast one of your fire spells at the entrance over there. And you, Allacaya, are going to be the bait. Nobody runs as fast as you. Once the ogres leave the cave, I'll go in," the mercenary told his companions.

The mage and the elf nodded. They knew Orestas was the more experienced tactician. Standing on the hill, Thallian cast his spell while Allacaya moved into position. The magical flames hit the ground in front of the entrance. A few heartbeats later, many angry and throaty voices yelled out loud. Thallian retreated at once to the cover of the hill, while Allacaya took off running toward the forest. Behind her, three figures—ogres, one of them a female—rushed through the fire. The man-eaters, armed with spiked clubs, stomped noisily after the elf.

Wasting no time, Orestas sneaked into the ogre's cave. A foul stench of grease, grime, and sweat hung in the air, mingling with the smell of vegetable soup.

Kor, what am I doing? Orestas wondered. *I'm risking my life, and for what? Irinja might already have been eaten, and then I'd lose twice—no pay, and no success.*

He entered what served as the ogres' living space, his blade drawn. The first thing he saw was Irinja, who lay bound next to a giant black cauldron. She was unconscious, but at least she still breathed. Only then did Orestas notice the young ogre who towered over him. It screamed with rage.

Lord of Battles, be with me! Orestas prayed.

The mercenary ducked under the ogre's first blow, slashed the monster's leg, and moved to try to keep the kettle between him and his foe. The angry young ogre followed him, and the two figures circled the big pot.

He'll neither flee nor give up, Orestes thought. *Ogres are too stupid for that. Either he will die today, or I will.*

Orestas was still pondering what to do next when the ogre decided for both of them. The man-eater tipped the cauldron onto its side. The mercenary jumped out of the way of the flood of boiling vegetable broth, barely managing to leap up onto a rock. His mind raced. He had fought many foes in his life, including the cunning black ogres that lived in the Meridianan jungles and set traps to catch human prey. They had been the worst and most feral enemy so far, and memories of that encounter served him well.

The young ogre he faced now realized only too late that his plan had failed. Orestas brought up his blade and drew it across the monster's throat. The man-eater dropped his club and sank to his knees. Too dull to realize he was finished, the ogre tried to recover his weapon with one hand. The mercenary killed the ogre and stepped over the chunks of onions and carrots that had spilled when the pot was overturned. He put the still-unconscious witch over his shoulder and ran. The other ogres had not returned, and Orestas wanted to be very far away when they came back and learned what had become of their companion.

At least risking my life was worth the effort. We're even, little witch!

Personality
As a former member of Kor's Black League, one of the most infamous Al'Anfan mercenary units, the mercenary has seen many battles, enemies, creatures, and "things." Battle-hardened and not easily intimidated, he has become cynical due to his bloody trade. Even though he left his unit to follow his own path, he does what he does only for good coin. Kor, the god of all mercenaries, is his patron, yet the southerner is not a bloodthirsty monster. He is, in fact, quite honorable and lives by a strict and clearly defined set of rules: never accept a contract that defies the commandments of Kor; leave those without protection out of your fights; honor the contract and stay loyal to the client.

Unlike warriors or Blessed Ones of Rondra, the mercenary does not want to make the world a better place. He chooses his contracts based on the payment and his mood at the time, but this does not mean that he wouldn't take personal risks out of friendship. He will not fight if there are other options, but when forced to unsheathe his blade, he wields it most efficiently for a decisive conclusion.

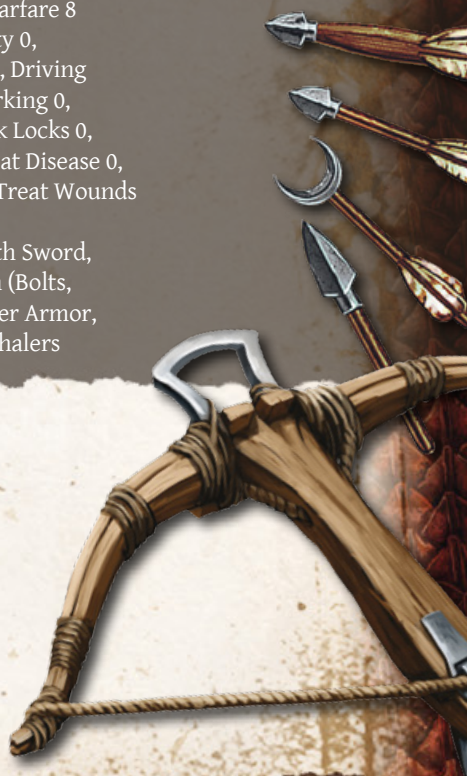
Race: Human (Middenrealmer)
Culture: Meridianan (Southern Aventurian)
Profession: Mercenary
Experience Level: Experienced

Orestas

COU	*15*
SGC	*11*
INT	*13*
CHA	*10*
DEX	*16*
AGI	*14*
CON	*13*
STR	*14*

LP	*31*
AE	*-*
KP	*-*
MOV	*8*
INI	*13+1D6*
Spirit	*2*
Toughness	*2*
Dodge	*7*
FtP	*3*
PRO/ENC	*3/1*

Social Standing: Free
Advantages: Poison Resistance I
Disadvantages: Negative Traits (Curiosity, Wastefulness)
Special Abilities: Alertness, Area Knowledge (Al'Anfa), Defensive Posture, Feint I, Forceful Blow I, Improve Attack, Improve Parry, Inured to Encumbrance I, Leader, One-Handed Combat, Skill Specialization (Warfare), Terrain Knowledge (Jungle)
Languages: Native tongue Garethi III, Mohan I, Tulamidya I
Literacy: Kuslik Signs
Combat Techniques: Daggers 6 (AT 8/PA 5), Fencing Weapons 6 (AT 8/PA 5), Impact Weapons 10 (AT 12/PA 7), Chain Weapons 6(AT 8/PA -), Lances 6 (AT 8/PA 5), Brawling 10 (AT 12/PA 7), Shields 6 (AT 8/PA 5), Swords 12 (AT 14/PA 8), Polearms 12 (AT 14/PA 8), Two-Handed Impact Weapons 6 (AT 8/PA 5), Two-Handed Swords 12 (AT 14/PA 8), Crossbows 10 (Ranged 10), Bows 6 (Ranged 6), Thrown Weapons 10 (Ranged 10)
Skills:
Physical: Body Control 7, Carousing 7, Climbing 1, Dancing 0, Flying 0, Feat of Strength 0, Gaukelei 0, Perception 0, Pickpocket 0, Riding 4, Self Control 8, Singing 0, Stealth 0, Swimming 0
Social: Disguise 0, Empathy 8, Etiquette 0, Fast-Talk 6, Intimidation 0, Persuasion 0, Seduction 3, Streetwise 6, Willpower 8
Nature: Animal Lore 4, Fishing 2, Orienting 5, Plant Lore 4, Ropes 0, Survival 7, Tracking 0
Knowledge: Astronomy 0, Gambling 0, Geography 0, History 0, Law 0, Magical Lore 0, Math 0, Mechanics 0, Myths & Legends 5, Religions 3, Sphere Lore 0, Warfare 8
Crafts: Alchemy 0, Artistic Ability 0, Clothworking 0, Commerce 6, Driving 0, Earthencraft 0, Leatherworking 0, Metalworking 0, Music 0, Pick Locks 0, Prepare Food 0, Sailing 1, Treat Disease 0, Treat Poison 7, Treat Soul 0, Treat Wounds 7, Woodworking 0
Equipment: Dagger, Slave-death Sword, Light Crossbow, Ammunition (Bolts, 10), Clothing (regular), Leather Armor, Traveling Package, 18 Silverthalers



The Garetian Blessed One of Rondra

"You don't have to solve every problem with a sword. You should only draw a weapon if you are ready to use it."
"I will send you to the Netherhells, demon!"
"Rondra be with us!"

The gods move in mysterious ways.

Elwene would never have thought that Rondra would choose such strange companions for her—Selim, a Blessed One of Peraine from distant Arania, and Belima, a thief from the twilit back-alleys of Khunchom. Elwene had been undertaking a pilgrimage through the Lands of the Tulamydes when she met the others, and they all became friends.

Selim was very interested in healing herbs that did not grow in Aventuria's south, and was overjoyed when Elwene suggested that he should accompany her back to Garetia. And she had Belima to thank for recovering her purse from a bold thief. Elwene liked the Tulamyde, even after she learned that Belima was a thief, too. The Blessed One saw courage in the girl—even though it was of a different sort than the one that burned in her own heart and ignited Rondra's will to fight. All in all, Elwene was pleased to have these two at her side.

Two days ago, the high priestess ordered them to aid a dwarf named Korgrimm, who had petitioned the church for help. A marauding horde of orcs was threatening his clan, and he remembered Rondra's Blessed Ones had been brave allies in past wars against the coal pelts. Elwene wasted no time packing her gear and setting off. Belima and Selim accompanied her, so she would not have to travel alone. The dwarves' caves were many miles away, but the trip should prove most interesting—when dwarves deigned to ask humans for help, there must be much more to the situation than just a handful of coal pelts.

They were to meet Korgrimm in a little hamlet in the west of the kingdom. When they reached the village, they found a raging mob. The locals had gathered on the village green and were encircling two people—a black-haired southerner and an elven girl. The man defended them both by swinging a saber at the wrathful villagers. The elf hid behind the man like a caged animal. Elwene rushed forward, her hand at her sword's hilt.

"What, by Rondra, is going on?" she demanded.

The villagers spun around and stared at the priestess. A few moments passed before one of them spoke.

"Your Grace, your arrival is most fortunate. Those strangers, they are the reason for our bad luck! Since there's been witchfolk and strangers all around, a curse has come upon us. Jaramir's cow birthed a two-headed calf, and Alrike has had the lumbago for days now. And that leaf-ear there stole the soul of one of our boys with her eyes, she did!"

Superstition.

Elwene knew that dark and evil powers roamed the world, especially in the Shadowlands in the east, where dwelled priests and acolytes of the Nameless One, and also demons and their followers. However, not all bad luck was caused by some vile creature.

"Do you have any proof? Or is it just a suspicion?" she asked.

The villagers opened their mouths as if to reply but then fell silent under her gaze. Only one young lad, a farmer's son who gripped a pitchfork, raised his voice.

"The elf there ambushed me on my father's field. Looked at me as if she wanted to bespell me and steal my soul, she did."

"If it really happened like you claim, she is indeed guilty. However, I am not convinced. Let the goddess decide! Do you stand behind your words?"

The farmer's son nodded, and Elwene looked around. "And who is willing to fight for the strangers, until first blood is spilled?" she asked. She would have fought herself, but the lad was no match for her, and she had to judge the combat.

"I will," said Belima. Everybody looked at her in bewilderment. "I am no less a stranger in these lands, compared to them. It is only fitting that I fight for them."

Brave and honorable—I knew there was more than just a thief in you....

"So be it! Divine lady Rondra, let the righteous do your will. May your hand guide theirs." The villagers gave Belima a spear and formed a new, even wider circle. Then the farmer's son attacked.

Belima will win, I've no doubt. She's fast and agile, and Rondra is with her.

Personality

The Blessed One of Rondra lives by the ideals of her goddess—the focus of her deeds are courage, valor, and help for the defenseless. She fights evil wherever she finds it, be it orcs, monsters, demon followers, or worshippers of the unholy Nameless One. People of different faiths are not her enemies, though she detests their religions. Her main duty is to defend the temples and faith of the Twelvegods.

Neither she nor her Church ever hide their intentions. She is always straightforward, even if it results in unpleasant consequences. She uses the powers of her goddess wisely, and trusts in her personal abilities and combat skills. And even though fighting one-on-one is an important tenet of her faith, a Blessed One of Rondra will not unsheathe her sword for trivial matters. Some duels can be fought with words and reason, and not every foe is worthy of the drawing of a blade.

Elwene

COU	*15*
SGC	*10*
INT	*12*
CHA	*12*
DEX	*10*
AGI	*14*
CON	*13*
STR	*14*

LP	*31*
AE	*-*
KP	*35*
MOV	*8*
INI	*13+1D6*
Spirit	*1*
Toughness	*2*
Dodge	*7*
FtP	*3*
PRO/ENC	*4/1*

Social Standing: Free
Advantages: Blessed One, Mystic, Rich I
Disadvantages: Bad Habits (Soliloquies), Obligations II (Temple, Church), Principles II (Church of Rondra)
Special Abilities: Area Knowledge (Trallop), Feint I, Forceful Blow I, Inured to Encumbrance I, Leader, Onslaught, Shield-Splitter, Skill Specialization (Religions), Tradition (Church of Rondra)
Languages: Native tongue Garethi III, Ancient Tulamidya I, Bosparano I
Literacy: Kuslik Signs, Ancient Tulamidya
Combat Techniques: Daggers 6 (AT 8/PA 5), Fencing Weapons 6 (AT 8/PA 5), Impact Weapons 6 (AT 8/PA 5), Chain Weapons 6 (AT 8/PA -), Lances 6(AT 8/PA 5), Brawling 10 (AT 12/PA 7), Shields 6 (AT 8/PA 5), Swords 12 (AT 14/PA 8), Polearms 6 (AT 8/PA 5), Two-Handed Impact Weapons 6 (AT 8/PA 5), Two-Handed Swords 10 (AT 12/PA 7), Crossbows 6 (Ranged 6), Bows 6 (Ranged 6), Thrown Weapons 6 (Ranged 6)
Skills:
Physical: Body Control 6, Carousing 0, Climbing 0, Dancing 0, Flying 0, Feat of Strength 5, Gaukelei 0, Perception 4, Pickpocket 0, Riding 4, Self Control 9, Singing 0, Stealth 0, Swimming 0
Social: Disguise 0, Empathy 3, Etiquette 4, Fast-Talk 0, Intimidation 0, Persuasion 3, Seduction 0, Streetwise 0, Willpower 8
Nature: Animal Lore 1, Fishing 0, Orienting 0, Plant Lore 1, Ropes 0, Survival 0, Tracking 0
Knowledge: Astronomy 0, Gambling 0, Geography 0, History 2, Law 3, Magical Lore 0, Math 3, Mechanics 0, Myths & Legends 3, Religions 6, Sphere Lore 0, Warfare 7
Crafts: Alchemy 0, Artistic Ability 0, Clothworking 1, Commerce 0, Driving 0, Earthencraft 0, Leatherworking 0, Metalworking 3, Music 0, Pick Locks 0, Prepare Food 0, Sailing 0, Treat Disease 0, Treat Poison 0, Treat Soul 0, Treat Wounds 0, Woodworking 1
Liturgical Chants: The Twelve Blessings, Bless Object 5, Enforce Honor 7, Pain Tolerance 6, Protect the Defenseless 6
Equipment: Chainmail Armor, Clothing (regular), Traveling Package, Rondra's Crest, Sword, 65 Silverthalers in various coins

Race: Human (Middenrealmer)
Culture: Middenrealmer
Profession: Blessed One of Rondra
Experience Level: Experienced

The Aranian Blessed One of Peraine

"A peasant wouldn't have been that lavish with the food, m' lady. Peraine does not give abundantly. You should be more careful with her presents."
"We must look after the well-being of mankind, even if it means that we must get our hands dirty."
"It's never good to spill blood, but sometimes it is impossible to avoid. Comes the time, I will be there for you."

There were times when Selim asked himself if his comrades could survive even one week without him. All those adventures and fights, all those cuts and bruises—and who could forget the blue wheeze that had almost killed them all.

The group had made camp beneath a huge linden tree and was waiting impatiently for Korgrimm to return. It was Allacaya who usually scoured the wilderness for food for the group, but since she had left them to return to her forest home, Korgrimm had taken over her position as the group's forager. Selim loved mushrooms (they were Peraine's donation to the world), and the area supported some tasty varieties. He was hoping, however, that the dwarf would have "hunted" something different this time. Having only mushrooms to eat, day in, day out, was hardly a diet to live by, but these woods seemed to hold nothing but mushrooms.

The dwarf finally returned, grinning broadly. "Here you go—a huge sack of mushrooms," he grunted. And while the dwarf smiled, his comrade's faces fell at the thought of yet more mushrooms. Allacaya had been right—sending someone wearing clanking chainmail to hunt for animals was not a good idea.

"Mushroom stew! I'll cook us a mushroom stew like Uncle Kortosh always did," grumbled the dwarf. He sat down on a tree stump and started preparing the prized mushrooms, while Selim returned his attention to Belima's wound. He was still not very fond of her profession, but he was very pleased he had asked her to join them, since the thief made for great company.

Yesterday, however, an orc had cut her leg during a fight and inflicted quite a nasty wound. Selim tried to cure Belima with tarnels' ointment, but the cut was very deep and had started bleeding again after their hike that morning. Selim was not willing to take any more risks and started praying and concentrating on a liturgical chant of his goddess. Belima's features were twisted with pain when Selim started, but she showed increasing signs of relief as the prayer proceeded.

"Sweet Lady Peraine, lend me the strength to help my comrade and ease her pain." Selim recited the blessing over and over again until he felt the gentle warmth of healing in his hands. He laid them on the wound, and where there had once been a deep cut, Belima's flesh and skin were now rejoined.

A miracle... Not even a scar will remain.

The others had watched in wonder and awe. However, when it was done, Orestas and Thallian returned to their conversation. Belime smiled at Selim. She touched her leg gingerly, looking as if she could not believe what had just happened. Selim was pleased. He stood up, stretched, and looked around.

"Don't!" he cried suddenly, knocking a huge mushroom out of Korgrimm's hand so quickly that the dwarf cut his thumb.

"Are you crazy, priest?" cried Korgrimm.

"No, I'm not," said Selim, matter-of-factly. "The mushroom you were about to add to the stew is a lethal poison for humans. I merely rescued our food, and therefore saved us all."

"Oh," the dwarf said, embarrassed. He sucked his thumb to stop the bleeding.

"Never mind, there was no damage done. Show me your wound. We can't let it fester, can we?"

Not even one week without me... Peraine, I think I now know why you led me to them.

Personality
The Church of Peraine is eminently respectable in Arania. Its Blessed Ones care for people's welfare and assist peasants with agriculture and livestock farming. Every so often, the church sends priests on pilgrimages to help those most in need. The Blessed One of Peraine is very energetic and does whatever can be done to support the community, whether helping a peasant with tilling or harvesting a field, or tending an injured craftswoman, or halting a plague with Peraine's blessings. The Blessed One of Peraine goes where he is needed.

He is pacifistic, but he accepts that dark forces threaten mankind. He is quite strong due to his work in the temple and the fields, and he knows how to use his fists to defend himself. However, hurting others is furthest from his thoughts, and he uses weapons only as a last resort. Instead he avoids combat and cures his comrades' wounds afterwards. He respects every creature and will not hesitate to help elves, dwarves, and other beings alike, as long as they respect Peraine's gifts to the world (fruits, vegetables, and other crops, plus livestock, fish, and so on—in other words, food). He uses his karma powers if necessary, but first tries to solve problems by more mundane means.

Selim

COU	*11*
SGC	*14*
INT	*15*
CHA	*14*
DEX	*13*
AGI	*9*
CON	*14*
STR	*10*

LP	*33*
AE	*-*
KP	*35*
MOV	*8*
INI	*12+1D6*
Spirit	*2*
Toughness	*1*
Dodge	*5*
FtP	*3*
PRO/ENC	*-/-*

Social Standing: Free
Advantages: Blessed One, Inspire Confidence
Disadvantages: Misfortune, Negative Traits (Submissive to Authorities, Curiosity), Obligations II (Temple, Church), Principles I (Church of Peraine)
Special Abilities: Area Knowledge (Zorgan), Defensive Posture, Skill Specialization (Religions), Tradition (Church of Peraine)
Languages: Native tongue Tulamidya III, Garethi III
Literacy: Kuslik Signs, Tulamidya
Combat Techniques: Daggers 6 (AT 7/PA 3), Fencing Weapons 6 (AT 7/PA 3), Impact Weapons 8 (AT 9/PA 4), Chain Weapons 6 (AT 7/PA -), Lances 6 (AT 7/PA 3), Brawling 6 (AT 7/PA 3), Shields 6 (AT 7/PA 3), Swords 6 (AT 7/PA 3), Polearms 6 (AT 7/PA 3), Two-Handed Impact Weapons 6 (AT 7/PA 3), Two-Handed Swords 6 (AT 7/PA 3), Crossbows 6 (Ranged 7), Bows 6 (Ranged 7), Thrown Weapons 6 (Ranged 7)
Skills:
Physical: Body Control 0, Carousing 0, Climbing 0, Dancing 0, Flying 0, Feat of Strength 0, Gaukelei 0, Perception 0, Pickpocket 0, Riding 0, Self Control 7, Singing 0, Stealth 0, Swimming 0
Social: Disguise 0, Empathy 6, Etiquette 2, Fast-Talk 5, Intimidation 0, Persuasion 7, Seduction 1, Streetwise 2, Willpower 8
Nature: Animal Lore 3, Fishing 0, Orienting 0, Plant Lore 10, Ropes 0, Survival 0, Tracking 0
Knowledge: Astronomy 0, Gambling 2, Geography 0, History 6, Law 2, Magical Lore 0, Math 4, Mechanics 0, Myths & Legends 6, Religions 8, Sphere Lore 0, Warfare 0
Crafts: Alchemy 3, Artistic Ability 0, Clothworking 1, Commerce 5, Driving 0, Earthencraft 0, Leatherworking 0, Metalworking 0, Music 0, Pick Locks 0, Prepare Food 0, Sailing 0, Treat Disease 10, Treat Poison 8, Treat Soul 4, Treat Wounds 10, Woodworking 0
Liturgical Chants: The Twelve Blessings, Banish Disease 6, Banish Poison 8, Blessing of Healing 10, Bless Object 5, Peaceful Aura 8, Plant Growth 4
Equipment: Antidote (QL 4), *Breviary of the Guidance of the Twelvegods* (a book), Dagger, Donf (10), Gulmond (10), Wirsel Herb (10), Clothing (regular), Traveling Package, 21 Silverthalers

Race: Human (Tulamyde)
Culture: Aranian
Profession: Blessed One of Peraine
Experience Level: Experienced

The Horasian Confidence Trickster

"If you want to play your role perfectly, you must become the person you want to be."
"I'm honestly heartbroken by your loss. So young, and already a widower. Come, let me try to comfort you."
"Allow me to introduce myself. Comtessa Valburia dy Montagra-Casibelli, at your service."

Was it coincidence, or Phex's doing? The question kept running through Nevinia's head. Meeting her very old friend Elwene had been a surprise. They had gone their separate ways years ago and quickly lost track of each other. Elwene's duty to Rondra didn't allow the Blessed One any personal time for travel, but the church had dispatched her and some other representatives to the city of Punin to hunt down a servant of the Nameless One. A dark priest and his small cult of followers had been planning some kind of ritual, and Elwene and her comrades intervened. The dark priest escaped and fled, and the Blessed One of Rondra tracked him to Punin, where she now sat, opposite Nevinia, in a tavern.

Their reunion had begun quite awkwardly. Elwene had addressed Nevinia by her real name at first, but Nevinia had already introduced herself to the innkeeper as Comtessa Halduria of Gabblemire. Convincing the innkeeper that she had been mistaken for someone else was difficult, especially since she didn't want to confuse Elwene too much.

So much trouble, just because I'm stingy! I could have paid those three silverthalers easily, but no. Madame had to have her fun while saving some money.

Elwene and Nevinia became friends at a young age, but they were very different—Elwene was always loyal and honest, while Nevinia, daughter of a wealthy family, preferred to roam seedy alleyways instead of learning something real and meaningful. In all likelihood they would never have become friends at all, were it not for their parents.

The Blessed One of Rondra explained why she was here in Punin, and Nevinia gulped. This dark priest was no stranger to her. A few days ago, she had saved his life when a group of back-alley scoundrels tried to rob him. Without even drawing her sword, she managed to scare off the urchins simply by pretending to be a member of the city guard. The stranger was ever so thankful, and he even rewarded her with some shiny golden ducats.

How proud I was of myself. A truly heroic deed. Altruistic, even, at least at first.

Nevinia finally noticed the man's eye patch and the scar where some flesh had been cut from his left pinky. Even though she had crossed paths with other servants of the Nameless One before, she had not doubted the stranger's honesty for some reason.

Probably a trick of his dark god. Otherwise, I would most certainly have ignored him. He must have been controlling me! Yes, the more I think about it, that's what must have happened.

"Have you seen this man anywhere around town?" asked Elwene.

Nevinia pondered her encounter for a moment. If she had not interfered, the man would most likely be dead now and the problem would have been solved. However, he was still alive, her friend was in need of help, and she was beginning to suffer from a guilty conscience.

Was it really a coincidence that I met this man right before I ran into Elwene? Or was it a sign, o Phex?

"Hm, I think I can imagine where he went, but I must gather some information first," Nevinia mumbled.

"Without reward? That's hardly like you."

"In this special case, I will consider it reward enough if you take that man into custody. However, if you can spare a handful of ducats, I wouldn't refuse. From what I have heard, your Church is hardly impoverished."

"That sounds more like you, Nevinia. Don't worry, Rondra's Church will compensate you for your time and effort."

Nevinia did not really want a reward for this quest. And those gold coins from that dark priest were no longer of interest to her, either. She would use the money instead to bribe the city guard.

The guard will have seen this man. And if not, I can still ask some of my underworld contacts. I will gladly take a little payment, but things are serious and growing worse every minute! If Elwene is right, I'd better get in touch with Gonzalo and Wulfgrimm. Those two could be of great use to us.

Personality
Even though the confidence trickster comes from an honorable and wealthy family, and is no stranger to court life, she also haunts the more dangerous streets and back-alleys of towns and cities. She is a pretender who is very adaptable and never seems out of place, whether sitting at a baron's table or bartering with the leader of the local thieves' guild. She has created many identities, and she plays each role so perfectly that none can guess which is real. As a hero in need of many talents, she must always be willing to learn. Fortunately, the Horasian in her finds learning to be as fun as it is necessary.

Being a trickster is a lifestyle, one that is worthy in the eyes of Phex. She would have wanted for nothing if she had only stayed with her family, but she chose the life of a stray, just for the thrill of it all. With contacts in almost every city and town in Aventuria, she knows whom to ask for help and knows where to find answers to her questions.

Regardless of lifestyle, she sees herself as a patriot and will gladly enter the Horas' service, should he need her abilities. And even though she seldom visits temples, she is a pious worshiper of Phex.

She knows how to use fencing weapons, even though she isn't a trained fighter (and fighting is never her first choice). She prefers relying on her sharp tongue, her wits, and her charm.

Nevinia

COU	*12*
SGC	*14*
INT	*14*
CHA	*15*
DEX	*12*
AGI	*13*
CON	*10*
STR	*10*

LP	*25*
AE	*-*
KP	*-*
MOV	*8*
INI	*14+1D6*
Spirit	*2*
Toughness	*0*
Dodge	*8*
FtP	*3*
PRO/ENC	*-/-*

Social Standing: Free
Advantages: Aptitude (Fast-Talk), Beautiful Voice, Fox Sense, Good Looks I, Natural Orator, Social Adaptability
Disadvantages: none
Special Abilities: Area Knowledge (Kuslik), Cheating, Counterfeiter, Defensive Posture, Fan Language, Feint I, Improved Dodge I, One-Handed Combat, Precise Thrust I, Skill Specialization (Streetwise),
Languages: Native tongue Garethi III, Isdira I, Thorwelsh I
Literacy: Kuslik Signs
Combat Techniques: Daggers 10 (AT 11/PA 6), Fencing Weapons 12 (AT 13/PA 7), Impact Weapons 6 (AT 7/PA 3), Chain Weapons 6 (AT 7/PA -), Lances 6 (AT 7/PA 3), Brawling 12 (AT 13/PA 7), Shields 6 (AT 7/PA 3), Swords 6 (AT 7/PA 4), Polearms 6 (AT 7/PA 4), Two-Handed Impact Weapons 6 (AT 7/PA 3), Two-Handed Swords 6 (AT 7/PA 3), Crossbows 10 (Ranged 11), Bows 6 (Ranged 7), Thrown Weapons 10 (Ranged 11)
Skills:
Physical: Body Control 8, Carousing 4, Climbing 3, Dancing 1, Flying 0, Feat of Strength 0, Gaukelei 0, Perception 4, Pickpocket 4, Riding 0, Self Control 2, Singing 0, Stealth 9, Swimming 0
Social: Disguise 8, Empathy 10, Etiquette 8, Fast-Talk 10, Intimidation 0, Persuasion 0, Seduction 8, Streetwise 9, Willpower 5
Nature: Animal Lore 0, Fishing 0, Orienting 4, Plant Lore 0, Ropes 0, Survival 0, Tracking 0
Knowledge: Astronomy 0, Gambling 8, Geography 1, History 1, Law 5, Magical Lore 0, Math 10, Mechanics 1, Myths & Legends 3, Religions 2, Sphere Lore 0, Warfare 0
Crafts: Alchemy 0, Artistic Ability 8, Clothworking 0, Commerce 7, Driving 0, Earthencraft 0, Leatherworking 0, Metalworking 0, Music 0, Pick Locks 4, Prepare Food 0, Sailing 1, Treat Disease 0, Treat Poison 0, Treat Soul 0, Treat Wounds 0, Woodworking 0
Equipment: Balestrina, Dagger, Rapier, Clothing (regular), Clothing (Lesser Nobility), Love Potion (QL 2), Ammunition (bullets, 10), City Package, 13 Silverthalers, 9 Halers

Race: Human (Middenrealmer)
Culture: Horasian
Profession: Rogue (Confidence Trickster)
Experience Level: Experienced

The Thorwalian Sailor

"That's no yarn! Saw it with me own eyes, I did. A ghost ship sailing into the harbor of Kannemunde."
"A fencing sword? That's just a big sewing needle, that is."
"That be, o Swafnir!"

Wulfgrimm had to concentrate hard to row the small boat as silently as possible near the looming cliffs. His comrades had split up to search for the servant of the Nameless One. They had followed the dark priest's trail to Havena, and every clue that Thallian, Nevinia, and Elwene had found there directed them to the sunken center of Havena.

O Swafnir! thought Wulfgrimm. *Just like in the saga of Thorwulf Isnadson... except that Thorwulf was joined by comrades from his Ottajasko. Who's with me?*

Wulfgrimm rowed on, looking thoughtfully at the three women who shared his boat. Allacaya the elf stared intently ahead into the mist. Wulfgrimm knew he could trust her senses, but looking at her reminded him of all those legends about elves on ships.

They're nothing but bad luck. Well, Allacaya might be the exception, and I would hardly call this tub a ship. But even Olnira Jumarsdottir said that no Thorwaler in his right mind should travel with the fey folk, so there must be something to it.

Nevinia was seasick. She had been invaluable in Punin and Havena, where they had searched for clues to the whereabouts of the dark priest. Onshore she was useful—well, at least as useful as a Horasian could be. But out here on the water she could hardly keep her breakfast down. She was as pale as clay.

Horasians can't even take a moderate breeze. It's a wonder they made their way to Uthuria and Myranor at all. That be, o Swafnir!

Of the three, Ylwa caused Wulfgrimm the most worry. Her people had been arguing since the days of Jurga. Ylwa joined their group in Punin, where she had met Orestas in a tavern. Like many Fjarnings, she was on a quest for the secret of steel, and she thought Orestas knew this secret. Wulfgrimm had come to know the woman as a fierce warrior, and he respected her for that. But out here on the sea, the great warrior was as frightened as a little kitten. He could almost hear the chattering of her teeth.

How can someone hate the sea as much as the Fjarnings do? It provides everything you need to survive. Strange fellows, those barbarians. That be, o Swafnir!

"I see a tower," said Allacaya, pointing.

"In the middle of the water?" asked Ylwa, whose face openly showed her fear of the sea.

"That's the tower of the mighty sorceress Nahema. It's been standing there since the great flood," said Wulfgrimm. "Could be a great hiding place for this *Hranngar* disciple."

While he was still thinking of ways they might reach the tower unheard and unseen, he felt a slight tremor run through the boat.

That was no wave, he thought. *Something hit the boat from beneath.*

From her face, Wulfgrimm could tell that Allacaya had noticed it, too. She readied her bow and took an arrow from her quiver. Ylwa saw this and steeled herself, her hand on her weapon.

"What is it?" she asked.

Nevinia alone did not move. She still looked miserable.

Wulfgrimm sensed the attack more than he saw it coming. A black tentacle shot from the sea and grabbed onto Allacaya. The elf gasped in surprise, but Wulfgrimm had already risen, his orc-nose ax in hand, and slashed at the tentacle.

O Swafnir, a krakennewt!

More tentacles appeared out of the water on all sides. Ylwa and the Thorwaler tried to fight them off as best as they could. Wulfgrimm had to hit the tentacle holding Allacaya a second time to sever it. The monster issued a piercing scream and then disappeared as quickly as it had attacked.

Wulfgrimm helped free the elf from the tentacle, which still moved feebly, and then looked around. "I think we can forget our plans for a surprise attack. But I'm guessing we were already expected."

Personality
Being a sailor and a Thorwaler, this hero is very tolerant of other cultures and worldviews, as long as they do not try to convert him, or openly support slavery, or deal with dark powers.

Like most sailors, he is firmly superstitious. He buys talismans, tries to avoid ill-omens, such as black cats, the number 13, or elves on ships, and deems all strange and mysterious incidents to be conspiracies by Hranngar, the enemy of the whale-god Swafnir. He runs neither from tavern brawls nor from battles against lizardfolk, orcs, or other monsters.

He knows how to use an orc-nose axe and a cut-tooth throwing axe. Even though he dislikes being called a pirate, he did gain some combat experience from joining his Ottajasko on raids against coastal villages and whaling settlements. However, he always tries not to spill the blood of innocents.

He quickly befriends anyone who tolerates his wild stories and accepts his invitation to share a shot of Preman Fire. However, new comrades must get used to his rough sense of humor, his love of drinking songs, and his often repeated Thorwalian oath, "That be, o Swafnir!"

Wulfgrimm

COU	*13*
SGC	*10*
INT	*12*
CHA	*11*
DEX	*12*
AGI	*13*
CON	*15*
STR	*14*

LP	*40*
AE	*-*
KP	*-*
MOV	*8*
INI	*13+1D6*
Spirit	*1*
Toughness	*3*
Dodge	*7*
FtP	*3*
PRO/ENC	*3/1*

Social Standing: Free
Advantages: Increased Life Points V, Increased Toughness, Rugged Fighter
Disadvantages: Negative Traits (Superstition, Short Temper)
Special Abilities: Area Knowledge (Thorwal), Charge, Feint I, Forceful Blow I, Inured to Encumbrance I, Onslaught, Shield-Splitter, Skill Specialization (Sailing), Weather Prediction
Languages: Native tongue Thorwalian III, Garethi III, Oloarkh I
Literacy: Thorwalian Runes
Combat Techniques: Daggers 10 (AT 11/PA 6), Fencing Weapons 6 (AT 7/PA 4), Impact Weapons 12 (AT 13/PA 8), Chain Weapons 6 (AT 7/PA -), Lances 6 (AT 7/PA 5), Brawling 12 (AT 13/PA 7), Shields 12 (AT 13/PA 8), Swords 12 (AT 13/PA 8), Polearms 6 (AT 7/PA 5), Two-Handed Impact Weapons 6 (AT 7/PA 5), Two-Handed Swords 6 (AT 7/PA 5), Crossbows 6 (Ranged 7), Bows 6 (Ranged 7), Thrown Weapons 10 (Ranged 11)
Skills:
Physical: Body Control 7, Carousing 6, Climbing 5, Dancing 0, Flying 0, Feat of Strength 7, Gaukelei 0, Perception 2, Pickpocket 0, Riding 0, Self Control 6, Singing 0, Stealth 0, Swimming 10
Social: Disguise 0, Empathy 2, Etiquette 0, Fast-Talk 2, Intimidation 6, Persuasion 0, Seduction 0, Streetwise 0, Willpower 0
Nature: Animal Lore 8, Fishing 9, Orienting 10, Plant Lore 0, Ropes 7, Survival 3, Tracking 0
Knowledge: Astronomy 0, Gambling 0, Geography 5, History 0, Law 0, Magical Lore 0, Math 0, Mechanics 0, Myths & Legends 6, Religions 4, Sphere Lore 0, Warfare 0
Crafts: Alchemy 0, Artistic Ability 0, Clothworking 8, Commerce 0, Driving 0, Earthencraft 0, Leatherworking 0, Metalworking 0, Music 0, Pick Locks 10, Prepare Food 0, Sailing 10, Treat Disease 0, Treat Poison 0, Treat Soul 0, Treat Wounds 4, Woodworking 6
Equipment: Healing Potion (QL 1), Clothing (regular), Long Sword, Leather Armor, Travel Package, Skraja War Axe (double-bladed Thorwalian variant; use the stats for a battleaxe), Thorwalian Shield, 20 Silverthalers

Race: Human (Thorwaler)
Culture: Thorwaler
Profession: Sailor
Experience Level: Experienced

The Fjarning Tribal Warrior

"No one has ever bested me in combat. And you won't be the first!"
"I like orcs. No matter what you do to them, you never feel bad about it."
"You southerners know the secret of steel. Come, tell it to me!"

Ylwa and six of her comrades seemed to have reached the dark priest's shelter first, as there were no signs of the others. Contrary to their initial assumption, the priest had not been hiding in the tower. However, they had seen a light on the coast and so headed for it. The Fjarning was happy to be back on dry land and feel solid ground beneath her feet.

The man in black, the one called Gonzalo, motioned for her and the others to gather around him.

"The foul stench of the Nameless One issues from those caves," he said. "That's where we're going."

Ylwa liked the man in black. He only spoke when necessary and never said anything useless—unlike the whale-worshipper or the woman who had been seasick.

The Fjarning nodded and started to follow Gonzalo toward the cave. Obviously, the others still had some concerns, for they remained where they were.

Why wait? she wondered. *If we don't act quickly, we might be too late.*

"Shouldn't we wait for Elwene?" asked the woman who had been seasick. "What if we're short-handed?" It was a valid point. Ylwa started to answer, but the whale-worshipper spoke first.

"No time to lose," he growled. "This nine-fingered bastard is summoning something, and we cannot let him finish his ritual."

Wulfgrimm, the whale-worshipper, was not as stupid as he looked. Maybe he could warm Ylwa's bed after the fight. But before she would honor him in this way, she had to finish the task at hand.

The group ventured cautiously into the warren of caves. Brush debris and slippery stones hindered their progress, and only Ylwa's quick reflexes and strength kept the man in black from falling into an unnoticed crevice in the cave floor. The man faced death without even flinching, earning even more respect in Ylwa's eyes.

Other Southerners would have screamed or at least broken out in a cold sweat, she thought, admiringly.

The adventurers passed through two wide chambers before they heard something. A strange singing issued from the darkness ahead. Ylwa motioned for silence as she sneaked towards a huge rock that would let her see into the next chamber without being seen herself.

From her position of cover, Ylwa could see that the entire cavern beyond had been made over into a ritual space. Behind a stone altar stood a man whose face was hidden beneath a golden mask. He held a curved dagger in his hand and was surrounded by thirteen robed figures, all of whom were kneeling in front of the altar.

Ylwa signaled to Wulfgrimm, Allacaya, Gonzalo, and the others to attack the cultists while she took care of the

priest, but they began to raise objections. She refused to get caught up in a debate over her tactics and rushed forward, swinging her axe, and everyone followed her. She hit one of the cultists on her way past, knocking him to the floor to lie in a growing pool of his own blood. The cultists panicked when the heroes attacked. Allacaya's arrows seemed to fill the air, hitting every target. Wulfgrimm's axe cut a wide swath among the servants of the Nameless One. Even the woman who had been seasick managed to wound one mortally with her puny blade.

Ylwa had nearly reached the priest when he made some strange gestures and shouted some even stranger words. Ylwa dodged, rolled across the floor, and jumped up again, right in front of him.

"Naag...!" he started to shout, but his scream was cut short as Ylwa's barbarian war axe bit into his neck, decapitating him. His head hit the floor before his body fell. It was a fast and bloody fight, but they had triumphed.

"It's over," said the woman who had been seasick and who now became sick once again.

"No," replied the man in black, "this was just the beginning."

Personality

The Fjarning barbarian's people long ago grew used to living in the cold near the Ice Pinnacle and Mist Pinnacle mountains. In those barren and dangerous icy northern wastes, no one has time for sympathy or weakness. The Fjarning would gladly leave someone behind to die if such would ensure the survival of the rest of the group. Most Aventurians think this behavior is harsh and merciless, but it is how the Fjarnings survive the bitter conditions of their homeland.

She is just as harsh on her comrades, too (at least at first, but time always melts her shell and lets her loyalty show through).

Even though she is larger and stronger than most Aventurians, and (atypically, for a Fjarning) known as a terrifying fighter, she uses her weapons only when she is sure to win the fight.

Fjarnings seldom leave their homes. When they do, it is because they were either expelled or went questing for the secret of steel. They have no prejudices against other cultures, though they remain suspicious of Thorwalers and other seafaring folk—Fjarnings fear the sea most of all, and anyone who travels on its surface is more than worthy of the Fjarning's distrust.

She places great value on things that other people take for granted, such as a warm bed, a good tavern meal, and many other simple items and amenities of everyday life.

Ylwa

COU	*14*
SGC	*9*
INT	*13*
CHA	*10*
DEX	*11*
AGI	*14*
CON	*14*
STR	*15*

LP	*38*
AE	*-*
KP	*-*
MOV	*8*
INI	*13+1D6*
Spirit	*0*
Toughness	*2*
Dodge	*8*
FtP	*3*
PRO/ENC	*-/-*

Social Standing: Free
Advantages: Increased Life Points V, Improved Regeneration (Life Points) II
Disadvantages: Decreased Spirit, Frenzy, Negative Traits (Superstition, Short Temper)
Special Abilities: Alertness, Area Knowledge (Home Village), Charge, Feint I, Forceful Blow II, Improved Dodge I, Onslaught, Shield-Splitter, Skill Specialization (Intimidation), Suppress Pain, Terrain Knowledge (Ice & Snow)
Languages: Native tongue Fjarning III, Garethi II
Literacy: none
Combat Techniques: Daggers 6 (AT 8/PA 5), Fencing Weapons 6 (AT 8/PA 5), Impact Weapons 12 (AT 14/PA 8), Chain Weapons 6 (AT 8/PA -), Lances 6 (AT 8/PA 5), Brawling 12 (AT 14/PA 8), Shields 6 (AT 8/PA 5), Swords 12 (AT 14/PA 8), Polearms 6 (AT 8/PA 5), Two-Handed Impact Weapons 12 (AT 14/PA 8), Two-Handed Swords 6 (AT 8/PA 5), Crossbows 6 (Ranged 7), Bows 10 (Ranged 11), Thrown Weapons 12 (Ranged 13)
Skills:
Physical: Body Control 7, Carousing 0, Climbing 8, Dancing 0, Flying 0, Feat of Strength 10, Gaukelei 0, Perception 7, Pickpocket 0, Riding 0, Self Control 8, Singing 0, Stealth 5, Swimming 3
Social: Disguise 0, Empathy 0, Etiquette 0, Fast-Talk 0, Intimidation 9, Persuasion 0, Seduction 0, Streetwise 0, Willpower 0
Nature: Animal Lore 3, Fishing 0, Orienting 6, Plant Lore 3, Ropes 0, Survival 6, Tracking 5
Knowledge: Astronomy 0, Gambling 0, Geography 0, History 0, Law 0, Magical Lore 0, Math 0, Mechanics 0, Myths & Legends 4, Religions 2, Sphere Lore 0, Warfare 0
Crafts: Alchemy 0, Artistic Ability 0, Clothworking 0, Commerce 0, Driving 0, Earthencraft 9, Leatherworking 3, Metalworking 5, Music 0, Pick Locks 0, Prepare Food 0, Sailing 0, Treat Disease 0, Treat Poison 0, Treat Soul 0, Treat Wounds 8, Woodworking 8
Equipment: Barbarian Sword, Barbarian War Axe, Talisman, Weapon Balm (QL 2), Wilderness Package, Clothing (regular, Winter Clothes), 76 Silverthalers in Bartering Goods (fur, gemstones)

Race: Human (Thorwaler)
Culture: Fjarning
Profession: Tribal Warrior
Experience Level: Experienced

The Almadan Blessed One of Boron

"Boron does not forbid us to talk. He just does not like people speaking nonsense."
"You don't have to be afraid of death, but you should be afraid of a useless life."
"Be gone, undead brood!"

Gonzalo stared at the headless corpse as it lurched toward him. He had suspected (and feared) that even death would not stop a dark priest whose mission was so important that the dark god himself intervened to keep his servant alive... However, that was exactly why Gonzalo was here. Many weeks ago, Nevinia and the others had come to the temple seeking Gonzalo's assistance. She explained that a powerful dark priest of the Nameless One had spent months preparing an evil ritual. Hints of the plan had come to light when Allacaya caught one of his disciples stealing some high elf relics. After much brave effort, Elwene and her comrades halted the cult's first attempt at the ritual, but the wily dark priest escaped and took one of the elven relics, a small figurine of the Nameless God, with him. Gonzalo was certain the dark priest would try to finish what he had started.

Boron, acting through his servant Bishdariel, had sent Gonzalo visions of the pain and suffering that would befall the people if the dark priest succeeded in performing his ritual, which would deprive the people of one of the gods' greatest gifts—sleep.

"Man must rest," Gonzalo thought. *"Only Boron's sleep can grant peace and strength. Without sleep, we shall all go insane."* He joined the search without hesitation.

The dark priest's trail led to a system of caves on the coast. His comrades had just killed all of the cultists, and the Fjarning had decapitated the priest in her bold rush to battle. They should have been celebrating their victory, but something was wrong. Gonzalo could still feel the presence of evil in this place....

The Nameless One is strong.

The eyes of the figurine on the altar began to glow. Gonzalo's comrades froze as the bodies of the cultists rose from pools of their own blood. Even the headless body of the dark priest stood up. It lunged, swinging the ritual basilisk tongue dagger, and caught Ylwa in the leg. The Fjarning screamed in pain and jumped back. Wulfgrimm and Nevinia seemed almost paralyzed with fear. Only Allacaya kept her wits—she shot an arrow at one of the undead and pierced its skull, but the creature didn't seem to notice.

Boron, lend me strength, Gonzalo prayed.

He produced a small vial of anointing oil from his pocket and threw it at the nearest undead. The vial shattered, and oil hissed as it ran down the undead's body, setting the walking corpse on fire. Gonzalo threw another vial as the creature sank to the ground.

Gonzalo's act filled his comrades with hope. Wulfgrimm attacked one of the undead with his axe, chopping again and again until it moved no more. Allacaya set aside her bow and prepared a spell. Ylwa roused herself and attacked as well, but she underestimated the strength of the undead. One of them grabbed the Fjarning barbarian and threw her into the wall, knocking her unconscious.

Gonzalo had to end it. He mustered his courage, confronted the nightmare corpse of the dark priest, and began to intone a liturgical chant.

"You have no place among the living! Go home to your cursed lord!" the Blessed One cried at the revenant. It didn't retreat, but at least he had drawn the undead creature's attention away from the others. It began to move toward him.

Gonzalo repeated his words over and over again, and the revenant stumbled. A multitude of voices whispered in Gonzalo's mind, telling him to stop, but his will shielded him from the intrusions of the Nameless One. The revenant's outstretched hands were only inches from the Blessed One's throat when suddenly the undead body collapsed. A terrible scream escaped the lips of the priest's decapitated head, and then all was quiet once again.

The Nameless One is strong, yes, but my lord Boron and his siblings are stronger.

Personality
Everyone dies—it is Boron's will. Until that day, however, we should live and suffer no harm from the dead or the undead. To ensure this, the Blessed One of Boron strives to banish evil spirits and help needy souls find their way to Boron's Halls.

The Blessed One refrains from speaking ill of other people. He always tries to speak with deliberate care, and never without cause. On the road, he helps his comrades as best he can. He is very frugal, requires little food, and does not complain about poor sleep or the many other harsh conditions of an adventuring life.

Like any Blessed One, he sticks to the moral code of his Church and reminds his comrades of its teachings, if needed. He always tries to prevent them from looting corpses, breaking into tombs, or doing anything else that is opposed to Boron's will. He fights the undead, the archdemons, and the Nameless One without hesitation, and uses every weapon at his disposal, if necessary.

As an Almadan, he will not spill good wine or waste other mundane luxuries, however odd this might seem for a Blessed One of Boron. He knows that he must face his god soon enough—until then he will remain alive and enjoy what life brings.

Gonzalo

COU	*15*
SGC	*14*
INT	*14*
CHA	*14*
DEX	*11*
AGI	*11*
CON	*10*
STR	*11*

LP	*25*
AE	*-*
KP	*35*
MOV	*8*
INI	*13+1D6*
Spirit	*2*
Toughness	*0*
Dodge	*6*
FtP	*3*
PRO/ENC	*-/-*

Social Standing: Free
Advantages: Blessed One, Resistant to Poison I, Time Sense, Unremarkable Appearance
Disadvantages: Obligations II (Temple, Church), Poor I, Principles II (Church of Boron)
Special Abilities: Area Knowledge (Punin), Skill Specialization (Religions), Suppress Pain, Tradition (Church of Boron)
Languages: Native tongue Garethi III, Tulamidya II
Literacy: Kuslik Signs, Tulamidya
Combat Techniques: Daggers 8 (AT 10/PA 5), Fencing Weapons 6 (AT 8/PA 4), Impact Weapons 10 (AT 12/PA 6), Chain Weapons 6 (AT 8/PA -), Lances 6 (AT 8/PA 4), Brawling 6 (AT 8/PA 4), Shields 6 (AT 8/PA 4), Swords 6 (AT 8/PA 4), Polearms 6 (AT 8/PA 4), Two-Handed Impact Weapons 6 (AT 8/PA 4), Two-Handed Swords 6 (AT 8/PA 4), Crossbows 6 (Ranged 7), Bows 6 (Ranged 7), Thrown Weapons 6 (Ranged 7)
Skills:
Physical: Body Control 0, Carousing 3, Climbing 0, Dancing 0, Flying 0, Feat of Strength 0, Gaukelei 0, Perception 7, Pickpocket 0, Riding 0, Self Control 7, Singing 0, Stealth 1, Swimming 0
Social: Disguise 0, Empathy 10, Etiquette 3, Fast-Talk 0, Intimidation 2, Persuasion 6, Seduction 0, Streetwise 0, Willpower 10
Nature: Animal Lore 3, Fishing 0, Orienting 0, Plant Lore 5, Ropes 0, Survival 0, Tracking 0
Knowledge: Astronomy 7, Gambling 0, Geography 0, History 0, Law 3, Magical Lore 0, Math 4, Mechanics 0, Myths & Legends 4, Religions 6, Sphere Lore 2, Warfare 0
Crafts: Alchemy 3, Artistic Ability 0, Clothworking 1, Commerce 0, Driving 0, Earthencraft 0, Leatherworking 0, Metalworking 1, Music 0, Pick Locks 0, Prepare Food 0, Sailing 0, Treat Disease 3, Treat Poison 2, Treat Soul 8, Treat Wounds 3, Woodworking 1
Liturgical Chants: The Twelve Blessings, Banish Fear 3, Banish Light 9, Bless Object 7, Exorcism 3, Minor Undead Ban 10, Sleep 6
Equipment: Healing Potion (QL 4), Clothing (regular), Anointing Oil, Mace, Traveling Package, 9 Silverthalers

Race: Human (Middenrealmer)
Culture: Middenrealmer
Profession: Blessed One of Boron
Experience Level: Experienced

Cracks in the Wall

The troublemakers had thwarted her master's plan and killed him. But his defeat was Opharina's big opportunity. She had spied the boat carrying the warriors of fortune long before it arrived, and she had hidden herself, leaving her master to his fate.

"Every man for himself," she thought. "Surely, my master was a great man, but he was too much in love with himself. That made him blind. I will remember him, but I will not make his mistakes. The will of the Golden One must be fulfilled. Only when He is free will He reward His servants. Until then, we must not question His orders. His reward for me will surpass everything I have ever wished for..."

Two years ago, in the city of Punin, Opharina met the man who would one day change her life. At the time he was pretending to be a merchant who had business to conduct with her father. At first she thought he was just a boring trade partner, like all the others. She had let her preconceptions mislead her. He was a knowledgeable man, and he took an interest in her when he noticed that she showed no respect for her parents and did not blindly accept the teachings of the Twelvegods without question. Often as a child she had wondered about the gods' intentions, wondered why they did not always help people. War, famine, disasters—nothing seemed to interest the gods in Alveran. Opharina, on the other hand, became very interested in the philosophy of mages and, later, the forbidden chronicles of the Ilaris sect (philosophies which agreed that gods do not deserve worship).

Her future master found excuses to speak with her at length, and slowly his true identity was revealed. At first she had thought the trader simply wanted her. This thought amused her because, while she was very pretty, he was exceptionally unattractive. But soon the conversation turned in a different direction. Towards the Golden God.

At first, Opharina did not know that "Golden God" referred to the Nameless One, and her master's stories frightened her. She quickly realized that she had nothing to fear. In fact, she was saddened by the stories her master told about the god without a name. It was the Nameless One who wanted to protect people and grant them prosperity (as long as they worshiped him in return), but his siblings had betrayed him, cast him down, and chained him to the Star Wall. As long as he remained imprisoned, he could achieve very little.

It all made sense to Opharina. How could the Nameless One help people if he was chained?

He was a protector, somebody who only wanted the best for people—when they worshiped him. But his imprisonment prevented this. His siblings' envy manifested in their Churches, which spread lies about him and persecuted his followers. The Twelve were to blame for all the evils of the world. Their hunger for power drove them to wage wars against each other, and so they ignored the people. Everything fit.

Opharina accompanied her new master when he left town, and he revealed many secrets to her. He told her about his plan to free the god. Though chained, the Golden God was still strong, and if even small cracks formed in the wall anchoring his chains, he would be able to free himself via his own strength. For months, her master prepared for the ceremony. To ensure that the songs of his ceremonies would reach the Star Wall, he sought to obtain high elven artifacts. And he found them. But all of his preparations were for naught. The ceremony failed. Servants of the false gods, mercenary scum one and all, toppled her master's plans like a house made of inrah cards.

Opharina knew that her master was too weak to fulfill the Golden God's wishes. She would surpass her master. She would prove herself worthy.

She waited for an hour in her hiding place, until after the so-called heroes sailed away. Then she drew her knife.

She knelt and rested her left hand on a stone, her fingers spread. Then she said the words of ordination her master had taught her, to bring joy to the Golden God. At the end of her prayer, she mustered her will and cut off her little finger. Pain filled her body, and she fought to remain conscious. Soon Opharina's grimace turned into a smile. She knew that her god had accepted her.

"O Golden One, hear me," she prayed. "I will serve you, and one day I will succeed where my master failed. I will bring the Star Wall crumbling down. You will be free again, free to overthrow the gods that stole your Alveranian throne."

Chapter 4: Races

"Luckily, we're not all the same."
—ancient wisdom

"You think humans differ from elves and dwarves only in their round ears and size? No, it's not that easy. Dwarves are not simply humans with short legs. Their anatomy might have similarities, but it is not identical. And their bodies have some secrets, like resistance to magic, that we still haven't fathomed yet. Not even Borbarad, the Demon Master, could unlock these secrets, even though he performed many experiments. You should look it up in the treatise.

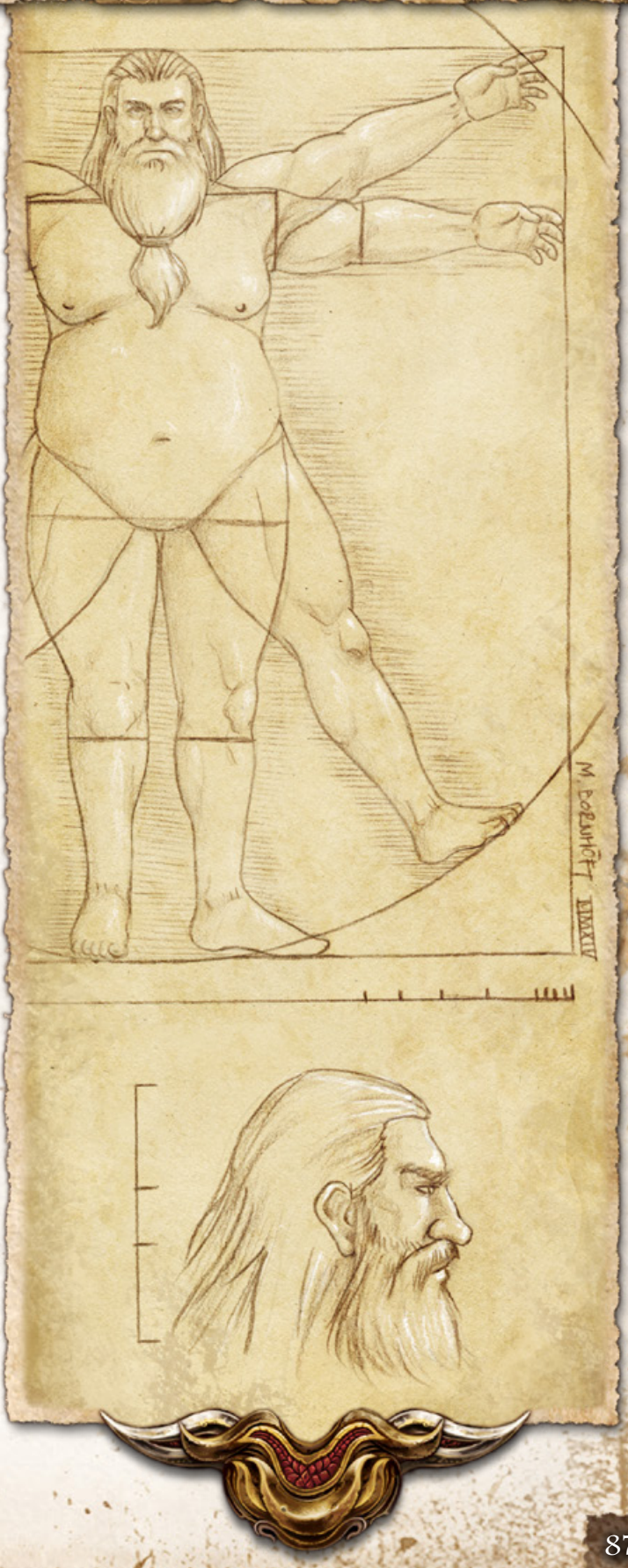
With elves, it's the opposite. They are always born with a spark of magic and, unlike dwarves, are magical beings. Their hair is stiff, like a horse's mane, their eye color is unusual, and we still do not know how they manage to sing in two voices at once. Elves can mate with humans, implying some kinship, but so far we have not been able to determine its exact nature.

And we must back up all these hypotheses with practical investigation. As it so happens, yesterday our University came into possession of the corpse of a half elf. After the midday break we will take a closer look at the specimen as we ponder these questions."

—Archmagister Salpikon Savertin, lecture in the medical facility of the University of Al'Anfa, 1037 after the Fall of Bosparan

Dere is populated by a variety of humanoid races. Many of them produce heroes you can play in the game. The most important ones in Aventuria are humans, dwarves, and elves. You can choose your hero's race from one of these, or choose a half elf (the child of a human and an elf).

But these are not all the races you can play. Future sourcebooks will provide the opportunity to choose heroes from other races.



Description of the Races

The description of each race starts with how the race is known to themselves and to others, as well as common greetings and farewells. This is followed by basic information about the race's origins, appearance, and other specifics.

- **Designation:** The name of the race.
- **Origin and Distribution:** Where does the race come from, and where does it live? If there are subcategories, there is a more detailed description of their distribution.
- **Build and Appearance:** General appearance, distinctive features, average height, and physical peculiarities.
- **Procreation and Aging:** Birth rate, lifespan, whether or not the race can reproduce with other races, and if there is anything interesting to know about the distribution of the genders.

Stats

In addition to the description, there is a box with the stats and skills needed to play the race.

- **AP Value:** How many Adventure Points does the race cost during character creation? This covers the usual costs for automatic advantages and disadvantages as well as the costs for base values (Life Points, Spirit, Toughness, and Movement).
- **Life Point Base Value:** The race's life point base value.
- **Spirit Base Value:** The race's Spirit base value.
- **Toughness Base Value:** The race's Toughness base value.
- **Movement Base Value:** This is the race's tactical movement rate, which is especially important for combat.
- **Attribute Adjustments:** Describes how to raise or lower maximum attribute values during character creation. For example, an attribute adjustment of SGC +1 means that a hero with a starting experience level (EL) of *Experienced* has a maximum starting value of 15 (instead of 14) in Sagacity and can be created with a Sagacity of 15, if desired. Similarly, an adjustment of STR -2 means that the hero cannot start with a Strength higher than 12 (again, assuming an EL of *Experienced*). Note that you must pay the adventure point cost of any additional attribute points—you do not receive any attribute points for free! Attribute adjustments affect only the attribute's maximum starting value.
- **Common Cultures:** Lists the cultures to which members of the race typically belong. If you want to choose another culture, talk to your GM.
- **Automatic Advantages or Disadvantages:** A few races have advantages and/or disadvantages which are automatically included.
- **Strongly Recommended Advantages and Disadvantages:** Lists advantages and disadvantages which are strongly recommended if you want to play a member of the race. If you don't want to take them, talk to your GM.
- **Common Advantages:** Lists suggested advantages for this race that are not automatic.
- **Common Disadvantages:** Lists suggested disadvantages for this race that are not automatic.
- **Uncommon Advantages:** Lists advantages that are rare for this race. If you want to choose them, talk to your GM.
- **Uncommon Disadvantages:** Lists disadvantages that are rare for the race. If you want to choose them, talk to your GM.

Appearance

The last item is a list of hair and eye colors, as well as size and weight. You may choose freely here. If you wish to decide randomly, roll your hero's appearance.

Units of Measure

Units from several cultures are widely recognized in Aventuria.

inch (also called a thumb)
1 hand = 4 inches
1 foot = 12 inches
1 yard (also called a pace or an ell) = 3 feet
1 mile (also called a Middenmile) = 1,094 yards (3,282 feet)

1 pound = the weight of one pint (16 ounces) of water

Humans

Garethi: human, humans
Elvish (Isdira): tala (friendly human; sometimes also called "rose-ear," a derisive term) or telor (potentially hostile human)
Dwarvish (Rogolan): Xomascho (man), Xomascha (woman)
Greeting: Greetings to the Twelve**.*
Farewell: The Twelve** be with you.*
**Each Middenrealmish human culture has its preferred forms of greeting and farewell; there is no universal usage.*
*** The Twelve: a pantheon of gods commonly worshipped among the humans.*

Origin and Distribution

Humans are the most common race on Dere. The best-known tribes of humans are the Middenrealmers, Tulamydes, Thorwalers, Nivese, Norbards, Forest Folk, and Utulus. In the last millennia, humans have spread over the whole continent.

The **Middenrealmers** are the largest group. Their ancestors hail from far-away Gyldenland, and now they are the most numerous group of humans in Aventuria. They make up the majority of the population of the Middenrealm, the Horasian Empire, Bornland, the kingdoms of Nostria and Andergast, and many other regions.

Long before the arrival of the Middenrealmers, the **Tulamydes** ruled large empires in Aventuria. They live in the lands of the South, like Arania, but also in parts of Meridiana and on the island of Maraskan, where they have blended with Middenrealmers.

The northwest of the continent has been settled by the seafaring **Thorwalers**. Like Middenrealmers, they originally hail from Gyldenland, where their famed ancestors, the Hjaldingers, live on, even today.

Among the oldest tribes are the nomadic **Nivese**, who live in the tundra and the taiga. As they have for millennia, they live in extended families and travel the northern Aventurian steppes. It is said their ancestors came to Aventuria from the lands of the east beyond the Eternal Edge.

The **Norbards** also roam through the northern realms of Aventuria and are well-known as traveling merchants. Their ancestors, the Alhani, established a large empire many centuries ago, but when it fell, the Norbards scattered to the four winds.

Other humans usually do not differentiate between the **Forest Folk** and the **Utulus** and call both of them Mohas (a corruption of the name for the largest tribe of Forest Folk, the Mohaha). Nevertheless, there are physical differences. The original home of both groups lies south of Aventuria, in faraway Uthuria.

Build and Appearance

Hair, eyes, and skin: Middenrealmers have the largest variation in hair and eye color. Blond and brown hair is most common, but other hair colors are not unusual.

The Tulamydes and the Norbards, who are related, have a slightly darker shade of skin than Middenrealmers. Dark hair is most common.

Thorwalers are known for their blond or red hair. Their skin is most often lighter than that of other Aventurian humans.

Red hair is very common among the Nivese. Other colors are almost unknown. They also have distinctive almond-shaped eyes.

Where the Utulus have ebony skin and often dense black hair, the Forest Folk have a variety of skin colors—some tribes have skin as dark as the Utulus, others have lighter, copper-colored skin. Their hair is almost always black.

Size: Middenrealmers are about 69 to 73 inches tall, but Thorwalians and Utulus are taller on average (about 73 to 77 inches), and Tulamydes and Nivese are a few inches shorter (between 67 and 71 inches). The Forest Folk are even smaller than other humans, rarely exceeding 67 inches.

Procreation and Aging

Humans can reproduce with elves and orcs, producing half elves or half orcs, respectively. Human women are fertile throughout the year. A pregnancy takes about nine months. Multiple births are rare but not unknown. The life expectancy of humans on Dere is 80 years, but some live to 90 or even more than 100 years old.

Humans
AP Value: 0 adventure points
Life Point Base Value: 5
Spirit Base Value: -5
Toughness Base Value: -5
Movement Base Value: 8
Attribute Adjustments: one attribute of your choice +1
Common Cultures:

- *Middenrealmer:* Andergastan, Bornlander, Cyclopean, Horasian, Maraskan, Middenrealmer, Northern Aventurian, Nostrian, Southern Aventurian, Svellter
- *Nivese:* Bornlander, Nivese, Northern Aventurian, Svellter
- *Norbards:* Bornlander, Norbard, Northern Aventurian
- *Thorwaler:* Fjarning, Northern Aventurian, Thorwaler
- *Tulamydes:* Arianian, Maraskan, Mhanadistani, Novadis, Southern Aventurian
- *Forest Folk:* Arianian, Mhanadistani, Mohas, Novadi, Southern Aventurian
- *Utulus:* Arianian, Mhanadistani, Mohas, Novadi, Southern Aventurian

Common Advantages:
Nivese: Resistant to Cold, Sense of Range
Thorwaler: Increased Toughness, Rugged Fighter
Tulamydes: Resistant to Heat
Forest Folk and *Utulus*: Immunity to Wurara (a poison), Immunity to Swift Difar (a disease), Immunity to Brabak Sweat (a disease), Pleasant Smelling, Resistant to Heat
Common Disadvantages:
Nivese: Susceptible to Heat
Thorwaler: Frenzy, Decreased Spirit
Tulamydes, Forest Folk, Utulus: Susceptible to Cold
Uncommon Advantages: none
Uncommon Disadvantages: none

Appearance

Hair Color (1D20)

- *Middenrealmers*: black (1-3), brown (4-7), dark blond (8-12), blond (13-16), light blond (17-18), red (19-20)
- *Nivese*: copper red (1-15), blond (16), brown (17-18), dark blond (19), black (20)
- *Norbards*: black (1-17), copper red (18-19), blond (20)
- *Thorwalers*: blond (1-8), strawberry blond (9-13), light blond (14-15), red (16-17), dark blond (18), brown (19), black (20)
- *Tulamydes:* black (1-6), dark brown (7-12), medium brown (13-14), light brown (15-17), blond (18-19), red (20)
- *Forest Folk:* black (1-5), bluish black (6-19), dark brown (20)
- *Utulus:* black (1-17), bluish black (18-20)

Eye Color (1D20)

- *Middenrealmers*: dark brown (1-2), brown (3-9), green (10-11), blue (12-17), gray (18-19), black (20)
- *Nivese*: brown (1-2), light brown (3-9), amber (10-14), green (15-17), blue (18-19), gray (20)
- *Thorwalers*: dark brown (1-2), brown (3-7), green (8-11), blue (12-18), gray (19-20)
- *Norbards*: black (1-3), dark brown (4-13), brown (14-17), green (18-19), blue (20)
- *Tulamydes*: black (1-4), dark brown (5-12), brown (13-16), gray (17-18), green (19), blue (20)
- *Forest Folk:* light brown (1-3), dark brown (4-10), black (11-20)
- *Utulus:* light brown (1-3), dark brown (4-10), black (11-20)

Height

- *Middenrealmers:* 61 + 3D6 inches
- *Nivese:* 59 + 3D6 inches
- *Norbards:* 60 + 3D6 inches
- *Thorwalers:* 64 + 3D6 inches
- *Tulamydes:* 59 + 3D6 inches
- *Forest Folk:* 58 + 2d6 inches
- *Utulus:* 63 + 3D6 inches

Weight

When rolling for weight, even results are added, odd results are subtracted.

In pounds: 110 + (6 per thumb over 60) +/- 4D6

Elves

Garethi: elf, elves, elven, elvish
Elvish (Isdira): fey (male elf), fae (female elf), fey'e (elves), feya (their name for themselves)
Dwarvish (Rogolan): Bunferatosh (translated to Garethi: tree sitter)

Greeting: Sanya bha, tala(r): I greet you (with caution), human.
Farewell: Sanyasala, feyiama: I say farewell to you, elf friend.

Origin and Distribution

There is much speculation about the legendary origin of the elves. If you ask them yourself, the feya sing songs of longing about the Realm of Light, a place of harmony they left long ago and to which they will return some day.

Millennia ago, the high elves ruled large parts of Aventuria, but their age has passed. Today, most elves lead secluded lives in extended families in the wild. They try to live in harmony with nature, far away from urbanization and humans. The *firnelves* try to survive in the frozen north. The *wood elves* have been living in the Salamander Stones since the age of the high elves and are the most primal of the elven tribes.

Humans are most likely to meet *glade elves*. They live in the glades of northern Aventuria surrounding the Salamander Stones, in some parts of Albernia, Almada, and the Horasian Empire. They are the largest and most ubiquitous of the elven tribes in Aventuria. Some of them have even given up life with their families and have settled in human cities.

Build and Appearance

At first glance, elves look similar to humans, but there are distinct differences. Their ears are more pointed and much longer than the human *rose-ear* (a derisive term the elves often use for humans in general). Another peculiarity is their eyes, which are a bit larger than a human's eyes, but it is the color that enchants the beholder. Their eyes sparkle in the colors of gemstones, from sapphire blue to emerald green.

Elves are slender and are often about six feet tall. They are very graceful and have a keen sense of smell. Besides the hair on their head and their eyebrows, elves do not have any body hair.

Procreation and Aging

The lifespan of an elf can be counted in millennia. They do not die from old age, but rather when their purpose in life has been fulfilled. Elves each have their own purpose, which they learn during the course of their lives.

After reaching adulthood, elves appear to stop aging and always look youthful, until they have fulfilled their purpose. Then they say goodbye to family and friends, and age and die in the span of a few days.

Elves enjoy making love, but their birth rate is lower than that of humans. Even though their lives are centuries long, some elves have only one or two children because they can control their conception. Unfortunately for humans, this deliberate control works reliably only between two elves. Humans and elves can interbreed, and the offspring (called half elves) inherit some of the magical talent of the elven parent.

Appearance

Hair Color (1D20)

- *Glade elf*: bluish black (1), black (2-3), silver (4-5), white blond (6-7), light blond (8-11), medium blond (12-17), dark blond (18-20)
- *Firnelf*: bluish black (1), black (2), silver (3-5), snow-white (6-9), white blond (10-14), light blond (15-17), middle blond (18-19), dark blond (20)
- *Wood elf*: bluish black (1-3), black (4-7), silver (8-10), white blond (11), light blond (12-13), middle blond (14-16), dark blond (17-19), golden blond (20)

Eye Color (1D20)

If you receive a result of gold flecks, roll again for the base color of the eyes. If gold flecks are indicated again, the eye color is gold.

- *Glade elf*: black-brown (1-2), gray-blue (3-4), sapphire blue (5-8), emerald green (9-12), dark purple (13-16), amber (17-18), gold flecks (19), amethyst purple (20)
- *Firnelf*: black (1), silver-gray (2-3), icy gray (4-7), sapphire blue (8-11), emerald green (12-15), amber (16-18), gold flecks (19), ruby red (20)
- *Wood elf*: black (1-2), sapphire blue (3-4), emerald green (5-8), dark brown (9-12), amber (13-16), gold flecks (17), ruby red (18-19), amethyst purple (20)

Height

64 + 3D6 inches

Weight

In pounds: 60 + (7 per thumb over 60) + 4D6

Elves

AP Value: 18 adventure points
Life Point Base Value: 2
Spirit Base Value: -4
Toughness Base Value: -6
Movement Base Value: 8
Attribute Adjustments: INT and AGI +1; SGC *or* STR -2
Common Cultures: Glade elves, Firnelves, Wood elves
Automatic Advantage: Spellcaster, Two-Voiced Singing (AP spent for advantages/disadvantages: Advantages 30 AP, Disadvantages 0 AP)
Strongly recommended Advantages and Disadvantages: The following advantages and disadvantages distinguish Aventurian elves. You should choose these advantages and disadvantages. If you don't want to take them, talk to your GM. Darksight I, Incompetence (Carousing), Needs No Sleep, Resistant to Aging, Sensitive Nose
Common Advantages: Ambidextrous, Aptitude (Singing, Music), Beautiful Voice, Contortionist, Darksight II, Direction Sense, Exceptional Sense (Hearing or Sight), Good Looks, Immunity (Black Rabies, Rabies, Lycanthropy), Improved Regeneration (Arcane Energy), Nimble, Resistant to Disease, Resistant to Poison
Common Disadvantages: Annoyed by Minor Spirits, Hair-Bound Power, True Name
- **Uncommon Advantages:** Difficult to Enchant, Dwarf's Nose, Resistant to Heat
- **Uncommon Disadvantages:** Fat, Frenzy, Night-Blind, Restricted Sense

Note: As beings with the automatic advantage Spellcaster, elves automatically start the game with 20 points of AE.

Half Elves

Garethi: half elf, half elves, half elven
Elvish (Isdira): feytala (elf-human)
Dwarvish (Rogolan): Giratosch (a combination of human and elf)

Origin and Distribution

Half elves result from the union of a human and an elf. Where humans and elves share living space, in towns like Gerasim, Donnerbach, and Uhdenberg, half elves are a common sight. In many human cultures, however, half elves always live on the fringe of society; they are considered strange elven brats that don't fit in. In other parts of Aventuria, like the Horasian Empire, having some elven blood is cause for respect and is considered a mark of beauty.

Sometimes half elves are adopted by the family of their elven parent, but often they suffer contempt or anger, for they are deemed *badoc*—a state of mind best described as becoming too human.

Half elves of the first generation usually have a magical aptitude, which is less likely to appear in later generations (but is always latent).

Half Elves
AP Value: 0 adventure points
Life Point Base Value: 5
Spirit Base Value: - 4
Toughness Base Value: - 6
Movement Base Value: 8
Attribute Adjustments: an Attribute of your choice +1
Common Cultures: Andergastan, Bornlander, Firnelf, Glade Elf, Horasian, Middenrealmer, Nivese, Northern-Aventurian, Nostrian, Svelter, Thorwaler, Wood Elf
Common Advantages: Ambidextrous, Aptitude (Singing, Music), Beautiful Voice, Contortionist, Darksight I, Exceptional Sense (Hearing or Sight), Good Looks, Nimble, Spellcaster, Two-Voiced Singing
Common Disadvantages: Sensitive Nose, True Name
- **Uncommon Advantages:** Difficult to Enchant, Dwarf's Nose
- **Uncommon Disadvantages:** Fat, Frenzy, Susceptible to Disease

Build and Appearance

As is to be expected, half elves combine the merits of the worlds of both their parents. Though slighter of build than humans, they are not as slender and tall as elves. They have slightly pointed ears, but usually not as pronounced as those of their elven parent.

Depending on their human heritage, half elves may have other special traits. If they descend from Thorwalers, they are somewhat taller and usually have lighter colored hair. Nivese half elves often have reddish hair and almond-shaped eyes. Unions of Forest Folk or Utulus on the one side and elves on the other are rare due to the distances involved, but even so, their human heritage would show and give the half elf a darker skin color.

Procreation and Aging

Half elves have the same cycle of procreation as humans. Unlike elves, half elves cannot control their conception or virility. Their pregnancies last nine months on average.

Their average life expectancy is about a hundred years. Half elves keep their youthful looks and vigor until they reach a great age, but when they near the end of their (natural) lives, they quickly grow infirm.

Half elves can reproduce with humans, elves, and other half elves. Many generations after the first are considered half elves, too. Their latent magical abilities pass at least to the seventh generation of descendants, but magical gifts and physical features are not present in every generation.

Appearance

Hair Color (1D20)
red (1-3), brown (4-6), dark blond (7-10), light blond (11-15), white blond (16-17), black (18-19), bluish black (20)

Eye Color (1D20)
black (1-3), gray (4-6), blue (7-10), green (11-14), dark brown (15-16), light brown (17-18), amber (19), gold flecks (20)

Height
61 + 3D6 inches

Weight
In pounds: 60 + (8 per thumb over 60) + 4D6

Dwarves

Garethi: dwarf, dwarves, dwarven, dwarvish
Elvish (Isdira): boroborinoi (translated to Garethi: short beard-mumbler)
Dwarvish (Rogolan): Angrosho (male dwarf), Angroshna (female dwarf), Angroshax (dwarves), Angroshim (their name for themselves)

Greeting: Garoshem: Brotherly/sisterly greeting!
Farewell: Hosha reworim: A hundred years (meaning: We will meet again in a hundred years at the latest.)

Origin and Distribution

Legends say that the race of dwarves was created by Angrosh (whom the humans equate with their god Ingerimm) to protect the treasures of the earth.

Dwarves usually live in subterranean mines that they cut deep into the mountains. In the past, all dwarves lived in Xorlosh, the holy city of their race, and that city is still inhabited. But this glorious age is long gone. From those original tribes of Xorlosh sprang the many dwarven peoples known in Aventuria today.

The combative *forge dwarves* live in the mountain range after which they are named and embody the stereotype that humans have of this short race. The tradition-loving *ore dwarves* live in Ingra Peaks as well as in the ancient dwarf city of Xorlosh and in the Kosh Mountains, while the peaceful *hill dwarves* share the hills of Kosh with humans. Driven before the threat of the Shadowlands, the *diamond dwarves* had to give up their home tunnels several years ago and create a new home in Rashtul's Wall.

Even in the Dark Ridge in the Far North, some dwarf families make their living, and some of the human cities near dwarvish areas of settlement boast many dwarven citizens. In cities like Angbar, Fasar, and Zwerch, humans and Angroshim have been living peacefully side by side for generations and benefiting from each other's company. Many dwarves work as blacksmiths or miners. They fashion goods of excellent quality, and humans pay well for them.

Build and Appearance

One the most obvious differences between a dwarf and a human is the dwarf's small size. Angroshim rarely grow above four and a quarter feet, and they have a stocky build and heavy bones. Dwarves are not buoyant and are not very good swimmers, but are famous for their stamina. They do not get sick very often and they are not affected by toxic minerals.

Dwarves are very tough and often survive the worst wounds and injuries. They are also renowned for their

Dwarves
AP Value: 61 adventure points
Life Point Base Value: 8
Spirit Base Value: - 4
Toughness Base Value: - 4
Movement Base Value: 6
Attribute Adjustments: CON and STR +1; CHA or AGI -2
Strongly recommended Advantages and Disadvantages: The following advantages and disadvantages distinguish Aventurian dwarves. You should choose these advantages and disadvantages; if you don't want to take them, talk to your GM. Darksight I, Immunity to Tulmadron (a poison), Incompetence (Swimming)
Common Cultures: Diamond Dwarves, Forge Dwarves, Hill Dwarves, Ore Dwarves
Common Advantages: Darksight II, Difficult to Enchant, Direction Sense, Dwarf's Nose, Increased Toughness, Resistant to Disease, Resistant to Heat, Rugged Fighter
Common Disadvantages: Frenzy
Uncommon Advantages: Beautiful Voice, Contortionist, Spellcaster
Uncommon Disadvantages: Decreased Spirit, Decreased Toughness, Night-Blind, Sensitive to Pain, Susceptible to Heat

stubbornness, which—in combination with their natural magical resistance—renders them less vulnerable to magic in general.

Their eyes are accustomed to life in grottoes and caves and they can see even in near darkness. Dwarven men grow strong hair and beards. A dwarf's beard is his pride. Often it is braided artistically or decorated with pearls and other ornaments.

Contrary to rumors, dwarven women don't grow beards—at least, not all of them do.

Procreation and Aging

Dwarves are among the most long-lived races in Aventuria and can reach ages of 300 to 400 years, sometimes even more. Despite this long life expectancy, their numbers are low because they rarely have children. Also, only one out of every four dwarves born is female. Twin and quadruplet births are common only for male children; a female child is almost always a single birth.

Dwarves reach sexual maturity at 20 years and are deemed adults after their Baptism of Fire, an initiation rite they undergo sometime around their 35th year. There are no known offspring of dwarves with members of other races.

Appearance

Hair Color (1D20)
blond (1-5), black (6-9), dark gray (10-11), light gray (12-13), salt white (14), silvery white (15), fire red (16-17), copper red (18-20)

Eye Color (1D20)
dark brown (1-2), brown (3-5), green (6-9), blue (10), gray (11-14), black (15-20)

Height
50 + 1D6 inches

Weight
In pounds: 106 + (4 per thumb over 50) + 2D6

Races Overview

Race	LP	SPI	TOU	MOV	Attributes	Advantages	Disadvantages	AP Value
Human	5	-5	-5	8	one of your choice +1	none	none	0 AP
Elf	2	-4	-6	8	INT and DEX +1; SGC or STR -2	Spellcaster, Two-Voiced Singing	none	18 AP
Half Elf	5	-4	-6	8	one of your choice +1	none	none	0 AP
Dwarf	8	-4	-4	6	CON and STR+1; CHA or DEX -2	none	none	61 AP

Chapter 5: Cultures

"Culture depends on cookery."
– Oscar Wilde

"We can be happy that we live in such a civilized land. In other countries, culture is less well developed. I have heard the Andergastans exclude their women from many types of work merely because they are women (such nonsense)! It is even worse with the Novadi, who treat women as property of less worth than even a horse. And let us not forget the violent Thorwaler pirates, drinking and swinging their axes while pillaging our coasts. No, they have no culture to speak of! But I sometimes even ask myself if the views of our neighbors from the Middenrealm—not to mention their weapons, houses, carriages, and clothes—aren't a bit outdated.
The Horasian Empire remains the only culture in Aventuria that has earned the label high culture*. Here blooms art, artifice, science, and social life. Praise the Horas!"*
– Jesolo Arvadi, Horasian ethnologist and member of a lodge patriotic to the Horas, 1033 after the Fall of Bosparan

Race dictates your character's physical properties and appearance, but culture bestows language, customs, and beliefs. To which gods do members of a culture pray? What clothes do they wear? Which traditions and customs do they follow? Does the culture differentiate between men and women socially, or do both genders live as equals, as is common in Aventuria? How much importance does the culture place on social status? Does the culture's prosperity depend on slaves? The following descriptions offer much that is useful for creating your hero's background.

The cultures described here are central to the races provided in the Core Rules, but this chapter does not include all the cultures that exist in Aventuria, let alone on Dere. Additional cultures will appear in future supplements.

Culture Descriptions

The culture descriptions included in this book use the following summary format. Each gives a short introduction to the culture's customs, shared traits, and unique qualities.

- **Name:** The name of the culture.
- **Occurrence & Lifestyle:** Where can you encounter the culture? What distinguishes members of this culture from others?
- **Worldview & Religion:** What higher powers or gods does this culture honor?
- **Customs:** Does this culture have any unique or peculiar customs?
- **Garb & Weapons:** What do members of the culture wear? Do they prefer some types of armor and weapons over others?

Cultural Knowledge

Optional Rule

Heroes can receive a bonus of 1 for Social and Knowledge skills if the check concerns topics from their native culture. Similarly, they can suffer a penalty of 1 if the check concerns topics with which their culture has little or no experience. The GM has the final say but should be careful to maintain balance. This rule makes the game a little bit more complex.

Stats and Cultural Packages

The entry for each culture includes all rule information and additional suggestions for choosing a hero's advantages and disadvantages.

- **Language:** Heroes automatically receive their native tongue at Level III (see page 217) for free.
- **Script:** This is the script most commonly used by the culture. Note that heroes do not receive literacy in this script for free. They must purchase Literacy like any other special ability (see page 217), paying the AP cost given in parentheses.
- **Area Knowledge:** gives examples of Area Knowledge for the hero's home region (see page 214), which the hero receives for free.
- **Social Status:** Heroes are free members (commoners, burghers, and so on) of their culture, unless they have the advantage Noble (see page 168) or the disadvantage Not Free (see page 174). This entry mentions which levels of social status besides Free are available to characters from this culture.
- **Common Professions:** This entry lists a selection of professions that are typical for the culture, as well as professions that are rarely practiced or encountered in the culture. Look for additional suggested professions in future supplements.
- **Common Advantages:** Advantages common among members of the culture.
- **Common Disadvantages:** Disadvantages common among members of the culture.
- **Uncommon Advantages:** Advantages rarely encountered in the culture. You should take these only after talking to your GM.
- **Uncommon Disadvantages:** Disadvantages rarely encountered in the culture. You should take these only after talking to your GM.
- **Common Skills:** Skills that are very common in the culture. The culture might even be famous (or infamous) for them.
- **Uncommon Skills:** Few members of the culture have experience with these skills.
- **Common Names:** Personal names that are typical for the culture (in most cases, we distinguish between male and female names). Also includes examples of honorifics for noble families or tribes.
- **Cultural Package:** Generally, a hero's culture does not grant default skill points, but you can choose a cultural package during character creation and pay the AP value to create a typical member of that culture (a Nostrian or Southern Aventurian, for example). Each cultural package gives you 1 or 2 skill points in a few skills that are typical for the culture.

Enclaves of Foreign Cultures

It is quite common for members of one culture to emigrate and settle in an area where another culture is predominant. Examples include Maraskans living in exile, elves and dwarves settling in human cities, Thorwalers and Bornlanders relocating to a colony in the Lands of the Tulamydes, and so on. If your hero has such exposure to an additional culture, you should buy a second language.

Human Cultures

Andergastan

Neighbors of the quarrelsome kingdom of Andergast deride it for being backward, even though the inhabitants of this rough land have strong reputations for being combative and steadfast.

Occurrence & Lifestyle: Andergast lies between the Knifegrass Steppes in the east, the Tommel in the south, and the Stoneoak Wood in the north. The town of Joborn is on the border between Andergast and its traditional enemy, Nostria. The people's lives are shaped by the inhospitable nature of their forest home, their nobles' nepotism, and the ever-present threat of the orcs.

Andergastan barons and knights enforce the laws of the king and protect the land against raids by orcs and Nostrians. The symbol of Andergastan stability (or, depending on your view, its stubbornness) is the stone oak, which also appears on the kingdom's coat of arms.

Andergastan
Language: Garethi (Andergastan)
Script: Kuslik Signs (2 AP)
Area Knowledge: (for example, Andergast-Town, Joborn)
Social Status: Noble, Not Free
Common Professions:

- *Mundane Professions:* all but Gladiator and Tribal Warrior
- *Magic Professions:* Witch, Mage
- *Blessed Professions:* Blessed One of Boron, Blessed One of Hesinde, Blessed One of Praios, Blessed One of Peraine, Blessed One of Phex, Blessed One of Rondra

Common Advantages: Direction Sense, Rugged Fighter
Common Disadvantages: Negative Trait (Superstitious), Personality Flaw (Prejudices - usually against Nostrians and women; Unworldly – usually Progress and Life outside the kingdom)
Uncommon Advantages: Socially Adaptable
Uncommon Disadvantages: Susceptible to Disease
Common Skills: *Animal Lore, Myths & Legends, Plant Lore, Orienting, Survival, Woodworking*
Uncommon Skills: *Flying, Geography, History, Law, Math, Mechanics, Religions*
Common Names:

- *Male:* Arnbold, Borkhelm, Gartwald, Ludewich, Marik, Oakward, Strammgert, Wendolyn, Wenzelaus, Zoltan
- *Female:* Berga, Domela, Ernka, Hadwiga, Irmela, Larja, Marmelunde, Treshka, Wendeline
- *Family Names:* Alrikshuber, Barkmaster, Hatcheter, Cowfarmer, Marketfarmer, Oakinger, Saddlehuber, Swineherd, Woodgood, Zibbelbert
- *Noble Families:* of Anderstone, of Barkfield, of Pawstone, of Stonetree, of Teshkal

Cultural Package Andergastan (20 AP)
Animal Lore +1, *Myths & Legends* +1, *Orienting* +1, *Plant Lore* +1, *Survival* +2, *Woodworking* +2

Worldview and Religion: Andergastans traditionally honor the Twelvegods. The gods most favored by Andergastans are Peraine (in rural areas) and Rondra (among the nobles). One cannot ignore the influence that the people's ancient belief in nature spirits and mythical creatures has had on their songs and stories, celebrations and rituals, and fears and hopes. The populace often refers to the gods as *Supernals*, and blending several gods into one is not uncommon. Andergastans and Nostrians are very similar in many respects (and they hate being reminded of it).
Customs: The cohesion of the family helps reinforce daily routine and foster a positive self-image for the people. Many Andergastans remain stubbornly ignorant of progress and life outside the kingdom, although they meet hostility against their home country with a remarkable talent for humorous improvisation. Andergastan society has strong patriarchal undertones. There are no female knights in Andergast and, in fact, women are excluded entirely from doing what people call "man's work." Other Aventurians deride Andergastans for this separation of the sexes and view it as backwards and uncivilized.
Garb and Armaments: Most dress similarly to rural populations throughout the Middenrealm. It is uncommon for women to wear pants. Generations-old conflicts with neighboring kingdoms mean that most Andergastans own at least a (war) scythe, a (war) flail, or a lumberjack ax, and know how to use it outside of forest and field. The Andergaster, a kind of two-handed sword, takes its name from Andergast. A famous type of mercenary unit gets its name from this sword. Nostrians use this sword too, but they call it a Nostrian, after their own country. The inhabitants of both kingdoms tend to hang on to seemingly useless things and find new ways to use them.

Andergastan

Aranian
Language: Tulamidya (Aranian) or Garethi (Aretya)
Script: Tulamidya or Kuslik Signs (2 AP)
Area Knowledge: depending on home region (for example, Baburin, Elburum, Llanka, Palmyrabad, Zorgan)
Social Status: Noble, Not Free
Common Professions:

- *Mundane Professions:* all but Gladiator, Knight, and Tribal Warrior
- *Magic Professions:* Witch (mostly Cat Witches), Mage (rare)
- *Blessed Professions:* Blessed One of Boron, Blessed One of Hesinde, Blessed One of Praios, Blessed One of Peraine, Blessed One of Phex, Blessed One of Rondra

Common Advantages: Aptitude in Social Skills, Sense of Range
Common Disadvantages: Negative Trait (Superstition), Personality Flaw (Prejudices - mostly against Novadis and mages; Vanity), Sensitive to Pain
Uncommon Advantages: Resistant to Cold
Uncommon Disadvantages: Frenzy
Common Skills: *Artistic Ability, Astronomy, Clothworking, Commerce, Empathy, Fast-Talk, Gambling, Law, Math, Myths & Legends, Pickpocket, Riding, Seduction, Streetwise*
Uncommon Skills: *Intimidation, Survival, Tracking*
Common Names:

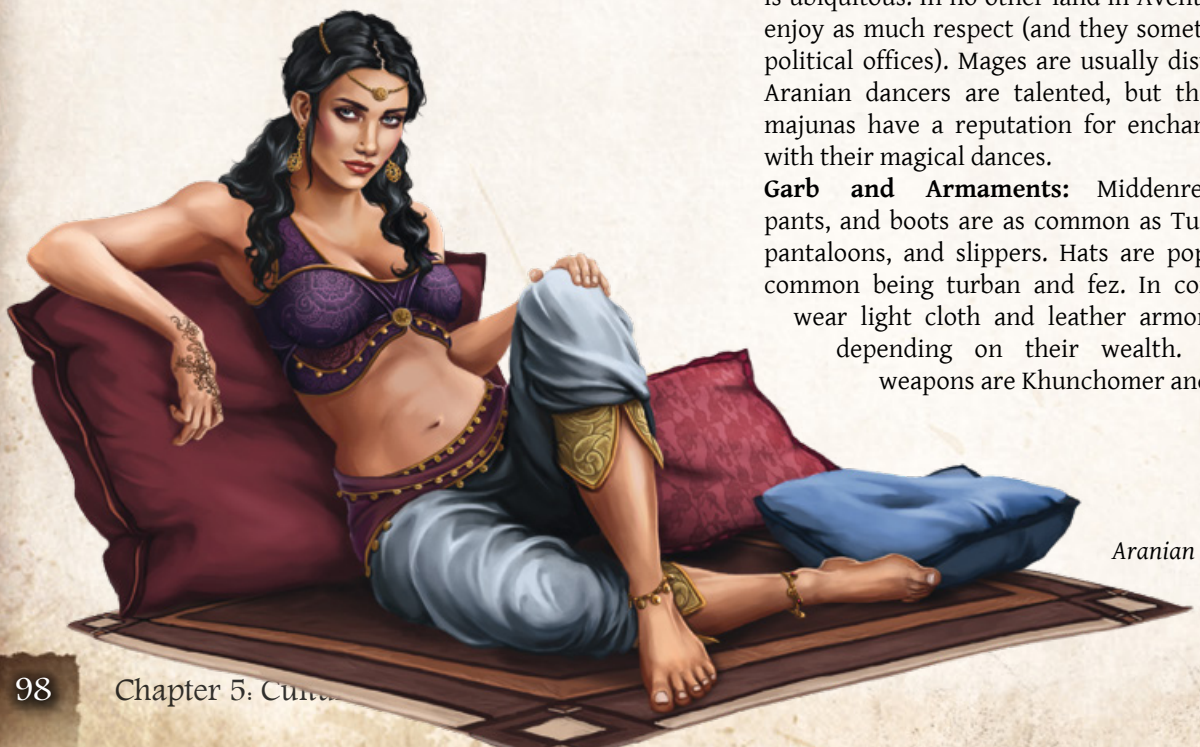
- *Male:* Assaf, Djafardeon, Eslam, Faizal, Kazan, Mahdul, Marwamir, Nazir, Seychaban, Zahir
- *Female:* Aishanka, Belima, Delilah, Harizeth, Majula, Neraida, Rhayadaque, Shilaldara, Yamira, Zulhaminai

Names are connected to the name of the mother or father, with *ibn* for men and *saba* or *-sunni* for women (for example, Yamira saba Delihah, Belima Majulasunni, or Assaf ibn Eslam).

Cultural Package Aranian (26 AP)
Clothworking +1, *Commerce* +2, *Empathy* +1, *Fast-Talk* +2, *Gambling* +1, *Math* +1, *Myths & Legends* +1, *Seduction* +1, *Streetwise* +2

Aranian

Arania transformed itself into a unique cultural blend of Middenrealmish and Tulamydian influences after it achieved independence from the Middenrealm.
Occurrence & Lifestyle: The kingdom of Arania, called Mhaharanyat in Tulamidya, lies east of Rashtul's Wall and stretches from Baburin to the Gorian Desert. Most Aranians are peasants who live in Tulamydian family villages and tend to flowering groves, fields, and meadows. The social structure is very similar to Middenrealmish feudalism, but they use different titles, and Aranian women wield more power both at home and within the state. Men pursue poetry and fine arts in order to court unmarried women who would improve their and their families' social standing.



Aranian

The kingdom's provinces are governed by sultanas and their emirs and beyrounas. Harani lead individual cities, while viziers, beys, and kadis are administrators, clerks, and judges. Zorgan, the capital of the Mhaharanyat, is the shining center of Aranian culture.
Worldview and Religion: Most Aranians believe in the Twelvegods. They honor mostly Peraine, Rahja, and Phex (often referring to these last two as Rasha and Feqz, as is common in Tulamydian lands). Nobles favor Rondra especially. Aranian faith also incorporates a vast number of beings drawn from many philosophical worldviews.
Customs: Local customs vary, but the customary Aranian system of adoption (in which women do not have to name their natural children as heirs, and can instead choose suitable adopted daughters or daughters-in-law) is ubiquitous. In no other land in Aventuria do witches enjoy as much respect (and they sometimes even hold political offices). Mages are usually distrusted. Female Aranian dancers are talented, but the famous male majunas have a reputation for enchanting audiences with their magical dances.
Garb and Armaments: Middenrealmish shirts, pants, and boots are as common as Tulamydian vests, pantaloons, and slippers. Hats are popular, the most common being turban and fez. In combat, Aranians wear light cloth and leather armor or chainmail, depending on their wealth. Their favorite weapons are Khunchomer and saber.

Bornlander

The Bornland is an aristocratic republic in which even a starving noble is thought to be worth more than a whole village of peasants.

Occurrence & Lifestyle: The Bornland is bordered by the Dragon Stones and the Iron Edge in the southwest, the Green Plains in the west, and the icy wastes of the north. This inhospitable land holds many secrets and produces a rough breed of denizen. Wild, forested Seweria in the north stands in stark contrast to its southern provinces (like the March or Holdenland), which lie closer to the Middenrealm. The rural population barely scrapes by, mainly by tilling fields, breeding cattle, and catching fish. The bronjars hold the strong chains of feudalism with an iron fist. At their head is a Noble Marshal elected by a gathering of nobles who meet every five years. The Noble Marshal leads the country from the capital, Festum. All noble families claim descent from the Theater Knights, a proud and ancient order of fighters that no longer exists.

Festum is home to many wealthy foreign traders, who manage their businesses from the capital. Many Aventurians refer to Festumers as "moneybags," based on the assumption that they all grew rich from foreign trade. The city also has the Festum Ghetto, where goblins perform most menial jobs, such as catching rats or dyeing cloth.

Worldview and Religion: Rural folk pray mainly to Peraine and Travia, but worship of Firun and his daughter Ifirn, the winter maiden, is more common in the north. The nobles feel more love for Rondra than they do for Praios. Like the common people, they often wear small charms bearing depictions of gods or patron saints.

Bornlander

Bornlander
Language: Garethi (Bornish)
Script: Kuslik Signs (2 AP)
Area Knowledge: depending on home region (for example, Festum, Norburg, Notmark, Ouvenmas, Rodebrannt)
Social Status: Noble, Not Free
Common Professions:

- *Mundane Professions:* all but Gladiator and Tribal Warrior
- *Magic Professions:* Witch (mostly Toad and Raven Witches), Mage
- *Blessed Professions:* Blessed One of Boron, Blessed One of Hesinde, Blessed One of Praios, Blessed One of Peraine, Blessed One of Phex, Blessed One of Rondra

Common Advantages: Direction Sense, Resistant to Cold, Rugged Fighter
Common Disadvantages: Negative Trait (Superstition), Personality Flaw (Prejudices - usually against orcs, goblins, Al'Anfans, and Norbards), Susceptible to Heat
Uncommon Advantages: Resistant to Heat
Uncommon Disadvantages: none
Common Skills: *Carousing, Orienting, Plant Lore, Prepare Food, Survival, Tracking, Woodworking*
Uncommon Skills: *Flying, Streetwise*
Common Names:

- *Male:* Bosjew, Danow, Elkwin, Firunew, Irjan, Jaakon, Jucho, Oswin, Travin, Vito
- *Female:* Alwinja, Dunjascha, Elkwinja, Hesinja, Irinja, Jadvine, Karinja, Nadjescha, Rowena, Vanjescha
- *Family Names:* Alwinnen, Baerow, Bornski, Firunkis, Gartimpski, Gerberow, Karenkis, Larinow, Saraski, Timpski
- *Noble Families:* of Ashford, of Fontdark, of Ouvenstem, of Salderkeim, of Wosna

Cultural Package Bornlander (18 AP)
Carousing +2, *Prepare Food* +1, *Orienting* +1, *Plant Lore* +1, *Survival* +1, *Tracking* +1, *Woodworking* +2

Customs: Bornlanders are a good, sometimes stubborn people who enjoy strong spirits to forget the chill of winter and the burdens of their feudal system. The nobles reserve for themselves the privilege of hunting and enforce it strictly. Not all nobles in Bornland are wealthy—many bridge barons own little more than a title and must find ways to earn their living.

Bornland is also known for its food and drink: the spirit called Meskinnes is infamous, as are Sewerian mead, Plotzinger Dotzen, and other regional specialties.

Garb and Armaments: Strong clothing restrictions are in place for Bornish peasants, who are limited to wearing tunics and straw shoes in all seasons. They are also allowed to wear simple furs if they can afford them. Nobles adorn themselves in precious pelts, especially their ubiquitous bear-skin caps. Weapon and armor choices are similar to those in the Middenrealm—nobles carry swords, lances, and great swords, while peasants have only sickles or flails to defend themselves.

Cyclopeans

Four main islands (Pailos, Hylailos, Phrygaios, and Putras) and a number of archipelagos are known collectively as the Cyclopes Islands, even though the eponymous giants for whom this island chain is named have not been lords of the sea realm for many long years.

Occurrence & Lifestyle: The Cyclopes Islands lie west of the Horasian Empire and fall under its aegis. The sea plays a central role in the human inhabitants' food production and serves as a means of travel for most Cyclopeans. The islands' peoples live mainly by fishing and the breeding of sheep and goats. Farmers run productive vineyards in the ore-rich mountains, and wine and olives are the realm's primary exports. The Sea King's main source of income comes from tolls levied on ships that cannot afford to take the longer western sea route. There are no large settlements besides Rhetis (the capital of the island chain) and Teremon due to a history of frequent volcanic eruptions, which have often changed the face of the islands. Each village is governed by a kyrios, while the ruler of each island is called an einokrate.

Worldview and Religion: The ocean governs the peoples' lives and religion, so it should be no surprise to outsiders that Efferd is most favored of the pantheon of the Twelvegods. But Rahja and Aves also hold a special place in the hearts of Cyclopeans. Because of their proximity to the fairy forests on Hylailos and Phenos, Cyclopeans are traditionally tolerant of other religions.

Customs: Cyclopeans are a joyful people with a strong liking for music, dance, and song. Since the common folk receive little of the riches of urban high society, their celebrations are modest but sincere. Fire is the second most important element in folk religion and custom due to the human islanders' proximity to the Cyclopes, which are shrouded in myth.

Cyclopeans

Garb and Armaments: Due to the mild climate, people prefer light tunics fashioned from brightly-colored textiles. Men and women often go bare-chested and wear colorful bands in their hair and clothing. Daggers and short swords are used as both weapons and tools. The islands' common folk are famous for their use of Cyclopean slings, rare and prohibitively expensive weapons that are crafted by the giant, one-eyed Cyclopes. In battle, Cyclopeans rarely wear more than light cloth armor.

Fjarning

The Fjarnings, who call themselves Frundengar (*"those protected by Frunu"*), carry the cold of their homeland in their blood. They are tough-minded barbarians from the icy northwestern wastelands who are interested only in survival. They possess imposing physicality and are merciless in pursuit of their customary lifestyle.

Cyclopeans
Language: Gerathi (Horathi) or Cyclopean
Script: Kuslik Signs (2 AP)
Area Knowledge: depending on home region (Rethis or Teremon, for example)
Social Status: Noble
Common Professions:

- *Mundane Professions:* all but Knight and Tribal Warrior
- *Magic Professions:* Witch, Mage
- *Blessed Professions:* Blessed One of Boron, Blessed One of Hesinde, Blessed One of Praios, Blessed One of Peraine, Blessed One of Phex, Blessed One of Rondra

Common Advantages: Aptitude with Swimming, Beautiful Voice, Direction Sense, Good Looks, Sense of Range
Common Disadvantages: Personality Flaw (arrogance, vanity, prejudices - usually against Thorwalers)
Uncommon Advantages: Resistant to Cold
Uncommon Disadvantages: Afraid of (the Sea)
Common Skills: *Animal Lore, Astronomy, Climbing, Clothworking, Dancing, Fishing, History, Law, Math, Mechanics, Music, Myths & Legends, Orienting, Plant Lore, Religions, Sailing, Survival, Tracking*
Uncommon Skills: *Driving, Empathy, Riding*
Common Names:

- *Male:* Amenelaos, Dariyon, Hephestaios, Kalchas, Meneander, Mermydion, Peleïston, Praiokles, Rahjenÿsios, Ximater
- *Female:* Efferdiana, Insina, Korïna, Lanike, Myrtale, Nermaka, Phylinna, Phÿllis, Sapeïdra, Telemache
- *Family Names:* Armedos, Calakis, Egorythios, Garothis, Kalidas, Merogios, Phÿrikos, Sphareïos, Tymemdios, Uÿis

Cultural Package Cyclopean (16 AP)
Dancing +1, *Fishing* +2, *History* +1, *Law* +1, *Math* +1, *Music* +1, *Myths & Legends* +1, *Religions* +2, *Sailing* +1,

Occurrence & Lifestyle: The Mist Peaks and their surrounding mountains are the traditional areas of settlement for these people. Here, familial clans of forty to sixty individuals build their fur huts surrounded by blocks of ice for defense. They live by hunting large game. Often they raid camps of Norbard traders and Nivese nomads, and waylay unlucky travelers in the region's valleys, lowlands, and mountain passes. There is equality of the sexes among these barbarians. Each person's value to their family is measured by skill.

Worldview and Religion: Fjarnings mainly pray to Frunu, the lord of ice, and his wife Angara, the mistress of hearth fires and forges. They care little about other peoples or their ways of life and religions. A Fjarning's world begins and ends with hunger.
Customs: The trials and rituals endured by the youngest Fjarnings must appear cruel and heartless to outsiders. But only by surviving the loneliness and merciless cold of the land as a child can you show that you have a future helping the community survive—or at least prove that you won't be a burden.
There are few spellcasters among the Fjarnings, and those few mostly become *skuldur* or *skuldrun* (plural: *skuldar*). These magical priests spend their days binding spirits called *harigastur* into weapons, or trying to interpret and understand the works of the gods.
Garb and Armaments: Traditional clothing consists of leather pants, soft boots, halters, and loincloths made of fur, as well as fur vests or pelt coats. In combat, they

Fjarning

Fjarning
Language: Fjarningish (depending on the tribe)
Script: none
Area Knowledge: depending on home region (for example, home village and surrounding area)
Social Status: Noble
Common Professions:

- *Mundane Professions:* Healer (primarily Healer), Hunter, Mercenary, Merchant (primarily Barterer), Tribal Warrior
- *Magic Professions:* –
- *Blessed Professions:* –

Common Advantages: Direction Sense, Improved Regeneration (Life Points), Sense of Range, Resistant to Cold
Common Disadvantages: Afraid of (the Sea), Frenzy, Incompetence in Social Skills, Negative Trait (Superstitious, Short Temper), Susceptible to Heat
Uncommon Advantages: Resistant to Heat, Socially Adaptable, Unremarkable Appearance
Uncommon Disadvantages: Afraid of (Darkness, Cramped Spaces, or Heights), Fat, Nightblind, Personality Flaw (Vanity), Sensitive to Pain, Susceptible to Cold, Susceptible to Disease
Common Skills: *Animal Lore, Body Control, Climbing, Earthencraft, Feat of Strength, Intimidation, Metalworking, Orienting, Self-Control, Survival, Tracking, Woodworking*
Uncommon Skills: *Driving, Etiquette, Flying, Pickpocket, Riding, Sailing, Seduction, Streetwise*
Common Names:

- *Male:* Asgold, Blotgrim, Engur, Frunobar, Gjallur, Havgrimur, Pandur, Raluf, Surthor, Valbrandar
- *Female:* Asgora, Dandagard, Funudara, Gunnlaug, Halfga, Jaldrud, Rangra, Svannlaug, Ulfgard, Ylwa
- *Known Tribes:* Doubleax-Tribe, Icefox-Tribe, Screaming-Swords-Tribe

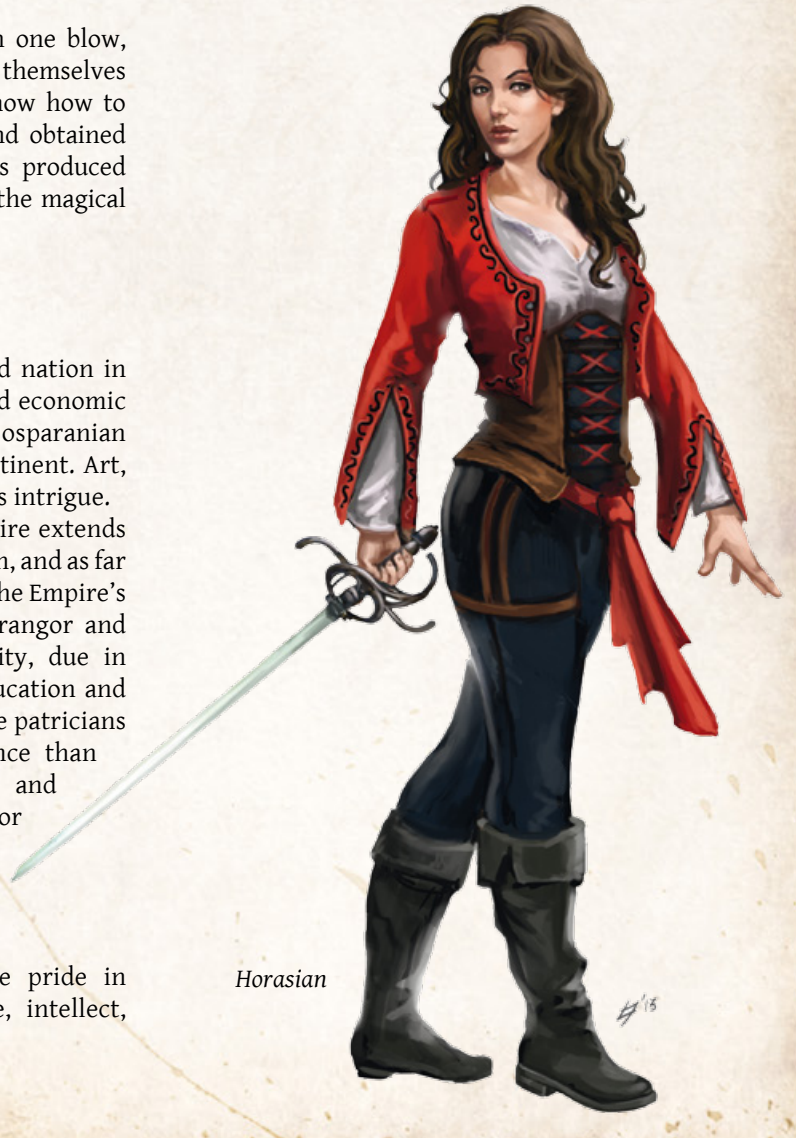
Family names are uncommon; honorable names like Bearkiller, Frostblade, or Lurking Death are popular.

Cultural Package Fjarning (33 AP)
Body Control +1, *Earthencraft* +1, *Feat of Strength* +2, *Intimidation* +2, *Metalworking* +1, *Orienting* +2, *Self-Control* +1, *Survival* +2, *Tracking* +1

prefer heavy impact weapons that kill with one blow, such as barbarian axes or swords. Fjarnings themselves craft only bronze weapons. They do not know how to produce steel, so steel weapons are rare and obtained mainly through looting. *Harigastur* weapons produced by spellsmiths sometimes contain traces of the magical metal *mindorium*.

Horasian Empire

The Horasian Empire is the most developed nation in Aventuria and the most important naval and economic power on the continent's west coast. Its Bosparanian heritage influences wide regions of the continent. Art, commerce, and science flourish here, as does intrigue.
Occurrence & Lifestyle: The Horasian Empire extends from Grangor in the north to Drôl in the south, and as far east as the Eternials and the Golden Rocks. The Empire's highly built-up sprawl, located between Grangor and Neetha, is unique in its population density, due in large part to its productive agriculture. Education and science flourish in the cities, financed by the patricians who, in many regions, hold more influence than the empire's hereditary nobility. Nobles and patricians alike rule the country and vie for power and influence. The city of Vinsalt, the capital of the Empire, has a history of more than a thousand years and was once known as Bosparan.
Worldview and Religion: Horasians take pride in their superior standing. Freedom, culture, intellect,



Horasian

Horasian
Language: Garethi (Horathi)
Script: Kuslik Signs (2 AP)
Area Knowledge: depending on home region (for example, Arivor, Belhanka, Bethana, Grangor, Kuslik, Methumis, Neetha, Vinsalt)
Social Status: Noble
Common Professions:

- *Mundane Professions:* all but Gladiator, Knight, and Tribal Warrior
- *Magic Professions:* Witch, Mage
- *Blessed Professions:* Blessed One of Boron, Blessed One of Hesinde, Blessed One of Peraine, Blessed One of Phex, Blessed One of Praios, Blessed One of Rondra

Common Advantages: Socially Adaptable
Common Disadvantages: Personality Flaw (Arrogance, Vanity, Prejudices - usually against foreigners)
Uncommon Advantages: Aptitude with Nature Skills
Uncommon Disadvantages: Afraid of... (Cramped Spaces)
Common Skills: *Commerce, Dancing, Driving, Etiquette, Geography, History, Law, Magical Lore, Math, Mechanics, Sailing, Seduction, Streetwise*
Uncommon Skills: *Animal Lore, Flying, Plant Lore, Survival, Tracking*
Common Names:

- *Male:* Alricio, Baduin, Carolan, Cusimo, Duardo, Horadan, Jacopo, Phedro, Quendan, Rondrigo
- *Female:* Ardare, Carisia, Elaria, Gylvana, Hesindiane, Pamina, Quedora, Rahjamande, Sanya, Sharina
- *Family Names:* Bosvani, Caranda, Delicado, Marnion, Melior, Novacasa, Spinola, Torrean, Ulfaran, Vansanti
- *Noble Families:* Barazza, Casibelli, Cavarno, Marcia, Sulvano

Nobles usually place a *dy* between first and family name, as in Ardare dy Casibelli.

Cultural Package Horasian (27 AP)
Commerce +1, *Dancing* +1, *Etiquette* +2, *Geography* +1, *History* +1, *Law* +2, *Math* +2, *Mechanics* +1, *Sailing* +1, *Seduction* +1, *Streetwise* +2

and wealth are their highest virtues. They renounce slavery and even fight against it. Hesinde and Rahja are worshiped above others in the pantheon of the Twelvegods. Hesinde's son Nandus receives special attention, for he is viewed as a symbol of science and research. Efferd plays an important role, as does Aves, the patron of explorers, since the Horasian Empire lies along the coast. The Horas, ruler of the Empire, enjoys an almost cult-like veneration from nationalists.
Customs: Music, dance, poetry, love of life, flirtations, and literature play important roles in the cultural lives of Horasians, especially since even most commoners know how to read. Fashion, manners, wine, and intrigues are par for the course both at Court and in the cities.
Garb and Armaments: Bodices and lace collars, brocaded waist jackets, wide knee breeches, bucket-top boots, and broad-rimmed hats with feathers are basic equipment for the extravagant fashion tastes of noble and upper-class Horasians. Women exhibit grandiose gowns, sweeping crinolines, and eye-catching cleavage at festive occasions, but their everyday clothes consist of functional shirts, pants, and boots. When fencing with words is not enough, Horasians reach for light, slender weapons such as daggers, rapiers, or epees.

Maraskan

Middenrealmish settlers and Tulamydes of the tribe Beni Rurech merged 700 years ago and created a colorful and unique blended culture whose faith in the world's beauty stands in stark relief against its awareness of its own cruelty.

Maraskan

Occurrence & Lifestyle: Maraskans live on Aventuria's largest island, from which they derive their name. The wars and occupations of the past few decades resulted in many Maraskans living in exile on the east coast of the continent—mostly in Festum, Khunchom, and Al'Anfa. Traditionally, they live surrounded by several generations of family, among whom there are few secrets. Maraskans wear their hearts on their sleeves, keep their swords in their hands and their heads in the clouds. They are emotional, impulsive, and sometimes irreverent. Their rowdy behavior contrasts with their thoughtful philosophy and deep faith.

Worldview and Religion: For Maraskans, faith is not only part of their lives, their lives are part of their faith. They view the world's path in the heavens as the flight of a discus thrown between the twin gods Rur and Gror (believed to be both male and female simultaneously). The dualism of this idea and the beautiful concept of the world discus, which was created as a gift by the gods, infuses all things. Every individual's highest aspiration is to find the 64 Questions of Being, in order to ask them of Gror when the world discus reaches the god.

Customs: Outsiders view the common Maraksan greeting "Praise the beauty, brother-sister" with confusion, and the same goes for the traditional discus relay and the Maraskan custom of adoption (which is common even for adults). The *kladj* of Maraskan is a popular locale. Nowhere in Aventuria does gossip spread as quickly.

Garb and Armaments: Colorful and wildly imprinted tunics, jackets and skirts, knee-high gaiters, straw sandals, and boots with wooden soles are very popular. The hairstyles of women (and the knight-like buskurs), with their countless braids or towers of fibulas, resin beads, and costume hairpieces, are as typical as the famous hardwood harness, the Tuzak knife, and the discus.

Maraskan

Language: Garethi (Maraskani) or Tulamidya (Maraskani-Tulamidya)
Script: Kuslik Signs or Tulamidya (2 AP)
Area Knowledge: depending on home region (for example, Boran, Jergan, Sinoda, Tuzak)
Social Status: Noble
Common Professions:

- *Mundane Professions:* all but Gladiator, Knight, and Tribal Warrior
- *Magic Professions:* Witch, Mage
- *Blessed Professions:* –

Common Advantages: Direction Sense, Resistant to Disease, Resistant to Heat, Resistant to Poison, Socially Adaptable
Common Disadvantages: Negative Trait (Curious), Personality Flaw (Arrogance, Prejudices - mostly against Middenrealmers)
Uncommon Advantages: Resistant to Cold
Uncommon Disadvantages: Afraid of (Insects), Colorblind, Negative Trait (Short Temper)
Common Skills: *Animal Lore, Orienting, Plant Lore, Religions, Stealth, Survival, Treat Poison*
Uncommon Skills: *Driving, Flying*
Common Names:

- *Male:* Alrech, Brinziber, Denderan, Dshindziber, Feruziber, Firold, Gerbaldijian, Mulziber, Perjin, Vegsziber
- *Female:* Bekasabu, Dajida, Fathimajida, Garasab, Harikajida, Madajida, Shinojida, Tsarysham, Yasindajida, Zulamidjida

Family names are uncommon, but often a home town or nickname is included in the name, such as Vegziber from Sinoda, or Dajida the Swift.

Cultural Package Maraskan (26 AP)
Animal Lore +2, *Orienting* +1, *Plant Lore* +2, *Religions* +1, *Stealth* +1, *Survival* +1, *Treat Poison* +2

Mhanadistani

Mhanadistan is the cradle of the modern Tulamydes and therefore the first human high culture of Aventuria. The days of the Diamond Sultanate are long gone, but they live on in the tales of *1001 Inebriations*. Even though Mhanadistan is only one region within the Lands of the Tulamydes, most Tulamydes from neighboring regions are also called Mhanadistani.

Occurrence & Lifestyle: Mhanadistan lies southeast of Rashtul's Wall and extends east between the rivers Mhanadi and Gadang to the Gulf of Tuzak. It changes into the true Lands of the Tulamydes in the south, which lie between the coast and the Unau Mountains and extends to the mouth of the river Chaneb. The land is characterized by agriculture and cattle ranching, which feed the cities' hungry. Cities like Fasar and Thalusa depend on the harvests of the river lands. In addition, townsmen feel superior to peasants, which leads to tension in this populous land. Material wealth is the only determiner of rank and influence, so people will attempt anything to get rich. Those who cannot earn a living through trade or craft in the cities often become cutpurses— or worse. In rural areas, large gangs of robbers plague defense-minded homesteads and caravanserais.

Worldview and Religion: The people of Mhanadistan often espouse a dualistic principle that separates the deities of the church of the Twelvegods into those that give and those that take. But this separation has regional differences, as does their integration of demigods, saints, and patrons into the Church of the Twelve. Phex (here called *Feqz* and characterized as

a nightly hunter and god of magic) and *Rasha* (the Tulamydes' name for Rahja) enjoy widespread and preferential worship.

Customs: Tulamydes live in a strongly patriarchal society. Men can have as many wives as they can feed. Slavery is an inherent part of everyday life. The Tulamydes are known for the game Red and White Camels, which is the most famous board game in Aventuria. They are also the inventors of Al'Gebra and have an affinity for numerology.

Most Tulamydes spellcasters practice guild magic. Some of the oldest Aventurian cities, like Fasar, Rashdul, and Khunchom, host venerable schools of magic.

Garb and Armaments: Caftan and turban are as common as the tunic and straw hat. Choosing to fight with Khunchomer or dagger, and either scale mail or chainmail, are more a question of weather and funds rather than personal taste.

Mhanadistani

Mhanadistani
Language: Tulamidya (Mhanadian-Balashidish)
Script: Tulamidya (2 AP)
Area Knowledge: depending on home region (for example Fasar, Khunchom, Rashdul, Thalusa)
Social Status: Noble, Not Free
Common Professions:

- *Mundane Professions:* all but Knight and Tribal Warrior
- *Magic Professions:* Witch (mostly Cat Witches), Mage
- *Blessed Professions:* Blessed One of Boron, Blessed One of Hesinde, Blessed One of Praios, Blessed One of Peraine, Blessed One of Phex, Blessed One of Rondra

Common Advantages: Luck, Resistant to Heat, Socially Adaptable
Common Disadvantages: Negative Trait (Curiosity, Greed, Superstitious), Personality Flaw (Prejudices—mostly against Novadi, Middenrealmers, Aranians, women, Maraskans, and Vanity), Sensitive to Pain
Uncommon Advantages: Resistant to Cold
Uncommon Disadvantages: Afraid of... (Cramped Spaces, Crowds)
Common Skills: *Astronomy, Commerce, Fast-Talk, Gambling, History, Magical Lore, Myths & Legends, Pickpocket, Religions, Streetwise*
Uncommon Skills: *Driving*
Common Names:

- *Male:* Abu, Cherek, Dshadir, Farsid, Hamar, Ismeth, Jassafer, Kasim, Shafir, Tarek
- *Female:* Chanya, Demeya, Djamilla, Kerime, Manjula, Nassiban, Palmeya, Sajida, Yeshina, Zulhamin
- *Honorifics for Men:* al-Ahjan (the combative), al-Ahmad (the avenger), al-Alam (the scholar), al-Ankhra (the lion), Al-Fessor (the cunning)
- *Honorifics for Women:* al-Jamila (the beautiful), as-Shabra (the shining), as-Shaya (jewel), as-Sarjaban (Aranian cat), bint-al-Laila (daughter of night)

Names are connected to the name of the mother or father, using *ibn* for men and *saba* or *-sunni* for women. Examples: Djamilla saba Kerime, Zulhamin Yeshinasunni, or Cherek ibn Hamar.

Cultural Package Mhanadistani (28 AP)
Commerce +2, *Fast-Talk* +1, *Gambling* +2, *History* +1, *Magical Lore* +1, *Myths & Legends* +2, *Religions* +2, *Streetwise* +1

Middenrealmer

Humans are the most common race in Aventuria, and the Middenrealm is the most typically human land and the most influential cultural region on the continent.

Occurrence & Lifestyle: Of all the lands of Aventuria, the Middenrealm, also called the Raulian Empire or New Empire, occupies the largest territory, today reaching from the storm-swept coast of the Seven Winds Sea in the west to the Tobrian Sea and the Gulf of Perricum in the east. Empress Rohaja reigns from Rashtul's Wall and the river Yaquir in the south to the Rathil, the Dark Ridge, and the Dragon Stones in the north. The Middenrealm consists of various provinces, each as big as entire kingdoms located elsewhere.

In the West is the *Principality of Albernia* with its capital, Havena, the largest and most important trade harbor on the Seven Winds Sea. Valleys, forests, lakes, and tricky moors cover Albernian lands. Few if any places are home to more fairy creatures than the impenetrable Farindel Forest. Legends of the mighty River Father, the spirit of the Great River, are known well beyond Albernia. Abernians love their freedom and honor Efferd, god of the sea, and Rondra, goddess of combat, above all others.

Between Albernia, the peaks of the Kosh Mountains, and the Iron Forest lies the *Dukedom of the Northmarches*. It is known for its powerful dukes and nobles loyal to Praios, as well as its infamous river pirates and secretive druid circles. The dukedom is shaped by its mountains, hills, and dense forests, all with many settlements. The Middenrealm's administration resides in the Northmarchan capital Elenvina. The loyal Northmarchers and the free-spirited Albernians share a traditional hatred for each other.

When one thinks of the *Principality of Kosh*, one thinks of dwarves and coziness. Many important dwarven mountain kingdoms lie here. This province encompasses much of the mountains of the same name and the hilly landscape extending east of the mountains to the Great River. A quarter of the people living here are dwarves, and so Kosh is considered the center of Aventurian crafts.

The southernmost province of the Middenrealm is the *Principality of Almada* at the river Yaquir. If you believe the stories of the bards, this land is as beautiful and as thorny as a rose. The Almadans view themselves as a bastion against the heathen Novadi, the warriors from the burning Khôm Desert, who sometimes cross the mighty Yaquir to raid Almada. Aldamadan nobility is known for being proud, ornery, and hot-blooded. It was here in the former kingdom that the younger brother of Empress Rohaja crowned himself emperor and made a bid to overthrow Rohaja, but the Empress managed to secure her reign. Almadans live well on the income of their vineyards and equine estates. They are known as buoyant, if a bit belligerent.

Middenrealmer

Northeast of Kosh lies the *Margravate of Griffonsford*, which often suffers from bloodthirsty orc attacks. Life in the fields of this land is desperate, but people flourish in the workshops of the city of Griffonsford. There are many who claim that mysterious and well-hidden cult strongholds still survive in the Land of Griffonsford, where orcs sacrifice human blood to their misshapen idols.

East of Kosh one finds the *Kingdom of Garetia*, the central province of the Middenrealm. This is the power base of the Emperors of the Middenrealm, for Empress Rohaja is also queen of Garetia. The land is fertile, and craft and commerce flourish. Nevertheless, the whole kingdom labors to feed the hungry mouths of the metropolis of Gareth (the capital of Garetia and the Middenrealm and the largest city on the continent). All large roads lead to Gareth. It is a city of burghers and guilds, of Blessed Ones and warriors, of thieves and rogues, all ruled by a Council of Heroes. Southeast of the capital lies the most unusual place in Garetia—a cursed forest, the so-called Demon Fallow, where the first Demon Battle was fought long ago. All across Garetia one finds giant walls that cannot have been created by human hands. The secret of their construction remains undiscovered.

The *Rommilysian Marches*, with its capital at Rommilys, arose from the former region Darpatia as a new margravate. Warlords and robber barons have been bleeding the formerly fertile and wealthy country for many years. Recently, a powerful Sword Procession operating under the banner of the Empress managed to pacify the Wildermarches.

The northernmost province of the Middenrealm is the *Dukedom of Weiden*, which extends into the Red Sickle and along the south shore of the Nine-Eye Lake. Its people honor the tradition of knighthood in its most primal form. Weidenans view themselves as the northern shield of the Middenrealm. Knights of the dukedom stand on guard against the orcs who yearn to attack the Middenrealm. Cattle barons, who rule over rich pastures and own large cattle herds, are not squeamish when fighting for power amongst themselves. The powerful fairy Pandlaril, whom people say lives in the Nine-Eye Lake, also protects the land. Flesh-eating nine-eyes live in the deep waters of the lake along with a giant monster. In the middle of the lake rises a huge volcano. People say an elven lady of fire created it in the elder days when she first entered the world.

The *Dukedom of Tobrien* suffered more from the invasion of the Borbaradians than any other province of the realm. Parts of this ancient land are still occupied by the demon slaves today. A tough breed of men lives in this sparsely settled stretch of land and prays to Firun, god of the hunt. Many demons are said to live in the dark forests amidst hidden treasures from the time of the traveling Alhanians, the ancestors of the Norbards. According to legend, the giant Gorbanor sleeps in Ysil Lake and will wake one day to drag the demon city Yol-Ghurmak into the lake's marble-blue depths.

Middenrealmer
Language: Garethi (depending on province)
Script: Kuslik Signs (2 AP)
Area Knowledge: depending on home region (for example, Angbar, Elenvina, Gareth, Griffonsford, Havena, Punin)
Social Status: Noble, Not Free
Common Professions:

- *Mundane Professions:* all but Tribal Warrior; Gladiators are very rare
- *Magic Professions:* Witch, Mage
- *Blessed Professions:* Blessed One of Boron, Blessed One of Hesinde, Blessed One of Praios, Blessed One of Peraine, Blessed One of Phex, Blessed One of Rondra

Common Advantages: Luck
Common Disadvantages: Negative Trait (Superstition), Personality Flaw (Prejudices - mostly against heathens, elves, orcs, goblins, and non-Middenrealmers)
Uncommon Advantages: Resistant to Cold, Resistant to Heat
Uncommon Advantages: none
Common Skills: *Animal Lore, Clothworking, Metalworking, Plant Lore, Woodworking*
Uncommon Skills: *Flying*
Common Names:

- *Male:* Alrik, Cordovan, Darian, Erlan, Gerion, Hagen, Praiodan, Refardeon, Viburn, Yendor
- *Female:* Alena, Caya, Dorlen, Elwene, Fiana, Khorena, Oleana, Quisira, Sannah, Xaviera
- *Family Names:* Alfaran, Berlind, Damotil, Foxfur, Gravesalve, Harnessmaker, Mildflock, Stonecarver, Winterfrost, Zandor
- *Noble Families:* of the Mountain, of Galahan, of Mersingen, of Streitzig, of Stormrock

Cultural Package Middenrealmer (12 AP)
Animal Lore +1, *Clothworking* +1, *Metalworking* +1, *Plant Lore* +1, *Woodworking* +1

Worldview and Religion: Faith in the Twelvegods, practiced at home, at the shrine, and in the temple, is the predominant religion of the Middenrealm. The focus of worship varies by province. City folk are often more tolerant towards other religions, as they tend to see or hear more about the world through commerce.
Customs: There are large regional differences. Superstition and belief in folklore are more common in rural areas than in the enlightened cities. Men and women are considered equals everywhere.

Garb and Armaments: Simple pants and leggings, dresses and skirts, tunics and shirts, as well as vests and cloaks made of wool and linen are as common as sandals and puttees or boots. Only nobles and other members of the upper class can afford precious fabrics. Most peasants wear shabby, traditional clothes. Halberds and crossbows are the most common weapons for wall defense. Daggers are everyday weapons. Peasants defend themselves with clubs and hatchets, while country nobles use maces in addition to swords. Chainmail is popular with warriors, and plate armor with knights, but each province has variations in garb, armor, and weapons.

Mohas

The term "Moha" is derived from Mohaha, the largest tribe of the Forest Folk. It is a general term commonly used by those who do not distinguish between the various jungle tribes of Southern Aventuria.

Occurrence & Lifestyle: The mountains and jungles of the mainland south of Loch Harodrôl belong mainly to the bronze-skinned Forest Folk. Many of the Forest Islands' archipelagos are inhabited primarily by the dark-skinned Utulu. Mohas are hunters, gatherers, and fishers whose daily battle for survival is shared equally by men and women.

Worldview and Religion: Forest Folk venerate countless nature and ancestor spirits, as well as the jaguar-like god of creation, Kamaluq, who is more feared than honored. Also, Forest Folk are said to have personal guardian spirits (*tapam*). Utulus pray to the sun god, Obaran, and strongly distrust the sea and the dead. If we take the word of the other Mohas, several lost tribes live between Loch Harodrôl and Selem. Contact with Southern Aventurians has led some (tribes such as the Chirakah and Yakosh-Dey) to convert to the worship of the Twelvegods, but they now lead wretched lives in the shadows of the cities.

Customs: Shrunken heads (*tsantsas*) and bans (*taboos*) are among the most well-known customs of the Mohas. An enemy's prepared head, whose spirit remains trapped behind the sewn-shut lids and lips, is viewed as a precious trophy.

Tribes are led by chieftains who can be either male or female. Every tribe also has a shaman, who is sometimes called a witch doctor.

Garb and Armaments: In the sticky heat of the jungle, nothing more than a loincloth and soft shoes are necessary. Jewelry made from feathers, fruits, and teeth is very popular, as is skin painting (*luola*). Wooden spear, blowpipe, club, and slashers made of hardened wood or stone are rendered much deadlier with a variety of poisons, even though the Forest Folk are dangerous enough without them (their unarmed combat technique, hruruzat, is comparable to Middenrealmer styles).

Moha

Mohas
Language: Mohish (depending on the tribe)
Script: none
Area Knowledge: depending on home region (for example village and surrounding area)
Social Status: Noble, Not Free
Common Professions:

- *Mundane Professions:* Healer, Hunter (mostly Trapper), Mercenary, Merchant (mostly Barterer), Tribal Warrior
- *Magic Professions:* –
- *Blessed Professions:* –

Common Advantages: Contortionist, Direction Sense, Good Looks, Resistant to Heat, Resistant to Poison
Common Disadvantages: Afraid of (Cramped Spaces, the Sea, the Dead, and the Undead), Decreased Spirit, Negative Trait (Curious, Superstitious), Personality Flaw (Prejudices - mostly against non-Mohas), Susceptible to Cold
Uncommon Advantages: Resistant to Cold
Uncommon Disadvantages: Afraid of (Heights, Insects, Reptiles, or Spiders), Incompetent with Nature Skills, Negative Trait (Greed), Nightblind, Personality Flaw (Vanity), Susceptible to Disease
Common Skills: *Animal Lore, Body Control, Climbing, Myths & Legends, Orienting, Perception, Plant Lore, Stealth, Survival, Tracking, Treat Disease, Treat Poison*
Uncommon Skills: *Carousing, Driving, Etiquette, Flying, Geography, History, Metalworking, Pick Locks, Riding, Streetwise*
Common Names:

- *Forest Folk:* Cankuna (Nimble), Kehala (Turtle), Takete (One Whose Hand is Always Bloody), Wapiya (One Whose Hands Do Good), Yako (Cat, Great Cat)
- *Utulu:* Kalimba, Mangabe, Shasiwatu, Tenkile, Usuthu
- *Tocamuyac:* Anakena, Ataranga, Kiri, Miru, Rano
- *Known Tribes:* Anoiha, Chirakah, Darna, Haipu, Keke-Wanaq, Miniwatu, Mohaha, Napewanha, Oijaniha, Panaq-Si, Ruwangi, Shokubunga, Tocamuyac

Mohish names are suitable for both females and males.

Cultural Package Mohas (38 AP)
Animal Lore +2, *Body Control* +1, *Myths & Legends* +1, *Orienting* +1, *Perception* +1, *Plant Lore* +2, *Stealth* +1, *Survival* +2, *Tracking* +1, *Treat Poison* +1

Nivese

The children of the northern steppes and the Sky Wolves represent one of the oldest cultures of Aventuria. Their way of life, in the rhythm of the seasons and the cadence of the karan hoof, differs little from that of their ancestors. They call themselves *Nikaureni*.
Occurrence & Lifestyle: The settlement and wandering areas of the Nivese cover all of northern Aventuria, from the Salamander Stones to Amber Bay. Their livelihood comes from karan, a reindeer-like grazing animal—they eat their meat, wear their skins, and use their tendons and bones to craft many small and large items for everyday use (like their yurts). When spring comes, the herders migrate to summer pastures with their large karan herds and return shortly before winter begins. Nature gives them everything they need to live, and Nature takes it back when the time comes.
All families have two chieftains, one male and one female. Men and women enjoy equal respect in Nivese culture, but they divide their work into male and female tasks.
Worldview and Religion: Nivese believe in the Sky Wolves. They pray mainly to Gorfang, the pack leader, and his daughter, Liska, who brings gods and mortals together. According to the Nivese' creation myth, humans and wolves were created as siblings, but due to their sacrilege, the humans were cast from the moon into a world full of deprivation. As heirs of this close connection, some Nivese still speak the language of wolves and can even take their shape.
Customs: Nivese consider murder a terrible atrocity. Rotting bodies and other signs of death frighten

Nivese

Nivese
Language: Nujuka (depending on the tribe)
Script: none
Area Knowledge: depending on home region (for example, a stretch of land)
Social Status: Noble
Common Professions:

- *Mundane Professions:* Healer, Hunter (primarily Trapper), Mercenary, Merchant (primarily Barterer), Tribal Warrior
- *Magic Professions:* –
- *Blessed Professions:* –

Common Advantages: Direction Sense, Resistant to Cold
Common Disadvantages: Afraid of (Cramped Spaces, Heights, the Dead, and the Undead)
Uncommon Advantages: Resistant to Heat, Socially Adaptable
Uncommon Disadvantages: Fat, Negative Trait (Greed), Personality Flaw (Arrogance)
Common Skills: *Animal Lore, Body Control, Driving, Myths & Legends, Orienting, Perception, Plant Lore, Stealth, Survival, Tracking*
Uncommon Skills: *Etiquette, Flying, History, Intimidation, Pick Locks, Riding, Sailing, Streetwise, Warfare*
Common Names:

- *Male:* Arko, Eiko, Garnan, Hunjok, Jurtan, Kinajo, Latu, Nerkjo, Tameren, Valen
- *Female:* Amuri, Dana, Geika, Jalani, Kantala, Liskaju, Myrra, Nirka, Saari, Vaala
- *Known Tribes:* Hokke, Rika-Lie, Takku, Lieska-Leddu, Lieska-Lärna

Cultural Package Nivese (37 AP)
Animal Lore +2, *Driving* +1, *Myths & Legends* +2, *Orienting* +2, *Perception* +1, *Plant Lore* +1, *Stealth* +1, *Survival* +2, *Tracking* +2

them greatly. The traditional division of labor between the otherwise equal men (hunters and herders) and women (mothers and crafters) means that each family clan has both a male chieftain and a female chieftain.
The shamans of the Nivese are called *Kaskju* (male) or *Kaksnuk* (female) (plural: *Kaskuja*). They rule the elements of ice and fire and serve as intermediaries between the Nivese and the Sky Wolves.
Garb and Armaments: Nivese like to decorate their fur or leather clothing, and the earflaps of their fur hats, with colorful pearls, embroideries, and bone carvings. They rarely wear armor, and then only choose light leather armor. The favored weapons of Nivese are spear, short bow, and throwing club (*rooke*).

Norbards

The baggage trains of the Norbards move under open sky across the wide land. Norbards are wandering traders and keepers of secrets who try to comply with their customers' every wish and barter dearly for every haler.
Occurrence & Lifestyle: The wagon nomads move through a large area in northern Aventuria, as far as the Iron Edge. Their sleds or carriages, called *kaleshkas* (singular: *kaleshka*) are stuffed with countless items for which they always find a buyer. Norbards usually live in extended families led by a woman called an Aunt. Women can take more than one husband, so it is common for men to leave their families. Norbard peddlers rarely stay in one place longer than the end of the market day. Families do not settle down unless they have built a trade empire or are on their way to doing so.
Worldview and Religion: Norbards honor Hesinde, Ingerimm, and Phex, as well as Firun and the swarm goddess Mokosha, daughter of Hesinde (or, in some interpretations, Peraine).

Norbards

Customs: Norbard customs and traditions are very adaptable. If they deem something beautiful or useful, they allow it into their wagon fort. They hold dear their nightly campfire gatherings, where they tell stories, drink, and indulge their weakness for sweets. Female dream interpreters and keepers of mystery are called *Zibiljas* (singular: *Zibilja*). They practice a type of ritual magic that can help with their families' survival.

Garb and Armaments: Norbards fight the cold of northern Aventuria with fur-lined, full-grain leather reversible coats, whose muted traveling colors make way for gaudier shades in the market place. Married men usually shave their heads and wear drooping mustaches, while married women shave a broad patch along the middle part of their head. Besides knives, spears, and quarterstaves, Norbards like to wield a primitive type of ax called a molokdeshnaja.

Norbards
Language: Alaani (Gajka, Takellen)
Script: Kuslik Signs (2 AP)
Area Knowledge: depending on home region (for example, a stretch of road)
Social Status: none
Common Professions:

- *Mundane Professions:* Healer, Hunter, Mercenary, Merchant, Rogue
- *Magic Professions:* Witch, Mage (rare)
- *Blessed Professions:* Blessed One of Hesinde, Blessed One of Phex

Common Advantages: Direction Sense, Resistant to Cold
Common Disadvantages: Afraid of (Cramped Spaces or Heights), Negative Trait (Curious, Greed), Obligations (to the family)
Uncommon Advantages: Resistant to Heat
Uncommon Disadvantages: Personality Flaw (Arrogance), Principles (any kind)
Common Skills: *Commerce, Driving, Fast-Talk, Geography, Orienting, Survival*
Uncommon Skills: *Flying, Sailing*
Common Names:

- *Male:* Aikul, Beril, Darjew, Fadril, Jagotin, Kergil, Laromir, Mikail, Radul, Tuljew
- *Female:* Barina, Dagris, Eika, Hetinka, Janka, Kolja, Lexaja, Olja, Slanka, Tuminka
- *Family Names:* Aljeff, Bolscheff, Choprutin, Dagoneff, Garkinen, Janig, Koranzig, Kowalejeff, Lugoltin, Sewerin

Cultural Package Norbards (18 AP)
Commerce +2, *Driving* +2, *Fast-Talk* +1, *Geography* +2, *Orienting* +1, *Survival* +1

Northern Aventurian

The blend of peoples from the north is united by the harsh conditions of their homeland and their unending struggle for survival.

Occurrence & Lifestyle: This entry includes all cultures north of the Salamander Stones that are not already part of another realm. Almost every sizeable village survives on agriculture and also through commerce and craft. Such places are melting pots in which humans of Middenrealmish or Thorwalian ancestry, Norbards, elves, half elves, or goblins practice a philosophy of *live and (usually) let live*. Between the lonely hunting lodges, trading posts, peasant villages, isolated farms, small towns, and even cities of Aventuria stretch dark forests, extended swamps, seemingly endless steppes, and forbidding coastal regions. Thorwalian pirates, orcs, robber gangs, wild animals, winter snows, and the land itself are just some of the regional dangers.

Worldview and Religion: In the northern lands, the faith and beliefs of several peoples blend easily. Firun

Northern Aventurian

Northern Aventurian
Language: Alaani, Garethi, Nujuka, or Thorwalian
Script: Kuslik Signs (2 AP)
Area Knowledge: depending on home region (for example, Enqui, Oblarasim, Paavi, Riva, Uhdenberg)
Social Status: Noble, Not Free
Common Professions:

- *Mundane Professions:* all but Gladiator and Tribal Warrior
- *Magic Professions:* Witch, Mage
- *Blessed Professions:* Blessed One of Boron, Blessed One of Hesinde, Blessed One of Praios, Blessed One of Peraine, Blessed One of Phex, Blessed One of Rondra

Common Advantages: Direction Sense, Sense of Range, Rugged Fighter
Common Disadvantages: Afraid of (Cramped Spaces), Negative Trait (Superstitious)
Uncommon Advantages: Resistant to Heat
Uncommon Disadvantages: Susceptible to Disease
Common Skills: *Animal Lore, Astronomy, Carousing, Commerce, Earthencraft, Fishing, Leatherworking, Orienting, Plant Lore, Self-Control, Stealth, Survival, Tracking, Woodworking*
Uncommon Skills: *Flying, History, Law, Magical Lore, Mechanics, Seduction*
Common Names: Northern Aventurians can use Middenrealmish, Nivese, Norbarsian, or Thorwalian names, depending on their ancestry.

Cultural Package Northern Aventurian (25 AP)
Animal Lore +1, *Carousing* +1, *Commerce* +1, *Leatherworking* +1, *Orienting* +1, *Plant Lore* +1, *Self-Control* +1, *Survival* +1, *Tracking* +1, *Woodworking* +1

is often the highest-ranked god, in contradiction to the normal hierarchy of the Twelvegods. One also commonly encounters elvish worldviews, druid and witch circles, and the Nivese faith in the Sky Wolves.
Customs: Due to the many cultural influences and the vast extent of the northern lands, customs sometimes differ widely between two neighboring villages, especially since "neighboring" is a rather broad term.
Garb and Armaments: In addition to classic riding boots, those who inhabit northern Aventuria usually wear tunics, pants, and coats made of robust, warm materials such as leather, fur, wool, or elven cotton. Heavy daggers, short swords, spears, battleaxes, and bows are used for hunting, self-defense, and intimidation.

Nostrian

The Nostrians, locked in their eternal feud with their neighbors from Andergast, lead a life full of deprivation on the west coast of Aventuria—always threatened by Thorwalian pirates and uncanny creatures from the forested wilderness.
Occurrence & Lifestyle: Nostria extends south of the Thorwalian-settled regions and north of the Middenrealm. In the east, the land slowly changes over to the wild forest shared with Andergast, one filled with many ancient secrets. Andergastans and Nostrians are locked in an ancient feud. Nobody can remember its origins. Nostrians survive mainly on fishing. The salterel is not only the most well-known fish in Nostria, it also symbolizes the land.

Under the rule of Queen Yolande II Kasmyrin, who is versed in magic, venerable noble families vie for power and influence in a strongly feudalistic society. They use pretentious titles like *bombast* or *voivode*, but their land and earnings are often anything but impressive.
Worldview and Religion: Nostrians pray to the Twelve—in particular, Peraine in rural areas, and Efferd on the coast.

Nostrian

Nostrian
Language: Garethi (Nostrian)
Script: Kuslik Signs (2 AP)
Area Knowledge: depending on home region (for example, Nostria-Town, Salza, Salzerhaven)
Social Status: Noble, Not Free
Common Professions:

- *Mundane Professions:* all but Gladiator and Tribal Warrior
- *Magic Professions:* Witch, Mage
- *Blessed Professions:* Blessed One of Boron, Blessed One of Hesinde, Blessed One of Praios, Blessed One of Peraine, Blessed One of Phex, Blessed One of Rondra

Common Advantages: Direction Sense, Rugged Fighter
Common Disadvantages: Negative Trait (Superstitious), Personality Flaw (Prejudices - usually against Andergastans; Unworldly - usually Progress and Life outside the kingdom)
Uncommon Advantages: Socially Adaptable
Uncommon Disadvantages: Susceptible to Disease
Common Skills: *Animal Lore, Fishing, Myths & Legends, Plant Lore, Orienting, Survival*
Uncommon Skills: *Flying, Geography, History, Law, Math, Mechanics, Religions*
Common Names:
Nostria:

- *Male:* Ablasion, Basilio, Dorleno, Ingvalion, Jasper, Kasimir, Modeno, Sapertyn, Valputrio, Zarquisio
- *Female:* Asmodette, Caristhea, Doranthe, Elida, Gloranthe, Kasmira, Mafizia, Nostriane, Sieghelmina, Yasmina
- *Family Names:* Adabasio, Almondfine, Elgeryn, Fishling, Furier, Grudgebag, Linenweaver, Nosterwhite, Salterin, Wilmhold
- *Noble Families:* of Fishpond, of Salza, of Salzerhaven, of Sappenstiel, of Vesselbek

Cultural Package Nostrians (15 AP)
Animal Lore +1, *Fishing* +2, *Myths & Legends* +1, *Orienting* +1, *Plant Lore* +1, *Survival* +1

One cannot ignore the influence that the land's ancient faith in nature spirits and mythical creatures has had upon the songs and stories, celebrations and rituals, and fears and hopes of the populace. They often refer to their gods as *Supernals*, and combining several gods into one is not uncommon. Witches are viewed with both awe and distrust. Andergastans and Nostrians are very similar in many aspects, even though they hate to be reminded of it.
Customs: With the exception of coastal towns like Salzerhaven and Nostria, the forest is the center of many rural festivities and customs. Unlike Andergast, where men look down on women, in Nostria men and women are considered equals. The Nostrians like to point this out and rub it in the faces of their backward neighbors.
Garb and Armaments: Clothes are similar to those worn by rural Middenrealmers. Generations-old conflicts with Andergast mean that most Nostrians own at least a (war) scythe, a (war) flail, or a lumberjack ax, and know how to use it outside of forest and field. The Nostrier, a version of a large, two-handed sword, is named after Nostria. Andergastans use this blade, too, but they call it an *Andergaster*. The inhabitants of both kingdoms tend to hold onto seemingly useless things and try to put them to new uses.

Novadi

The lives and deaths of the Novadi are governed by the 99 Holy Laws of Rastullah, faith in being chosen, the beauty and deprivations of the desert, responsibility for the tribe, and the loyalty of their horses.
Occurrence & Lifestyle: Novadi traditionally make their homes in the oases and fertile border areas of the Khôm Desert. Though many members of this horse people live in Mherwed or the capital, Unau, and some populate small enclaves in other cities, their hearts remain in the Khôm. Here, nomadic tribes traverse vast distances year after year, trading with Novadi who settle in oases and cities and live by agriculture, cattle farming, and crafts. Novadi men are permitted more than one wife, and can marry as many women as they can feed, but no more than seven (the Caliph can have eight wives, but only their god, Rastullah, can have nine).

The Caliph is the ruler of all righteous people. He reigns over the sultans, the heads of the desert tribes, and the emirs, which are appointed to the border regions of the desert. The Caliph can appoint other officials, too, such as beys and viziers. The mawdliyat, scholars who interpret Rastullah's words, are very influential. A Novadi family is led by a hairan, while a household of several families is governed by a sheik.
Worldview and Religion: According to tradition, nearly 300 years ago the one god, Rastullah, awakened in the desert and revealed himself to the Novadi. Since then, they have honored him as the one true god and led their life according to his 99 laws. Not all Novadi claim that there are no other gods, but they view the Twelve as inferior to Rastullah (or even as creatures trying to take Rastullah's place).
Customs: Ritualistic shadow combats and mock assaults to test a stranger's mettle are two of the most unusual customs of the desert-dwelling tribes, who retain a certain primal nature compared to their urban counterparts. All share a belief in the subordinate role that women play, especially if married, and their worth is considered less than that of a horse. Men only respect women who continue a blood vengeance oath as warriors because they lack male relatives. Such women are called

Novadi

Achmad'Sunni (Tulamidya: daughter of vengeance) and are, in every legal sense, considered men.

Garb and Armaments: Novadi wear headscarves or turbans and usually don layered, wide gowns made of camel hair wool to protect themselves from the desert heat. The khunchomer is the traditional weapon for single combat, while Novadi wield *dshadra* and short bow while on horseback. Every Novadi wears a *waqqif*, a type of curved dagger, as a mark of courage and strength.

Novadi
Language: Tulamidya (Khôm-Novadi)
Script: Holy Glyphs of Unau (2 AP)
Area Knowledge: depending on home region (for example, Keft, Mherwed, Unau)
Social Status: Noble, Not Free
Common Professions:

- *Mundane Professions:* all but Gladiator and Knight
- *Magic Professions:* Mage (rare)
- *Blessed Professions:* –

Common Advantages: Difficult to Enchant, Direction Sense, Resistant to Heat, Rugged Fighter, Sense of Range
Common Disadvantages: Afraid of (Cramped Spaces, the Sea), Negative Trait (Short Temper, Vengeance), Personality Flaw (Arrogance, Prejudices - mostly against women and unbelievers), Principles (99 Laws)
Uncommon Advantages: Resistant to Cold
Uncommon Disadvantages: Susceptible to Heat
Common Skills: *Animal Lore, Intimidation, Law, Orienting, Perception, Plant Lore, Riding, Survival, Tracking, Warfare*
Uncommon Skills: *Driving, Fishing, Magical Lore*
Common Names:

- *Male:* Abdul, Chadim, Habled, Khorim, Omar, Mustafa, Nareb, Rashid, Said, Zahir
- *Female:* Aisha, Eshila, Fadime, Laila, Meriban, Nedime, Oyan, Perishan, Ranchel, Shila
- *Known Tribes:* Beni Ankhara, Beni Arrat, Beni Avad, Beni Brachtar, Beni Erkin, Beni Gadang, Beni Kasim, Beni Kharram, Beni Novad, Beni Schebt, Beni Shadif, Beni Szelemjati, Beni Terkui

Names are connected to the name of the mother or father, with *ben* for men and *saba* or *-sunni* for women. Examples include Nedime saba Shila, Ranchel Oyansunni, or Omar ben Said. Like the Mhanadistani, Novadi use honorifics.

Cultural Package Novadi (25 AP)
Animal Lore +1, *Intimidation* +2, *Law* +1, *Orienting* +2, *Riding* +2, *Survival* +2, *Tracking* +1

Southern Aventurian

Southern Aventurian culture traces its roots to the earliest Tulamydian and Middenrealmish settlers, who blended to form a unique culture that was also influenced by the Forest Folk.

Occurrence & Lifestyle: With the exception of Mirham, southern Aventuria currently has no important inland cities south of the Mengbilla-Port Corrad line. Instead, people dwell mainly on the sparsely populated coastal strip west of the Rain Mountains. Individual small cities and city states have made various political arrangements, indulging in tainted secret treaties and bloody battles. Most influential are the members of Al'Anfan high society, the Grandes, who rank far above the sparse middle class (who make their living through commerce and craft). A veritable army of dirt-poor free people and slaves are forced to work on plantations and on ships, at harbors, and in the jungles, always under adverse conditions.

Southern Aventurian
Language: Garethi (Brabaci for the higher social classes, Charypto for buccaneers, Gatamo for the lower social classes)
Script: Kuslik Signs (2 AP)
Area Knowledge: depending on home region
Social Status: Noble, Not Free
Common Professions:

- *Mundane Professions:* all but Knight and Tribal Warrior
- *Magic Professions:* Witch, Mage
- *Blessed Professions:* Blessed One of Boron, Blessed One of Hesinde, Blessed One of Praios, Blessed One of Peraine, Blessed One of Phex, Blessed One of Rondra

Common Advantages: Resistant to Heat, Socially Adaptable
Common Disadvantages: Negative Trait (Curious, Greed, Short Temper, Superstition), Personality Flaw (Arrogance, Vanity), Susceptible to Cold
Uncommon Advantages: Resistant to Cold
Uncommon Disadvantages: Afraid of (Cramped Spaces, Gatherings, and the Dead and Undead)
Common Skills: *Carousing, Commerce, Empathy, Fast-Talk, Fishing, Orienting, Plant Lore, Sailing, Seduction, Streetwise, Treat Poison, Willpower*
Uncommon Skills: *Driving, Flying*
Common Names:

- *Male:* Alondro, Boromeo, Diago, Firunando, Ghorio, Lucan, Mandolo, Nestario, Ramon, Yuan
- *Female:* Consuela, Dolorita, Esmeralda, Jesabela, Katalinya, Marchesca, Phelicitas, Rahjadés, Valería, Ximena
- *Family Names:* Beratas, Cornio, Delazar, Erabenas, Kalando, Lupinez, Malagro, Nirrano, Ramirez, Santana
- *Grandee families of Al'Anfa:* Bonareth, Florios, Karinor, Paligan, Zornbrecht

Cultural Package Southern Aventurian (26 AP)
Empathy +2, *Fast-Talk* +1, *Fishing* +1, *Sailing* +1, *Seduction* +1, *Streetwise* +2, *Treat Poison* +1, *Willpower* +1

The countryside surrounding the city of Selem shows a mostly Tulamydian influence. One finds decay in its swampy towns and the consequences of unbridled decadence in its degenerate rulers, whom people say have intermingled with the scaly lizard folk.
Worldview and Religion: People practice the faith of the Twelvegods in various ways, such as the Al'Anfan rite of Boron, or Mengbilla's prohibition against worshiping Praios and Phex. Worship of Rastullah, nature spirits, demons, and the Maraskan twin gods Rur and Gror, has also left its mark.
Customs: With the exceptions of Brabak, Hôt-Alem, and the Horasian and Bornish colonies, slavery is omnipresent. The same goes for deadly traditions like gladiatorial combat, consumption of drugs, intrigue, and murder via poison. Southern Aventurian cities vary widely, and one can find evidence of corruption and decadence in Al'Anfa, boundless religious tolerance in Brabak, and a penchant for gambling in Chorhop, a town most pleasing unto Phex.

Southern Aventuria is the capital for black magic. One can find mage academies committed to dark aspects of magic in Brabak, Al'Anfa, and Mirham. Nevertheless, not all black mages serve demons. In the south, witches are as common as alchemists and the shamans of the Forest Folk.
Garb and Armaments: Open shirts, fluttering pants, and high leather boots are as common as the broad hats, fans, and parasols that are meant to protect their wearers from Praios' gaze in every way. The richest people bedeck themselves with jewelry, but the poorest of the poor wear little more than a loincloth while working the fields.

Southern Aventurian

Slashers and cutlasses are the most common weapons in the south. Fighters value the Raven's beak, a weapon favored by Boron.

Svellter

The Svellt Valley is renowned for its irresistible lure to gold prospectors and adventurers, but is mainly known for the unique way in which its human and orc settlers coexist. There are places where orcs still demand tribute from humans or even enslave them, but the coal pelts have adopted many human customs and, in some settlements, live comparatively peacefully alongside their human neighbors.

Occurrence & Lifestyle: All towns along the Svellt River between Gashok and Tjolmar share this culture. Until the orcs attacked in 1010 FB, these were consolidated in the Svellt League of Towns. Lowangen, which has a more Middenrealmish culture, is the sole exception. Even though the western Blood Spires serve as a border between the Svellt Valley and Orc lands, the coal pelts seek tribute everywhere. Violent attacks and raids still occur from time to time, but open hostility is slowly giving way to the less odious neighborly distrust. Area villages, which are surrounded by fields and palisades, are home mainly to peasants. People in small towns usually make their living from commerce and craft. One also encounters trappers, gold prospectors, and fishers, as well as occasional highway robbers, partisans, and human servants of the orcs.

Worldview and Religion: The Lowanger Dualism, a special variation of the belief in the Twelvegods, is common in the Svellt. This faith's hardworking but somewhat joyless adherents pray to Praios as the god of all that is good, and fear Boron as a god of darkness. Most Svellters honor the gods in the same fashion as their southern neighbors from the Middenrealm, although they sometimes incorporate influences from the orcish religion.

Svellter

Svellter
Language: Garethi
Script: Kuslik Signs (2 AP)
Area Knowledge: depending on home region (for example, Gashok, Lowangen, Tiefhusen, Tjolmar)
Social Status: Noble, Not Free
Common Professions:

- *Mundane Professions:* all but Gladiator and Tribal Warrior
- *Magic Professions:* Witch, Mage
- *Blessed Professions:* Blessed One of Boron, Blessed One of Hesinde, Blessed One of Praios, Blessed One of Peraine, Blessed One of Phex, Blessed One of Rondra

Common Advantages: Direction Sense, Sense of Range, Rugged Fighter
Common Disadvantages: Afraid of (Cramped Spaces), Negative Trait (Superstitious), Personality Flaw (Prejudices - mostly against orcs)
Uncommon Advantages: Resistant to Heat
Uncommon Disadvantages: Susceptible to Disease
Common Skills: *Animal Lore, Driving, Myths & Legends, Orienting, Plant Lore, Survival, Tracking*
Uncommon Skills: *Etiquette, Flying, History*
Common Names: Svellters use the same names as those used in the Middenrealm, but often abbreviate their names and connect them with their appearance or occupation. Examples include Hook Harkon, Knife Jole, or Red Lu. Names are commonly shortened to one syllable.

Cultural Package Southern Aventurian (21 AP)
Animal Lore +1, *Driving* +2, *Myths & Legends* +1, *Orienting* +1, *Plant Lore* +1, *Survival* +1, *Tracking* +2

Customs: The moral decline expected to result from the fall of the League of Towns did not happen. Instead, the people agreed to live by unwritten laws based on honor and decorum, and also on Rondrian virtues and Travian hospitality. Of course, lawless lowlifes ignore this code and obey only the law of strength.

Garb and Armaments: Humans from the Svellt Valley prefer tunics and pants made from robust, warm fabrics, boots and jackets made from leather. They like to decorate them with fringes and fur, and also wear broad-rimmed hats adorned with cock feathers. Given a choice, they prefer serviceable heavy daggers, short swords, spears, maces, bows, crossbows, and whips.

Thorwaler

Depending on your point of view, Thorwalers are either brave seafarers who fear no storm, or else ruthless pirates who ceaselessly menace coastal villages and merchant ships. They have an undisputed reputation as superstitious musclemen and drunkards with an earthy sense of humor.

Occurrence & Lifestyle: Between Olport in the north and Kendrar in the south, Thorwal extends from the Seven Winds Sea in the east to the Orc Land in the west (separated from the orcs only by the Great Olochtai and the Stone Oak Forest). As much as they love their homes, the true realm of the Thorwalers is the sea, which they traverse on their longships. Agriculture and cattle farming are a necessary evil for the freedom-loving Thorwalers, who need to feed the ship communities (or *ottajasko*) during the winter. These ship communities consist of about forty men and women (who are considered equals) and are led by a hetman or hetwoman. Jarls are regionally elected

Thorwaler

Thorwaler

Language: Thorwalian (dialect of the Olport Stones, Olport dialect, Prem dialect, Thorwal dialect, Waskir dialect)

Script: Thorwalian Runes or Kuslik Signs (2 AP)

Area Knowledge: depending on home region (for example, Olport, Prem, Thorwal-Town, Waskir)

Social Status: Noble

Common Professions:

- *Mundane Professions:* all but Gladiator, Knight, and Tribal Warrior
- *Magic Professions:* Witch, Mage
- *Blessed Professions:* –

Common Advantages: Direction Sense, Improved Regeneration (Life Points), Luck, Sense of Range, Rugged Fighter

Common Disadvantages: Frenzy, Negative Trait (Curious, Superstitious, Vengeance), Personality Flaw (Prejudices - mostly against Al'Anfans, lizard folk, Horasians, and whalers)

Uncommon Advantages: Socially Adaptable

Uncommon Disadvantages: Afraid of (the Sea)

Common Skills: *Astronomy, Carousing, Earthencraft, Feat of Strength, Fishing, Geography, Intimidation, Myths & Legends, Orienting, Sailing, Self-Control, Woodworking*

Uncommon Skills: *Etiquette, Flying, Prepare Food*

Common Names:

- *Male:* Asleif, Eirik, Frenjar, Garald, Halmar, Laske, Norri, Raskir, Thorwulf, Wulfgrimm
- *Female:* Askra, Branda, Eilif, Frenja, Janda, Korja, Norhild, Ragna, Sigrun, Thora

A secondary name is created by combining the first name of a parent with either *-son* or *-dottir*, depending on the offspring's gender. Examples include Eirk Halmarson, or Ragna Frenjasdottir. A traditional wrestling match between the parents often settles whose name is used as the secondary.

Cultural Package Thorwaler (24 AP)

Carousing +2, *Feat of Strength* +2, *Fishing* +2, *Geography* +1, *Intimidation* +1, *Myths & Legends* +1, *Orienting* +1, *Sailing* +2, *Woodworking* +2

judges who represent their regions during major gatherings.

Worldview and Religion: The course of the world is an eternal fight between Swafnir, the divine sperm whale, and Hranngar, the mother of all sea serpents. Every Thorwaler wants to earn the right to enter Swafnir's Hall by virtue of living an honorable life, to assist in Swafnir's battle with Hranngar. Firun, Ifirn, and Travia are greatly respected, but many Thorwalers are abandoning their belief in the Twelvegods.

Customs: Apart from confronting slavers and whalers, Thorwalers most enjoy gregarious drinking sprees, bath houses, tests of strength, and (especially) singing heroic songs called sagas. Thorwalers are also known for their skin pictures (tattoos), which are said to have magical powers. Complete equality of the sexes is a matter of course for Thorwalers.

Garb and Armaments: Thorwalers like to combine striped pants, fluttering linen shirts, and sturdy boots with exotic pieces of clothing. They have a superstitious love for protective runes, talismans, and amulets, and an abiding passion for tattoos. They commonly wield battleaxes, swords, and spears, and are accustomed to using orc-noses and cut-tooths almost from birth.

Firnelf

Elven Cultures

Firnelves

The indomitable firnelves wage an eternal struggle against the powers of ice and darkness in the inhospitable regions of the north.

Firnelves
Language: Isdira (firnelf dialect)
Script: Isdira Signs (2 AP)
Area Knowledge: depending on home region (for example, village and surrounding area)
Social Status: none
Common Professions: Spell Weaver, Wyldrunner
Common Advantages: Aptitude for Physical and Nature Skills, Direction Sense, Magical Attunement (Creature of the Ice), Resistant to Cold, Weapon Aptitude (usually bows and thrown weapons)
Common Disadvantages: Bound to Artifact (Soul Instrument), Incompetent in Knowledge Skills, Personality Flaw (Arrogance, Prejudices - usually against non-elves; Unworldly – usually Nobles, Property, Money, Gods, Hierarchies, and Religion), Principles (Elven Worldview)
Uncommon Advantages: Aptitude with Knowledge Skills, Socially Adaptable
Uncommon Disadvantages: Afraid of (Darkness, Cramped Spaces), Incompetence with Physical and Nature Skills, Negative Trait (Greed, Vengeance), Susceptible to Cold
Common Skills: *Animal Lore, Body Control, Climbing, Dancing, Fishing, Music, Orienting, Perception, Plant Lore, Ropes, Self-Control, Singing, Stealth, Survival, Tracking*
Uncommon Skills: *Alchemy, Carousing, Driving, Flying, Gambling, Law, Pick Locks*
Common Names:
Elves have a first name and a family name.

- *Male:* Alriel, Delavar, Eldariel, Ilcoron, Mandaniel, Mandrion, Osagiel, Sanyarin
- *Female:* Alari, Calenleya, Elayoé, Fiannon, Mandiniel, Nioniel, Peaolé, Saleniome, Teleria, Zairi
- *Family Names:* Arrowflight, Frostnight, Icecrystal, Snow-on-the-Peaks, Whiteheart

Cultural Package Firnelf (55 AP)
Animal Lore +2, *Body Control* +2, *Climbing* +1, *Fishing* +1, *Music* +2, *Orienting* +2, *Perception* +2, *Self-Control* +1, *Singing* +2, *Stealth* +2, *Survival* +2, *Tracking* +2

Occurrence & Lifestyle: Firnelves live in the valleys of the Grimfrost Wasteland, along the coast of the northern sea and Breakice Bay, and also on the coastal islands and among the Ice Pinnacles. They feed themselves exclusively by hunting birds as well as land and sea animals. Some of the small families scattered across the icy plains have forsaken land entirely, and now live and hunt only on ice floes and pack ice. Out of necessity, the once proud ice palaces of the firnelves have been abandoned for simple ice and rock caves—in the face of the advancing corrupted ice of Gloariana, plants and animals are becoming scarcer and the winters are growing colder.

Worldview and Religion: Like the glade elves, firnelves view life as an eternal cycle of *nurdra* and *zerza* (respectively, the concepts of life and death, of becoming and fading, of growth and decay) even though their worldview leans more towards mortality. In addition, they know and fear *bhardona*, the bringer of cravings, as the origin and personification of Evil.

Customs: Firnelves are merciless hunters and grim warriors but are notoriously generous family members. Home and family are their most valuable treasures, their greatest strengths, and, in these difficult days, their greatest weaknesses.

Garb and Armaments: To protect themselves against the cold, they wear artfully ornamented and masterfully crafted pelts. They do not wear additional armor. For weapons, firnelves commonly carry javelins, saber-like seal-killers (*mamra*), hunting knives, and elf bows (*yara*) which are sometimes crafted from the crystal of the ice hedgehog. All wear black-colored charms of protection.

Glade Elf

Glade Elves

Due to their comparatively close proximity, glade elves shape the way humans view the race more than any other type of elf.

Occurrence & Lifestyle: Most extended families live by the rivers north of the Salamander Stones. Their stilt villages and tree settlements blend into the natural surroundings of the Kvill, the Letta, and the middle part of the Oblomon in harmonious ways. A rare few elves have settled in the flood plains of Weiden and Almada as well as in the Realm Forest of Gareth, in the Born Forest, and between Nostria and Albernia. They live by

Glade Elves
Language: Isdira (glade elf dialect)
Script: Isdira Signs (2 AP)
Area Knowledge: depending on home region (for example, village and surrounding area)
Social Status: none
Common Professions: Spell Weaver, Wyldrunner
Common Advantages: Aptitude with Craft Skills (usually *Sailing*), Magical Attunement (Creature of the Glades), Weapon Aptitude (usually Bows)
Common Disadvantages: Bound to Artifact (Soul Instrument), Negative Trait (Curious), Personality Flaw (Arrogance; Prejudice - usually against non-elves; Unworldly - usually with Property and Gods), Principles (Elven Worldview)
Uncommon Advantages: Aptitude with Knowledge Skills
Uncommon Disadvantages: Incompetent with Physical and Nature Skills, Negative Trait (Greedy, Vengeance)
Common Skills: *Animal Lore, Body Control, Dancing, Fishing, Music, Orienting, Perception, Plant Lore, Sailing, Seduction, Singing, Stealth, Survival, Swimming, Tracking*
Uncommon Skills: *Alchemy, Carousing, Driving, Gambling, Law, Pick Locks*
Common Names:

Elves have a first name and a family name.

- *Male:* Adalarion, Alarion, Caerleon, Delayar, Dendayar, Edorion, Elanor, Feysiriel, Lindariel, Navarion
- *Female:* Alaniel, Caerleon, Daleone, Eldariel, Gailanoe, Lauriel, Mandara, Rhianna, Sanyadriel, Valandriel
- *Family Names:* Birchleaf, Dewshine, Lightmoss, Seamoon, Squirrelgreet

Cultural Package Glade Elf (43 AP)
Animal Lore +1, *Body Control* +2, *Fishing* +2, *Music* +2, *Orienting* +1, *Perception* +1, *Plant Lore* +1, *Sailing* +1, *Seduction* +1, *Singing* +2, *Stealth* +1, *Survival* +1, *Swimming* +2, *Tracking* +1

hunting, fishing, growing fruit and herbs, and sometimes by trading. Glade elves are seen as excellent bowyers, furriers, and carvers with a legendary sense for beauty. Within their families, they follow no hierarchy measured by heritage, gender, or skill. Older family members usually enjoy more respect than the young because they have more experience.

Worldview and Religion: *Nurdra* and *zerza* represent, respectively, the concepts of life and death, growth and decay, becoming and fading, arrival and departure. In ancient times, the high elves worshiped Nurti, the goddess of life, and Zerzal, the goddess of death, war, and the hunt; only their aspects survive today as a kind of Nature worship. *Dha* represents existence, and *dhaza* is the eternal foe, which is roughly equivalent to the Nameless One. All of these concepts infuse every aspect of glade elves' lives. They are aware of the gods of the humans, but do not find them deserving of worship. Concepts of property and striving for material belongings are as foreign to glade elves as are most other aspects of the lives of the fast moving humans.

Customs: For glade elves, love is free of social limitations, and glade elf marriages are rare. Nevertheless, glade elves find plenty of reasons to celebrate. They enjoy singing, dancing, and playing music, but do not engage in feasting or drinking. Glade elves know no laws, but they do understand justice.

Garb and Armaments: Glade elves craft their clothes from buckskin or cotton, preferring shades of red, blue, reed green, or white. Men and women wear tight-fitting, subtly ornamented shirts and leggings, soft bucket-top boots, and sleeveless cotton coats. They very rarely wear armor. Short elf bows made from ash wood (*yara*) are common, as are light rapiers, daggers, or spears.

Wood Elves

Of all the elves, wood elves have changed the least since their ancestors first journeyed from the Realm of Light to the forests of Aventuria. They never lived in the legendary cities of the high elves and thus never regretted their fall.

Occurrence & Lifestyle: The extended families of the wood elves, rarely larger than three dozen members, reside mainly in the forests of the Salamander Stones, where they live in complete harmony with nature. They take neither more nor less than they need for survival and carefully avoid disturbing the balance of things. Men and women are equals and there is no division of tasks. Everyone walks their own path. Normally humans notice them only when they want to be noticed—which is rare.

Wood Elf

Worldview and Religion: Wood elves come closest to sharing the glade elves' faith and understanding of the world, but see themselves as much more a part of Nature (and as relevant or important as the leaves of a tree) than do their glade elf brothers and sisters from the floodplains. Like the firnelves, many wood elves are ignorant of the human concepts of aristocracy, property, gods, hierarchies, and organized religions.

Customs: Forest and family are the center of thinking, feeling, and acting. Beyond their homes, even when traveling through the lands of glade elves, wood elves always feel homesick and long for their homes in the treetops.

Garb and Armaments: They usually wear clothes made from artfully ornamented buckskin, and add layers of fur or thick leather as needed in the winter or on travels. They only wear their traditional armor, made from leather or bark, in times of war. They keep their slender fencing weapons, such as the wolf-knife (*larza*), and the elf bow (*yara*), with them at all times.

Wood Elves
Language: Isdira (wood elf dialect)
Script: Isdira Signs (2 AP)
Area Knowledge: depending on home region (for example, village and surrounding area)
Social Status: none
Common Professions: Spell Weaver, Wyldrunner
Common Advantages: Aptitude for Physical and Nature Skills, Magical Attunement (Creature of the Forest), Weapon Aptitude (usually Bows)
Common Disadvantages: Afraid of... (Cramped Spaces), Bound to Artifact (Soul Instrument), Incompetent with Knowledge Skills, Personality Flaw (Arrogance; Prejudice – usually against non-elves; Unworldly – usually with Nobles, Property, Money, Gods, Hierarchies, and Religion), Principles (Elven Worldview)
Uncommon Advantages: Aptitude with Knowledge Skills, Socially Adaptable
Uncommon Disadvantages: Incompetent with Physical and Nature Skills, Negative Trait (Greed, Short Temper, Vengeance)
Common Skills: *Animal Lore, Body Control, Climbing, Dancing, Magical Lore, Music, Orienting, Perception, Plant Lore, Singing, Stealth, Survival, Tracking*
Uncommon Skills: *Alchemy, Carousing, Driving, Gambling, Law, Pick Locks, Sailing*
Common Names:

Elves have a first name and a family name.
- *Male:* Albion, Cinamion, Elbrenell, Fermion, Floriel, Imion, Lorion, Mandriel, Nurhavalon, Saladir
- *Female:* Allacaya, Cairlinn, Déhaoine, Feyaria, Liloé, Miamiel, Oionel, Rilaona, Shayariel, Valaria
- *Family Names:* Acorngreet, Duskred, Leaflight, Sunray, Willowpillar

Cultural Package Wood Elf (47 AP)
Animal Lore +2, *Climbing* +1, *Body Control* +2, *Music* +2, *Orienting* +1, *Perception* +1, *Plant Lore* +2, *Singing* +2, *Stealth* +2, *Survival* +1, *Tracking* +2

Dwarven Cultures

Diamond Dwarf

Among the dwarven races, diamond dwarves are undisputed aesthetes who pursue trade and art and live lives that are both sophisticated and adventurous.
Occurrence & Lifestyle: After losing their home in the Beilunkan Mountains during the invasion of Borbarad and spending years wandering, many diamond dwarves settled in Rashtul's Wall. Here they fashioned comfortable living spaces in caves near the surface or within crystal-glazed mountain slopes. Poetry, gardening, and designing and creating filigree jewelry are all second nature to diamond dwarves, and even though they prefer spilling perfume to spilling blood, their weapons are not carried merely for decoration.
Worldview and Religion: Angrosh is viewed as a god of the arts and is worshiped just slightly more than Phex, the patron of trade and adventure. Ore dwarves think of their bustling diamond dwarf cousins as happy-go-lucky, and many would say that Angrosh's fire does not truly burn in them, but merely smolders. But diamond dwarves view themselves as occupying the pinnacle of dwarven culture, since they aren't the ones who sit in the shadows

Diamond Dwarf

Diamond Dwarf
Language: Rogolan (diamond dwarf dialect)
Script: Rogolan Runes (2 AP)
Area Knowledge: depending on home region (for example, dwarf town and surrounding mines)
Social Status: none
Common Professions:

- *Mundane Professions:* all but Gladiator, Knight, and Tribal Warrior
- *Magic Professions:* Mage (rare)
- *Blessed Professions:* Blessed One of Hesinde (rare), Blessed One of Phex (rare), Blessed One of Rondra (rare)

Common Advantages: Aptitude with Craft Skills (usually *Earthencraft* and *Metalworking*), Socially Adaptable
Common Disadvantages: Afraid of... (the Sea), Negative Trait (Curiosity, Greed, Stinginess), Personality Flaw (Vanity)
Uncommon Advantages: none
Uncommon Disadvantages: Afraid of... (Cramped Spaces), Frenzy, Nightblind
Common Skills: *Animal Lore, Artistic Ability, Carousing, Dancing, Earthencraft, Geography, History, Math, Mechanics, Metalworking, Music, Myths & Legends, Orienting, Pick Locks, Seduction, Stealth*
Uncommon Skills: *Flying, Sailing, Swimming*
Common Names:

- *Male:* Angrox, Balum, Cratosh, Gandresh, Grotho, Jandrim, Migosh, Norrin, Rabagash, Topash
- *Female:* Angalla, Cadrima, Etoscha, Igrima, Magmasha, Segrima

Dwarven names consist of a first name plus either "son of [parent]" or "daughter of [parent]" (for example, Balum son of Grotho, or Angalla daughter of Segrima).

Cultural Package Diamond Dwarf (29 AP)
Carousing +1, *Dancing* +1, *Earthencraft* +1, *Geography* +2, *History* +1, *Metalworking* +1, *Music* +1, *Myths & Legends* +1, *Pick Locks* +2, *Seduction* +1, *Stealth* +2

of the past and brood over outdated traditions and grudges.
Customs: Many diamond dwarves enjoy breeding cats, dogs, and dwarf ponies (which they use as mounts), and have an exceptional sense for mechanical detail work, but all diamond dwarves share a special fondness for courting. As many as five dwarves might attempt to court one dwarf woman, deluging her with gifts and favors in an exchange that might last for years.
Garb and Armaments: Most diamond dwarves choose traveling clothes made from soft leather, and they have a weakness for baubles. In combat, they prefer swords, battle axes, shields, and their excellent crossbows.

Forge Dwarf

The belligerent and adventurous forge dwarves are grist to the mill for those humans and elves who view the bearded folk as little more than boozing ruffians. Despite all prejudices, the forge dwarves are more than merely dwarven fighters.
Occurrence & Lifestyle: The dwarves from the Forge settle mainly in the Mountain Kingdom of Forestguard, but some families do live in the Dark Ridge, the Thash Mountains, the Dragon Stones, the Khunchom Mountains, and the eastern part of Rashtul's Wall. Their subterranean communities and mines are illuminated by the forge and hearth fires of their homes. They rarely interrupt their daily routines of smithing and celebrating, and then only for journeys lasting several years, if such adventures promise a good and worthy fight.

Forge Dwarf

Forge Dwarf
Language: Rogolan (forge dwarf dialect)
Script: Rogolan Runes (2 AP)
Area Knowledge: depending on home region (for example, dwarf town and surrounding mines)
Social Status: none
Common Professions:

- *Mundane Professions:* all but Gladiator, Knight, and Tribal Warrior
- *Magic Professions:* Mage (rare)
- *Blessed Professions:* Blessed One of Rondra (rare)

Common Advantages: Aptitude with Craft Skills (usually *Earthencraft* and *Metalworking*), Improved Regeneration (Life Points), Rugged Fighter, Weapon Aptitude (usually Crossbows, Impact Weapons, and Two-Handed Impact Weapons)
Common Disadvantages: Afraid of (the Sea), Negative Trait (Stinginess, Greed), Personality Flaw (Arrogance, Prejudices - usually against lizardfolk and elves), Principles (Dwarven Code of Honor)
Uncommon Advantages: Socially Adaptable
Uncommon Disadvantages: Afraid of (Darkness or Cramped Spaces), Nightblind, Personality Flaw (Vanity)
Common Skills: *Carousing, Earthencraft, Feat of Strength, History, Intimidation, Math, Mechanics, Metalworking, Myths & Legends, Orienting, Self-Control, Stealth, Warfare*
Uncommon Skills: *Astronomy, Fishing, Flying, Riding, Sailing, Seduction, Swimming*
Common Names:

- *Male:* Andrash, Ballash, Cobaltosh, Fobosh, Ibralosh, Kirgam, Marnax, Pogolosh, Sordolax
- *Female:* Agesha, Borasha, Durga, Hogesha, Lavasha, Norturrima

Dwarven names consist of a first name plus a "son of [parent]" or "daughter of [parent]" cognomen (for example, Andrash son of Ballash, or Durga daughter of Lavasha).

Cultural Package Forge Dwarf (31 AP)
Carousing +2, Earthencraft +2, Feat of Strength +2, History +1, Intimidation +1, Mechanics +1, Metalworking +2, Myths & Legends +1, Orienting +1, Stealth +1, Warfare +2

Worldview and Religion: To the forge dwarves, smithing is both religious service and meaning of life rolled into one. The smith god Angrosh, who sometimes joins with Rondra, always seeks and confronts his ancient enemy, "the Dragon," which must be fought even if it takes the form of black magic or blasphemies of the Nameless One.
Customs: Forge dwarves rub their skin with a paste made from grease and coal dust and always follow their chosen paths, unswerving like hammer blows, even when those paths lead through hardest rock. Prideful and stubborn, they love gathering with their families every evening for bouts of drinking, but during the day they are incredible weapon smiths who work and live like ascetics. It is not just in matters of war that they are known as the greatest warriors of their folk.
Garb and Armaments: Many forge dwarves own chainmail, which passes from generation to generation as prized family heirlooms. On top of this armor they like to wear capes made from cloth or fur. In combat, their faithful companions are dwarf cudgels (warhammers), rock-cleavers (double-bladed axes), traditional dragon tooth daggers, and short swords. Forge dwarves have a special passion for crossbows and create masterful examples.

Hill Dwarf

Hill dwarves are the extremely homey cousins of the small folk. They turned away from hard stone (and an even harder life beneath the ground) and now prefer to fill their larders with everything from sun-dried sausages to blue-veined cheeses and tasty stonebread.

Hill Dwarf

Hill Dwarf
Language: Rogolan (hill dwarf dialect)
Script: Rogolan Runes (2 AP)
Area Knowledge: depending on home region (for example, Angbar)
Social Status: none
Common Professions:

- *Mundane Professions:* all but Gladiator, Knight, and Tribal Warrior
- *Magic Professions:* Mage (rare)
- *Blessed Professions:* Blessed One of Peraine (rare)

Common Advantages: Aptitude for Craft and Social Skills (*Prepare Food*), Socially Adaptable
Common Disadvantages: Afraid of... (the Sea), Negative Trait (Curiosity, Greed)
Uncommon Advantages: none
Uncommon Disadvantages: Afraid of... (Darkness or Cramped Spaces), Frenzy, Nightblind

Common Skills: *Carousing, Dancing, Etiquette, Driving, Fishing, Prepare Food, Singing, Stealth*
Uncommon Skills: *Flying, Intimidation, Riding, Survival*
Common Names:

- *Male:* Artox, Bengram, Dabrash, Gerambalosh, Hargash, Obolosh, Roglom, Tlutash, Xandaresh, Zinkhal
- *Female:* Aurea, Caldera, Garesha, Ingrasha, Thuresha, Xolgima
- *Family Names:* Baghem, Broadpan, Grumling, Hillinger, Kugelin, Sweetbread

Hill dwarves use first names and family names and disdain the naming traditions used by other dwarves.

Cultural Package Hill Dwarves (13 AP)
Carousing +1, *Dancing* +1, *Driving* +1, *Fishing* +1, *Prepare Food* +2, *Singing* +1, *Stealth* +2

Occurrence & Lifestyle: They prefer to dig their round earth houses in the eastern foothills of the Kosh Mountains, but some have also settled at Angbar Lake. They seek indulgence and gregariousness and love food and drink. Exquisite spices and beautiful furniture are more important to them than combat and adventure (which they view as extremely unpleasant).
Worldview and Religion: The hill dwarves worship Angrosh in a manner similar to the way humans worship Ingerimm, but their version is much less rigid than the faith of their dwarven relatives beneath the mountains. Also, hill dwarves entertain serious doubts about the draconic threat, either past or present. Life is too beautiful to be as rotten and dangerous as all that. For this reason, they have little time for matters of faith.
Customs: Even though they are skillful smiths (like all dwarves), they prefer growing grapes, fermenting wine, and making cheese. Hill dwarves enjoy everything that has to do with comfort and patience. Since they live long lives, they feel they have a great deal of time to invest in their hobbies (and bellies).
Garb and Armaments: A large selection of wide, comfortable clothes made from soft cloth are available to clothe hill dwarves on culinary educational journeys. If they really must fight, they prefer wielding battle axes and short swords. Because ignorant people often mistake them for their more combative cousins, the forge dwarves, they like to carry double-bladed axes that are actually cut from copper sheets and fit only to be used as stage props. Most hill dwarves are trained in the use of crossbows. They enjoy practicing with them in their free time, and many take part in area competitions.

Ore Dwarf

Members of the most-numerous dwarven folk are extremely traditional, unyielding in every way, and trace their way of life and their views to the beginnings of dwarven culture in Aventuria.
Occurrence & Lifestyle: Most ore dwarves live in the Kosh Mountains, the Iron Forest, and the Ingra Crests. You can meet some in other regions, like Fasar, but generally they live in impressive cave towns under the mountains. They avoid sunlight and the fickle life beyond their trusty world of stone, which, as brilliant architects, they design and build themselves. Even though rumors speak of a dry sense of humor, they disdain their cousins for turning away from dwarven traditions, and for their love of unrestrained celebrations. Ore dwarves prefer an ordered life that honors their ancestors over one of moral decline.
Worldview and Religion: Angrosh is the only true god. All other supernatural beings are far inferior to him and either serve him or follow the golden dragon Pyrdacor, which is the eternal enemy and the source of all Evil in the world.
Customs: Brotherhoods similar to religious orders and devoted to math, numerology, architecture, and Angrosh-worship play an important role in the society of the ore dwarves. Wanderlust and adventure are viewed as an evil circumstance (or at best, a personal misfortune).
Garb and Armaments: Ore dwarves usually wear long, dark loden gowns. For special occasions, they wear robes brocaded with gold and silver. If they must fight or go to war, traditional chainmail is their first choice. When fighting dragon spawn, true Angroshim use hammer, ax, and dragon-slayer (a type of spear that is wielded by five dwarves at once). Weapons and armor pass from generation to generation within families.

Ore Dwarf
Language: Rogolan (ore dwarf dialect)
Script: Rogolan Runes (2 AP)
Area Knowledge: depending on home region (for example, dwarf town and surrounding mines)
Social Status: none
Common Professions:

- *Mundane Professions:* all but Gladiator, Knight, and Tribal Warrior
- *Magic Professions:* Mage (rare)
- *Blessed Professions:* –

Common Advantages: Aptitude for Craft and Knowledge Skills (usually *Earthencraft*, *History*, *Law*, and *Metalworking*)
Common Disadvantages: Afraid of... (Heights or the Sea), Negative Trait (Greed, Stinginess), Personality Flaw (Arrogance, Prejudices - usually against non-dwarves)
Uncommon Advantages: Socially Adaptable
Uncommon Disadvantages: Afraid of... (Darkness, Cramped Spaces), Negative Trait (Curious), Nightblind
Common Skills: *Carousing, Earthencraft, History, Law, Math, Mechanics, Metalworking, Myths & Legends, Orienting, Religions, Self-Control, Stealth*
Uncommon Skills: *Driving, Fishing, Flying, Gaukelei, Riding, Sailing, Seduction, Swimming*
Common Names:

- *Male:* Arthag, Brodrosh, Famburash, Grimmbeard, Huramash, Kagrim, Partram, Shrobosh, Tarmosh, Xolgrimm
- *Female:* Aurulne, Dorella, Halrima, Korunde, Naresha, Topasa

Dwarven names consist of a first name and a "son of [parent]" or "daughter of [parent]" cognomens (for example, Grimbeard son of Xolgrimm, or Halrima daughter of Dorella).

Cultural Package Ore Dwarf (34 AP)
Carousing +1, *Earthencraft* +1, *History* +2, *Law* +1, *Math* +2, *Mechanics* +2, *Metalworking* +1, *Myths & Legends* +2, *Religions* +2, *Self-Control* +1, *Stealth* +2

Ore Dwarf

Cultures Summary

Culture	Skills in Cultural Package	AP Value
Human Cultures:		
Andergastan	Animal Lore +1, Myths & Legends +1, Orienting +1, Plant Lore +1, Survival +2, Woodworking +2	20 AP
Aranian	Clothworking +1, Commerce +2, Empathy +1, Fast-Talk +2, Gambling +1, Math +1, Myths & Legends +1, Seduction +1, Streetwise +2	26 AP
Bornlander	Carousing +1, Prepare Food +1, Orienting +1, Plant Lore +1, Survival +1, Tracking +1, Woodworking +2	18 AP
Cyclopean	Dancing +1, Fishing +2, History +1, Law +1, Math +1, Music +1, Myths & Legends +1, Religions +2, Sailing +1, Woodworking +1	16 AP
Fjarning	Body Control +1, Earthencraft +1, Feat of Strength +2, Intimidation +2, Metalworking +1, Orienting +2, Self-Control +1, Survival +2, Tracking +1	33 AP
Horasian	Commerce +1, Dancing +1, Etiquette +2, Geography +1, History +1, Law +2, Math +2, Mechanics +1, Sailing +1, Seduction +1, Streetwise +2	27 AP
Maraskan	Animal Lore +2, Orienting +1, Plant Lore +2, Religions +1, Stealth +1, Survival +1, Treat Poison +2	26 AP
Mhanadistani	Commerce +2, Fast-Talk +1, Gambling +2, History +1, Magical Lore +1, Myths & Legends +2, Religions +2, Streetwise +1	28 AP
Middenrealmer	Animal Lore +1, Clothworking +1, Metalworking +1, Plant Lore +1, Woodworking +1	12 AP
Mohas	Animal Lore +2, Body Control +1, Myths & Legends +1, Orienting +1, Perception +1, Plant Lore +2, Stealth +1, Survival +2, Tracking +1, Treat Poison +1	38 AP
Nivese	Animal Lore +2, Driving +1, Myths & Legends +2, Orienting +2, Perception +1, Plant Lore +1, Stealth +1, Survival +2, Tracking +2	37 AP
Norbards	Commerce +2, Driving +2, Fast-Talk +1, Geography +2, Orienting +1, Survival +1	18 AP
Northern Aventurian	Animal Lore +1, Carousing +1, Commerce +1, Leatherworking +1, Orienting +1, Plant Lore +1, Self-Control +1, Survival +1, Tracking +1, Woodworking +1	25 AP
Nostrian	Animal Lore +1, Fishing +2, Myths & Legends +1, Orienting +1, Plant Lore +1, Survival +1	15 AP
Novadi	Animal Lore +1, Intimidation +2, Law +1, Orienting +2, Riding +2, Survival +2, Tracking +1	25 AP
Southern Aventurian	Empathy +2, Fast-Talk +1, Fishing +1, Seduction +1, Streetwise +2, Treat Poison +1, Willpower +1	26 AP
Svellter	Animal Lore +1, Driving +2, Myths & Legends +1, Orienting +1, Plant Lore +1, Survival +1	21 AP
Thorwaler	Carousing +2, Feat of Strength +2, Fishing +2, Geography +1, Intimidation +1, Myths & Legends +1, Orienting +1, Sailing +2, Woodworking +2	24 AP
Elven Cultures:		
Firnelves	Animal Lore +2, Body Control +2, Climbing +1, Fishing +1, Music +2, Orienting +2, Perception +2, Self-Control +1, Singing +2, Stealth +2, Survival +2, Tracking +2	55 AP
Glade Elves	Animal Lore +1, Body Control +2, Fishing +2, Music +2, Orienting +1, Perception +1, Plant Lore +1, Sailing +1, Seduction +1, Singing +2, Stealth +1, Survival +1, Swimming +2, Tracking +1	43 AP
Wood Elves	Animal Lore +2, Body Control +2, Climbing +1, Music +2, Orienting +2, Perception +1, Plant Lore +2, Stealth +2, Singing +2, Survival +1, Tracking +2	47 AP
Dwarven Cultures:		
Diamond Dwarves	Carousing +1, Dancing +1, Earthencraft +1, Geography +2, History +1, Metalworking +1, Music +1, Myths & Legends +1, Pick Locks +2, Seduction +1, Stealth +2	29 AP
Forge Dwarves	Carousing +2, Earthencraft +2, Feat of Strength +2, History +1, Intimidation +1, Mechanics +1, Metalworking +2, Myths & Legends +1, Orienting +1, Stealth +1, Warfare +2	31 AP
Hill Dwarves	Carousing +1, Dancing +1, Driving +1, Fishing +1, Prepare Food +2, Singing +1, Stealth +1	13 AP
Ore Dwarves	Carousing +1, Earthencraft +1, History +2, Law +1, Math +2, Mechanics +2, Metalworking +1, Myths & Legends +2, Religions +2, Self-Control +1, Stealth +1	34 AP

Chapter 6: Professions

"If a man mistakes his vocation, the false start none the less influences him for the rest of his life."
—Honoré de Balzac

"For both the peasant and the nobleman, the order pleasing unto Praios foretells where their paths must begin. But history has taught us that social status does not always determine where a man's life will lead. A peasant's child merely has to possess the Gift of Mada and be discovered by a guild mage to reach exalted positions that some noble children can only dream of.

On the other hand, sometimes a young man or maiden from a noble family happens to make the wrong friends and leaves his family only to lead a scallywag's life on the streets.

In my youth, I felt the urge to devote myself to the secrets of alchemy. But, luckily, my dilettantish path did not lead me any further into the vortex of Perricum's alleys, even though I kept bad company. After my many years of deprivations, the gods have decided to make me Grand Privy Councilor of the Realm—an office that serves a purpose and is not simply for show.

And I would never have dreamed that the Empress would choose me as her husband. Life is not always just, but sometimes Fate smiles on the brave. You should never give up. Set your goals and hold on to them."
— From the book, Memories and Wisdom of Rondrigan Paligan, 1037 after the Fall of Bosparan

Besides race and culture, another of a hero's important facets is profession. Before becoming an adventurer, the hero learned a trade. This education is reflected in skills, combat techniques, and special abilities. Profession reflects the character's primary education and grants appropriate stats.

To make the search for the right vocation for your hero easier, the professions are grouped into three categories: *Mundane Professions*, including fighters, crafters, and other vocations that you might find in the mundane world; *Magical Professions*, available only if the hero takes the *Spellcaster* advantage; and *Blessed Professions*, available only if the hero takes the *Blessed* advantage.

Description of Professions

The profession descriptions are all presented in the same format. Each starts with a short explanation of the profession's archetype and includes some variants on that basic theme. Variants show just a few of the many examples to be found across Aventuria, to give you an idea of what is possible, and you do not have to choose a variant for your hero if you don't wish to.

Similarly, the profession packages listed here are only examples, and you are not limited to what we provide in this chapter. Feel free to change skills and other elements, as desired, or even to create other professions (see page 45).

A text box within each entry lists the clothes, weapons, and equipment typically owned and carried by a character in that profession.

Stats and Profession Packages

After the description of each profession is a basic profession package that you can buy with *adventure points (AP)* during hero creation (see page 44). This package grants your hero all of the skills, special abilities, combat techniques, and, if applicable, any spells and liturgical chants listed for that profession. Variants for each profession list changes or additions to the basic package for that profession, including changes to such things as the package's AP cost, starting skills, and base skill ratings.

All skills and combat techniques not included with this package start with a base rating of either 0 for skills or 6 for combat techniques (see page 50).

Package AP costs assume that you start with an *Experienced* hero. If you choose a different Experience Level (or the GM assigns one), then you must change the package accordingly. For more information about starting with different Experience Levels, see page 44.

Description Format

Profession Package

- Name: Name of the basic profession.
- AP Value: What does the professional package cost in adventure points?
- Prerequisites: Which prerequisites must be met to buy the stat block? For example, a character might need the advantage Spellcaster or Blessed. AP costs for prerequisite advantages, disadvantages, and special abilities are found in the relevant chapter. Note: the AP cost for a profession package does not include these prerequisites.
- Special Abilities: Any special abilities the profession receives from the package.
- Combat Techniques: Provides ratings for the combat techniques that the hero receives from the package.
- Skills: The skill ratings the package grants to the hero.
- Spells: The skill ratings a magical profession receives for spells; these spells are considered activated (see page 25). Spells from an unfamiliar Tradition, if any, are identified as such in brackets after the spell (see page 45).
- Liturgical Chants: Clerical professions receive these liturgical chants at the listed skill ratings. These liturgical chants are considered activated (see page 25).
- Suggested Advantages and Disadvantages: Typical advantages and disadvantages for the profession.
- Unsuitable Advantages and Disadvantages: These advantages and disadvantages do not fit well with this profession; check with your GM before taking any of them.
- Variants: Provides examples of variants for the profession, which may include changes to AP values and additional or modified skill ratings, special abilities, or combat techniques, as compared to the basic profession. The variants described here are just a few examples of what you might choose, and you are never obliged to pick a variant.

Equipment and Garb
Bards wear the simple clothes of their culture and rarely use any weapon other than a dagger. Skalds sometimes carry a curved axe known as an orc-nose. All musicians own musical instruments, such as lyres, flutes, or hand-held harps.

Traveling bards need general travel equipment, such as tents, flints and tinder, blankets, and backpacks.

Bard
Profession Package

AP Value: 150 adventure points
Prerequisites: None
Special Abilities: Languages and Literacy totaling 16 AP; Skill Specialization *Music*
Combat Techniques: Daggers 8, Brawling 8
Skills:
Physical: Singing 7, Dancing 2
Social: Empathy 5, Etiquette 4, Fast-Talk 5, Persuasion 2, Seduction 2, Streetwise 4
Nature: Survival 2
Knowledge: Geography 4, History 4, Law 2, Math 3, Myths & Legends 5, Religions 4
Craft: Music 7, Woodworking 3
Suggested Advantages: Beautiful Voice, Good Looks, Socially Adaptable
Suggested Disadvantages: Personality Flaw (Arrogance, Vanity), Negative Trait (Curiosity)
Unsuitable Advantages: None
Unsuitable Disadvantages: Ugly
Variants:

- *Skald* (162 AP) Impact Weapons 8 instead of 6; *Myths & Legends* 8 instead of 5; Skalds must choose Thorwaler as their culture.
- *Storyteller* and *Haimamud* (144 AP): Skill Specialization *Myths & Legends* instead of *Music*; *Music* 0 instead of 7; *Myths & Legends* 7 instead of 5; *Singing* 0 instead of 7; *Streetwise* 7 instead of 4; *Woodworking* 0 instead of 3; Haimamudim must choose Aranian, Mhanadistani, or Novadi as their culture.

Mundane Professions

Bard

Most Aventurians enjoy the entertainments found at the sports stadium, the arena, or at tournaments, but a singer's performance is regarded as the best entertainment of all. A bard enchants the audience with a good tune and a beautiful voice, often accompanied by an instrument. Bards are as welcome in taverns as they are in a village marketplace or a lord's court, for they bear news from distant lands and know how to skillfully entertain listeners.

Thorwal reveres the ancient bardic storytelling tradition of the *skalds*, musicians who entertain their audiences primarily with Thorwalian sagas about the northern people's ancestral home across the sea.

Besides bards, there are other occupations where strong and clear voices prove helpful. For example, there are *storytellers*, known as *haimamud* among the Tulamydes, who draw listeners in with fascinating tales.

Courtier

Not every noble grows up to inherit estates or be knighted. Many noble children are sent by their families to a higher-ranked or influential liege, to learn more about life at court and to improve their family's influence.

A *noble scion* knows courtly etiquette and has received some training from a fencing teacher or weapon master.

Dalliers have nothing else to do except decide how to spend their time; work is something they leave to the lower classes.

On the other end of the scale are the *diplomats*—they are ambitious and know what they want. They are either ambassadors to a foreign country or schemers who try to gain advantages with their golden tongues.

In Andergast, where men and women are not considered equal, one may find a *lady-in-waiting* serving a higher-ranked noblewoman as an attendant. There are only a few ladies-in-waiting in Aventuria, and most of them are found in Andergast where discrimination against women still persists.

Equipment and Garb

It is considered good form for nobles to participate in the arts of combat and hunting. All nobles carry long swords or rapiers, whether they know how to use them or not. A good bow for hunting and a fine horse exemplify the courtier's equipment. Besides that, good clothes and jewelry are important for one's image. Armor can be worn at a tournament, but most courtiers leave those violent events to knights and instead just watch from the stands. Ladies-in-waiting do not commonly use weapons.

Courtier

Profession Package

AP Value: 176 adventure points
Prerequisites: Advantage Noble (5-15 AP)
Special Abilities: Languages and Literacy totaling 10 AP; Skill Specialization Etiquette
Combat Techniques: Bows 8, Daggers 8, Swords or Fencing Weapons 8
Skills:
Physical: Carousing 2, Dancing 4, Perception 4, Riding 5, Stealth 3
Social: Empathy 7, Etiquette 7, Fast-Talk 4, Persuasion 4, Seduction 4, Willpower 5
Nature: —
Knowledge: History 2, Law 3, Math 3, Myths & Legends 4, Religions 3
Craft: —
Suggested Advantages: Aptitude in Social Skills, Good Looks, Resistant to Poison
Suggested Disadvantages: Personality Flaw (Arrogance, Envy, Vanity), Negative Trait (Avarice, Bad Temper, Stinginess, Vengeance)
Unsuitable Advantages: Aptitude in Craft Skills
Unsuitable Disadvantages: Frenzy, Incompetence in Social Skills
Variants:

- *Diplomat* (192 AP): Bows 6 instead of 8, Swords or Fencing Weapons 6 instead of 8; Persuasion 7 instead of 4, Etiquette 8 instead of 7, Fast-Talk 6 instead of 4, Willpower 7 instead of 5, Treat Poison 3 instead of 0
- *Dallier* (195 AP): Bows 10 instead of 8, Daggers 10 instead of 8; Dancing 6 instead of 4, Carousing 4 instead of 2, Seduction 7 instead of 4, History 0 instead of 2, Law 2 instead of 3, Treat Poison 2 instead of 0
- *Lady-in-Waiting* (171 AP): Bows 6 instead of 8, Swords or Fencing Weapons 6 instead of 8; Dancing 6 instead of 4, Carousing 0 instead of 2, Clothworking 7 instead of 0; Ladies-in-Waiting must be female and must choose Andergast as their culture.
- *Noble Scion* (172 AP): Bows 10 instead of 8, Swords or Fencing Weapons 10 instead of 8; Riding 7 instead of 5, Carousing 4 instead of 2, Empathy 4 instead of 7, Willpower 3 instead of 5, History 0 instead of 2, Law 2 instead of 3

Equipment and Garb
Since gladiators rarely have their own money, they rarely own weapons and armor. If they can choose, they use the type of weapon they were trained to use in their gladiator school: short sword, spear, Brabak cudgel, throwing net, or trident. Some gladiators like to fight without armor, while others don't mind using shields, helmets, and even heavy plate—as long as they look impressive.

Gladiator
Profession Package

AP Value: 164 adventure points
Prerequisites: AGI 13 (for the special ability Feint I), STR 13 (for the special ability Forceful Blow I)
Special Abilities: Languages and Literacy totaling 2 AP; Skill Specialization Feat of Strength, Feint I, Forceful Blow I
Combat Techniques: Brawling 12, one of the following combat techniques 12: Impact Weapons, Polearms, Swords
Skills:
Physical: Body Control 4, Carousing 3, Feat of Strength 6, Self-Control 5
Social: Empathy 3, Intimidation 5
Nature: —
Knowledge: Religions 4, Warfare 3
Craft: Treat Wounds 4
Suggested Advantages: Ambidextrous, Good Looks, Increased Life Points, Increased Toughness, Improved Regeneration (Life Points), Rugged Fighter
Suggested Disadvantages: Frenzy, Personality Flaw (Vanity)
Unsuitable Advantages: Aptitude for Social Skills
Unsuitable Disadvantages: Weak Regeneration (Life Points), Fat, Sensitive to Pain, Decreased Toughness
Variants:

- *Pit Fighter* (139 AP): no Feint I; Daggers 10 instead of 6; no second combat technique 12
- *Show Fighter* (159 AP): no Forceful Blow I; Gaukelei 3 instead of 0; Self-Control 2 instead of 5, Carousing 4 instead of 3, Fast-Talk 4 instead of 0, Orienting 3 instead of 0

Gladiator
Gladiators may be slaves trained for combat, imprisoned debtors, or free burghers looking for fame and fortune. Regardless of their origin, gladiators are crowd-pleasers in the arena. Some are trained by a famous Meridianan *lanisto*, while others are hardened in a city's blood pits. Gladiators are efficient fighters, even though their fighting style is specifically tailored to please audiences—mind you, the crowd's mood is what determines if a gladiator lives or dies after losing a fight.

Unlike gladiators, *show fighters* do not fight for their lives on arena sands. Instead they earn their living by performing shows at marketplaces. They goad farm youths into entering the ring, hoping to beat them in combat to earn coins or fame. Such bouts may seem unbalanced, but show fighters do more than boast of their prowess—their superior fighting skills are both genuine and entertaining.

Pit fighters are widely considered scum. They almost always fight their opponents to the death in the blood pits of Fasar and other cities, and use their hands or simple objects as deadly weapons.

Guard

Cities and rulers employ guards to deter crime and keep people safe. Guards apprehend and punish murderers, robbers, thieves, and other criminals.

Typically, guards patrol the streets and alleys of their home town to keep the peace. In rural areas, guards are usually called *bailiffs* who receive less training than their urban counterparts.

Jailers guard prisoners in dungeons or other confinement. They may show kindness to prisoners, but if they have misanthropic tendencies, they might be a prisoner's worst nightmare.

Plantations, slave galleys, and mines employ *overseers* to guard prisoners and brutally snuff out resistance.

At borders, exchange points, and city gates, *toll keepers* monitor the importation of goods and levy taxes for passage.

Equipment and Garb

The guard's weaponry varies by region and city. In the Middenrealm, guards typically carry halberds, long swords, short swords, and daggers. Gambesons or chainmail are typically worn for armor. In the Lands of the Tulamydes, khunchomers (swords), spears, and cloth armor are common. Guard variants usually have neither armor nor weapons, but may carry whips or slave-death sabers.

Guard

Profession Package

Guard
AP Value: 246 adventure points
Prerequisites: CON 13 (for the special ability Inured to Encumbrance I), STR 13 (for the special ability Forceful Blow I).
Special Abilities: Languages and Literacy totaling 10 AP; Skill Specialization Streetwise, Forceful Blow I, Inured to Encumbrance I
Combat Techniques: Brawling 8, Crossbows 10, two of the following combat techniques 10: Impact Weapons, Polearms, Swords
Skills:
Physical: Body Control 3, Perception 5, Self-Control 4
Social: Empathy 3, Fast-Talk 2, Etiquette 3, Intimidation 4, Streetwise 6, Willpower 4
Nature: Orienting 5, Ropes 4
Knowledge: Law 5, Religions 4, Warfare 2
Craft: Driving 4, Treat Wounds 4
Suggested Advantages: Increased Life Points, Increased Toughness, Improved Regeneration (Life Points)
Suggested Disadvantages: Obligations II (mayor, council, town, noble, etc.), Personality Flaw (Arrogance)
Unsuitable Advantages: None
Unsuitable Disadvantages: Weak Regeneration (Life Points), Frenzy, Mute

Variants:
- *Jailer* (239 AP): no Inured to Encumbrance; Intimidation 7 instead of 4, Persuasion 2 instead of 0, Ropes 7 instead of 4
- *Overseer* (234 AP): no Inured to Encumbrance; Driving 0 instead of 4, Intimidation 7 instead of 4, Tracking 2 instead of 0.
- *Tollkeeper* (258 AP): Empathy 7 instead of 3

Equipment and Garb
Weapon and armor use is rare, so healers seldom fight with more than a dagger or a club. Besides that, healers carry bandages, healing herbs, and the instruments needed for their work.

Healer
Profession Package

Healer
AP Value: 207 adventure points
Prerequisites: None
Special Abilities: Languages and Literacy totaling 8 AP; Skill Specialization Treat Wounds
Combat Techniques: Daggers 8, Impact Weapons 8
Skills:
Physical: Perception 4, Self-Control 6
Social: Empathy 5, Etiquette 4, Fast-Talk 4
Nature: Animal Lore 6, Plant Lore 6, Ropes 4
Knowledge: Law 3, Math 5, Myths & Legends 2, Religions 4
Craft: Treat Disease 6, Treat Poison 5, Treat Wounds 7
Suggested Advantages: Immunity to (Disease), Immunity to (Poison), Resistant to Disease, Resistant to Poison
Suggested Disadvantages: Personality Flaw (Arrogance, Vanity), Negative Trait (Avarice)
Unsuitable Advantages: None
Unsuitable Disadvantages: Afraid of (Blood, Dead, and Undead), Susceptible to Disease, Susceptible to Poison
Variants:

- *Medicus* (221 AP): Skill Specialization Treat Disease instead of Treat Wounds; Etiquette 7 instead of 4, Plant Lore 8 instead of 6, Treat Disease 8 instead of 6
- *Midwife* (218 AP): Etiquette 0 instead of 4, Plant Lore 7 instead of 6, Myths & Legends 6 instead of 2, Treat Disease 7 instead of 6, Treat Poison 4 instead of 5, Treat Soul 4 instead of 0
- *Quack* and *Tooth Puller* (196 AP): Driving 4 instead of 0; Fast-Talk 7 instead of 4, Gaukelei 2 instead of 0, Treat Disease 2 instead of 6, Treat Poison 2 instead of 5, Treat Wounds 4 instead of 7

Healer
Healers learn their art by practice and from the experience of their masters. Customers of typical healers are burghers and common folk who cannot afford the services of a medicus (see below)—but this does not mean that the services of a local surgeon are cheap.

The *medicus* is a scholar who has a higher education, such as from a university or healer's school. Their services are expensive, so their customers are typically nobles and rich burghers.

The *midwife* is a specialist who helps pregnant women and assists them in giving birth. In villages without any other healer, she often dives in and takes care of the wounded.

Quacks and *tooth pullers* reputedly have only a rudimentary knowledge of medicine, but sometimes they are the only healers available in a village. Both tend to move around and do not stay in one location for long.

Hunter

Most hunters in civilized areas are gamekeepers or trappers. Gamekeepers enforce game law, accompany nobles when they go hunting, or hunt to provide food for their families. Trappers hunt mostly for themselves, seeking furs and other animal products to sell for profit.

In barbaric cultures, *tribal hunters* must provide for their kin.

Big-game hunters specialize in large trophies, not animals that are commonly eaten. They are drawn to the wilderness, to jungles, or even other continents.

Two special kinds of hunter seek humans rather than animals. These are *slave hunters* and *bounty hunters*. Slave hunters try to catch those that have run off, or kidnap people to sell into slavery, especially in places where disappearances might go unnoticed. Bounty hunters track down criminals who have monetary rewards on their heads.

Equipment and Garb

The knife, short bow, arrows, and quiver are typical equipment of every hunter. Armor is too much of a burden, but in times of war, they wear leather armor, finances permitting. Besides that, hunters use common items for living in the wilderness: flint and tinder, blankets, healing herbs, and rations. Bounty hunters and slave hunters like to use crossbows, but sometimes fall back on less-deadly and less-damaging weapons.

Hunter

Profession Package

AP Value: 246 adventure points
Prerequisites: None
Special Abilities: Languages totaling 6 AP; Skill Specialization Tracking
Combat Techniques: Bows 12, Polearms 8
Skills:
Physical: Body Control 4, Climbing 4, Feat of Strength 2, Perception 6, Self-Control 3, Stealth 5, Swimming 4
Social: —
Nature: Animal Lore 5, Orienting 6, Plant Lore 5, Ropes 4, Survival 7, Tracking 7
Knowledge: Myths & Legends 4, Religions 3
Craft: Leatherworking 3, Treat Wounds 3, Woodworking 3
Suggested Advantages: Direction Sense, Exceptional Sense (Hearing or Sight), Rugged Fighter, Sense of Range
Suggested Disadvantages: Afraid of... (Confined Spaces)
Unsuitable Advantages: Socially Adaptable
Unsuitable Disadvantages: Afraid of... (Darkness), Night-blind
Variants:

- *Big Game Hunter* (260 AP): Crossbows 12 instead of 6, Plant Lore 3 instead of 5, Self-Control 6 instead of 3
- *Bounty Hunter* (278 AP): Crossbows 10 instead of 6, one of the following combat techniques 12: Fencing Weapons, Impact Weapons, Swords; Animal Lore 1 instead of 5, Empathy 5 instead of 0, Intimidation 4 instead of 0, Plant Lore 2 instead of 5
- *Slave Hunter* (284 AP): Swords 10; Empathy 4 instead of 0, Intimidation 7 instead of 0; common cultures: Arianian, Mhanadistani, Novadi, Southern-Aventurian
- *Tribal Hunter* (258 AP): Earthencraft 4 instead of 0, Treat Poison 4

Equipment and Garb
Long sword, two-handed sword, plate armor, and a powerful charger—knights need these basic tools to assert their authority and maintain their status. Many knights also wield maces, morning stars, or lances as their secondary weapons. The latter are essential for tournaments, where participants need a whole armory of tournament lances.

Knight
Profession Package

AP Value: 230 adventure points
Prerequisites: AGI 13 (for the special ability Feint I), CON 13 (for the special ability Inured to Encumbrance I), STR 13 (for the special ability Forceful Blow I)
Special Abilities: Languages and Literacy totaling 10 AP; Skill Specialization Warfare, Feint I, Forceful Blow I, Inured to Encumbrance I
Combat Techniques: Brawling 8, Lances 10, Swords 12, Two-Handed Swords 10, one of the following combat techniques 10: Chain Weapons, Impact Weapons, Two-Handed Weapons
Skills:
Physical: Body Control 3, Feat of Strength 5, Riding 8, Self-Control 4
Social: Empathy 2, Etiquette 6, Willpower 3
Nature: —
Knowledge: History 4, Myths & Legends 5, Religions 2, Warfare 4
Craft: —
Suggested Advantages: Ambidextrous, Good Looks, Improved Regeneration (Life Points), Increased Life Points, Rich, Rugged Fighter, Socially Adaptable
Suggested Disadvantages: Obligations II (liege), Personality Flaw (Arrogance, Vanity), Principles I-II (knightly codex, honorable behavior, protect the weak)
Unsuitable Advantages: None
Unsuitable Disadvantages: Fat, Frenzy, Weak Regeneration (Life Points)
Variants:

- *Courtly Knight* (228 AP): Brawling 6 instead of 8, Etiquette 7 instead of 6, Feat of Strength 3 instead of 5, Lances 12 instead of 10, Riding 6 instead of 8, Seduction 4 instead of 0, Warfare 2 instead of 4
- *Robber Knight* and *Hedge Knight* (226 AP): Commerce 4 instead of 0, Etiquette 2 instead of 6, Riding 6 instead of 8

Knight
Knights enjoy great respect in many provinces of the Middenrealm as well as in Bornland and the warring kingdoms of Nostria and Andergast. Some people view the knightly ways of combat as antiquated; nevertheless, they are formidable opponents. Knights learn the art of fighting as squires in service to older knights. Even though there is no clear distinction in noble circles, knights are divided into *knights of the old way* and *courtly knights*.

Knights of the old way see themselves as elite fighters tied to Crown and Land. Most use antiquated weaponry like morning-stars, maces, and two-handed swords.

Courtly knights serve mainly in the Middenrealm and the Horasian Empire, where they participate in tournaments and act as courtiers for barons, counts, and dukes.

Then there are the *hedge* or *robber knights*, who in many respects are little more than bandits in armor.

Mercenary

Mercenaries fight for whoever pays the most. They are often viewed as disreputable, since they seemingly follow no rules. Many have bad reputations as corrupt sell-swords.

Mercenaries and other soldiers are trained in the use of different weapons, depending on the type of unit to which they belong. Skirmishers wear only light armor and use swords, hatchets, or maces, whereas some units of heavy infantry use two-handed weapons (indeed, the famed troops known as Andergasters derive their name from a type of two-handed sword). Archers normally provide support for the close-combat fighters in their units, but nevertheless occasionally join the melee.

It is usually easy to differentiate between skirmishers, lightly armored mercenaries, and heavily armored mercenaries. Skirmishers often go completely unarmored and carry ranged weapons with which to punish enemies from afar. Lightly armored mercenaries wear surcoats with either leather armor or chainmail. Heavily armored mercenaries often wear plate armor and use two-handed weapons.

Equipment and Garb

Mercenaries carry weapons appropriate to their company. They might use long swords, sabers, bows, crossbows, or two-handed swords. Armor varies as well. Some mercenary units do not wear armor, others wear leather or plate armor, and others tend to wear cloth armor. There is no uniform garb or weapon among mercenaries.

Mercenary

Profession Package

AP Value: 202 adventure points
Prerequisites: INT 13 (for the special ability Alertness), CON 13 (for the special ability Inured to Encumbrance I), STR 13 (for the special ability Forceful Blow I)
Special Abilities: Languages and Literacy totaling 6 AP; Skill Specialization Warfare, Alertness, Forceful Blow I, Inured to Encumbrance I
Combat Techniques: Brawling 10, Crossbows 10, one of the following combat techniques 10: Impact Weapons, Polearms, Swords, Two-Handed Impact Weapons, Two-Handed Swords
Skills:
Physical: Body Control 3, Carousing 5, Feat of Strength 3, Self-Control 4
Social: Empathy 2, Fast-Talk 3
Nature: Orienting 4, Survival 3
Knowledge: Myths & Legends 5, Religions 3, Warfare 6
Craft: Commerce 3, Treat Wounds 4
Suggested Advantages: Direction Sense, Improved Regeneration (Life Points), Increased Life Points
Suggested Disadvantages: Negative Trait (Superstition, Short Temper)
Unsuitable Advantages: None
Unsuitable Disadvantages: Principles, Weak Regeneration (Life Points)
Variants:

- *Lightly Armored* (217 AP): Feint 1
- *Heavily Armored* (222 AP): Takedown
- *Skirmisher* (218 AP): Crossbows 12 instead of 10, Thrown Weapons 12 instead of 6

Equipment and Garb
Merchants rarely use weapons besides daggers or quarterstaves, and they have little use for armor. They often own carts or other means to transport or store goods.

Merchant
Profession Package

AP Value: 136 adventure points
Prerequisites: None
Special Abilities: Languages and Literacy totaling 10 AP; Skill Specialization Commerce
Combat Techniques: Polearms 8
Skills:
Physical: Perception 3
Social: Empathy 5, Etiquette 4, Fast-Talk 5, Streetwise 3, Willpower 4
Nature: —
Knowledge: Geography 2, Law 4, Math 6, Myths & Legends 3, Religions 3
Craft: Commerce 7, Driving 3
Suggested Advantages: Aptitude for Social Skills, Beautiful Voice, Inner Clock, Socially Adaptable
Suggested Disadvantages: Negative Trait (Stinginess, Avarice), Personality Flaw (Envy)
Unsuitable Advantages: None
Unsuitable Disadvantages: Blind, Frenzy, Personality Flaw (Unworldly), Ugly
Variants:

- *Barterer* (166 AP): Orienting 4 instead of 0, Survival 4 instead of 0, Tracking 4 instead of 0; Driving 1 instead of 3; Barterers must choose Fjarning, Mohas, or Nivese as their culture
- *Hawker* (162 AP): Polearms 6 instead of 8; Empathy 7 instead of 5, Fast-Talk 7 instead of 5, Orienting 4 instead of 0, Streetwise 7 instead of 3
- *Long-Distance Trader* (172 AP): Astronomy 2 instead of 0, Geography 7 instead of 2, Magical Lore 2 instead of 0, Orienting 3 instead of 0, Survival 4 instead of 0
- *Moneychanger* (153 AP): Skill Specialization Math instead of Commerce; Daggers 8, Impact Weapons 8, Polearms 6 instead of 8, Math 8 instead of 6, Streetwise 7 instead of 3
- *Traveling Vendor* (167 AP): Impact Weapons 8 instead of 6, Brawling 8 instead of 6; Orienting 4 instead of 0; Driving 7 instead of 3

Merchant
Persuasion, negotiation, and a feeling for the right deal—these are the traits of successful merchants. Most are typical shopkeepers, but the profession has several variants.

Traveling vendors move from place to place to sell their goods. They sell many different things, from food to pots and pans to alchemical substances.

Moneychangers perform a specific type of trade exclusively, changing money to the currencies of other countries and keeping a small portion of the transaction as profit.

Hawkers try to sell their goods at clients' doors. They are infamous for praising the merits of nonsensical items and trying to peddle their wares using a variety of tricks.

Among the barbarian tribes there are *barterers* who travel around to exchange pelts, furs, and other natural products for steel weapons, tools, glass, and other products of civilization.

While most merchants focus on local goods, *long-distance traders* visit faraway places to sell wares from their homeland for a good price, and then return with exotic goods to sell at home.

Performer

These wandering folk are welcome guests in cities, where citizens hunger for entertaining performances that inspire wonder and laughter. At the same time, performers face a common prejudice: people say that some among them are thieves and pickpockets who seek the purses of innocent burghers.

Many performers are jugglers, *knife throwers,* and fire-eaters, though some specialize in other things, for each have their own talents.

Somersaults, back handsprings, and other stunts are the stock and trade of the *acrobat*. Acrobats swing recklessly from rope to rope and display their skills at great heights—often without safety measures!

Animal tamers, as their name implies, train dangerous beasts. They impress audiences with their courage when dealing with lions, Brabakian forest elephants, or horses.

Clowns amuse audiences with little drolleries. They employ ribald jokes, simple stunts, and legerdemain to titillate audiences.

Even though magic is real on Dere, some performers glean a living as *fortune tellers* who claim to be able to foresee the future.

Equipment and Garb

Performers need freedom of movement and have no use for armor. Some of them are excellent knife throwers and can defend themselves with fists and daggers. Depending on their specialty, performers need only a bit of makeup and simple, colorful clothes, or perhaps some pitch torches for fire-eating.

Performer

Profession Package

AP Value: 160 adventure points
Prerequisites: None
Special Abilities: Languages and Literacy totaling 2 AP; Skill Specialization Gaukelei
Combat Techniques: Brawling 8, Thrown Weapons 8
Skills:
Physical: Body Control 7, Carousing 3, Climbing 4, Dancing 2, Feat of Strength 2, Gaukelei 7, Pickpocket 3, Riding 2, Stealth 3
Social: Disguise 5, Empathy 4, Fast-Talk 2, Streetwise 2
Nature: Animal Lore 2, Survival 3
Knowledge: Geography 3, Myths & Legends 5, Religions 2
Craft: Artistic Ability 2, Driving 4, Music 3
Suggested Advantages: Aptitude in Physical Skills, Beautiful Voice, Contortionist, Good Looks, Sense of Range
Suggested Disadvantages: Negative Traits (Superstition, Curiosity, Vengeance), Personality Flaw (Vanity, Envy)
Unsuitable Advantages: None
Unsuitable Disadvantages: Afraid of... (Heights), Blind, Frenzy, Incompetence in Physical Skills, Night-Blind.
Variants:

- *Acrobat* (173 AP): Skill Specialization Body Control instead of Gaukelei; Body Control 8 instead of 7, Climbing 7 instead of 4
- *Animal Tamer* (171 AP): Skill Specialization Animal Lore instead of Gaukelei; Animal Lore 7 instead of 2, Empathy 2 instead of 4
- *Clown* (154 AP): Body Control 3 instead of 7; Disguise 7 instead of 5, Fast-Talk 4 instead of 2
- *Fortune Teller* (146 AP): Skill Specialization Empathy instead of Gaukelei; Thrown Weapons 6 instead of 8; Body Control 0 instead of 7; Empathy 6 instead of 4; Fast-Talk 4 instead of 2; Astronomy 4 instead of 0
- *Knife Thrower* (160 AP): Thrown Weapons 12 instead of 8; Disguise 2 instead of 5, Gaukelei 5 instead of 7

Equipment and Garb
Rogues prefer knives and fencing weapons, and throwing daggers for ranged combat, but basically are willing (and able) to use anything they can get their hands on. Like performers, most rogues need freedom of movement and tend to avoid wearing armor.

Rogue
Profession Package

AP Value: 212 adventure points
Prerequisites: None
Special Abilities: Languages totaling 6 AP; Skill Specialization Streetwise
Combat Techniques: Daggers 10, Brawling 12, one of the following combat techniques 10: Crossbows or Thrown Weapons
Skills:
Physical: Body Control 2, Carousing 4, Climbing 3, Perception 4, Pickpocket 4, Self-Control 2, Stealth 5
Social: Disguise 2, Empathy 4, Fast-Talk 4, Seduction 3, Streetwise 7, Willpower 5
Nature: Orienting 4
Knowledge: Gambling 2, Law 3, Math 4, Myths & Legends 3, Religions 2
Craft: Pick locks 4
Suggested Advantages: Aptitude in Social Skills, Beautiful Voice, Good Looks, Socially Adaptable
Suggested Disadvantages: Negative Trait (Avarice, Curiosity, Superstition), Personality Flaw (Vanity)
Unsuitable Advantages: Frenzy
Unsuitable Disadvantages: none
Variants:
- *Beggar* (203 AP): Climbing 0 instead of 3, Seduction 0 instead of 3, Empathy 6 instead of 4, Fast-Talk 7 instead of 4, Pick Locks 0 instead of 4
- *Cat Burglar* (221 AP): Climbing 7 instead of 3, Pickpocket 2 instead of 4, Pick locks 7 instead of 4
- *Confidence Trickster* (247 AP): Disguise 4 instead of 2, Etiquette 7 instead of 0, Fast-Talk 7 instead of 4, Seduction 7 instead of 3
- *Gambler* (228 AP): Skill Specialization Gambling instead of Streetwise; Empathy 7 instead of 4, Gambling 7 instead of 2, Gaukelei 4 instead of 0
- *Thief* (218 AP): Orienting 7 instead of 4, Pickpocket 7 instead of 4, Streetwise 6 instead of 7

Rogue
Rogues are the kings of crime. They are at once thief, burglar, charmer, and rake. The city's alleys are their home and nobody knows their neighborhoods better than rogues.

While a rogue's source of income is not always obvious, it is easy to see how *cat burglars* earn their living. These second-story people seek the strongboxes and valuables of the wealthy and break into their homes with ease.

Thieves enrich themselves with the silver and gold that traders, burghers, and patricians carry on their persons. Pickpockets and cutpurses often work as gangs, one playing the distracting shill while the other gets down to business.

Confidence Tricksters pretend to be somebody else to gain access to high society, then use fraudulent promises to make off with an old widow's money or a merchant prince's strongbox.

Gamblers earn their coins playing games of chance, and it is common for them to use marked cards or loaded dice in order to win.

Beggars are the lowest tier of street scum. They are invalids or the elderly (or pretend to be) who play upon the pity of wealthy burghers.

Sailor

Many secrets and dangers lurk in the broad expanse of the ocean. Brave men and women are drawn to the sea, for adventure or at least to earn some pay.

Many sailors go north as *whalers* or *seal hunters*, for even though catching these creatures is grueling and dangerous, the profits can be enormous.

Pirates distinguish themselves from other sailors by lifestyle, for they are prepared to seize other ships to get rich.

Finally, some sailors are *fishers*, who catch fish with poles, nets, or weirs to provide for their families.

Equipment and Garb
Cutlasses and occasionally daggers or throwing hatchets are common sailors' weapons. Besides that, they carry only necessities: rope, wine skins, bottles of spirits, and dice. They do not wear armor because life onboard ship demands freedom of movement, and because heavy armor might cause them to drown if they fell in the water.

Sailor
Profession Package

AP Value: 173 adventure points
Prerequisites: None
Special Abilities: Languages totaling 10 AP; Skill Specialization Sailing
Combat Techniques: Daggers 8, Brawling 8, Swords 8
Skills:
Physical: Body Control 5, Carousing 4, Climbing 5, Swimming 7
Social: Empathy 2, Fast-Talk 2
Nature: Animal Lore 2, Fishing 4, Orienting 5, Ropes 7, Survival 3
Knowledge: Geography 4, Myths & Legends 5, Religions 4
Craft: Clothworking 3, Sailing 7, Woodworking 4
Suggested Advantages: None
Suggested Disadvantages: Negative Trait (Superstition, Short Temper)
Unsuitable Advantages: None
Unsuitable Disadvantages: Afraid of... (Heights, the Sea)
Variants:

- *Fisher* (185 AP): SA Fisher; Animal Lore 4 instead of 2, Fishing 7 instead of 4
- *Pirate* (199 AP): Swords 10 instead of 8; Intimidation 4 instead of 0, Streetwise 4 instead of 0
- *Whaler* and *Seal Hunter* (191 AP): SA Fisher; Animal Lore 7 instead of 2

Equipment and Garb
Spies typically use no weapons besides daggers, which are sufficient for most purposes. They carry other weapons appropriate to their cover identities. Assassins prefer long and short swords, and often know how to use light crossbows.

Spy
Profession Package

AP Value: 230 adventure points
Prerequisites: None
Special Abilities: Languages and Literacy totaling 16 AP; Skill Specialization Stealth
Combat Techniques: Daggers 12, Brawling 10
Skills:
Physical: Perception 7, Pickpocket 5, Stealth 8
Social: Disguise 8, Empathy 6, Fast-Talk 6, Streetwise 6, Willpower 5
Nature: Orienting 3
Knowledge: Law 4, Math 4, Myths & Legends 2, Religions 3
Craft: Commerce 3, Pick locks 3
Suggested Advantages: Exceptional Sense (Hearing or Sight), Inner Clock, Socially Adaptable
Suggested Disadvantages: None
Unsuitable Advantages: None
Unsuitable Disadvantages: Negative Trait (Short Temper)
Variants:
- *Assassin* (302 AP): Crossbows 12 instead of 6, one of the following combat techniques 12 instead of 6: Fencing Weapons, Impact Weapons, Swords; Body Control 6 instead of 0, Climbing 5 instead of 0, Intimidation 4 instead of 0
- *Secret Agent* (266 AP): Crossbows 10 instead of 6, one of the following combat techniques 12 instead of 6: Fencing Weapons, Impact Weapons, Swords; Etiquette 4 instead of 0, Geography 4 instead of 0, Pickpocket 2 instead of 5

Spy
Information is a valuable resource on Dere, so it's not surprising that one can obtain and trade it to make money. Some people earn their living by spying on others.

Typically, spies look for useful facts they or their employers can use against their enemies. They prowl alleys and play many roles to get close to their objectives. Sneaking and eavesdropping can yield good results.

Secret agents serve kingdoms, principalities, or countries. Their most important task is to prevent harm to their home country, obtaining information and pitting themselves against enemy agents. Secret agents could be members of the *Imperial-Garethian Information Agency (IGIA)* of the Middenrealm, the *Hand of Boron* from Al'Anfa, or the *Directorate for Special Affairs (DSS)* of the Horasian Empire.

Assassins are agents specially trained to kill. They are more interested in dispatching unwanted persons than in collecting information, and use weapons, poison, and intrigue to achieve their objectives. Nevertheless, investigation is a large part of their work, because they need to gather as much information as possible about their intended victims.

Tribal Warrior

While fighters in urban cultures undergo specialized training, tribal cultures are much less formal. Tribal warriors protect their villages or families, and in times of peace they may be hunters or craftsmen. This profession also applies to cultures that have a warrior caste.

Equipment and Garb

Equipment depends on the tribe. Weapons differ (mostly axes, spears, and clubs), and armor usually consists of fur and leather. Most tribal warriors carry wilderness equipment and whatever they need for hunting.

Tribal Warrior

Profession Package

AP Value: 289 adventure points

Prerequisites: INT 13 (for the special ability Alertness I), DEX 13 (for the special ability Feint I), STR 13 (for the special ability Forceful Blow I)

Special Abilities: Languages totaling 4 AP; Skill Specialization Intimidation, Alertness, Feint I, Forceful Blow I

Combat Techniques: Bows 10, Brawling 12, one of the following combat techniques 12: Impact Weapons, Polearms, Swords, Two-Handed Impact Weapons, Two-Handed Swords

Skills:

Physical: Body Control 6, Climbing 4, Feat of Strength 4, Perception 5, Self-Control 5, Stealth 5

Social: Intimidation 7

Nature: Animal Lore 3, Orienting 4, Plant Lore 3, Survival 4, Tracking 4

Knowledge: Myths & Legends 4, Religions 2

Craft: Leatherworking 3, Treat Wounds 4, Woodworking 4

Suggested Advantages: Direction Sense, Improved Regeneration (Life Points), Increased Life Points, Rugged Fighter, Weapon Aptitude

Suggested Disadvantages: Frenzy, Obligation I-II (family), Negative Trait (Short Temper, Superstition, Vengeance), Personality Flaw (Arrogance, Prejudice—especially against people outside the tribe)

Unsuitable Advantages: Aptitude for Social Skills, Socially Adaptable

Unsuitable Disadvantages: Fat, Sensitive to Pain, Slow, Weak Regeneration (Life Points)

Equipment and Garb
Warriors arm and armor themselves according to the preferred weapons of their place of education. Usually, this means that they use long swords, two-handed swords, and chainmail.

Warrior
Profession Package

AP Value: 216 adventure points
Prerequisites: AGI 13 (for the special ability Feint I and Onslaught), CON 13 (for the special ability Inured to Encumbrance I), STR 13 (for the special ability Forceful Blow I)
Special Abilities: Languages and Literacy totaling 10 AP; Skill Specialization Warfare, Feint I, Forceful Blow I, Inured to Encumbrance I, Onslaught
Combat Techniques: Brawling 10, one of the following combat techniques 12: Chain Weapons, Impact Weapons, Swords, Two-Handed Impact Weapons, Two-Handed Swords
Skills:
Physical: Body Control 4, Feat of Strength 4, Perception 2, Riding 4, Self-Control 4
Social: Empathy 2, Etiquette 5, Willpower 4
Nature: —
Knowledge: History 3, Myths & Legends 2, Religions 3, Warfare 7
Craft: —
Suggested Advantages: Ambidextrous, Improved Regeneration (Life Points), Increased Life Points, Rugged Fighter, Socially Adaptable, Weapon Aptitude
Suggested Disadvantages: Obligations I-III (employer), Personality Flaw (Arrogance, Vanity), Principles I-II (warrior codex, honorable behavior, protect the weak)
Unsuitable Advantages: Spellcaster
Unsuitable Disadvantages: Fat, Frenzy, Sensitive to Pain, Weak Regeneration (Life Points)

Warrior
Warriors command great respect in many provinces of the Middenrealm, Bornland, and in the warring kingdoms of Nostria and Andergast. They are well trained in weapons and warfare, and so are widely regarded as formidable opponents.

In contrast to soldiers (who serve only in armies) and knights (who must be nobles), warriors are trained at special schools and many start out as burghers.

After their education, warriors often receive Warrior's Letters—documents, seals, or other recognizable signs that serve as credentials. These sometimes allow them to bear arms in cities, and mark them as honorable fighters.

Warriors most often serve in nobles' personal guards, as officers in armies, and as temple guards for churches. Sometimes they travel the world as adventurers, seeking their destinies.

The warrior stats presented here describe an alumnus of a small school with only a handful of students (variants will differ). These schools are located mostly in Nostria and Andergast, but also in rural areas of Bornland, the Middenrealm, and other countries. Such schools could also be the barracks of bodyguards or men-at-arms.

Magical Professions

Spellweaver

Spellweavers primarily occupy themselves with their people's magic and are almost considered the magical elite among the elves. Even though they are familiar with the spells and magical songs of their people, these days they know only a small fragment of the magic once available to the high elves.

Rarely do they make their way into the wild or to human settlements, preferring instead to plumb the mysteries of magic in their families' communities. Sometimes, spellweavers search for high-elven artifacts or grow curious about human spellcasters. These individuals leave their families for a time to walk in the world of humans.

Elves

Every elf is gifted with magic, and their magical talents are inherent parts of their everyday life. For the Folk of Light, each family member specializes in several tasks, and occupations are passed from one generation to the next. Some elves apply themselves solely to magic and magical songs, whereas others rarely use their powers (and then only to improve their hunting success).

Many elven mentors teach their students one of two archetypes—Spellweaver or Wyldrunner. Stats vary depending on the mentor, but these archetypes are typical for these professions.

Equipment and Garb

Like any other elf, spellweavers own elf bows and special musical instruments called *iama*. They may also carry daggers and healing herbs, but have no interest in other possessions. Sometimes, spellweavers carry a special item that caught their interest, such as a human spell book written in a script they do not understand, a magical item found in the woods, or a basilisk-tongue consecrated to the Nameless One (to keep it secure).

Spellweaver

Profession Package

AP Value: 221 adventure points
Prerequisites: Race Elf (18 AP); Special Ability Tradition (Elf) (125 AP)
Special Abilities: Languages and Literacy totaling 4 AP; Skill Specialization Music, Magical Melody 4
Combat Techniques: Bows 8
Skills:
Physical: Body Control 4, Singing 5, Swimming 4
Social: Willpower 3
Nature: Orienting 3, Plant Lore 5, Survival 4, Tracking 4
Knowledge: Astronomy 5, History 4, Magical Lore 5, Religions 4
Craft: Music 7
Spells: Two cantrips from the following list: *Firefinger, Fragrance, Siren Call, Signature; Bannbaladin* 4, *Breathe Water* 4, *Gaze into the Mind* 5, *Odem* 6, *Silentium* 4, *Visibili* 6
Suggested Advantages: Darksight II, Direction Sense, Increased Spirit, Sense of Range,
Suggested Disadvantages: Decreased Toughness, Negative Trait (Curiosity), Personality Flaw (Arrogance)
Unsuitable Advantages: Socially Adaptable
Unsuitable Disadvantages: Frenzy

Equipment and Garb
Besides an elf bow, a wyldrunner usually wields only a dagger or a knife. Like every elf, each possesses a *soul instrument* (usually a small, easily-carried instrument like a flute that is an expression of their spirit or soul). Because they often travel through meadows, forests, and icy deserts, they own suitable garb made from leather, cotton, or furs, and maybe an additional weapon like a wolf-knife or a seal-killer. Besides that, they avoid heavy loads.

Wyldrunner
Profession Package

AP Value: 261 adventure points
Prerequisites: Race Elf (18 AP); Special Ability Tradition (Elf) (125 AP)
Special Abilities: Languages and Literacy totaling 2 AP; Hunter, Skill Specialization Tracking, Song of Friendship 4
Combat Techniques: Bows 12, Daggers 8
Skills:
Physical: Body Control 4, Perception 4, Singing 4, Swimming 2, Stealth 4
Social: —
Nature: Animal Lore 5, Orienting 4, Plant Lore 5, Survival 7, Tracking 7
Knowledge: —
Craft: Music 4, Woodworking 5
Spells: One cantrip from the following list: *Firefinger, Handwarmer, Siren Call, Stay Dry;* *Armatrutz* 6, *Breathe Water* 3, *Fulminictus* 5, *Odem* 3, *Silentium* 6, *Visibili* 5
Suggested Advantages: Darksight II, Direction Sense, Increased Spirit, Sense of Range
Suggested Disadvantages: Afraid of... (Confined Spaces), Negative Trait (Curiosity)
Unsuitable Advantages: Socially Adaptable
Unsuitable Disadvantages: Frenzy

Wyldrunner
Wyldrunners are hunters charged with procuring food and protecting their families from harm. They develop a deadly talent for archery like no others, and hit their targets even at the furthest distances. While they are familiar with the wilds surrounding their villages, they are loners who prefer the solitude of the trees, the ice, or their homes' glades.

A wyldrunner's greatest chance to meet humans or other creatures occurs during their long forays into nature, for they are often away from home for days on end. At those times, they seek new hunting grounds or hunt big game beyond the areas surrounding their family settlements.

Their magical abilities are suited to life in the wild. They use magic to sneak up on prey silently (or even invisibly). And in a fight against a wild boar or an orc, they know how to defend themselves with spells.

Cat Witch

Unlike most other witches, Endora Salfani is genuinely pretty and doesn't shy away from the public. She's an experienced socialite who teaches her students good manners in addition to the magical arts of Satuaria. She belongs to the *Sisterhood of the Beauties of the Night*, whose familiar is the cat.

Like many witches from her sisterhood, Endora uses her magic for nocturnal forays through the city. She embraces life and isn't averse to an occasional romantic fling. Unlike other witches, she is a child of the city—her knowledge of the wilderness is little better than that of most other townspeople's.

Like her familiar, Endora can be charming, passionate, and headstrong. She knows what she wants and doesn't care about social conventions or other peoples' opinions that often run contrary to her own.

Witches

Aventurian witches are spellcasters aligned with Nature who collectively have devoted themselves to the worship of the goddess Satuaria. In centuries past, witches and warlocks were regarded with fear, and many were scorned, hunted down and beaten, or worse. But times are changing, and in many areas witches are left alone, grudgingly tolerated, or even accepted as welcome members of the community.

Each witch belongs to a coven, sisterhood, or circle associated with a particular type of familiar, and each group espouses a certain worldview in the community of witches and warlocks.

The teachers presented here are typical representatives of their covens or sisterhoods. Contrary to popular belief, they train both female and male students, although warlocks are less common (witches outnumber warlocks by about nine to one in Aventuria). Each teacher has her own focus, but you may customize these profession packages to suit your campaign. Discuss any changes with the GM.

Cat Witch (Sisterhood: Beauty of the Night)

Profession Package

AP Value: 285 adventure points
Prerequisites: Advantage Spellcaster (25 AP); Special Ability Tradition (Witch) (135 AP)
Special Abilities: Languages and Literacy totaling 6 AP, Flying Balm, Connection to Familiar
Combat Techniques: Daggers 10, Brawling 10
Skills:
Physical: Body Control 4, Climbing 5, Flying 3, Perception 5, Stealth 4
Social: Disguise 4, Empathy 4, Etiquette 4, Fast-Talk 4, Seduction 5
Nature: Animal Lore 2, Orienting 4
Knowledge: Gambling 2, Magical Lore 4, Religions 3
Craft: Alchemy 3
Spells: One cantrip from the following list: *Fragrance, Handwarmer, Lucky Fingers, Stay Dry, Ventriloquism*; *Cat Eyes* 6, *Harmless Shape* 5, *Motoricus* 4, *Odem* 4, *Powerful Greed* 6, *Satuaria's Splendor* 5, *Witch's Bile* 4
Suggested Advantages: Good Looks, Hidden Aura, Nimble, Pleasant Smelling, Resistant to Aging (only for egg-born), Socially Adaptable
Suggested Disadvantages: Negative Trait (Avarice, Vengeance), No Familiar, No Flying Balm, Personality Flaw (Arrogance, Vanity)
Unsuitable Advantages: Rugged Fighter
Unsuitable Disadvantages: Afraid of (Heights), Ugly

Equipment and Garb

All a cat witch needs are beautiful, close-fitting clothing, a dagger, and maybe thieves' tools or climbing gear. Her flying instrument of choice is usually a staff of wood, a shield, a post, or some other reasonably comfortable item.

Egg-Born Witch

According to legend, a few rare witches are not born in the traditional sense, but instead hatch from eggs. Seven weeks and seven days after the egg's creation (a process shrouded in mystery), the egg-born emerges into the world. Not even the egg-born themselves can say whether this is the will of Satuaria or is brought about by some other magic. Egg-born witches stop aging on their 30th birthdays, appear very attractive to other humans, and often play important roles in their covens.

If you want to play one of these rare, egg-born witches, you should take the following advantages:

- *Resistant to Aging*
- *Good Looks II*

Raven Witch (Sisterhood: Seer of Today and Tomorrow)

Profession Package

AP Value: 295 adventure points
Prerequisites: Advantage Spellcaster (25 AP); Special Ability Tradition (Witch) (135 AP)
Special Abilities: Languages and Literacy totaling 8 AP, Curses totaling 8 AP, Flying Balm, Connection to Familiar
Combat Techniques: Brawling 8, Polearms 8
Skills:
Physical: Flying 6, Gaukelei 4, Stealth 2
Social: Empathy 6, Fast-Talk 4, Persuasion 4
Nature: Animal Lore 4, Plant Lore 4, Survival 3
Knowledge: Astronomy 4, History 4, Magical Lore 3, Myths & Legends 5, Religions 4
Craft: Alchemy 4, Treat Disease 2, Treat Soul 4
Spells: Two cantrips from the following list: *Cooldown, Stay Dry, Ventriloquism*; *Fighting Stick* 5, *Gaze into the Mind* 6, *Harmless Shape* 4, *Placidity* 5, *Powerful Greed* 4, *Odem* 6, *Witch's Bile* 4
Suggested Advantages: Hidden Aura, Resistant to Aging (only for egg-born)
Suggested Disadvantages: Negative Trait (Avarice, Curiosity, Vengeance), No Familiar, No Flying Balm, Personality Flaw (Vanity)
Unsuitable Advantages: Rugged Fighter
Unsuitable Disadvantages: Frenzy

Equipment and Garb

The raven witch dresses according to the situation, flamboyantly when traveling with performers, or plainly when wishing to remain inconspicuous. Often she carries a staff (her flying instrument) and other everyday items made from wood. Besides that, she is rarely without a small collection of curiosities—boltan cards, a crystal ball, and amulets to sell.

Raven Witch

Attend a fair in a town or village and you might encounter Gertruda, a witch who trains her students in the art of prophecy. Her familiar is the raven, and she is a *Seer of Today and Tomorrow* who can envision the future in her crystal ball and probe the minds of men. She travels from town to town, either alone or with a group of entertainers, to earn a few silverthalers plying her mystical skills.

Gertruda trains her students for a life on the road. She always makes sure she knows how to escape from a village in an emergency, in case her troupe of performers falls into disrepute and must flee an angry mob.

A Seer of Today and Tomorrow avoids Blessed Ones and other spellcasters. They have heard tales of inquisitions and of the insatiable curiosity of mages who crave the secrets of witch magic.

Toad Witch

Far from the surrounding villages, deep in the forest, lives the witch Vanjesha. Those who have heard about this *Daughter of the Earth* tell dark stories about the old hag. In truth, Vanjesha is a kind woman who has suffered much pain in her life because her appearance matches the stereotype for witches—hunched back, croaking voice, a wart on her nose, a streak of white in her hair. But when wayward travelers stumble upon her hut, she helps heal minor injuries or shows them the way back to civilization.

Not to be trifled with, she and her students can defend themselves when threatened. Many scheming travelers who wished to harm her soon succumbed to her magical prowess or found themselves afflicted by curses.

Like many toad witches, Vanjesha and her students specialize in healing and traditional witch spells. They can create magical elixirs from herbs, and also curse their enemies. The toad witch prefers to be left alone and often makes her own way in the wild, comfortably hidden within forests and bogs.

Equipment and Garb

The toad witch gathers healing herbs with a small sickle, a bag, and related equipment. Her clothes are simple and similar to local farmers' garb with sturdy boots. It's important for her to stay hidden so people never learn that she is a true witch. Her equipment usually consists of things she needs for her cover identity. Her flying instrument is most often the classic witch's broom, although a wicker basket or wooden barrel serves just as well.

Toad Witch (Sisterhood: Daughter of the Earth)

Profession Package

AP Value: 296 adventure points
Prerequisites: Advantage Spellcaster (25 AP); Special Ability Tradition (Witch) (135 AP)
Special Abilities: Languages and Literacy totaling 6 AP, Curses totaling 12 AP, Flying Balm, Connection to Familiar
Combat Techniques: Brawling 8
Skills:
Physical: Flying 6, Stealth 5
Social: Disguise 3, Empathy 5
Nature: Animal Lore 5, Orienting 3, Plant Lore 5, Survival 4
Knowledge: Magical Lore 4, Myths & Legends 7
Craft: Alchemy 4, Treat Disease 5, Treat Poison 4, Treat Wounds 4
Spells: One cantrip from the following list: *Handwarmer, Rainbow Eyes, Serpent Hands*; *Balsam* 6, *Fighting Stick* 4, *Harmless Shape* 5, *Placidity* 4, *Powerful Greed* 5, *Toad Jump* 6, *Witch's Bile* 4
Suggested Advantages: Hidden Aura, Improved Regeneration (Arcane Energy), Resistant to Aging (only for egg-born)
Suggested Disadvantages: Afraid of (Fire), Hair-Bound Power, No Familiar, No Flying Balm, Personality Flaw (Unworldly), Physical Peculiarity
Unsuitable Advantages: Rugged Fighter, Socially Adaptable
Unsuitable Disadvantages: None

Guild Mages

While some mages in Aventuria, and about a third of all guild mages, are trained by private instructors, the majority study at academies or magic schools.

Guild mages are defined by their scientific views on magic. No other spellcasters are better suited to spend their entire lives immersed in magical research. Nevertheless, there are guild mages who go on journeys to put theory into practice and search for the magic's secrets.

The teachers and academies that follow are typical of their guild's orientation. Depending on the curriculum, spells may vary and you can add to and change house spells.

Equipment and Garb

Fasar mages' staves are made of choice wood types, especially walnut, which is especially well suited to spells of mental influence, control, and domination. They decide how to dress themselves, but typically choose caftans, light clothes, turbans, and other Tulamydian garments. They often ignore the *Codex Albyricus* completely and freely present themselves as powerful personalities. Fasarians mock the *Manual of the Traveling Adept* as inadequate, but all Academies of Control accept the *Encyclopaedia Magica*, and teachers often present handwritten copies as gifts to favorite students.

Black Mage (Fasar Academy of Mental Power)

Profession Package

AP Value: 302 adventure points
Prerequisites: Advantage Spellcaster (25 AP); Special Ability Tradition (Guild Mage) (155 AP)
Special Abilities: Languages and Literacy totaling 12 AP; Binding of the Staff
Combat Techniques: Daggers 8, Polearms 8
Skills:
Physical: Body Control 2, Perception 2, Self-Control 5
Social: Empathy 5, Etiquette 2, Seduction 3, Streetwise 2, Willpower 5
Nature: Orienting 3
Knowledge: Geography 2, History 5, Magical Lore 6, Math 4, Myths & Legends 4, Religions 5, Sphere Lore 5
Craft: Alchemy 4, Artistic Ability 4, Treat Poison 2
Spells: A cantrip from the following list: *Cooldown, Fragrance, Serpent Hands, Signature*; *Bannbaladin* 6, *Corpofesso* 4, *Gaze into the Mind* 5, *Horriphobus* 6, *Odem* 4, *Respondami* 5, *Somnigravis* (Elf) 4
Suggested Advantages: Improved Regeneration (Arcane Energy), Increased Spirit
Suggested Disadvantages: Negative Trait (Curiosity, Avarice), Obligations II (Academy, or specific teachers at the Academy), Personality Flaw (Arrogance, Vanity)
Unsuitable Advantages: None
Unsuitable Disadvantages: Decreased Spirit, Frenzy, Weak Regeneration (Arcane Energy)

Black Mage

The association called the *Brotherhood of the Knowing* has a reputation as ruthless black magicians. One of the centers of the guild is the *Al'Achami of Fasar*, a school of mindmages that is mentioned in old Tulamydian writings and shrouded in many mysteries. It is said that graduates must enter into a contract—written in their own blood—with the leader of the academy, and that many blasphemous experiments take place in its dark cellars. Some of these rumors are no doubt exaggerated, but the mages of Fasar consider themselves the magical elite on the continent and often come across as arrogant. They believe that mages are superior to all others and should use their powers to pursue their goals ruthlessly. Fasar mages refer to themselves as *controllers.*

This does not mean that every mage from Fasar is a villain, for they also value good friends and may act in a way that is pleasing to the gods. It is true they might choose methods others would deem unacceptable, but do not assume that all are corrupt just because they train at a school of black magic.

Gray Mage

The disciples of the *Lowangen School of Transformation* study healing magic and transmutation. They are members of the *Great Gray Guild of the Mind* and try to live according to the peaceful elvish worldview taught in the school. The education of the gray mages of Lowangen is viewed as conventional and down-to-earth, and as such, they enjoy good reputations in the world of magic and have the respect of all the guilds.

Gray mages are popular, and townsfolk often seek their services. In addition to the School of Transformation, Lowangen is also home to a competing academy of the Black Guild. Orcs, too, are a frequent presence in the area. Nevertheless, gray mages are quite tolerant and shun prejudices.

Equipment and Garb

Like any other mages, Lowangen shapers own staves, usually of stoneoak or elmwood. Despite problems with orcs, they have no use for other weapons. Their robes are fairly simple and sturdy enough for travel. Although the academy belongs to the Gray Guild, small departures from the *Codex Albyricus* are acceptable when it comes to choosing garments (as long as a Lowangen mage stays recognizable as such). Besides that, they carry bags of healing herbs, bandages, and simple tools for treating wounds. Spell books, like the aforementioned *Manual of the Traveling Adept* or a volume of the *Encyclopaedia Magica*, round out their equipment.

Gray Mage (Lowangen School of Transformation)

Profession Package

AP Value: 310 adventure points
Prerequisites: Advantage Spellcaster (25 AP); Special Ability Tradition (Guild Mage) (155 AP)
Special Abilities: Languages and Literacy totaling 12 AP; Binding of the Staff
Combat Techniques: Polearms 8
Skills:
Physical: Body Control 2, Perception 3, Self-Control 3
Social: Empathy 4, Etiquette 2, Willpower 3
Nature: Orienting 3, Survival 2
Knowledge: Geography 4, History 4, Magical Lore 6, Math 4, Myths & Legends 3, Religions 4, Sphere Lore 3
Craft: Alchemy 4, Artistic Ability 4, Treat Disease 5, Treat Poison 4, Treat Wounds 4
Spells: One cantrip from the following list: *Handwarmer, Lucky Fingers, Rainbow Eyes, Signature, Siren Call*; *Armatrutz* 5, *Bannbaladin* 4, *Corpofesso* 6, *Paralysis* 6, *Penetrizzel* 4, *Salander* 5, *Visibili* (Elf) 4
Suggested Advantages: Improved Regeneration (Arcane Energy), Increased Spirit
Suggested Disadvantages: Negative Trait (Curiosity), Obligations II (academy or the town of Lowangen), Personality Flaw (Unworldly, Vanity), Principles I (help the wounded regardless of status, culture, or race; pacifism; elvish natural worldview)
Unsuitable Advantages: None
Unsuitable Disadvantages: Afraid of... (Dead and Undead), Decreased Spirit, Frenzy, Personality Flaw (Prejudice), Weak Regeneration (Arcane Energy)

Equipment and Garb
The magister's students receive the classic text, *Manual of the Traveling Adept*, a staff of elmwood, a diary, a few silverthalers for pocket change, and suitable traveling garments. Since Magister Dagabor is an old-fashioned mage, he cares deeply about adhering to the *Codex Albyricus*. Thus, his students travel almost exclusively in simple, gray robes embroidered with magical writing (the only ornamentation they are allowed to wear).

Guildless Mage (Student of Magister Dagabor)
Profession Package

AP Value: 237 adventure points
Prerequisites: Advantage Spellcaster (25 AP); Special Ability Tradition (Guild Mage) (155 AP)
Special Abilities: Languages and Literacy totaling 12 AP; Binding of the Staff
Combat Techniques: Polearms 10
Skills:
Physical: —
Social: Empathy 4, Etiquette 2, Willpower 4
Nature: Orienting 3
Knowledge: Geography 4, History 3, Magical Lore 5, Math 4, Myths & Legends 5, Religions 4, Sphere Lore 3
Craft: Alchemy 4
Spells: One cantrip from the following list: *Firefinger, Handwarmer, Lucky Fingers, Stay Dry, Ventriloquism; Armatrutz* 6, *Fulminictus (Elf)* 5, *Gaze into the Mind* 5, *Glow Sphere* 4, *Odem* 4, *Paralysis* 6, *Penetrizzel* 4
Suggested Advantages: Improved Regeneration (Arcane Energy), Increased Spirit
Suggested Disadvantages: Negative Trait (Curiosity), Obligations II (Teacher), Personality Flaw (Vanity, Unworldly)
Unsuitable Advantages: None
Unsuitable Disadvantages: Decreased Spirit, Frenzy, Weak Regeneration (Arcane Energy)

Guildless Mage
Not all mages are trained at an academy. Some receive private instruction from one or two masters. And even though most mages in Aventuria belong to one of the guilds, one may occasionally encounter a guildless mage.

Old master Alrik Dagabor was a traveling adventurer when he was young, but he withdrew to the quiet lands of Kosh when he grew older. He keeps busy in his tower with research or by training talented pupils. His ancient teaching methods conform to the classic model of guild magic instruction—pupils must first study diverse areas of knowledge before they may start their magical training in earnest. They then learn spells that are most useful for traveling mages. Dagabor neglects theory somewhat, but he likes to prepare his students for what he calls "the hard world out there." He has good connections in both the Gray and White Guilds and encourages his students to adopt these ways of thinking, but every so often one of his students remains guildless.

White Mage

The Gareth Academy of Sword and Staff is a branch of the *Alliance of the White Pentagram*. Originally established in the Middenrealmish city of Beilunk, they had to leave the city (Praios saved Beilunk from demons with a miracle; in gratitude, his Church imposed a ban on magic within the city).

These former Beilunkers are known as excellent battlemages who protect themselves with sword and staff. They are staunch defenders of the Middenrealm and selflessly join the Empress' army in times of war. Their education is tough, stern, and austere. The mages of Gareth are said to love truth and avoid deceptions, viewing falsehoods as displeasing to the gods.

Unlike other mages, they do not enjoy research (being magical warriors), and try to stick to the basics. Their book collections are usually smaller than those of other mages and include mostly works about their specialty: combat.

Equipment and Garb

As the Academy name suggests, these mages wield staves (traditionally made from the wood of the bloodelm) and can use swords. They are also allowed to wear gambesons beneath their traveling clothes.

Depending on the task, they might need other equipment, but usually do not carry heavy loads or too many books.

White Mage (Gareth Academy of Sword and Staff)

Profession Package

AP Value: 310 adventure points

Prerequisites: Advantage Spellcaster (25 AP); Special Ability Tradition (Guild Mage) (155 AP); Disadvantage Principles II (protect the Middenrealm and the nobility, faith in the Twelvegods, truthfulness) (-20 AP)

Special Abilities: Languages and Literacy totaling 10 AP; Binding of the Staff

Combat Techniques: Daggers 8, Swords 10, Polearms 10

Skills:

Physical: Body Control 3, Feat of Strength 2, Perception 2, Self-Control 5

Social: Etiquette 3, Willpower 5

Nature: Animal Lore 2, Orienting 2

Knowledge: Geography 2, History 4, Law 6, Magical Lore 5, Math 6, Myths & Legends 3, Religions 5, Sphere Lore 3

Craft: Alchemy 4, Artistic Ability 4, Treat Wounds 3

Spells: A cantrip from the following list: *Cooldown, Firefinger, Snap; Signature, Stay Dry*; *Armatrutz* 5, *Blinding Flash* 6, *Fulminictus* (Tradition: Elf) 5, *Gardianum* 4, *Ignifaxius* 6, *Paralysis* 4, *Psychostabilis* 4

Suggested Advantages: Improved Regeneration (Arcane Energy), Increased Spirit

Suggested Disadvantages: Negative Trait (Curiosity), Obligations II (academy or teacher), Personality Flaw (Vanity)

Unsuitable Advantages: None

Unsuitable Disadvantages: Decreased Spirit, Frenzy, Weak Regeneration (Arcane Energy)

Equipment and Garb
Blessed Ones of Boron typically wear black, hooded robes, and almost all carry sacred vials of anointing oil. In combat they can use daggers but they also rely on Raven's beaks (which are sacred warhammers) to smash the bones of skeletons and other undead.

Blessed One of Boron
Profession Package

AP Value: 285 adventure points
Prerequisites: Advantage Blessed (25 AP); Disadvantage Obligations II (temple, church) (-20 AP), Principles II (church of Boron) (-20 AP); Special Ability Tradition (Church of Boron) (130 AP)
Special Abilities: Languages and Literacy totaling 8 AP; Skill Specialization Religions
Combat Techniques: Daggers 8, Impact Weapons 8
Skills:
Physical: Carousing 3, Perception 3, Self-Control 4
Social: Empathy 4, Etiquette 3, Intimidation 2, Persuasion 4, Willpower 6
Nature: Animal Lore 2, Plant Lore 4
Knowledge: Astronomy 4, Law 3, Math 4, Myths & Legends 4, Religions 6, Sphere Lore 2
Craft: Alchemy 3, Treat Disease 3, Treat Poison 2, Treat Soul 4, Treat Wounds 3
Liturgical Chants: *Banish Fear* 3, *Banish Light* 5, *Bless Object* 8, *Exorcism* 3, *Minor Undead Ban* 7, *Sleep* 6, *The Twelve Blessings*
Suggested Advantages: Immunity to (Disease), Immunity to (Poison), Inner Clock, Mystic, Pragmatic, Resistant to Disease, Resistant to Poison
Suggested Disadvantages: Sensitive to Sunlight
Unsuitable Advantages: Inspire Confidence
Unsuitable Disadvantages: Afraid of... (Dead and Undead), Night-Blind, Sleepwalker, Susceptible to Disease, Susceptible to Poison
Variants:

- *Servant of Bishdariel* (300 AP): Astronomy 7 instead of 3, Treat Soul 6 instead of 4
- *Servant of Golgari* (316 AP): Impact Weapons 10 instead of 8, Treat Wounds 6 instead of 3

Blessed Professions

Blessed One of Boron

At first glance, only a few aspects of Boron, the god of death, sleep, and oblivion, seem to be of interest to humans. But in Al'Anfa and other cities of southern Aventuria, Boron is the most important god. His Blessed Ones are well-respected and held in high esteem.

The Boroni are skilled exorcists and make invaluable allies against the undead. They also give comfort to the dying and bereaved and help ease their pain. Additionally, they grant people *oblivion* (a good night's sleep, free from troubling memories, or even a peaceful and painless death) in the name of Boron, which often proves to be a valuable gift. The two regional factions of Boron's church, one based in Al'Anfa and one in Punin, are sworn enemies and view each other as heretical.

There are two main sects among the Blessed of Boron—the *Servants of Golgari*, who focus on burying the dead and tending graves, and the *Servants of Bishdariel*, who study the interpretation of dreams.

Blessed One of Hesinde

The Blessed of Hesinde are respected scholars who often possess an amazing store of general knowledge. Each priest has a specialty, such as astrology, magical theory, history, or law. They advise those who believe in the Twelvegods and help archive knowledge, copy books, and find precious lost artifacts. Folk sometimes accuse them of blasphemous thoughts and connections to freethinkers and democratic sects, but the truth is that Hesindens are themselves fragmented into many sects and orders with completely different ideologies.

The biggest two sects are the Pastori and the Satri. *Pastori* are more conservative and try to hide knowledge they think should not be made available to the public. *Satri* preach the opposite—all knowledge should be available to everybody, so as to eliminate covetousness.

Equipment and Garb

Servants of Hesinde carry the *Book of the Serpent*. It is their diary and the notebook in which they record their experiences and knowledge. Blessed Ones of Hesinde are not fighters, but they can defend themselves with daggers, quarterstaves, two-lilies, or a sacred basilisk-tongue. Their vestments are usually green, and around their necks they wear a serpent-shaped choker.

Blessed One of Hesinde

Profession Package

AP Value: 310 adventure points
Prerequisites: Advantage Blessed (25 AP); Disadvantage Obligations II (temple, church) (-20 AP), Principles I (Church of Hesinde) (-10 AP); Special Ability Tradition (Church of Hesinde) (130 AP)
Special Abilities: Languages and Literacy totaling 16 AP; Skill Specialization Religions
Combat Techniques: Daggers 8, Polearms 8
Skills:
Physical: Perception 5, Self-Control 2
Social: Empathy 4, Etiquette 4, Fast-Talk 2, Persuasion 6, Willpower 6
Nature: Animal Lore 3, Plant Lore 4
Knowledge: Astronomy 3, Geography 4, History 5, Law 3, Magical Lore 3, Math 5, Mechanics 4, Myths & Legends 3, Religions 6, Sphere Lore 3
Craft: Alchemy 4, Treat Disease 2, Treat Wounds 2
Liturgical Chants: *The Twelve Blessings*, *Bless Object* 5, *Decipher Text* 5, *Divine Guidance* 3, *Peaceful Aura* 6, *Protection from Magic* 7, *See Magic* 6
Suggested Advantages: Increased Spirit, Inner Clock, Inspire Confidence, Mystic, Pragmatic,
Suggested Disadvantages: Negative Trait (Curiosity)
Unsuitable Advantages: none
Unsuitable Disadvantages: Frenzy
Variants:

- *Pastori* (329 AP): History 7 instead of 5, Magical Lore 6 instead of 3, Sphere Lore 5 instead of 3
- *Satri* (322 AP): Brawling 8 instead of 6, Law 5 instead of 3, Religions 8 instead of 6

Equipment and Garb
Some Blessed Ones of Peraine use clubs, while others learn basic fighting skills with daggers. But as Blessed Ones of the healing arts, they dislike killing. Not surprisingly, they usually don't own armor or weapons. Their vestments are dark green and bear symbols of the church, such as storks and grain. Almost all Blessed Ones of Peraine carry seeds and healing herbs.

Blessed One of Peraine

Profession Package

AP Value: 290 adventure points
Prerequisites: Advantage Blessed (25 AP); Disadvantage Obligations II (temple, church) (-20 AP), Principles I (Church of Peraine) (-10 AP); Special Ability Tradition (Church of Peraine) (110 AP)
Special Abilities: Languages and Literacy totaling 8 AP; Skill Specialization Religions
Combat Techniques: Impact Weapons 8
Skills:
Physical: Self-Control 4
Social: Empathy 5, Etiquette 2, Fast-Talk 3, Persuasion 7, Willpower 4
Nature: Animal Lore 3, Plant Lore 6
Knowledge: History 2, Law 2, Math 3, Myths & Legends 5, Religions 6
Craft: Alchemy 3, Treat Disease 5, Treat Poison 4, Treat Soul 4, Treat Wounds 6
Liturgical Chants: *The Twelve Blessings*, *Banish Disease* 6, *Banish Poison* 5, *Bless Object* 7, *Blessing of Healing* 7, *Peaceful Aura* 3, *Plant Growth* 4
Suggested Advantages: Resistant to Disease, Immunity to (Disease), Immunity to (Poison), Increased Spirit, Inspire Confidence, Mystic, Pragmatic, Socially Adaptable
Suggested Disadvantages: None
Unsuitable Advantages: Rich
Unsuitable Disadvantages: Frenzy, Susceptible to Disease, Negative Trait (Avarice), Susceptible to Poison
Variants:
- *Healer* (298 AP): Treat Disease 7 instead of 5, Treat Wounds 7 instead of 6
- *Sower* (305 AP): Plant Lore 7 instead of 6, Animal Lore 7 instead of 3

Blessed One of Peraine

Of all the Churches of the Twelvegods, none is more widespread than Peraine's. The Blessed of Peraine are found in many villages. They tend to people's wounds, the sowing and care of gardens, and the care of animals. Priests of the goddess are welcomed by peasants and are well-liked by the public, for they take care of them, heal their injuries, and assist in the fields without demanding anything in return.

Most Blessed Ones specialize in one aspect of the goddess. *Healers* mainly concern themselves with curing diseases and treating wounds, whereas *sowers* focus on agriculture and livestock.

Blessed One of Phex

When people think of servants of the god of thieves, they imagine cutpurses or burglars. And even though some Blessed Ones of Phex also happen to be thieves who meet in hidden temples, most commit to the god's aspect of trade, ensuring that contracts are observed and overseeing the exchange of goods between long-distance traders and guilds.

Merchants supervise the public temples of Phex and provide assistance to travelers and businesspeople. *Cutpurses*, probably the most well-known, are typical rogues who always seek opportunities to enrich both themselves and Phex. *Burglars* also seek enrichment opportunities, mainly in the form of breaking and entering, followed by looting.

Equipment and Garb

Most of the time, Blessed Ones of the god of thieves do not wish to stand out. They choose their clothes and equipment based on the role they play. They like to use daggers, throwing knives, and throwing stars, and rarely wear armor because they find it restrictive. They use thieves' and burglars' equipment, such as lockpicks, crowbars, and masks.

Blessed One of Phex

Profession Package

AP Value: 304 adventure points
Prerequisites: Advantage Blessed (25 AP); Disadvantage Obligations II (temple, church) (-20 AP), Principles I (Church of Phex) (-10 AP); Special Ability Tradition (Church of Phex) (150 AP)
Special Abilities: Languages and Literacy totaling 8 AP; Skill Specialization Religions
Combat Techniques: Daggers 10
Skills:
Physical: Body Control 4, Climbing 4, Perception 5, Pickpocket 3, Self-Control 2, Stealth 5
Social: Empathy 5, Etiquette 2, Fast-Talk 4, Persuasion 4, Streetwise 4, Willpower 5
Nature: Orienting 3
Knowledge: Astronomy 4, History 2, Law 3, Magical Lore 2, Math 6, Myths & Legends 3, Religions 6
Craft: Commerce 6, Pick locks 3
Liturgical Chants: *The Twelve Blessings*, *Bless Object* 5, *Fall into Nothing* 5, *Moon's Gaze* 5, *Quicksilver* 8, *Without a Sound* 6
Suggested Advantages: Ambidextrous, Dwarf's Nose, Luck, Mystic, Nimble, Pragmatic, Sense of Range, Unremarkable Appearance
Suggested Disadvantages: Negative Trait (Avarice, Curiosity)
Unsuitable Advantages: none
Unsuitable Disadvantages: Bad Luck, Frenzy, Night-Blind
Variants:
- *Burglar* (336 AP) Climbing 7 instead of 4, Body Control 6 instead of 4, Empathy 3 instead of 5, Pick Locks 7 instead of 3
- *Cutpurse* (319 AP) Pickpocket 6 instead of 3, Streetwise 7 instead of 4
- *Merchant* (315 AP) Persuasion 6 instead of 4, Empathy 6 instead of 5, Commerce 8 instead of 6

Equipment and Garb
One of the Church of Praios' ceremonial items is the sun-sceptre, a short, consecrated rod that can be used as a weapon in an emergency. All Blessed Ones of Praios wear a number of sphere globes (small metal weights) on their belts to denote their rank in the Church.

Blessed One of Praios

Profession Package

AP Value: 242 adventure points
Prerequisites: Advantage Blessed (25 AP); Disadvantage Obligations II (temple, church) (-20 AP), Principles II (Church of Praios) (-20 AP); Special Ability Tradition (Church of Praios) (130 AP)
Special Abilities: Languages and Literacy totaling 10 AP; Skill Specialization Religions
Combat Techniques: Impact Weapons 8
Skills:
Physical: Perception 4, Self-Control 4
Social: Empathy 4, Etiquette 5, Persuasion 6, Willpower 6
Nature: Orienting 3
Knowledge: Astronomy 2, Geography 3, History 4, Law 6, Magical Lore 3, Math 4, Myths & Legends 3, Religions 7, Sphere Lore 2
Craft: —
Liturgical Chants: *The Twelve Blessings*, *Banish Darkness* 4, *Bless Object* 5, *Blinding Ray* 6, *Protection from Magic* 6, *Truth* 3
Suggested Advantages: Difficult to Enchant, Increased Spirit, Inner Clock, Inspire Confidence, Mystic, Pragmatic
Suggested Disadvantages: Personality Flaw (Arrogance, Vanity)
Unsuitable Advantages: Spellcaster
Unsuitable Disadvantages: Frenzy
Variants:
- *Legalist* (244 AP): *Law* 8 instead of 6
- *Principist* (254 AP): *Magical Lore* 7 instead of 3

Blessed One of Praios

The church of the lord of gods, as Praios is called, is one of the most powerful organizations in Aventuria. The Blessed of Praios promote justice and order by supporting the courts of law in lands that recognize the Twelvegods, and also by fighting dark magic and evil machinations.

In the past, Praiotes reputedly desired only to enrich themselves and interpreted the law however they deemed fit, brutally punishing even the pettiest crimes. Surely, some Blessed of Praios still think like this, but most Praiotes commit themselves to order and try to bring justice that is pleasing unto Praios to the people.

Principists are an offshoot with a certain amount of tolerance for magic. This sect, found mainly in the Horasian Empire, also worships Saint Horas.

Legalists promote justice and law. They debate the texts of constitutions, and lobby for fair punishments. Among Blessed Ones, they are the advocates and lawyers.

Blessed One of Rondra

Whenever dark powers face humans followers of the Twelvegods in battle, you will always find the Blessed Ones of Rondra at the front line. They deem it their most important task to protect believers and thus constantly train in the arts of war and weaponry.

Rondra's Church has three main sects. *Honors* believe that honor is a gift, and that people either receive this gift at birth or they don't. They disapprove of using magic, withdrawing from combat, and other acts which, in their view, stain their honor.

Traditionalists are not quite as orthodox as Honors, but they strongly adhere to Church customs and only rarely deviate from them. They are the largest sect in the Church of Rondra.

Salutarists, in contrast to the other two sects, believe that there can be honor in a mage, a tailor, or a baker. Whosoever lives by Rondra's commandments can prove their courage and gain honor, no matter their origins or social standing.

Equipment and Garb

Every Blessed One of Rondra wields a Rondra's Crest, a special two-handed sword that is the mark of the priesthood. Usually the Blessed One's equipment also consists of a long sword and chainmail, but different regions might use other weapons and armor. Their vestments are always white and embroidered with the red lion symbols of the Church. Besides that, each Blessed One of Rondra always wears a fibula (brooch) that denotes rank.

Blessed One of Rondra

Profession Package

AP Value: 283 adventure points

Prerequisites: Advantage Blessed (25 AP); Disadvantage Obligations II (temple, church) (-20 AP), Principles II (Church of Rondra) (-20 AP); Special Ability Tradition (Church of Rondra) (150 AP)

Special Abilities: Languages and Literacy totaling 8 AP; Skill Specialization Religions

Combat Techniques: Brawling 10, Swords 12, Two-Handed Swords 10, a combat technique from the following list 10: Chain Weapons, Fencing Weapons, Impact Weapons, Two-Handed Impact Weapons

Skills:

Physical: Body Control 4, Feat of Strength 4, Perception 3, Self-Control 5

Social: Empathy 3, Etiquette 4, Persuasion 3, Willpower 4

Nature: —

Knowledge: History 2, Law 3, Math 3, Myths & Legends 3, Religions 6, Warfare 5

Craft: Metalworking 3, Treat Wounds 3

Liturgical Chants: *The Twelve Blessings*, *Bless Object* 5, *Enforce Honor* 6, *Pain Tolerance* 6, *Protect the Defenseless* 4

Suggested Advantages: Exceptional Combat Technique, Increased Life Points, Increased Spirit, Increased Toughness, Inspire Confidence, Mystic, Pragmatic, Rich, Rugged Fighter, Weapon Aptitude

Suggested Disadvantages: Personality Flaw (Arrogance, Vanity)

Unsuitable Advantages: none

Unsuitable Disadvantages: Afraid of..., Incompetence in Physical Skills, Sensitive to Pain, Slow

Variants:

- *Honor* (282 AP): Two-Handed Swords 11 instead of 10, Warfare 3 instead of 5
- *Salutarist* (295 AP): Warfare 7 instead of 5, Magical Lore 3 instead of 0
- *Traditionalist* (295 AP): Self Control 7 instead of 5, History 4 instead of 2

Professions Summary

Professions	Adventure Point Cost
Mundane Professions	
Bard	150 AP
Courtier	176 AP
Gladiator	164 AP
Guard	246 AP
Healer	207 AP
Hunter	246 AP
Knight	230 AP
Mercenary	202 AP
Merchant	136 AP
Performer	160 AP
Rogue	212 AP
Sailor	173 AP
Spy	230 AP
Tribal Warrior	289 AP
Warrior	216 AP
Magical Professions	
Elven Spellweaver	221 AP
Elven Wyldrunner	256 AP
Cat Witch	285 AP
Raven Witch	295 AP
Toad Witch	296 AP
Black Mage	316 AP
Grey Mage	310 AP
Guildless Mage	237 AP
White Mage	310 AP
Blessed Professions	
Blessed One of Boron	285 AP
Blessed One of Hesinde	310 AP
Blessed One of Peraine	290 AP
Blessed One of Phex	304 AP
Blessed One of Praios	242 AP
Blessed One of Rondra	283 AP

Profession Packages
of Your Own Design

Chapter 7: Advantages and Disadvantages

"Every advantage helps, no matter how small it is."
—Proverb

"What is the difference between an ordinary mortal and a hero? The legends tell us that those unforgotten characters are as strong as cave bears and as nimble as dolphins. Their talents in combat and their unique abilities bring them glory and make them appear immortal. Those great heroes appear infallible. Their names echo even today.

But I tell you: Each hero has his flaws, like any other human. Geron the One-Handed only had one hand. Legends say that the Sword King always succumbed to women's charms. The mighty Peleas of Pailos was undefeated in combat, but his arrogance made him heedless and ultimately cost him his life.

Heroes are not free of weakness. Like any other human, their frailties can bring them low. But a hero knows how to deal with them or has enough faith in the Gods and the merits necessary to hide his flaws or use them to his advantage.

And is it not so that our paragons' flaws make them human and sympathetic? Aren't they showing us that nobody, apart from the gods, is infallible?"
— Rahjenisyos of Teremon, Cyclopean storyteller, 1037 after the Fall of Bosparan

Advantages and disadvantages provide useful abilities for the game and flesh out your character's background. You can choose them for your adventurer during character creation. Unlike special abilities, which we present in *Chapter 8: Skills*, you normally purchase advantages and disadvantages only during hero creation, since in most cases they are simply inherent and cannot be learned. In some special instances, it is possible for a hero to buy an advantage later during play (or even to receive a new disadvantage from the GM).

General Rules for Advantages and Disadvantages

This section explains the general rules for advantages and disadvantages.

Buying Advantages and Disadvantages During Character Creation

The only restriction on the number of advantages and disadvantages you can choose during character creation is the number of *adventure points* (AP) you can invest in advantages or receive from taking disadvantages, as follows.

> We intend disadvantages to be real shortcomings, not just ways to receive some quick additional AP.
>
> They are especially important in defining a character's personality and background flavor.
>
> Thus, we set the AP value of disadvantages lower, on average, than for advantages.

- Each hero can *spend a maximum of 80 AP* for advantages during hero creation. Similarly, each hero can *receive a maximum of 80 AP* from disadvantages during hero creation.
- Be sure to include any advantages and disadvantages you receive automatically for your character's race. You can find the total number of points already spent for a character of each race in its description.
- Usually, you can pick each advantage or disadvantage only once. Exceptions are stated where they occur.

Buying Advantages and Disadvantages During the Game

Unlike special abilities, you usually cannot choose advantages and disadvantages after the game has started. To be a spellcaster, a hero must be born that way. Similarly, a rather plain-looking hero will not suddenly develop Good Looks just because the player collects enough AP to buy the advantage. The GM has the final say whether or not you can buy an advantage during play. The same applies to disadvantages that you might wish to buy off. In any case, you need the necessary amount of AP.

Tiered Advantages and Disadvantages

Some advantages and disadvantages have levels. If you purchase one of these, you must also choose a level and pay the appropriate amount.

A character that receives a tiered advantage or disadvantage due to race can purchase a higher level during character creation, but must pay the AP difference between the two levels.

Offsetting Bonuses and Penalties

The bonuses for different advantages are cumulative, as are penalties for different disadvantages. Bonuses and penalties for the same skill or attribute offset each other. Exceptions to this rule appear in the description for the advantage or disadvantage.

Applications of Advantages and Disadvantages

Some advantages and disadvantages apply only to certain applications for a skill, meaning the bonus or penalty applies only for checks using that application. The advantage or disadvantage has no effect on other applications for that skill (see page 186).

Exclusive Advantages and Disadvantages

There are some advantages and disadvantages that you cannot freely choose for your hero—only members of certain races can have them. Such advantages and disadvantages are marked with an asterisk (*). Other limitations are listed under Prerequisites (for instance, some can only be taken by heroes from certain cultures or professions). You can choose or receive an exclusive advantage or disadvantage only if it is an *automatic* or *suggested* advantage or disadvantage for the hero's race, culture, or profession.

Magical and Blessed Advantages and Disadvantages

Some advantages and disadvantages require the advantage *Spellcaster* or *Blessed*. If you choose the advantage Spellcaster or Blessed, you can take other advantages and disadvantages that require Spellcaster or Blessed, but you cannot pay or receive more than 50 AP for them during character creation. This means that a magical hero that spends 25 AP for the advantage Spellcaster can then buy further magical advantages for up to 50 more AP (adhering to the maximum of 80 AP for advantages and disadvantages, of course).

Adjusting Costs

Some advantages and disadvantages are only truly beneficial or restrictive in certain campaigns. A fear of the sea is only a problem for a hero if oceans figure prominently in your game. If your campaign is set in the desert, fear of the sea does not have much effect and thus is worth no AP. The GM has the final say as to whether the AP value of an advantage or disadvantage is justified in the campaign, and should adjust costs as appropriate.

Format of Advantages and Disadvantages

We present advantages and disadvantages in the following manner.

Name: the name of the advantage or disadvantage.

Description: Here we describe the advantage or disadvantage.

Rules: Here we present the rules covering the advantage or disadvantage.

Range: Some advantages are effective only within a certain distance or range.

Actions: Some advantages and disadvantages take time to achieve their full effect. If it mentions no time, then the advantage is permanently in effect; you do not have to activate it.

Prerequisites: Lists any prerequisites or conditions for the advantage or disadvantage. Some advantages and disadvantages do not combine in a logical way. For example, a hero with Pleasant Smelling cannot also have Bad Smell, and a character with an Aptitude in a skill cannot be Incompetent with the same skill. In addition, we mention restrictions you must consider when taking the advantage or disadvantage.

AP Value: The number of adventure points (AP) that you pay or receive. You buy advantages with AP, while disadvantages give you more AP to spend.

Skills, Applications, and Uses

We define *skills*, *applications*, and *uses* as follows.

- A *skill* is a proficiency with which a player can make a skill check.
- Each skill has several *applications*, which you can think of as sub-skills. Skill descriptions include examples of skill checks to let the players and GM know which application applies. This can be important, for example, when assigning the appropriate *special ability*, such as *Skill Specialization (Skill)*.
- New applications are applications that must first be purchased with an advantage or special ability before they can contribute to skill checks.
- *Uses* are not applications—they just offer more possibilities in one or more applications.

Advantages

Ambidextrous

Ambidextrous grants the hero the innate ability to use both hands with equal dexterity.

Rules: Heroes with this advantage suffer no penalties to skill checks for using their off hands. In combat, they do not suffer penalties for wielding weapons in their off hands (see page 238).

Prerequisites: None

AP Value: 15 adventure points

Aptitude

Some Aventurians are especially talented in certain skills. They rarely make mistakes and their performances are distinctly better.

Rules: A character with the Aptitude advantage can reroll a single D20 in every skill check for the chosen skill. The player rolls 3D20 as usual but picks one die result to reroll, keeping the best result. Aptitudes must be purchased individually for each skill, spell, or liturgical chant. You

cannot purchase Aptitude for the same skill more than once (because you cannot use Aptitude to reroll more than one D20 in a check). You cannot invoke this advantage if the skill check results in a double 20 or a triple 20. You cannot pick an Aptitude for a *combat technique* (for this, you must use the advantage Weapon Aptitude, on page 170). You can choose to spend a FtP before or after invoking your Aptitude (see page 28), meaning it's possible to reroll more than once or even combine another FtP effect with an Aptitude.

Prerequisites: No disadvantage Incompetent with the skill, no more than three Aptitudes per character.

AP Value: A/B/C/D skill: 6/12/18/24 adventure points

Beautiful Voice

The character has a distinctive voice that most intelligent beings find pleasant.

Rules: Skill checks using *Singing* receive a bonus of 1.

Prerequisites: No disadvantage Mute

AP Value: 5 adventure points

Blessed

Only heroes consecrated to and accepted by the gods may become Blessed Ones, at which point they can receive KP and use liturgical chants.

Rules: The hero receives a karma base stat of 20 karma points (KP). Each Blessed One must also begin the game with a *Tradition* (a special ability—see page 316), which you must buy separately. Also, you can be consecrated to only one deity at a time—it is not possible to buy another Tradition. A hero who desires to become a Blessed One may acquire this advantage later in life.

Prerequisites: None

AP Value: 25 adventure points

Few spellcasters in Aventuria are also Blessed. Hesinde is especially receptive to such people, and these mages sometimes become Blessed Ones in the Church of Hesinde.

Later-life Consecration

Not all Blessed Ones undertake church education and consecration to a deity in their youth. Some believers hear the call much later in life and seek consecration then. For more about this topic, see the upcoming sourcebook about the gods. Rules-wise, characters can achieve consecration in later life simply by purchasing the advantage Blessed (with the GM's permission, of course).

Contortionist

Contortionists can bend their bodies in extreme and unusual ways (for example, to force themselves through tight openings or more easily slip out of manacles). They're also more flexible than typical people.

Rules: Checks using *Body Control (Acrobatics, Squirm)* receive a bonus of 1.

Prerequisites: None

AP Value: 6 adventure points

Darksight I-II (*)

There are beings on Dere who can see in very low-light conditions as if it were the brightest day. Non-human races like elves, dwarves, orcs, and goblins all have Darksight.

Rules: At level I of this advantage, reduce darkness penalties by one level. Level II allows you to ignore all darkness penalties. In complete darkness, Darksight (level I or II) doesn't work at all and the full penalties for complete darkness apply (see page 348).

Prerequisites: Race, culture, or profession must have Darksight as an automatic or suggested advantage. No disadvantage Nightblind.

AP Value: 10 adventure points per level

Difficult to Enchant (*)

Nobody knows why, but the hero is particularly resistant to magic. This advantage is especially common with dwarves, who are reputed to be uniquely steeled against magic.

Rules: Most spells cast on the hero suffer a penalty of 1. This includes all spells and magical effects with the properties *Clairvoyance, Healing, Influence*, and *Transformation*, as well as spells modified by *Spirit* or *Toughness*. The penalty applies even if the hero wants the magic to take effect.

Prerequisites: Race, culture, or profession must have Difficult to Enchant as an automatic or suggested advantage.

AP Value: 15 adventure points

Example: Arbosh the dwarf has the advantage Difficult to Enchant. Spells that use his Toughness or Spirit as a modifier suffer an additional penalty of 1 when cast on him. The same holds true for spells that have the properties Clairvoyance, Healing, Influence, or Transformation. Yes, this means that it is more difficult for someone to help him with healing spells (like Balsam*) and certain other spells with desirable effects.*

Direction Sense

The hero has an inner compass that grants a sense for true north and the other cardinal directions, whether in a forest, a building, or an underground complex.

Rules: Skill checks using *Orienting* receive a bonus of 1.

Prerequisites: No disadvantage Incompetent in Orienting.

AP Value: 10 adventure points

Dwarf's Nose

Dwarf's Nose is a supernatural instinct for finding the location of secret doors, entrances, or cavities. Even though this advantage is most common with dwarves, other races can have Dwarf's Nose, too.

Rules: The hero receives a bonus of 1 for Perception checks when trying to find secret doors, cavities, hidden drawers, or the like.

Prerequisites: None

AP Value: 8 adventure points

Exceptional Combat Technique

The hero is particularly competent and performs far better than average with a certain combat technique.

Rules: The advantage Exceptional Combat Technique raises the maximum stat in the combat technique by 1. This means both the maximum for character creation and the final maximum stat (depending on the highest attribute involved, see page 39). The hero doesn't receive a point in the technique, but can start the game with a stat of 13 (instead of 12) when using an experience level of *Experienced*. The hero's final maximum also rises by 1 point. You can purchase this advantage twice, but only once for a particular combat technique.

Prerequisites: None

AP Value: B/C/D combat technique: 8/12/16 adventure points

Exceptional Sense

One of the hero's physical senses is extremely highly developed, either by birth or due to some significant life event. It's especially common for non-humans like elves to surpass humans in this manner.

Rules: A character with Exceptional Sense receives a bonus of 1 for checks with *Perception*, but only if the check uses the named sense. You can choose from the following senses: Sight, Hearing, Smell & Taste, Tactile Sense. You can purchase Exceptional Sense more than once (for different senses), but only once per sense.

Prerequisites: No disadvantage Restricted Sense for the same sense, no disadvantage Blind (for Sight), no disadvantage Deaf (for Hearing).

AP Value: Sight: 12 adventure points; Hearing: 12 adventure points; Smell & Taste: 6 adventure points; Tactile Sense: 2 adventure points

Exceptional Skill

The hero is particularly competent and performs far better than average in a certain ability (skill, spell, or liturgical chant).

Rules: The advantage Exceptional Skill raises the maximum skill rating in the skill by 1. This includes both the maximum at character creation and the final maximum stat (which depends on the highest attribute involved; see page 39). The hero doesn't receive a free skill point, but can start the game with an SR of 11 (instead of 10) when using an Experience Level of *Experienced*. The final maximum also rises by 1 point. You can purchase this advantage four times, but no more than twice for the same skill. If you take the advantage twice for a certain skill, the maximum SR rises by 2.

Prerequisites: No disadvantage Incompetent for the skill.

AP Value: A/B/C/D skill: 2/4/6/8 adventure points per raise

Fox Sense

The hero can feel the presence of traps that cannot otherwise be perceived with normal senses. This might be a magical trap cast on a chest, or a cursed item, or a mechanical trap that is undetectable to the normal five senses.

Fox Sense derives its name from the animal, which is holy to the god Phex.

Rules: The hero can perceive traps that cannot be found with ordinary senses. With this advantage, the hero can use *Fox Sense* as an application for the skill *Perception*.

Range: 10 yards

Prerequisites: None

AP Value: 15 adventure points

Good Looks I-II

The hero is especially handsome or lovely compared to other members of the same race. This appearance appeals to most intelligent creatures.

Rules: The hero receives a bonus of 1 per level of this advantage for checks using *Commerce (Haggling)*, *Fast-Talk (Hard Sell, Manipulate, Subterfuge, Sweet-Talk)*, and *Seduction (Flirting, Romantic Arts)*.

Prerequisites: No disadvantage Ugly

AP Value: 20 adventure points per level

Hidden Aura

Spellcasters with this advantage can hide their magical gifts from others. Witches in particular often possess this advantage.

Rules: The spellcaster always appears non-magical to undirected magical perception. Anybody trying to find or analyze the spellcaster (by using the spell *Odem Arcanum* or the liturgical chant *See Magic*, for example) suffers a penalty of 3.

Prerequisites: Advantage Spellcaster

AP Value: 20 adventure points

Increased Arcane Power I-VII

The hero can take in more AE than the average spellcaster.

Rules: Raise your AE base stat by 1 point per level of the advantage.

Prerequisites: Advantage Spellcaster, no disadvantage Decreased Arcane Power

AP Value: 6 adventure points per level

Increased Karma Points I-VII

The hero can gather more KP than the average Blessed One.

Rules: Raise your KP base stat by 1 point per level of the advantage.

Prerequisites: Advantage Blessed, no disadvantage Decreased Karma Points

AP Value: 6 adventure points per level

Increased Life Points I-VII

The hero is resilient and can take much more punishment than an average Aventurian.

Rules: Raise your LP base stat by 1 point per level of the advantage.

Prerequisites: No disadvantage Decreased Life Points.

AP Value: 6 adventure points per level

Increased Spirit

It's hard to break this hero's will, especially with spells and liturgical chants.

Rules: Improve the hero's Spirit base stat by 1.

Prerequisites: No disadvantage Decreased Spirit.

AP Value: 25 adventure points

Increased Toughness

The hero suffers less from poison, disease, and other detriments that have a negative physical effect.

Rules: Improve the hero's Toughness base stat by 1.

Prerequisites: No disadvantage Decreased Toughness.

AP Value: 25 adventure points

Immunity to (Disease)

The hero is immune to a specific disease, either by birth or by immunization.

Rules: If you are immune to a certain type of disease, you never catch it. Immunity to (Disease) must be purchased for each disease separately.

Prerequisites: None

AP Value: Half the chosen disease's level in adventure points

Immunity to (Poison)

The hero is immune to a specific poison, either by birth or by immunization.

Rules: You are immune to a certain type of poison, which has no effect on you at all. Immunity to (Poison) must be purchased for each poison separately.

Prerequisites: None

AP Value: Half the chosen poison's level in adventure points

Improved Regeneration (Arcane Energy) I-III

With this advantage, a magical hero recovers more AE during each Regeneration Phase.

Rules: During regeneration, the hero receives 1 additional point of AE for each level of the advantage.

Prerequisites: Advantage Spellcaster, no disadvantage Weak Regeneration (Arcane Energy)

AP Value: 10 adventure points per level

Improved Regeneration (Karma Points) I-III

With this advantage, a Blessed hero recovers more KP during each Regeneration Phase.

Rules: During regeneration, the hero receives 1 additional KP for each level of the advantage.

Prerequisites: Advantage Blessed, no disadvantage Weak Regeneration (Karma Points)

AP Value: 10 adventure points per level

Improved Regeneration (Life Points) I-III

With this advantage, a hero recovers more LP during each Regeneration Phase.

Rules: During regeneration, the hero receives 1 additional LP during regeneration for each level of the advantage.

Prerequisites: No disadvantage Weak Regeneration (Life Points)

AP Value: 10 adventure points per level

Inner Clock

Some Aventurians have an innate sense of time, telling them the exact time of day, even if they have no idea about the position of the sun.

Rules: The character has a perfect sense of time and can determine the exact time of day without seeing the sun or using other tools.

Prerequisites: None

AP Value: 2 adventure points

Inspire Confidence

An adventurer with this advantage appears trustworthy to most intelligent beings.

Rules: Checks with *Commerce (Haggling)*, *Fast-Talk (Begging, Manipulate, Sweet-Talk)*, or *Persuasion (Conversation, Debate, Oration)* receive a bonus of 1.

Prerequisites: No disadvantage Incompetent in social skills

AP Value: 25 adventure points

Iron-Attuned Aura

Some spellcasters are not so adversely affected as others when wearing or touching iron or steel.

Rules: With this advantage, you suffer a penalty for every 4 full pounds of weight due to the Iron Ban, not every 2 full pounds, as usual (see page 255).

Prerequisites: Advantage Spellcaster

AP Value: 15 adventure points

Luck I-III

You cannot purchase Luck III during character creation.

Some adventurers always seem to escape from the most dangerous situations with their skins intact. For some reason, your hero has that extra little bit of luck.

Rules: Your maximum number of FtP (as determined by Experience Level) increases by 1 per level of this advantage. Add any additional FtP to the hero's total.

Prerequisites: No disadvantage Bad Luck

AP Value: 30 adventure points per level

Magical Attunement

Some spellcasters are particularly comfortable in certain environments or situations. Most common are *Creatures of the Night*, who experience their greatest potential during the hours of darkness.

Rules: You must choose an environment for this advantage (see below for examples). The spellcaster receives a bonus of 1 with magical skill checks in the chosen environment or situation.

Prerequisites: Advantage Spellcaster, no disadvantage Magical Restriction for the same environment

AP Value: 40 adventure points (as adjusted by the GM)

Examples for Magical Attunement (Environment)

- Creature of the Glades
- Creature of the Mountains
- Creature of the Ice
- Creature of the Sea
- Creature of the Night
- Creature of the Forest

Note: There are no Creatures of the Day.

Cost of Magical Attunement

The GM can adjust the value of Magical Attunement to suit the campaign. For a campaign set in the desert, Creature of the Sea wouldn't be worth many AP, but in a pirate campaign it should be worth more than the standard 40 AP.

Mystic

Among Blessed Ones, some priests follow a spiritual and mystical path, and prefer to retreat from the world into self-chosen rapture.

Rules: For a mystic, the condition *Rapture* decreases by 1 level every two hours instead of every hour.

Prerequisites: No advantage Pragmatic

AP Value: 20 adventure points

The advantages Mystic and Pragmatic could both be good and useful choices, depending on your character concept, so they are both presented as advantages. The advantage Blessed is not a requirement for either.

Natural Orator

The hero is a good public speaker, a true inspiration who can motivate others.

Rules: Skill checks using *Persuasion (Oration)* receive a bonus of 1.

Prerequisites: No disadvantage Mute

AP Value: 4 adventure points

Needs No Sleep (*)

Some creatures can go a long time without any sleep at all. Elves in particular are known for staying awake for days on end without suffering fatigue.

Rules: Characters with this advantage don't need to sleep regularly and can stay awake for a week without getting tired. However, they must make up for the lost sleep later. Some races need actual sleep to recover, while others need only meditation or a similar technique. A hero with this advantage who goes without sleep cannot benefit from regular sleep and rest during Regeneration Phases (but can benefit from healing herbs and the skill *Treat Wounds*).

Prerequisites: Race, culture, or profession must have Needs No Sleep as an automatic or suggested advantage.

AP Value: 8 adventure points

Nimble

Nimble persons are much faster than most people and can cover great distances in surprisingly short times.

Rules: Raise your hero's Movement by 1.

Prerequisites: No disadvantage Fat, Maimed (One Leg), or Slow.

AP Value: 8 adventure points

Noble I-III

Heroes with this advantage are of noble birth and enjoy the respect and many attendant privileges in their culture. Level I includes knights and other minor ranks. Level II includes lesser nobles like lords and high-ranking knights. Level III of this advantage entails the approximate influence of a Middenrealmish baron. Some cultures have different titles for their nobles.

Rules: The hero receives respect, enjoys a noble's privileges, and can gain bonuses from the GM when interacting with people of lower status. For more details, see page 338.

Prerequisites: Culture with a class system that incorporates an aristocracy.

AP Value: 5 adventure points per level

Pleasant Smelling

Heroes with this advantage exude a scent which most intelligent creatures on Dere find pleasant.

Rules: Skill checks with *Seduction (Flirting, Romantic Arts)* receive a bonus of 1.

Range: 1 yard radius

Prerequisites: None

AP Value: 6 adventure points

Pragmatic

Among Blessed Ones, there are priests who care more for the worldly rather than the spiritual, and therefore rarely experience Rapture.

Rules: For a mystic, Rapture drops by 1 level per half-hour instead of every hour.

Prerequisites: No advantage Mystic

AP Value: 10 adventure points

Resistant to Aging (*)

Some Aventurian beings, such as elves or egg-born witches, don't age like ordinary mortals. Heroes with Resistant to Aging don't physically age after a certain point (for most races, this occurs between the ages of 25 and 30).

Rules: The hero is immune to natural and magical aging, and does not suffer the negative effects of old age.

Prerequisites: Race, culture, or profession must have Resistant to Aging as an automatic or suggested advantage. No disadvantage Fast Aging.

AP Value: 5 adventure points

Resistant to Cold *

Heroes with Resistant to Cold suffer less from extreme cold.

Rules: Reduce the hero's Cold Level by 1, to a minimum of 0 (see page 346).

Prerequisites: No disadvantage Susceptible to Cold

AP Value: 5 adventure points

* Note that the rules for heat and cold don't work the same way! Cold doesn't have the same effect as heat on the body, so the game rules reflect that difference.

Resistant to Disease I-II

An adventurer who is Resistant to Disease has a good immune system and rarely gets sick.

Rules: Resistant to Disease raises your Toughness and Spirit by 1 per level for resisting diseases.

Prerequisites: None

AP Value: 10 adventure points per level

Resistant to Heat

Heroes with Resistant to Heat suffer less from excessive heat. Such characters are used to living in deserts or sticky, hot jungles.

Rules: Reduce the hero's Heat Level by 1, to a minimum of 1 (see page 347).

Prerequisites: No disadvantage Susceptible to Heat

AP Value: 5 adventure points

Resistant to Poison I-II

Your hero is more resistant to poison than usual, either by birth or desensitization.

Rules: Resistant to Poison raises your Toughness and Spirit by 1 per level when resisting poison.

Prerequisites: No disadvantage Susceptible to Poison

AP Value: 10 adventure points per level

Rich I-X

Rich heroes have much more money available to buy equipment, accommodations, and otherwise engage in conspicuous consumption. These characters could be the children of patricians or they may have come into wealth because of other reasons.

Rules: The hero receives 250 additional silverthalers per level during character creation.

Prerequisites: No disadvantage Poor

AP Value: 1 adventure point per level

Wealth – Is it Important or Not?
Money could be an important factor or it could barely matter at all. If money is an important resource in your campaign, you should raise the cost of this advantage to something like 2 to 5 points per level.

Rugged Fighter

A hero with this advantage has an impressive resilience against wounds and pain.

Rules: Ignore the effects of the highest level of the condition *Pain* you possess, and suffer the effect of the next lower level instead. So, a hero with three levels of *Pain* only suffers the effect of Level II. *Pain* of Level IV still incapacitates you. Treat *Pain* Level I as if you don't have any levels of *Pain*.

Prerequisites: No disadvantage Sensitive to Pain

AP Value: 20 adventure points

Sense of Range

You can gauge practical distances in your immediate surroundings fairly accurately (to within half a yard).

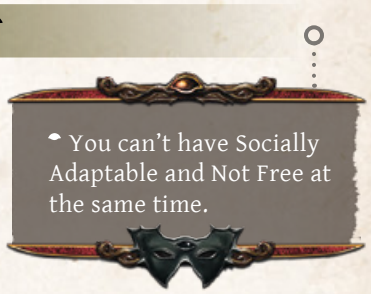
Rules: Checks for ranged combat with projectile weapons suffer a penalty of 1 instead of 2 for targets in the range bracket Far. This penalty applies only to projectile weapons, not thrown weapons.

Range: 200 yards. Beyond that distance, your assessment gets less and less accurate.

Prerequisites: No disadvantage Blind, Restricted Sense (Sight), Color-blind, or Maimed (One Eye).

AP Value: 10 adventure points

Socially Adaptable



Some heroes have an innate ability to circulate successfully in any social circle.

Rules: Heroes with Socially Adaptable can ignore penalties to social skills that result from class distinctions (see page 338). The advantage Socially Adaptable doesn't fool people of high noble breeding.

Prerequisites: No disadvantage Incompetent in social skills, no disadvantage Not Free

AP Value: 10 adventure points

Spellcaster

On Dere, the gift of magic must be inborn. Only characters with this advantage receive arcane energy and possess the talent needed to cast spells and perform magical actions.

Rules: The spellcaster receives an arcane energy base stat of 20 AE. This advantage doesn't include the special ability Tradition (see page 274), which you must purchase separately. All Spellcasters must start the game with a Tradition. You cannot purchase this advantage later in the game.

Prerequisites: None

AP Value: 25 adventure points

Two-Voiced Singing (*)

Two-Voiced Singing is an ability possessed by elves. With it, they can sing magical elven songs. When singing, the elf's voice sounds as if a second voice is harmonizing with the first one.

Rules: A hero can use Two-Voiced Singing and can learn magical elven songs. The hero can use the application *Two-Voiced Singing* for the skill *Singing*.

Prerequisites: Race, culture, or profession must have Two-Voiced Singing as an automatic or suggested advantage.

AP Value: 5 adventure points

Unremarkable Appearance

Some people look so unremarkable that they can easily disappear in a crowd.

Rules: Heroes with this advantage receive a bonus of 1 with *Streetwise (Shadowing)*.

Prerequisites: None

AP Value: 4 adventure points

Weapon Aptitude

Heroes with a Weapon Aptitude are especially talented with weapons and rarely make mistakes.

Rules: When making a roll with a combat technique, a Weapon Aptitude allows one reroll of a confirmation roll for critical hits and botches.

Prerequisites: None

AP Value: B/C/D combat technique: 5/10/15 adventure points

Disadvantages

Afraid of (...) I-III

Strong fears affect the hero's actions. The trigger for such fears shouldn't be too uncommon. Examples include a fear of blood, magic, spiders, darkness, the sea, heights, open spaces, confined spaces, or the dead and undead. The GM has the final say as to whether a certain fear is permissible.

Rules: The hero suffers a level of *Fear* (see page 32) for each level of this disadvantage whenever confronted with the trigger.

Prerequisites: None

AP Value: -8 adventure points per level

Examples of Things to be Afraid of...

- **Afraid of certain animals (like reptiles, insects, or spiders)**
- **Afraid of blood**
- **Afraid of darkness**
- **Afraid of heights**
- **Afraid of the sea**
- **Afraid of confined spaces**
- **Afraid of the dead and the undead**

Annoyed by Minor Spirits

Minor spirits are small elemental creatures that are not inherently dangerous but can be very annoying. Some spellcasters attract minor spirits to themselves when using magic.

Rules: Each time the spellcaster spends AE, the player rolls 1D20. If the result is lower than or equal to the amount of AE spent, minor spirits appear and harass the spellcaster. The GM decides what kind of minor spirits appear, depending on the situation. Examples include *windbags*, which make the spellcaster's hair blow around, *tearlings* that sit under the eyes, and *firescuttles*, which can heat or burn the spellcaster's possessions. All skill checks suffer a penalty of 1 due to the minor spirit's distraction. Even if you attract more than one type of minor spirit at the same time, the penalty does not increase. Minor spirits stay around for 10 minutes and then disappear.

Prerequisites: Advantage Spellcaster

AP Value: -20 adventure points

Bad Habit

Most Bad Habits aren't a real problem for the character. They are annoying and disruptive, but rarely have substantial negative consequences.

Rules: Characters can choose as many Bad Habits as they wish, but can receive 6 AP at most. In rare cases, bad habits might lead to penalties for social skills.

Prerequisites: None

AP Value: -2 adventure points per Bad Habit

Bad Luck I-III

Not every hero is born lucky. Some adventurers possess considerably less luck than their companions.

Rules: The hero starts the game with one less FtP per level of this disadvantage. The hero's maximum number of FtP drops, too, by one point per level of this disadvantage. The hero's total number of FtP cannot be reduced below 0.

Prerequisites: No advantage Luck

AP Value: -20 adventure points per level

Blind

The character is blind, whether from birth or due to an eye injury or disease. Blind characters cannot see and must use other senses to orient themselves.

Rules: This disadvantage makes many skills difficult or impossible. The same goes for special abilities. The GM decides which penalties to apply to which checks. This kind of blindness can only be healed by a *Great Miracle* (see page 315). While so afflicted, the hero has the state of *blind* (see page 34).

Prerequisites: No advantage Exceptional Sense (Sight), no disadvantage Colorblind, Night-Blind, One-Eyed, Restricted Sense (Sight).

AP Value: -50 adventure points

Bound to Artifact

A spellcaster with this disadvantage is bound to a magical artifact. This could be the unfortunate result of a bad mistake while creating or binding the artifact, or maybe some other magical influence that created the connection. The artifact can be a Tradition artifact, such as a mage's staff or an elf's *iama* or soul instrument (a musical instrument with a strong personal connection), but not always; other items with strong personal meaning are also possible. The GM decides whether an item is suitable.

Rules: A spellcaster who doesn't have direct skin contact with the artifact suffers a penalty of 1 to magic checks when casting spells. If the artifact is destroyed, the spellcaster has trouble casting spells and must create another artifact in order to remove the penalty.

Prerequisites: Advantage Spellcaster

AP Value: -10 adventure points

Examples of Bad Habits

- **Bad Table Manners:** These characters slurp and burp, use no cutlery, or always try to eat everything themselves.
- **Barefoot:** Even though it's common for people in this character's culture to wear shoes, the character walks around barefoot all the time, even in front of nobles or in bad weather.
- **Cleaning Bug:** These characters are compulsively tidy—they must always keep rooms or items clean.
- **Crybaby:** Whether from fear, joy, sadness, or anger, it's easy to make this character cry.
- **First:** These characters want to be first all the time, whether when choosing rooms in the inn or shopping for new armor.
- **Hypochondriac:** These characters always believe they are suffering from a terrible disease, even when they're completely healthy or infection is very unlikely. When actually sick, they always expect the worst outcome.
- **Late Sleeper:** These adventurers like to sleep late—if awakened early, they are very grumpy.
- **Left and Right:** These characters often mix up their left and right.
- **Messy:** These characters leave clothes or other items lying about their rooms or campsites.
- **My Child:** These characters begin or end almost every conversation with the words "my child."
- **Nail-biter:** These characters bite their nails when they are nervous or have nothing to do.
- **Nervous:** These adventurers have problems staying calm when waiting around. They pace up and down the room, sit down and get up again, and exhibit other nervous behaviors until something happens.
- **Sir:** These adventurers often end their sentences with "sir," even when talking to women ("Not bad, sir. Well done, sir. I don't think anyone's home, sir")
- **Smoker:** These characters are passionate pleasure smokers. When deprived of this pastime, they grumble and complain but don't otherwise suffer any penalties.
- **Talks a Mile a Minute:** These characters talk so fast that you must really concentrate to keep up with what they're saying.
- **Talks to Themselves:** These characters talk to themselves at inconvenient times or while deep in thought.
- **Third Person:** These characters talk about themselves in the third person ("Alrik likes that. Alrik wants another Ferdokian ale. Alrik told you we shouldn't open that door.")
- **We:** These characters use the royal "we" when speaking ("We understand what you said, but we are not amused."

Colorblind

Heroes thus afflicted cannot distinguish between colors and perceive the world only in black and white.

Rules: The adventurer cannot distinguish between colors. This can have negative effects on some checks, like *Alchemy* ("pour two drops of red liquid into the green liquid"), recognizing coats of arms (*Etiquette*), or *Orienting* in the jungle. The GM decides the magnitude of the penalty and also whether a check is even possible.

Prerequisites: No disadvantage Blind

AP Value: -2 adventure points

Deaf

The hero cannot hear, whether from birth or due to injury or illness.

Rules: The hero cannot make *Perception* checks based on hearing, and receives the state of *deaf*.

Prerequisites: No advantage Exceptional Sense (Hearing)

AP Value: -40 adventure points

Decreased Arcane Power I-VII

The hero's body can store less arcane energy than other spellcasters.

Rules: Reduce your AE base stat by 1 point per level of this disadvantage.

Prerequisites: Advantage Spellcaster, no advantage Increased Arcane Power

AP Value: -2 adventure points per level

Decreased Karma Points I-VII

The hero's body absorbs less karma points than do those of other Blessed Ones.

Rules: Reduce your KP base stat by 1 point per level of this disadvantage.

Prerequisites: Advantage Blessed, no advantage Increased Karma Points

AP Value: -2 adventure points per level

Decreased Life Points I-VII

The hero is not as resilient as others and can absorb less damage.

Rules: Reduce your LP base stat by 1 point per level of this disadvantage.

Prerequisites: No advantage Increased Life Points

AP Value: -4 adventure points per level

Decreased Spirit

The hero is more susceptible to spells than other members of the same race.

Rules: Reduce the hero's Spirit base stat by 1.

Prerequisites: No advantage Increased Spirit

AP Value: -25 adventure points

Decreased Toughness

The hero is not as tough as others.

Rules: Reduce the hero's Toughness base stat by 1.

Prerequisites: No advantage Increased Toughness

AP Value: -25 adventure points

Fat

A characters who is at least 50% heavier than usual for their height is considered fat.

Rules: This disadvantage gives a penalty of 1 to *Body Control*, *Climbing*, *Dancing*, and *Stealth*.

Prerequisites: Slow

AP Value: -25 adventure points

Frenzy

In battle, the hero attacks all combatants in sight with little distinction for friend or foe. Frenzy is especially common among Thorwalers; among them live the so-called Swafnir's Children, who are kept isolated and marked with red headbands to warn people of their potential for unguided violence.

Rules: The hero receives the state of *bloodlust* in special circumstances. Frenzy activates when the hero receives a level of *Pain* from an attack or fails a *Willpower* check to resist the negative trait Short Temper.

Prerequisites: Negative Trait (Short Temper), no disadvantage Afraid of... (Blood)

AP Value: -10 adventure points

Hair-Bound Power

A portion of a magic user's power is bound to the spellcaster's hair, which grows very quickly regardless of its length. This disadvantage is especially common among elves and witches.

Rules: A hero who loses some hair for any reason (by cutting, fire, and so on; length doesn't matter), also loses 10 points of AE immediately (minimum 0). AE lost in this manner regenerates the usual way. Hair lost due to everyday shedding doesn't activate this disadvantage.

Prerequisites: Advantage Spellcaster, the spellcaster's race must have hair

AP Value: -5 adventure points

Incompetent

Some people are particularly inept and incapable in certain situations.

Rules: When making skill checks for the named skill, the hero must reroll the best die and keep the second result. An adventurer cannot be Incompetent with more than two skills.

Prerequisites: No advantage Aptitude for the same skill; at most two disadvantages Incompetent.

AP Value: A/B/C/D skill: -1/-2/-3/-4 adventure points

Magical Restriction

In contrast with the advantage Magical Attunement, spellcasters with this disadvantage suffer penalties to magic skill checks when outside the stated environment. Spellcasters with Curse of Night, an especially common magical restriction, can use magic freely only during nighttime hours. Examples of other environments are listed below.

Rules: Spellcasters suffer no penalties to magic skill checks while in the stated environment, but suffer a penalty of 1 in all other environments.

Prerequisites: Advantage Spellcaster

AP Value: -30 adventure points

Examples for Magical Restriction (Environment)

- **Curse of Glades**
- **Curse of Mountains**
- **Curse of Ice**
- **Curse of Seas**
- **Curse of Night**
- **Curse of Forests**

Note: A Curse of Bright Sunlight is also possible.

Maimed

The hero was born crippled, or maimed by combat or torture. The disadvantage's effects depend on the part of the body affected. You cannot combine certain variants of Maimed (such as One-Handed and One-Armed for the same arm). There's no way to heal such a mutilation; only a handful of very rare magic spells or divine intervention can remove this disadvantage.

Rules: Maimed renders many skill checks difficult or impossible. The GM has the final say, depending on the situation.

- **One-Armed:** One of the character's arms is missing at least up to the elbow.
- **One-Eyed:** The hero is blind in one eye or has lost it completely. Ranged combat suffers a penalty of 4.
- **One-Legged:** The hero has only one leg, or perhaps it has been amputated below the knee. Halve the hero's Movement base stat, even when using crutches or a simple prosthesis.
- **One-Handed:** The adventurer is missing a hand.
- **One-Eared:** One of the hero's ears is missing or deafened. *Perception* checks based on hearing always suffer a penalty of 1.

Prerequisites: None

AP Value: One-armed: -30 adventure points; One-eyed: -10 adventure points; One-legged: -30 adventure points; One-handed: -20 adventure points; One-eared: -5 adventure points

Misfortune

Misfortune just seems to follow some heroes around. Cruel Fate seems drawn to them again and again.

Rules: If the GM must decide something randomly (Which hero does the arrow hit? Who was near the trap when it was activated?), the chances of something bad happening are twice as high for an adventurer with this disadvantage than for others. If several heroes in a group were to choose this disadvantage, they would cancel out each other's disadvantages, so talk to your GM about choosing Misfortune.

Prerequisites: None

AP Value: -5 adventure points

Mute

The hero cannot talk and finds it understandably difficult to communicate, even with others with whom the hero shares a common language.

Rules: The hero has trouble communicating vocally with other people (but could use sign language or writing). Spells and other actions requiring language are impossible or very difficult to use. The hero gains the state of *mute*.

Prerequisites: No advantage Beautiful Voice, no advantage Natural Orator, no disadvantage Speech Impediment

AP Value: -40 adventure points

Negative Trait

Characters are not always driven by rational motives. Greed, superstition, or short tempers can compel them just as easily.

Rules: When confronting possible triggers, characters must succeed at a *Willpower* check or else act out their Negative Trait, which controls them as long as they remain in the trigger's presence.

GM-assigned bonuses and penalties for *Willpower* checks depend on the trigger's severity.

You can choose up to two Negative Traits per character. You can't take a combination that doesn't make sense (combining Stinginess with Wastefulness, for example). The GM has the final say.

Prerequisites: None

AP Value: Depends on the Negative Trait

Night-Blind

The hero has trouble seeing things in the dark.

Rules: Whenever the hero suffers at least one Level of Visibility penalties due to darkness, the penalty counts as one Level higher (see page 348).

Prerequisites: No advantage Nightsight, no disadvantage Blind

AP Value: -10 adventure points

No Familiar (*)

It's rare for a witch to grow up with no connection to a familiar, but, for unknown reasons, some witches just never find one. Other witches sometimes view these unfortunates as outsiders.

Rules: The hero cannot have the special ability *Connection to Familiar*. This makes the special ability *Tradition (Witch)* 10 points cheaper.*

Prerequisites: Advantage Spellcaster, Magical Tradition that can choose the special ability *Connection to Familiar*

AP Value: -25 adventure points

No Flying Balm (*)

Some unfortunate witches never obtain flying balm at Witches' Night gatherings, nor do they have the skill and arcane power to create flying balm themselves.

Rules: The hero cannot possess the special ability *Flying Balm*. This makes the special ability *Tradition (Witch)* 10 points cheaper.*

Prerequisites: Advantage Spellcaster, Magical Tradition that can choose the special ability *Flying Balm*

AP Value: -25 adventure points

* Yes, you receive these additional 10 AP when you choose this disadvantage. The same goes for No Flying Balm.

Not Free

These characters are bondsmen or slaves with few or no rights in society. They can own property, but with strong legal restrictions (for example, slaves and bondsmen are rarely allowed to own weapons).

Rules: Characters with the disadvantage Not Free suffer penalties when using social skills to influence people of a higher social rank. They must deal with culture-sanctioned oppression, may have few legal protections, and are almost always treated as someone else's property. See page 338 for more details.

Prerequisites: None

AP Value: -8 adventure points

Examples of Negative Traits

- **Avarice:** Avaricious characters are not as careful as they could be when they check treasure chests for traps or try other ways to obtain valuable items.
  AP Value: -5 adventure points
- **Curiosity:** All adventurers are curious, but some of them are so driven by curiosity that they must sate it by taking unnecessary risks.
  AP Value: -5 adventure points
- **Kleptomaniac:** Some adventurers steal just because of their compulsion to do so, even if the loot is worthless, and never think about the consequences.
  AP Value: -10 adventure points
- **Gambling Addiction:** Gambling addicts are easily lured by risky games of chance and other forms of betting. Gambling addictions often lead to high debts.
  AP Value: -5 adventure points
- **Gullible:** These characters are kindhearted and naïve. They trust the wrong people and can't imagine that some people are just not very honest. Disappointment won't make them more careful.
  AP Value: -10 adventure points
- **Short Temper:** The character is quick to anger and prone to frequent but short outbursts that can sometimes turn violent.
  AP Value: -10 adventure points
- **Stinginess:** the character doesn't like to part with money or other valuables, and might even meddle in other people's financial affairs or take unnecessary risks to save money.
  AP Value: -5 adventure points
- **Submissive to Authorities:** The character never doubts the word of superiors, even if their commands go against common sense or are plainly not credible.
  AP Value: -5 adventure points
- **Superstition:** The character avoids black cats, unlucky numbers, and other so-called bad omens.
  AP Value: -5 adventure points
- **Vengeance:** Whereas most angry characters unleash their fury quickly and immediately, characters with a taste for vengeance are more circumspect and patient, planning revenge for every slight, no matter how small.
  AP Value: -5 adventure points
- **Wastefulness:** Money never lasts long in these characters' hands. They throw it away on useless junk and fleeting diversions.
  AP Value: -5 adventure points

Examples of Personality Flaws:

- **Arrogance:** These characters think they're better than everyone else and like to let people know.
  Possible penalties: *Commerce (Haggling)* and social skills without *Intimidation* and *Willpower*
  AP Value: -10 adventure points
- **Envy:** A character with this personality flaw craves other people's money, lovers, or weapons.
  Possible penalties: *Commerce (Haggling)* and social skills without *Intimidation* and *Willpower*
  AP Value: -5 adventure points
- **Feistiness:** Everybody argues once in a while, but this unpopular character does so all the time, for no valid reason.
  Possible penalties: *Commerce (Haggling)* and social skills without *Intimidation* and *Willpower*
  AP Value: -10 adventure points
- **Prejudice:** Some characters are strongly prejudiced against non-humans, women, men, spellcasters, certain cultures, or other groups, and make it difficult to deal with them because of their own closed-mindedness. You can take Prejudice multiple times, but you only get the AP value for it once.
  Possible penalties: *Commerce (Haggling)* and social skills without *Intimidation* and *Willpower*
  AP Value: -5 adventure points
- **Spoiled:** Spoiled characters like it when people attend upon them. They are lazy and avoid work. When lacking the necessary accommodation, they tend to be obnoxious, whiny, or aggressive.
  Possible penalties: all social skills
  AP Value: -10 adventure points
- **Unpleasant:** These characters come across as unpleasant, maybe because they glare at people or have a grumpy demeanor, or maybe they just give off an inexplicable aura of danger.
  Possible penalties: all social skills without *Intimidation* and *Willpower*
  AP Value: -8 adventure points
- **Unworldly:** The hero is ignorant (perhaps willfully so) of certain aspects of everyday life on Dere, and may not know anything about concepts such as money, social norms, rules of etiquette, or the achievements of civilization. As with prejudices, you must restrict this Personality Flaw to one specific aspect (such as Gods, Hierarchies, Money, Nobility, Progress, Property, Religion, or the World Outside of the character's culture, for example). You can take Unworldly for as many aspects as you like, but you receive AP for only two at most (that is, -20 AP maximum).
  Possible penalties: *Commerce (Haggling)* and all social skills
  AP Value: -10 adventure points
- **Vanity:** The character hates to be dressed and coiffed as if from a lower social status, or be otherwise restricted in choice of appearance.
  Possible penalties: all social skills
  AP Value: -10 adventure points

Obligations I-III

The adventurer has obligations to a group, organization, or person such as a church, an order, or a teacher. The hero is considered an underling to this person or group. Failure to meet obligations might have big consequences—from a penitential pilgrimage to expulsion from the community, or even leader-sanctioned assassination.

Rules: The hero must obey the entity's commands or suffer the consequences. Heroes can be obliged to more than one institution or group, but can receive adventure points for this disadvantage only once (for the highest level of Obligations).

Prerequisites: None

AP Value: -10 adventure points per level

Examples of Obligations

Level I
- from a family member to the family
- an indebted hero

Level II
- a noble to a liege
- a Blessed One to a Church
- a mage to a tutor, academy, or guild

Level III
- a member of a radical sect to the sect's leaders

Personality Flaw

Personality Flaws are particularly unpleasant behaviors or habits that can make life with other people complicated.

Rules: The GM can penalize relevant skill checks by 1 in applicable situations. You can choose at most two personality flaws per hero (the exception is Unworldly—see below).

Prerequisites: None

AP Value: Depends on the Personality Flaw

Physical Peculiarity

The hero has some type of readily apparent physical peculiarity, such as a wart on the nose, a cleft lip, or a small hunchback. It could even be a *witch's strand*—an obvious streak of white hair on the head (for people with hair that is normally a color other than white, of course). In that case, the person's remaining hair color is otherwise typical for their age and ethnicity (as its name implies, this particular peculiarity is slightly more common among witches and warlocks).

Rules: You can choose Physical Peculiarities no more than twice. Physical peculiarities sometimes lead to penalties for social skills due to superstition or distrust.

Prerequisites: None

AP Value: -2 adventure points

Poor I-III

The hero comes from a lower social class or for some reason doesn't have much money and lacks resources.

Rules: For each level of this disadvantage, the hero receives 250 silverthalers less starting wealth during character creation. If you take 3 levels of Poor, you receive no starting wealth and begin the game with only a clothes package from the category Not Free (see page 375).

Prerequisites: No advantage Rich

AP Value: -1 adventure point per level

Principles I-III

These characters follow strict moral or religious limitations and always try to live by some sort of code. Breaking these codes can, for example, result in self-doubt, a self-imposed quest for redemption, or even expulsion from a like-minded community.

Rules: Principles has three levels. The first level restricts the hero only slightly, the second level is demanding, and the third places heavy restrictions on the hero's actions.

The hero can follow more than one set of principles, but can receive adventure points for this disadvantage only once (for the highest level of Principles).

Characters acting against their principles suffer a penalty of 1 in all skill checks for at least an hour (the GM determines duration based on the situation).

Prerequisites: None

AP Value: -10 adventure points per level

Examples of Principles

Level I:

- 99 Laws of Rastullah (see page 113).
- Code of the Church of Hesinde, Phex, or Peraine (see page 319-320)

Level II:

- Strict interpretation of the 99 Laws of Rastullah
- Warrior's or Knight's honor, or the dwarven code
- Code of the Church of Praios, Rondra, or Boron (see page 316-319)
- Elven worldview (the exaggerated attempt by elves to avoid *dhaza* and live in the harmonious attunement of their worldview—see page 120)

Level III:

- Radical interpretation of the 99 Laws of Rastullah

Restricted Sense

A hero with Restricted Sense could have bad eyesight or hearing, perhaps due to age, or might have lost the sense of taste after a bout with disease.

Rules: A character with a Restricted Sense suffers a penalty of 2 for checks with *Perception,* but only if the check relies upon the stated sense. Restricted Sight imposes a penalty of 2 for ranged combat. You can choose the following senses: Sight, Hearing, Smell & Taste, Tactile Sense.

A hero can have at most two Restricted Senses.

Prerequisites: No disadvantage Exceptional Sense for the same sense, no disadvantage Blind (for Sight), no disadvantage Deaf (for Hearing).

AP Value: Sight: -15 adventure points; Hearing: -10 adventure points; Smell & Taste: -6 adventure points; Tactile Sense: -2 adventure points

Sensitive Nose (*)

A character with this disadvantage has a delicate sense of smell. Offensive odors, like decay or feces, can cause dizziness and nausea. Elves commonly suffer this disadvantage.

Rules: The hero suffers one level of the condition *Stupor* as long as the smell persists.

Prerequisites: Race, culture or profession must have Sensitive Nose as an automatic or suggested advantage. No disadvantage Restricted Sense (Smell).

AP Value: -10 adventure points

Sensitive to Pain

Some heroes are more delicate than others, and experience pain more keenly. Such sensitivity restricts them further when they are injured.

Rules: Treat penalties due to the condition *Pain* as being one Level higher. Also, the hero is incapacitated at *Pain* Level III instead of Level IV.

Prerequisites: No advantage Rugged Fighter

AP Value: -20 adventure points

Sensitive to Sunlight

People with this disadvantage suffer pain when sunlight touches their skin. Albinos commonly suffer sunlight sensitivity, but there are other reasons why heroes might have this disadvantage.

Rules: The hero suffers a level of the condition *Pain* when in sunlight brighter than twilight, but can avoid the effect by covering up from head to toe (including the eyes).

Prerequisites: None

AP Value: -20 adventure points

Sleepwalker

The adventurer sleepwalks; the GM can decide what happens during periods of sleepwalking.

Rules: The hero won't sleepwalk more than once per week. During the full 24-hour day after sleepwalking, the hero suffers one level of the condition *Stupor* from lack of rest. Reduce regeneration by 1 for the night spent sleepwalking.

Prerequisites: None

AP Value: -10 adventure points

Slow

Slow characters can't move as quickly as others and take more time to travel long distances.

Rules: This disadvantage reduces your hero's Movement by 1.

Prerequisites: No advantage Nimble

AP Value: -4 adventure points

Speech Impediment

A character with this disadvantage has a lisp or a stutter, or suffers from some other kind of speech difficulty.

Rules: At the GM's discretion, the hero can suffer a penalty of 1 on all social skills (except *Empathy* and *Willpower*) as well as *Commerce (Haggling)* when speaking to other people. You can take this disadvantage only once.

Prerequisites: No disadvantage Mute

AP Value: -15 adventure points

Stigma

The hero is plagued by a physical stigma, a mark or other physical oddity obtained at birth, by accident, or because of a curse. These signs can take many different forms. People interacting with the hero might have a hostile or aloof reaction to the stigma.

Rules: In an appropriate situation, the GM can penalize social skills (except *Empathy*, *Intimidation*, and *Willpower*) and *Commerce (Haggling)* by 1. You can take this disadvantage only once.

Prerequisites: None

AP Value: -10 adventure points

Examples of Stigma

- **Albino:** An albino lacks pigmentation from birth. Albinos have white hair and skin, and their eyes have a reddish or purple color. They are regarded as bringers of bad luck, and most societies shun them as outsiders. Albinos often also have the disadvantage Sensitive to Sunlight.
- **Brands:** A slave brand or a scar in the shape of Zhayad letters are, by design, highly visible. They tend to make people wonder about the hero's past.
- **Cat Eyes:** The hero's pupils are catlike—vertical and narrow rather than round; they have an exotic and strange effect on those close enough to discern them.
- **Green Hair:** The hero's hair is green, perhaps due to a magical experiment, the influence of a demon, or an inherited curse. Haircuts don't help, as the hair grows back rapidly. Dyes are equally ineffective.
- **Snake Scales:** A part of the adventurer's body is covered by serpent's scales instead of normal skin.

Susceptible to Cold

Beings who have the Susceptible to Cold disadvantage suffer more acute discomfort in low temperatures.

Rules: Whenever subjected to cold conditions (minimum of Cold Level 1—see page 346), the hero suffers an additional level of Cold.

Prerequisites: No advantage Resistant to Cold

AP Value: -3 adventure points

Example: Mirhiban doesn't like the cold. When it's really cold outside, she suffers even more because of her disadvantage Susceptible to Cold. *If the weather imposes Cold Level 1, she suffers the effects of Cold Level 2, and so on.*

Susceptible to Disease I-II

Some people have trouble resisting diseases and get sick more often than other Aventurians.

Rules: Susceptible to Disease lowers your Toughness and Spirit by 1 per level when resisting diseases.

Prerequisites: No advantage Resistant to Disease

AP Value: -5 adventure points per level

Susceptible to Heat

Such characters suffer more from high temperatures.

Rules: When subjected to hot conditions of Level 2 or greater (see page 347), the hero suffers an additional level of Heat.

Prerequisites: No advantage Resistant to Heat

AP Value: -3 adventure points

Example: Layariel is traveling the desert with her group. She is the only hero with the disadvantage Susceptible to Heat. *When the GM checks the heat's effect on the heroes, Layariel suffers worse than the others.*

Unfortunately the temperature is high enough to inflict Heat Level 2 (+1 level Stupor*), so Layarial suffers the effects of Heat Level 3 (+1 level* Stupor *and +1 level* Confusion*).*

Susceptible to Poison I-II

Some people have particular trouble resisting poison, intoxicants, and other damaging substances.

Rules: Susceptible to Poison lowers your Toughness and Spirit by 1 per level when resisting poison.

Prerequisites: No advantage Resistant to Poison

AP Value: -5 adventure points per level

Susceptible to Spells I-II

Some people have intrinsic difficulty resisting spells and other magical effects.

Rules: Your Spirit and Toughness are reduced by 1 per level when resisting magic.

Prerequisites: No advantage Difficult to Enchant

AP Value: —12 adventure points per level

True Name

According to legend, all creatures (and even many objects) have a "true name." The subject doesn't necessarily know its true name (but knowing can be a disadvantage for some people if the name falls into the wrong hands). It's easier to cast magic on people if you learn their true name.

Rules: True Name renders you much more susceptible to magic. If a spellcaster uses a spell against a target that has this disadvantage, and the spellcaster knows that target's true name, the target's Spirit and Toughness are reduced by 4.

Prerequisites: None

AP Value: —10 adventure points

Ugly I-II

The hero is decidedly unattractive compared to other members of the same race, and repels most intelligent creatures.

Rules: The hero suffer a penalty of 1 per level of this advantage for checks using *Commerce (Haggling), Fast-Talk (Manipulate, Sweet-Talk)*, and *Seduction (Flirting, Romantic Arts)*.

Prerequisites: No advantage Good Looks

AP Value: -10 adventure points per level

Weak Astral Body

The spellcaster's body is uniquely unsuited as a reservoir for magical power.

Rules: The hero loses one additional AE whenever required to spend AE.

Prerequisites: Advantage Spellcaster

AP Value: -15 adventure points

Weak Karmic Body

The Blessed One's body is especially unsuited as a reservoir of karma points.

Rules: The hero loses one additional KP whenever required to spend KP.

Prerequisites: Advantage Blessed

AP Value: -15 adventure points

Weak Regeneration (Arcane Energy) I-III

This disadvantage retards a magical hero's AE regeneration during the Regeneration Phase.

Rules: The hero subtracts 1 from each regeneration roll for each level of this disadvantage (minimum 0).

Prerequisites: Advantage Spellcaster, no advantage Improved Regeneration (Arcane Energy)

AP Value: -10 adventure points per level

Weak Regeneration (Karma Points) I-III

This disadvantage interferes with a Blessed One's KP regeneration during Regeneration Phases.

Rules: The hero subtracts 1 per level of this disadvantage from each regeneration roll (minimum 0).

Prerequisites: Advantage Blessed, no advantage Improved Regeneration (Karma Points)

AP Value: -10 adventure points per level

Weak Regeneration (Life Points) I-III

This disadvantage interferes with a hero's LP regeneration during Regeneration Phases.

Rules: The hero subtracts 1 per level of this disadvantage from each regeneration roll (minimum 0).

Prerequisites: No advantage Improved Regeneration (Life Points)

AP Value: -10 adventure points per level

Wild Magic

The spellcaster has only a limited, chaotic insight into the matrices of spells or rituals. As a result, the spellcaster often suffers botches when casting spells.

Rules: Results of 19 for skill checks using spells and rituals are treated as 20 when determining botches.

Prerequisites: Advantage Spellcaster

AP Value: -10 adventure points

Summary of Advantages and Disadvantages

Advantage	Prerequisites	AP Value
Ambidextrous	None	15 AP
Aptitude	No disadvantage Incompetent with the skill, no more than three Aptitudes per person.	A/B/C/D skill: 6/12/18/24 AP
Beautiful Voice	No disadvantage Mute	5 AP
Blessed	None	25 AP
Contortionist	None	6 AP
Darksight I-II (*)	Race, culture, or profession must have Darksight as an automatic or suggested advantage. No disadvantage Nightblind.	10 AP per level
Difficult to Enchant (*)	Race, culture, or profession must have Difficult to Enchant as an automatic or suggested advantage.	15 AP
Direction Sense	No disadvantage Incompetent in Orienting.	10 AP
Dwarf's Nose	None	8 AP
Exceptional Combat Technique	None	B/C/D combat technique: 8/12/16 AP
Exceptional Sense	No disadvantage Restricted Sense for the same sense, no disadvantage Blind (for Sight), no disadvantage Deaf (for Hearing).	Sight/Hearing: 12 AP; Smell & Taste: 6 AP; Tactile Sense: 2 AP
Exceptional Skill	No disadvantage Incompetent for the skill.	A/B/C/D skill: 2/4/6/8 AP per raise
Fox Sense	None	15 AP
Good Looks I-II	No disadvantage Ugly	20 AP per level
Hidden Aura	Advantage Spellcaster	20 AP
Increased Arcane Power I-VII	Advantage Spellcaster, no disadvantage Decreased Arcane Power	6 AP per level
Increased Karma Points I-VII	Advantage Blessed, no disadvantage Decreased Karma Points	6 AP per level
Increased Life Points I-VII	No disadvantage Decreased Life Points.	6 AP per level
Increased Spirit	No disadvantage Decreased Spirit.	25 AP
Increased Toughness	No disadvantage Decreased Toughness.	25 AP
Immunity to (Disease)	None	Half disease's level in AP
Immunity to (Poison)	None	Half poison's level in AP

Improved Regeneration (Arcane Energy) I-III	Advantage Spellcaster, no disadvantage Weak Regeneration (Arcane Energy)	10 AP per level
Improved Regeneration (Karma Points) I-III	Advantage Blessed, no disadvantage Weak Regeneration (Karma Points)	10 AP per level
Improved Regeneration (Life Points) I-III	No disadvantage Weak Regeneration (Life Points)	10 AP per level
Inner Clock	None	2 AP
Inspire Confidence	No disadvantage Incompetent in social skills	25 AP
Iron-Attuned Aura	Advantage Spellcaster	15 AP
Luck I-III	No disadvantage Bad Luck	30 AP per level
Magical Attunement	Advantage Spellcaster, no disadvantage Magical Restriction for the same environment	40 AP
Mystic	No advantage Pragmatic	20 AP
Natural Orator	None	4 AP
Needs No Sleep (*)	Race, culture, or profession must have Needs No Sleep as an automatic or suggested advantage.	8 AP
Nimble	No disadvantage Fat, Maimed (One Leg), or Slow.	8 AP
Noble I-III	Culture must have an aristocracy.	5 AP per level
Pleasant Smelling	None	6 AP
Pragmatic	No advantage Mystic	10 AP
Resistant to Aging (*)	Race, culture, or profession must have Resistant to Aging as an automatic or suggested advantage. No disadvantage Fast Aging.	5 AP
Resistant to Cold	No disadvantage Susceptible to Cold	5 AP
Resistant to Disease I-II	None	10 AP per level
Resistant to Heat	No disadvantage Susceptible to Heat	5 AP
Resistant to Poison I-II	No disadvantage Susceptible to Poison	10 AP per level
Rich I-X	no disadvantage Poor	1 AP per level
Rugged Fighter	No disadvantage Sensitive to Pain	20 AP
Sense of Range	No disadvantage Blind, Restricted Sense (Sight), Color-blind, or Maimed (One Eye).	10 AP
Socially Adaptable	No disadvantage Incompetent in social skills	10 AP
Spellcaster	None	25 AP
Two-Voiced Singing (*)	Race, culture, or profession must have Two-Voiced Singing as an automatic or suggested advantage.	5 AP
Unremarkable Appearance	None	4 AP
Weapon Aptitude	None	B/C/D combat technique: 5/10/15 AP

Disadvantage	Prerequisites	AP Value
Afraid of... I-III	None	-8 AP per level
Annoyed by Minor Spirits	Advantage Spellcaster	-20 AP
Bad Habit	None	-2 AP per Bad Habit
Bad Luck I-III	No advantage Luck	-20 AP per level
Blind	No advantage Exceptional Sense (Sight), no disadvantage Color-blind, Night-Blind, One-Eyed, Restricted Sense (Sight).	-50 AP
Bound to Artifact	Advantage Spellcaster	-10 AP
Color-blind	No disadvantage Blind	-2 AP
Deaf	No advantage Exceptional Sense (Hearing)	-40 AP
Decreased Arcane Power I-VII	Advantage Spellcaster, no advantage Increased Arcane Power	-2 AP per level
Decreased Karma Points I-VII	Advantage Blessed, no advantage Increased Karma Points	-2 AP per level
Decreased Life Points I-IV	No advantage Increased Life Points	-4 AP per level
Decreased Spirit	No advantage Increased Spirit	-25 AP
Decreased Toughness	No advantage Increased Toughness	-25 AP
Fat	Slow	-25 AP
Frenzy	Short Temper, no advantage Afraid of Blood	-10 AP
Hair-Bound Power	Advantage Spellcaster, spellcaster's race must have hair	-5 AP
Incompetent	No advantage Aptitude for the same skill; at most three disadvantages Incompetent.	A/B/C/D skill: -1/-2/-3/-4 AP
Magical Restriction	Advantage Spellcaster	-30 AP
Maimed	None	One-armed: -30 AP; One-eyed: -10 AP; One-legged: -30 AP; One-handed: -20 AP; One-eared: -5 AP
Misfortune	None	-5 AP
Mute	No advantage Beautiful Voice, no disadvantage Speech Impediment	-40 AP
Negative Trait	None	depending on the Negative Trait
Night-Blind	No disadvantage Blind	-10 AP
No Familiar (*)	Advantage Spellcaster, Magical Tradition can choose the special ability Connection to Familiar	-25 AP
No Flying Balm (*)	Advantage Spellcaster, Magical Tradition can choose the special ability Flying Balm	-25 AP
Not Free	None	-8 AP
Obligations I-III	None	-10 AP per level
Personality Flaw	None	depending on the Personality Flaw
Physical Peculiarity	None	2 AP
Poor I-III	No advantage Rich	-1 AP per level
Principles I-III	None	-10 AP per level
Restricted Sense	No disadvantage Exceptional Sense for the same sense, no disadvantage Blind (for Sight), no disadvantage Deaf (for Hearing).	Sight: -15 AP; Hearing: -10 AP; Smell & Taste: -6 AP; Tactile Sense: -2 AP

Sensitive Nose (*)	Race, Culture, or Profession must have Sensitive Nose as an automatic or suggested advantage. No disadvantage Restricted Sense (Smell).	-10 AP
Sensitive to Pain	No advantage Rugged Fighter	-20 AP
Sensitive to Sunlight	None	-20 AP
Sleepwalker	None	-10 AP
Slow	No advantage Nimble	-4 AP
Speech Impediment	No disadvantage Mute	-15 AP
Stigma	None	-10 AP
Susceptible to Cold	No advantage Resistant to Cold	-3 AP
Susceptible to Disease I-II	No advantage Resistant to Disease	-5 AP per level
Susceptible to Heat	No advantage Resistant to Heat	-3 AP
Susceptible to Poison I-II	No advantage Resistant to Poison	-5 AP per level
Susceptible to Spells I-II	None	–12 AP per level
True Name (*)	Race, Culture, or Profession must have True Name as an automatic or suggested advantage.	-10 AP
Ugly I-II	No advantage Good Looks	-10 AP per level
Weak Astral Body	Advantage Spellcaster	-15 AP
Weak Karmic Body	Advantage Blessed	-15 AP
Weak Regeneration (Arcane Energy) I-III	Advantage Spellcaster, no advantage Improved Regeneration (Arcane Energy)	–10 AP per level
Weak Regeneration (Karma Points) I-III	Advantage Blessed, no advantage Improved Regeneration (Karma Points)	-10 AP per level
Weak Regeneration (Life Points) I-III	No advantage Improved Regeneration (Life Points)	-10 AP per level
Wild Magic	Advantage Spellcaster	-10 AP

Chapter 8: Skills

"As soon as somebody becomes a master in one area, he should become a student in another."
—Gerhart Hauptmann

"It is true, no one sets a better example for eagerness than our Empress. Even though a warrior by her side might think that our glorious commander was only interested in warfare, weapon skill, and tournaments, her education as a squire in Weiden included much more.

On the one hand, Her Imperial Majesty is an excellent horsewoman and does not shy away from long rides or the hunt. On the other hand, she is well versed in heraldry and the realm's history. She learned much about life at court during her regency, and even though she was rarely known to engage in light-hearted activities when she was younger, she now often attends and enjoys court dances with her husband.

As Empress, she deems it important to educate herself in science and to learn the customs of her provinces. Indeed, Her Majesty honors not just Praios and Rondra but also Hesinde, and she always strives to better herself in all skills. If all of her subjects followed her lead, the realm would be a wellspring of knowledge, pleasing unto Hesinde."

—Elea of Ruchin, Chamberlain and Treasurer of Rohaja, 1036 after the Fall of Bosparan

This chapter explains skills and their use. These skills are abilities that every hero and indeed any intelligent being may have. Skills include learned knowledge, physical abilities, and crafts.

We sort skills into skill groups to help distinguish them: *Physical Skills*, *Social Skills*, *Nature Skills*, *Knowledge Skills*, and *Craft Skills*.

This chapter also provides information about special abilities, like *Language* and *Literacy*.

Using Skills

Every hero needs good command of *Body Control*, *Empathy*, and *Perception*. *Fast Talk*, *Streetwise*, and *Survival* are also very useful.

- For information on using skills, see *Chapter 2: Basic Rules*
- Heroes may try to use a skill even if it is one with which they have little experience. Mundane skills that are not improved during character creation are nevertheless active and have a skill rating of 0 (see page 50).

Skill Group Checks
Optional Rule

Instead of keeping track of which three attributes you need for each skill, you may instead make a *skill group check*. This check works exactly like a regular skill check, except that all skills in a skill group use the same attributes for checks. Use the rating of the skill for your SP, as with a regular skill check.

This optional rule makes the game a little less complex.

Example: Louisa wants to play The Dark Eye *with her friends, and it is her first time as a GM. Since they all are inexperienced players, Louisa decides that all skill checks will be made as skill group checks. If her friends Sarah and Chris make checks using Social Skills, they always use INT/CHA/CHA, even though a skill like Disguise would normally uses INT/CHA/DEX. Use the skill's rating as skill points (in this case, the skill points of Disguise).*

Skill Group Check

Skill Group	Skill Group Check
Physical Skills	COU/AGI/STR
Social Skills	INT/CHA/CHA
Nature Skills	COU/AGI/CON
Knowledge Skills	SGC/SGC/INT
Craft Skills	DEX/DEX/CON

Tools

Some skills, especially Craft Skills, require the right tools be at hand. Inadequate tools should give the check a penalty of 1 to 5. For some skills, if you do not have any tools, you usually cannot make the skill check at all. The GM decides which tools you need depending on the situation. Where appropriate, each skill description provides some examples as guidelines.

Unfamiliar Use of Skills
Optional Rule

A skill may be so broad that a hero is unlikely to be good in all of its diverse areas. For example, the skill *Flying* potentially allows a hero to control many different types of flying things, but the GM should keep in mind that somebody who knows how to use a magic carpet does not necessarily know how to steer a flying demon.

For that reason, an unfamiliar use might incur a penalty of up to 3 points. These penalties usually lessen over time, but the GM has the final say. The same applies for other skills, such as using *Riding* to control different types of mounts, or *Music* to play different types of musical instruments.
This optional rule makes the game a little more complex.

Routine Check

The use of a skill is not always suspenseful or exciting. If a hero has high attributes and skill ratings (SR) and the check receives a bonus, the question is usually not whether the player succeeds, but rather how many skill points (SP) remain.

In such cases the GM can use the rule for *routine checks*. Routine checks aren't rolled. Instead, heroes simply keep half their SR as SP and determine QL as usual (for cumulative checks, heroes get this same number of SP *per check interval* and can add them to their total). A routine check is not allowed if a hero is under time pressure (such as trying to pick a lock while guards approach).

To qualify as a routine check, both of the following conditions must be met:

- The character must have a value of at least 13 in each attribute used in the check.
- The character must have a certain minimum SR as dictated by the modifier on the check (see the chart *Requirements for Routine Checks*, below). The more difficult the check, the higher the required SR.

Example: Geron hires a blacksmith to forge a new saber. The GM decides that the blacksmith is a capable fellow with a SR of 11 and a 13 in all the skill's linked attributes. If the modifier for forging a saber is +/-0 or higher, the blacksmith can make a routine check. As it turns out, the task does qualify as a routine check, so the blacksmith keeps 6 SP (SR 11 / 2 = 5.5, which rounds up to 6).

Requirements for Routine Checks

Maximum Modifier	Minimum Skill Rating
+3 and higher	1
+2	4
+1	7
+/-0	10
-1	13
-2	16
-3	19

Offsetting Attributes for Routine Checks
Optional Rule

Instead of always using a fixed attribute value of 13 to decide if a check qualifies as routine, the GM can decide to give some attributes a lower value. For each attribute point below 13, the character must have an SR three points higher than usual to have the check qualify as routine. Thus, for checks with modifiers of +1, for example, a character with two attributes at 13 and one at 12 needs a SR of at least 10 (instead of 7) for the check to qualify as routine.

Quality Levels

Quality Level (QL) is a measure of how well a skill check succeeds. With a high QL, the action could proceed much faster than usual, the character could receive more information about a topic, or the quality of a crafted item could turn out to be very high.

As explained in *Chapter 2: Basic Rules*, the QL of a check depends on the number of SP left over (the number of SP the character is able to *keep*).

Quality Level

Skill Points	Quality
0-3	1
4-6	2
7-9	3
10-12	4
13-15	5
16+	6

Heroes can use their skills in many ways, so we present here only a few guidelines for establishing quality. The GM decides what better quality really means, based on the game situation.

Quality Level with Physical Skills

The QL of Physical Skills can shorten the time needed or improve a hero's performance.

Example: Geron needs to climb a rock wall, and the GM calls for a check using Climbing (Mountains)*. The base time needed is 5 minutes. The GM decides that Geron could finish the climb 15 seconds faster for each QL above the first. Geron's player makes the check and keeps 12 SP. 12 SP is a QL of 4, so Geron climbs the wall 45 seconds (15 x 3= 45) faster than expected.*

Quality Level with Social Skills

Many Social Skills use competitive checks. This means the SP are critical for winning the check. QL could also play a role in the interaction, letting the character achieve more than was originally planned.

Example: Rowena wants to flirt with a city guard, so the GM calls for a competitive check using Seduction (Flirting) *against the guard's* Willpower*. Her player wins the check and keeps 15 SP—an excellent result. The GM decides that the guard is so smitten with Rowena that he is eager to do anything she asks during her stay.*

Quality Level with Nature Skills

High QL with Nature Skills can grant the hero more information about animals and plants, allow discovery of a more secure camping site, or speed up a search.

Example: Hilbert meets a tatzelwurm. His player wants to know more about the creature (for example, how dangerous it is, and what Hilbert can do to fight against it). The GM calls for a check using Animal Lore (Monsters)*. For every QL, the player gets more information about the creature. A QL of 1 reveals only that wurms smell terrible, and with 2 QL, Hilbert remembers how to endure the stench without blacking out. With 3 QL, Hilbert recalls learning where tatzelwurms prefer to build their lairs.*

Quality Level with Knowledge Skills

For Knowledge Skills, QL usually indicates the level of detail recalled or learned by a hero. Low QL provide basic information. A higher QL adds additional information that might prove useful.

Example: Mirhiban finds an old spell book which holds some spurious-sounding hypotheses of magical theory. She wonders whether they might be true, and the GM asks her player to make a check using Magical Lore (Spells)*. With a sufficiently high QL, Mirhiban would know if the claims are true, and might even remember additional information and cross-references.*

Quality Level with Craft Skills
For Craft Skills, QL can shorten the time needed to create an item, or even allow the hero to create a better item. The GM decides the exact effects.

Example: Layariel wants to create a dozen new arrows. The GM calls for a check using Woodworking (Carpentry). *The necessary time is four hours. For each QL above the first, Layariel saves half an hour, up to a maximum of two hours saved. The player makes the check and keeps three SP (a QL of 1), so Layariel saves half an hour. It's not much, but it is better than nothing.*

Applications

Every skill has *applications*, which are sub-areas of the skill. If a skill check involves a certain application, it appears in parentheses, as in *Perception (Spot)*. This is important when determining whether a hero can use a certain advantage or special ability. A check for *Perception (Spot)* means that the skill involves the specific application *Spot*.

If a check doesn't mention an application in parentheses, consider it a general use of the skill without any bonuses or penalties granted by a particular application.

Example: The advantage Good Looks I grants a bonus of 1 for checks using Commerce (Haggling), Fast-Talk (Hard-Sell, Manipulate, Subterfuge), *and* Seduction (Flirting, Romantic Arts). *If the player of a hero with Good Looks must make a check using* Seduction (Parties), *the bonus doesn't apply because the advantage grants nothing for the application* Parties. *The same goes for any other applications of* Commerce *and* Fast-Talk.

Making a Check When You Don't Have the Relevant Application

Sometimes a hero wants to make a skill check but does not possess the necessary application. For example, a party of heroes finds a discarded shield bearing a heraldic design. Identifying the heraldry on the shield requires a check on *Etiquette (Heraldry & Family Trees)*. None of the heroes has the special ability Heraldry (which grants the new application *Heraldry & Family Trees* for the skill *Etiquette*), but two of the heroes have the advantage Noble I and therefore might have at least some knowledge of local heraldry.

If the GM decides that they can make a check without possessing the appropriate application, their checks suffer a penalty of at least 3. All other normal modifiers apply.

The GM can also apply this rule when a hero does not know a *trade secret* (special knowledge that is required to use certain skills or perform certain tasks—see page 187). For example, a group of heroes wants to take part in a game of boltan, a complex card game that requires a trade secret to play. None of the heroes knows the trade secret, but they have watched several games over the past few months, so the GM decides to allow them to participate. However, the heroes will suffer a penalty of 3 or more, based on their individual circumstances.

New Applications

Some skill applications are not immediately available. These *new applications* must be purchased via special abilities or advantages before the player can make checks in these areas. Remember, you can use SR for an application *only after you purchase it*.

Example: A hero chooses the advantage Two-Voiced Singing *and can now use the* Singing *skill for checks using the application* Two-Voiced Singing. *A hero without this advantage (and thus the application) cannot make checks using* Singing (Two-Voiced Singing), *and must make a general* Singing *check instead.*

Uses

Uses are not new applications, but they do give you more options for skills with one or more applications. You acquire most *uses* by purchasing advantages or special abilities.

Example: The special ability Leader gives heroes the use *of the skill* Fast-Talk (Hard Sell, Manipulate, Sweet-Talk) *to support companions, who then receive various bonuses as a result. This* use *is just an extension of the skill, not a new application.*

Trade Secrets

Rare and special knowledge is not readily available to all members of some professions, even if they know their trade well. For instance, to have even a small chance of success, you must know how to mix certain formulas or work rare materials to craft true masterworks. These *trade secrets* are what make it possible to create the extraordinary, and such knowledge is usually very closely guarded. Trade secrets pass directly from masters to students or other individuals as special signs of respect and honor.

To access this knowledge, you need the special ability Trade Secret (see page 219). Only a hero who knows the appropriate trade secret can mix a special formula, create a masterwork item, sail a large vessel, and so on.

A list of trade secret examples appears on page 219, and relevant skills also mention some examples in their descriptions. Expanded lists will appear in upcoming supplements.

Complexity

When you need a trade secret to use a skill in a certain way, the necessary knowledge is noted with the term *complex*. Only a hero with the necessary trade secret can make a skill check to perform the action, create the item, or otherwise use the profession's secret knowledge.

Example: Layariel wants to build a standing harp. This is a trade secret of instrument makers, so she must meet several prerequisites before she can begin.

She has the skill Woodworking, *but that isn't enough—not everyone with* Woodworking *skills can create a musical instrument. Layariel also needs the special ability Craft Instruments.*

She has this special ability, too, so she buys the application Craft Instrument *for* Woodworking (*and* Metalworking), *which now allows her to fashion simple instruments.*

But this still isn't enough because a standing harp is a complex *item. To craft her harp, Layariel also needs to acquire* Trade Secret (Standing Harp).

Format of Skill Descriptions

Skill Name: the name of the skill.

New Application: lists new applications, if any, that you can purchase via advantages or special abilities.

Uses: lists *uses*, if any, that you can purchase via advantages or special abilities.

Check: lists the linked three attributes you use to make a skill check (see *Chapter 2: Basic Rules*, page 21).

Immediately following **Check** is the skill's description. This includes examples of different ways to employ the skill, as well as bonuses or penalties for checks. It may also indicate the type of check typically employed (simple, competitive, or cumulative) and sometimes, in the case of cumulative checks, the *check interval* and *number of checks permitted*. The GM should feel free to adjust these values depending on the situation.

Applications: lists applications for the skill, if any. This section does not necessarily include all possible applications. There may also be new applications you could purchase via certain advantages or special abilities (see *New Applications* on page 186).

Encumbrance: indicates whether encumbrance gives a penalty for checks with the skill (see *Chapter 2: Basic Rules* on page 32).

Tools: mentions any tools from the equipment list that are necessary to employ the skill.

Quality: gives examples of the effects that various QL might provide.

Failed Check: lists examples of results for a failed check.

Critical Success: lists examples of results for a critical success.

Botch: lists examples of results for botches.

Improvement Cost: states which column you use to improve the skill: A, B, C, or D (see *Chapter 12: Detailed Rules* on page 350).

Physical Skills

If heroes want to climb walls, balance on ropes, or swim through rivers (part of every hero's activities), they use Physical Skills. Checks using Physical Skills are usually simple checks, but may sometimes be competitive or cumulative checks.

Body Control

Check: AGI/AGI/CON

Use *Body Control* to jump far, sprint fast, roll after a fall, balance on a tightrope, or push your body to its limits. Also covers acrobatic actions, athletic challenges, and escaping from ropes, nets, or tentacles.

Playing very competitive sports, such as *imman*, is a *complex* use of *Body Control*.

Applications: *Acrobatics, Balance, Combat Maneuver, Jumping, Running, Squirm*

Encumbrance: Yes

Quality: the adventurer can more quickly squirm out of restraints.

Failed Check: the action fails partially, requires more time, or leads to mistakes, perhaps forcing the hero to abort the action.

Critical Success: the action succeeds and the hero still has another action remaining. Whatever was attempted, the hero looked very graceful.

Botch: the hero falls down and suffers an injury (1D6 DP, ignoring PRO)

Improvement Cost: D

Action	Modifier
Do a somersault	+5
Balance on a beam	+3
Do cartwheels	+1
Do a handstand	+/- 0
Keep your footing on a ship during a storm	-1
Ski on a dangerous slope	-3
Walk a tightrope	-5
Squirm out of a rope or net	Cumulative check (10 QL; opponent's check with Ropes reduces the number of permitted checks by QL)

Carousing

Check: SGC/CON/STR

Aventurians commonly consume alcohol when celebrating, toasting a contract, playing drinking games, and for many other reasons. The beverage might be wine, fermented milk, ale, or brandy. You can use this skill for all other kinds of intoxicants as well. To avoid losing self-control in public or suffering a bad hangover, which in Aventuria is called a 'wolf' (or sometimes a 'werewolf,' in the worst cases), make a check using *Carousing (Resist Drug Intoxication)*.

Applications: *Resist Drug Confusion, Resist Drug Intoxication, Resist Drug Pain*

Encumbrance: No

Quality: the hero can stomach more than usual.

Failed Check: the hero receives a level of the condition *Confusion* (see *Conditions* on page 31) and awakens the next day with a hangover or some other unwanted consequence.

Critical Success: the hero endures to the bitter end, yet wakes in excellent condition the next day.

Botch: the hero does something embarrassing while intoxicated (such as smashing half of the inn, awakening naked in the market place or in a stranger's bed the next morning, or blurting out secrets to the enemy) and can't remember a thing.

Improvement Cost: A

Action	Modifier
Drink a beer on an empty stomach without getting a headache	+5
Weather a small binge	+3
Keep your senses after smoking intoxicating herbs	+1
Walk upright after seven shots of grain liquor	+/- 0
Avoid a hangover the day after a heavy binge	-1
Find your way home alone after a drinking competition	-3
Overindulge on strong liquor (like Fire of Prem) without vomiting	-5

Climbing

Check: COU/AGI/STR

A hero who wants to climb a castle wall or a steep cliff must make a *Climbing* check. Failed checks don't automatically lead to falls; they can mean the hero didn't dare begin the climb, suffered an injury, or simply took much longer to reach the destination.

Applications: *Ice, Mountains, Trees, Walls*

Encumbrance: Yes

Tools: climbing gear, depending on the circumstances

Quality: the hero reaches the destination faster.

Failed Check: the climb takes longer than expected, or the hero suffers an injury (1D3 DP, ignoring PRO), doesn't dare to climb, or gets stuck somewhere along the way.

Critical Success: the hero climbs much faster and safer than usual. Witnesses think the hero might be one of the best climbers on Dere. For QL, competitive checks, and cumulative checks, SP = 2xSR.

Botch: the hero slips and falls (see *Falling Damage* on page 340).

Improvement Cost: B

Action	Modifier
Climb a small tree's first limb	+5
Climb a wall that is two paces high	+3
Climb a tall tree	+1
Climb to a window on the second floor	+/-0
Climb the front of a tall building	-1
Climb a difficult wall with only a few handholds	-3
Climb a wet castle wall	-5

Dancing

Check: SGC/CHA/AGI

Whether attending a formal ball at the Imperial Court, a Witches' Night, or a humble peasant celebration, it is useful to know how to dance. Make a check with this skill when performing complicated group and pair dances (though one could manage to take part in a Punin polonaise even if thoroughly drunk).

Applications: *Court, Religious, Exotic, Folk*

Encumbrance: Yes

Quality: the dancing is so good that the audience applauds loudly.

Failed Check: the hero confuses the dance steps.

Critical Success: the hero's perfect steps entrance the audience. For QL, competitive checks, and cumulative checks, SP = 2xSR.

Botch: step on your partner's toes and cause injury, or fall and embarrass yourself.

Improvement Cost: A

Action	Modifier
A simple folk dance	+5
Free-dancing pleasing unto Tsa in the temple	+3
A ritual dance to honor Efferd	+1
A witch's ecstatic dance	+/-0
A courtly dance at a masquerade ball	-1
An impressive stage dance	-3
A masterful and erotic veil dance	-5

Feat of Strength

Check: CON/STR/STR

Sometimes heroes must kick open doors, prove themselves by arm-wrestling Thorwalers, or lift heavy weights. Use *Feat of Strength* for all such tasks.

Applications: *Breaking & Smashing*, *Dragging & Pulling*, *Lifting*, *Pushing & Bending*

Encumbrance: Yes

Tools: perhaps a crowbar or a rope, depending on circumstances

Quality: the hero can carry more weight or lift a heavy load for longer than usual.

Failed Check: the hero's action fails.

Critical Success: impressive physical feat. Witnesses think the hero is one of the strongest Aventurians alive. For QL, competitive checks, and cumulative checks, SP = 2xSR.

Botch: the action fails spectacularly. The hero falls down, pulls a muscle, and suffers an injury (1D6 DP, ignoring PRO).

Improvement Cost: B

Action	Modifier
Roll a log (a typical spruce)	+5
Tear an almanac in half	+3
Lift and carry a small boulder (about 200 pounds)	+1
Force open a locked door	+/- 0
Bend a horseshoe	-1
Smash a brick	-3
Pull a cart out of the swamp	-5

Flying

Check: COU/INT/AGI

Make a *Flying* check to actively control a flying instrument like a witch's broom or a magic carpet, and even guide it, for example, through a narrow urban canyon or an open window. This skill also applies to flying mounts, flying demons, or other creatures that can move the hero through the air. Most heroes won't need to make checks with this skill too often, but witches who fly brooms probably will.

Complex flying instruments include magic carpets, which require a magic word or a certain gesture to activate.

Applications: *Chases, Combat Maneuvers, Long-Distance Flight*
Encumbrance: Yes
Tools: a flying instrument
Quality: you can cover distances faster.
Failed Check: the aerial maneuver fails and must be aborted.
Critical Success: the maneuver succeeds, and the hero has an additional action remaining for the round.
Botch: the hero crashes.
Improvement Cost: B

Action	Modifier
A quick, calm flight of about 100 paces	+5
Flying several hours without getting an aching backside	+3
A swift flight through an urban canyon	+1
A surprising turning maneuver	+/–0
Flying through a narrow window	-1
Looping-the-loop	-3
Safe flight through an air duct	-5
Chase	see page 349

Gaukelei

Check: COU/CHA/DEX

If you want to earn some silver coins juggling in a tavern, use the skill *Gaukelei*. You can also perform shell games and minor magic tricks using this skill. *Gaukelei* is especially useful for hiding small items about your person.

Applications: *Clowning, Hiding Tricks, Juggling*
Encumbrance: Yes
Tools: depends on the trick (balls, torches, snakes, cards, and so on)
Quality: perform the trick especially well and garner more applause from the audience.
Failed Check: the trick doesn't really work due to small mistakes, and the audience is disappointed.
Critical Success: the audience is fascinated and thinks you've worked true magic. If there's money to be earned, you earn double the normal amount.
Botch: the audience boos the hero for a mishap during the performance (perhaps the hero hits an audience member with a juggling club, or injures the mayor with pyrotechnics, or some such).
Improvement Cost: A

Action	Modifier
Simple card tricks	+5
Make a child laugh using clowning	+3
A close-up card trick	+1
Earn (skill points) halers in a tavern with your tricks	+/-0
Juggle three burning torches	-1
Juggle five balls	-3
Make a grumpy audience laugh	-5

Perception

New Application: *Fox Sense* (see page 165), *Lip Reading* (see page 217)
Check: SGC/INT/INT

The skill *Perception* covers all situations that involve the five physical senses. Failed checks could mean that heroes haven't noticed anything or else misinterpreted what they did notice. The GM may roll Perception checks for players to find out if their heroes perceive a hidden person or a secret detail without revealing that they missed something because of a failed check. *Searching* a room is purposeful, whereas *spotting* something is intuitive. Checks with this skill should be rolled as a hidden check (see page 384). If you use your tactile sense, make the roll using SGC/INT/DEX instead.

Applications: *Detect Ambush, Search, Spot*
Encumbrance: No (maybe if wearing a helmet or gauntlets)
Quality: the hero notices more details.
Failed Check: the hero doesn't notice anything.
Critical Success: the hero notices details that are barely perceivable to others. For QL, competitive checks, and cumulative checks, SP = 2xSR.
Botch: the hero perceives something that is not really important, such as the scent of nearby flowers, but misses something obvious like a smelly ogre that is sneaking up on the party.
Improvement Cost: D

Action	Modifier
Loud shouting in the next room	+5
Notice the smell of a strong perfume	+3
Determine the ingredients of a broth	+1
Notice the smell of a weak perfume	+/–0
Find a document hidden in a room	–1
See a gold coin at the bottom of a lake	–3
Feel the faded engraving on a statue	–5
Detect an ambush	Competitive roll *[Perception (Detect Ambush) vs. Stealth)]*

Pickpocket

Check: COU/DEX/AGI

This skill allows a character to steal small items such as purses, keys, or amulets, or cut holes in moneybags without getting caught. There are several ways to use this skill. The common pickpocket typically *steals from people* by taking their money pouches, and the burglar *steals items* from drawers, dressers, or other containers. *Distractions* are important for a pickpocket. This skill also allows a character to *slip* an item to somebody else without being noticed.

Crowded areas and money pouches worn openly at the belt may grant bonuses to the check, while alert guards and several layers of clothing might make picking pockets more difficult. The check is always made as a competitive check using *Pickpocket (application depending on the action)* against the victim's *Perception (Spot)*. Note that a check using *Perception (Spot)* may suffer penalties due to distractions, crowds, and noise, or receive bonuses for high alertness or quiet surroundings.

Applications: *Create Distractions, Steal from Person, Steal Item, Slip Item*

Encumbrance: Yes

Tools: maybe a knife or a dagger

Quality: the theft isn't noticed for a while.

Failed Check: the attempt isn't successful, or the victim notices the attempt immediately.

Critical Success: the victim doesn't notice the thief, who manages to obtain especially valuable items or steal from more than one victim. For QL, competitive checks, and cumulative checks, SP = 2xSR.

Botch: people in the area, possibly even the victim, notice the attempt, but the thief remains ignorant of this detection. The attempt fails, and in addition, the thief is *surprised* (see page 36).

Improvement Cost: B

Action	Modifier
Money pouch lying unattended	+5
Money pouch hanging openly from the belt	+3
Money pouch in baggy, loose clothes	+1
Steal from a victim on the street	+/-0
Difficult area with only a few hiding places	-1
Steal a ring from someone's finger	-3
Closed pouch under tight-fitting clothes	-5

Riding

Check: CHA/AGI/STR

To guide a mount, and not simply hold on for dear life while it runs, you need the skill *Riding*. Riding slowly, without a specific direction in mind, requires no check. If you want the animal to canter, gallop, spin around, or kick and bite, you must make a skill check. Complex uses of this skill involve riding extremely unusual mounts, such as war boars or giant horned saurians.

Applications: *Chases, Combat Maneuvers, Long-Distance Ride, Show Jumping*

Encumbrance: Yes

Tools: mount

Quality: you reach the destination faster.

Failed Check: the animal doesn't move or steer as the rider intends.

Critical Success: the animal obeys perfectly and the rider still has another action available.

Botch: the animal unseats the rider, who suffers a fall (see *Falling Damage,* on page 340).

Improvement Cost: B

Action	Modifier
Move forward at a walk	+5
Simple trot or fast movement	+3
Jump a low wall, follow simple commands (change of gait, stop, walk backwards)	+1
A surprising turning maneuver	+/–0
Galloping without reins	-1
Make an animal follow an unusual command	-3
Jump a broad chasm	-5
Chase	see page 349

Self-Control

Use: *Suppress Pain* (see page 218)

Check: COU/COU/CON

The skill *Self-Control* allows heroes to resist great physical pain, whether due to wounds or forced marches, and also to ignore distractions. A mage can concentrate on casting combat spells and ignore the goblins throwing rocks at him, for example.

For more information about *Pain* and other conditions, see *Chapter 2: Basic Rules* on page 31.

Applications: *Ignore Distractions, Resist Torture, Stay Conscious*

Encumbrance: No

Quality: the hero maintains control for a longer time.

Failed Check: the hero can't suppress the pain or ignore the distraction.

Critical Success: the hero ignores *Pain* (up to Level III) and distractions for the whole day.

Botch: the hero receives 2 Levels of the condition *Pain* for the next few hours (see page 33), or is *surprised* by the distraction (see page 36).

Improvement Cost: D

Action	Modifier
Step barefoot on a spiky stone without crying out	+5
Ignore the distractions of small, thrown pebbles	+3
Hide a throbbing tooth-ache	+1
Cast a spell while aboard a rocking ship	+/- 0
Endure someone poking an open wound	-1
Cast a liturgical chant while falling	-3
Stay conscious while enduring dental procedures	-5

Singing

New Application: *Two-Voiced Singing* (see page 169).

Check: SGC/CHA/CON

A beautiful voice can help with *Singing*, but with the right training, anybody can sing a tune, be it a heroic epic, a song of praise in the temple, or a lullaby.

Applications: *Bard's Ballad, Chorale, Choral Singing, Recital*

Encumbrance: No (maybe with a helmet)

Quality: the hero's singing is so good that the audience applauds loudly.

Failed Check: the hero forgets lyrics or performs rather poorly.

Critical Success: the hero's singing is a topic for discussion for many weeks. If the hero wanted to earn money, award at least twice the normal amount. For QL, competitive checks, and cumulative checks, SP = 2xSR.

Botch: the hero mangles the tune badly or messes up the rhythm. The song is torturous to audience members, who boo the performer loudly.

Improvement Cost: A

Action	Modifier
Sing a tune with a drinking companion	+5
Sing a lullaby	+3
Sing a tired troll to sleep	+1
Earn (number of skill points) halers by singing a beautiful song in a tavern	+/- 0
Sing a chorale with a temple choir	-1
Perform a ballad to remember	-3
Sing an aria in the Opera of Vinsalt	-5

Stealth

Check: COU/INT/AGI

Sneaking up on somebody or hiding requires *Stealth*. Apply bonuses for darkness, dark clothing, and good cover, and also for noise or distractions. Alert guards and creaky floors make hiding and sneaking more difficult. Remember that even a master of stealth cannot hide in an empty, well-lit room.

Applications: *Hide, Sneak*

Encumbrance: Yes

Quality: the hero is harder to detect or finds a hiding place more quickly.

Failed Check: the hero is poorly hidden, or makes noise while sneaking.

Critical Success: the hero finds the perfect hiding place or moves as silently as a cat. For QL, competitive checks, and cumulative checks, SP = 2xSR.

Botch: something (a plate, a piece of furniture) falls and breaks.

Improvement Cost: C

Action	Modifier
Stay hidden	Competitive check [*Stealth (Sneak or Hide)* against *Perception (Search or Spot)*].

Swimming

Check: AGI/CON/STR

Swimming quickly from one place to another, diving into water, dragging somebody out of the water, or fighting under water requires a *Swimming* check. Strong currents and other adverse conditions could make the task more difficult.

Applications: *Chases, Diving, Combat Maneuver, Long-Distance Swimming, Treading Water*

Encumbrance: Yes

Quality: reach the destination faster.

Failed Check: the hero doesn't dare to swim at all or doesn't get far (or at least not to where intended, anyway).

Critical Success: the time the hero takes to swims the distance is a personal best. For QL, competitive checks, and cumulative checks, SP = 2xSR.

Botch: the hero starts to drown (see *Suffocation Damage* on page 341), or maybe suffers leg cramps.

Improvement Cost: B

Action	Modifier
Reach the shore in shallow water	+5
Tread water	+3
Swim for a short distance	+1
Dive for a coin in a depth of 4 paces	+/- 0
Fight and swim at the same time	-1
Drag an unconscious person to shore	-3
Swim to the shore against a strong surge of waves	-5
Chase	see page 349

Social Skills

Interpersonal conflicts, the arts of seduction, or your behavior at court—all of these are handled using Social Skills. They often involve competitive checks to determine who's more skillful in bending another's will, whether to influence or to seduce. Simple checks are possible. Cumulative checks are rare (such as when dealing with people who prove difficult to convince), but are one way heroes can demonstrate that they don't give up easily.

Many players prefer not to be influenced by other players' Social Skills. You should discuss this use of Social Skills with your players before starting the game. For suggestions on handling such situations, see *Chapter 15: Game Tips*.

Disguise

Check: INT/CHA/AGI

In some situations, it can be helpful to appear to be someone else. Maybe an adventurer being sought by the guard wants to pass the city gate dressed as a beggar, or a thief wants to pretend to be a count's son at a banquet in order to steal a tiara. To keep up a deception, the hero must make a *Disguise (Costuming)* check.

Disguise encompasses not only the disguise itself but also the necessary gestures and facial expressions. Every successful stage actor must have a high rating in this skill, to portray different roles convincingly.

You can also use *Disguise* if you want to pretend to be from a different social standing or from a distant realm, or even imitate another person. It's also possible to appear as a member of a different species or gender, but this skill cannot mask the obvious, however. A dwarf cannot look convincingly like a giant Thorwaler, nor can a fat Tulamyde portray a slender elf.

Applications: *Costuming, Imitate Person, Stage Acting*
Encumbrance: Yes
Tools: a disguise
Quality: it's hard to see through the disguise.
Failed Check: the disguise is a poor one that won't pass close examination.
Critical Success: the disguise is flawless.
Botch: people see through the disguise at once. The hero will probably get in trouble.
Improvement Cost: B

Action	Modifier
Beggar pretending to be a different beggar	+5
Almadan portraying a Horasian	+3
Male courtier with feminine features pretending to be a female courtier	+1
Thorwaler imitating a Tulamyde	+/- 0
Male trying to look female, or vice versa	-1
Dwarf trying to look like a small human	-3
Human trying to look like an orc	-5
Disguise	Competitive check *[Disguise (Costuming) against Perception (Search or Spot)]*

Empathy

Check: SGC/INT/CHA

Empathy is not an automatic lie detector, but it does help characters gain a sense of other people's motivations or deceptions.

Is the caravan leader steering me into an ambush because she's in cahoots with a robber gang? Is the baroness secretly poor, even though she claims otherwise? Is the alchemist's elixir as good as she says, even though she seems to be trying to suppress a laugh?

Applications: *Discern Motivation, Sense Deception*
Encumbrance: No
Quality: gain insight into another person's motivation or intentionally misleading statement.
Failed Check: the hero is unsure.
Critical Success: the hero gets a strong sense of what drives a person to act in a certain manner.
Botch: the hero misjudges the situation completely (believing every word a liar says, or thinking an honest person is lying, for example).
Improvement Cost: C

Action	Modifier
The hero isn't distracted and can focus	+1
The hero is slightly distracted	-1
Sense deception	Competitive check [*Empathy (Sense Deception, Discern Motivation)* against *Fast-Talk (Manipulate)*]

Etiquette

Check: SGC/INT/CHA

Adventurers granted the honor of standing in the company of important dignitaries or nobles must mind their manners, as anyone who behaves badly at court is soon tossed out the castle gate or locked in the dungeon. Etiquette confers knowledge of social customs, the correct forms of address for local rulers, and which fork to use at a Sultana's dinner table, for example.

Etiquette also covers knowledge of modern fashions and how to behave towards those of higher station. In polite conversation at court, which topics would the nobles find interesting, and which would they perceive as lowly gossip? Which jokes are currently making the rounds in the Horas' Realm? What is the best way to insult the baron while keeping up the appearance of good manners, yet at the same time making sure everyone else knows exactly what you mean?

Applications: *Fashion, Heraldry and Family Trees, Manners, Rumors, Small Talk*
Encumbrance: No
Quality: the hero makes a good impression and is remembered in a positive light.
Failed Check: the hero forgets some important rules of etiquette and makes a bad impression.
Critical Success: the hero's manners, wit, and charm are the talk of the party.
Botch: the hero's boorish behavior insults an important personage.
Improvement Cost: B

Action	Modifier
What's the correct form of address for a Blessed One?	+5
What's the correct form of address for the squire's daughter?	+3
Must you bow to a baron?	+1
How should you behave towards a higher-up?	+/-0
What do you wear for the Sultana of Palmyrabad's reception?	-1
Which jokes are taboo at the Horas' court?	-3
What's the title of the master of the hunt in the Emirate of Floeszern, and how should you greet him?	-5

Fast-Talk

Use: *Leader* (see page 217)
Check: COU/INT/CHA

A silver tongue, quick wit, cogent arguments, and teasing are all traits of a fast-talking character. This skill is often used for lying and to *sweet-talk* people.

Heroes don't often need to beg, but a check with *Fast-Talk (Begging)* may convince a patrician to toss some halers into an unfortunate's alms purse.

Some rowdy show fighters win easy money by *provoking* weaker opponents into fighting against their better judgment.

Applications: *Hard Sell, Begging, Manipulation, Provocation, Subterfuge, Sweet-Talk*
Encumbrance: No
Quality: the target character does more for the hero.
Failed Check: the hero can't persuade the target character.
Critical Success: the target character does much more than expected.
Botch: the target character grows angry with the hero and can't be convinced of anything.
Improvement Cost: C

Action	Modifier
Flatter a vain person	+5
Beg for (SR) halers; provoke a short-tempered character into attacking	+3
Tell a lie that's hard to disprove	+1
Flatter or lie	+/- 0
Convince a guard of your innocence (when you're in the street at night after curfew)	-1
Successfully deny being the person on a wanted poster	-3
Convince a guard of your innocence (when you're holding burgling tools and standing in a stranger's house)	-5

Intimidation

Check: COU/INT/CHA

Use this skill to threaten, berate, or insult another person to induce fear or obtain information. For example, a duelist can try to frighten an opponent into surrendering or making an error. An orc chieftain might not be as powerful as he looks, but if he makes the right *threats*, his rivals might not stand up to him at all. Also, use *Intimidation* to interrogate someone when *Fast-Talk* proves too mild a form of persuasion.

The application *Torture* differs from *Threats* because it involves the use of actual physical violence. In the experience of many Aventurian jailors, torture is a very unreliable form of questioning because, to stop the pain, victims will say or do anything (such as confessing to crimes they haven't committed, or agreeing to falsely accuse others who are innocent). Corrupt judiciaries in certain realms beyond the influence of the Twelvegods use these so-called confessions and accusations as evidence or even proof of guilt, thus perpetuating their corruption.

Applications: *Interrogation, Threats, Torture*
Encumbrance: No
Quality: the victim remains intimidated longer or reveals more than expected.
Failed Check: the target ignores all insults and attempts at intimidation.
Critical Success: the target is utterly intimidated and won't act against the character for the foreseeable future.
Botch: instead of being intimidated or insulted, the reverse happens, and the target grows angry, calm, or even amused. Alternatively, the would-be intimidator appears foolish.
Improvement Cost: B

Action	Modifier
Intimidate a child with a barbarian ax	+5
Torture someone who is Sensitive to Pain	+3
Insult a vain dandy	+1
Threaten a burgher using weapons	+/-0
Force a thief to reveal his hideout using threats	-1
Intimidate a patrol of the city guard	-3
Chase away a fanatic	-5

Persuasion

Check: COU/SGC/CHA

This skill is important for all Blessed Ones, especially those with a strong desire to evangelize. It allows you to influence people and helps convince them of your opinion or viewpoint. In conversation, a Blessed One can appear in total agreement with a person and at the same time raise serious questions about faith.

This skill is useful to many besides Blessed Ones. Politicians, philosophers, and other orators use rhetoric to convince others to accept their ideas. The same goes for demagogues and revolutionaries, who try to incite the common people to rebel against their rulers.

Unlike *Fast-Talk* and *Intimidation*, *Persuasion* can help change the target's mind permanently, not just for a short time.

Applications: *Conversation, Debate, Oration, Provocation*
Encumbrance: No
Quality: you persuade more people, or the target adheres to the new belief for a longer time.
Failed Check: The target doesn't believe the orator.
Critical Success: The target is completely convinced.
Botch: The target feels insulted.
Improvement Cost: B

Action	Modifier
Convince villagers to donate money in times of plenty	+5
Convince a goblin of the similarities between his god and Firun	+3
Convince a farmer to make additional offerings, and to less-respected gods	+1
Prove your rhetorical skill in a political discussion	+/-0
Compose an effective diatribe	-1
Incite a group of farmers to rise up against the local baron	-3
Convert a dwarf to the Church of Efferd	-5

Seduction

Check: COU/CHA/CHA

Seduction is the art of using charisma and good looks to get somebody to do what you want, even if just temporarily. *Flirting* creates a brief advantage by, for example, convincing a guard to turn a blind eye.

Of course, not every use of *Seduction* is necessarily an invitation for passionate romance. Nevertheless, it does cover the art of sexual seduction and represents a character's proficiency in the amorous arts. In social situations, this skill allows the character to respond to the target's preferences and choose flattering words to create a pleasant atmosphere.

Seduction also encompasses the art of skillfully applying make-up, to the delight of guests at a ball or inn.

A character can resist attempted seduction with the skill *Willpower (Resist Seduction)*.

Applications: *Flirting, Romantic Arts, Beautify*

Encumbrance: No, but there could be situational exceptions, like trying to seduce somebody while wearing plate armor

Quality: the target reacts favorably to the character.

Failed Check: the character doesn't manage to arouse the target's interest.

Critical Success: the target tries to fulfill all the character's wishes.

Botch: the target slaps the character for being crude.

Improvement Cost: B

Action	Modifier
Plan a small party for your closest friends	+5
Ask your lover for an unconventional favor	+3
Start an affair with a willing person	+1
Flirt with the innkeeper to get a discount	+/-0
Write an erotic letter	-1
Plan an erotic encounter to remember	-3
Seduce a target who grew up in ascetic surroundings	-5

Streetwise

Check: SGC/INT/CHA

Streetwise reflects the experience to make your way through seedy neighborhoods, find the right contacts, and locate a cheap place to sleep for a night. In most cases, this knowledge also applies to cities an adventurer has never visited.

Make a *Streetwise* check to find a fence who sells or buys stolen or forbidden goods, or *ask around* to learn how and where to make good contacts among innkeepers, employers, or especially seedy riffraff.

Streetwise helps a character *judge a location*. Where do the guards patrol at night? In which tavern will I most likely meet a member of an underworld gang? Where can I sleep cheaply? How many silverthalers must I spend to obtain a favor from a beggar I trust?

You can also use this skill to *shadow* someone. This requires a good vantage point, knowing how much distance to keep between you and the target, and also how to be unobtrusive on the streets (*Streetwise* doesn't help you to sneak around or hide, however—for that, you need *Stealth*).

Applications: *Asking Around, Judging Locations, Shadowing*

Encumbrance: No (maybe in some situations, such as if your armor helps you resemble a guard or a nobleman)

Quality: collect more information, or get it faster than expected.

Failed Check: receive no useful information.

Critical Success: find an especially good but inexpensive inn, obtain much more information than expected, or find a contact who offers excellent terms.

Botch: walk into an ambush by a gang of thugs who plan to rob you blind.

Improvement Cost: C

Action	Modifier
Find a soup kitchen	+5
Find a cheap place to stay	+3
Overhear rumors	+1
Find the black market	+/-0
Find information about Alrik the Thug	-1
Find a poisoner	-3
Find a fence for a stolen magical artifact	-5
Shadowing	Competitive check (*Streetwise* against *Perception*)

Willpower

Check: COU/INT/CHA

If you want to resist temptation, ignore taunts, or keep calm in the face of danger, use the skill *Willpower*. Unlike *Self-Control*, this doesn't help resist physical pain or distractions. Instead, you primarily use it to resist mental influences, such as the use of skills like *Fast-Talk*, *Intimidation*, *Persuasion*, and *Seduction*.

Applications: *Face Threats, Resist Fast-Talk, Resist Intimidation, Resist Persuasion, Resist Seduction*

Encumbrance: No

Quality: greatly reduce the effects of *Seduction* or *Persuasion*, or resist them completely.

Failed Check: the hero cannot resist.

Critical Success: the hero resists and cannot be influenced by that person or thing for the near future.

Botch: the hero succumbs completely to the person attempting the influence, or faints when faced with something like a horrible demon.

Improvement Cost: D

Action	Modifier
The hero isn't distracted and can focus	+1
The hero is slightly distracted	-1
Keep your control	Competitive check [*Willpower (relevant application)* against *Fast-Talk, Intimidation, Persuasion*, or *Seduction*]

Nature Skills

Nature Skills allow heroes to live in the wilderness and make their way in dangerous surroundings. Characters use these skills to find food, endure harsh weather, and generally survive in hostile environments. Checks are often simple checks. Competitive checks are rare. Lengthy tasks like gathering food often require cumulative checks.

Animal Lore

Use: *Mimicry* (see page 218)

Check: COU/COU/CHA

Animal Lore can be used to train domesticated animals only.

When dealing with animals (whether breeding, training, or hunting them), you need knowledge about their behavior, anatomy, and diet. You can judge unknown animals by comparing them to ones you know well. For water creatures, use the skill *Fishing* instead.

Applications: *Domesticated Animals, Monsters, Wild Animals*

Encumbrance: Yes

Quality: the hero gains more information about an animal

Failed Check: the hero has no idea.

Critical Success: the hero has extensive knowledge of that type of animal.

Botch: you feel confident, but everything you think you know about the animal is wrong (you think an animal isn't dangerous even though it is highly poisonous, or you believe it is herbivorous when it is actually carnivorous).

Improvement Cost: C

Action	Modifier
Identify animal behavior	Depends on the animal
Gather frogs, slugs, and worms as food for the party for a day	1 QL = one ration

Fishing

Check: DEX/AGI/CON

A successful *Fishing* check means that you catch edible fish or other aquatic creatures. The size of the catch depends on the surroundings and the method (you can catch more fish faster with nets and weirs than with fish hooks and bait).

Applications: *Saltwater Animals, Freshwater Animals, Water Monsters*

Encumbrance: Yes (spearfishing) or No (fishing with weirs, nets, or hooks)

Tools: net, weir, spear, fishing line with hook

Quality: the fish are tastier than the average catch.

Failed Check: the fish don't bite, or avoid the net.

Critical Success: the number of rations obtained is very high. For QL, competitive checks, and cumulative checks, SP = 2xSR.
Botch: the fisher falls into the water and loses some fishing equipment.
Improvement Cost: A

Action	Modifier
Catch fish for a day to fry them over the campfire in the evening	1 QL = 1 ration, QL x 3 if using a net or weir

Orienting

Check: SGC/INT/INT

Orienting allows an adventurer to navigate outdoors using the position of the sun, moss growth, the night sky, and other indicators.

Orienting is of little worth in cities. A hero might use it there to determine cardinal directions, but must make a *Streetwise* check to discern which routes are the shortest and which lead to dead-ends.

Applications: *Below Ground, Position of the Sun, Night Sky*
Encumbrance: No
Quality: the heroes learn their direction of movement more quickly.
Failed Check: the heroes don't know their direction of movement.
Critical Success: the heroes find their way without trouble, even under the worst conditions.
Botch: the heroes lose their way and move unknowingly in the wrong direction.
Improvement Cost: B

Action	Modifier
Find your direction with a compass	+5
Find the North Star on a clear night	+3
Find the direction to the harbor in a city	+1
Find northwest by the position of the sun	+/- 0
Find the cardinal directions by moss growth	-1
Orient yourself in the jungle	-3
Orient yourself in dense fog	-5

Plant Lore

Check: SGC/DEX/CON

Use this skill to identify plants, determine the proper amount of sunlight and water for their cultivation, or find the most productive spot for harvesting healing herbs. It also covers uses of plants as poison, antidotes, food, or dyes.

You can find and process useful plants with a successful check. You also know how to grow and process wheat, grapes (for wine), and other crops.

Applications: *Crops, Healing Plants, Poisonous Plants, Plant-based Dyes*
Encumbrance: Yes (for agriculture and gathering food) or No (for identifying plants)
Quality: gain more information about a plant
Failed Check: the hero doesn't recognize the plant.
Critical Success: the hero knows everything about the plant, including special properties, and can preserve it to last double the usual amount of time.
Botch: the hero mistakes the plant for another plant, possibly one that is poisonous.
Improvement Cost: C

Action	Modifier
Identify plant	depends on the plant
Find plants	depends on the plant
Gather herbs, berries, and roots as food for the party	1 QL = one ration

Ropes

Check: SGC/DEX/STR

This skill covers knowledge of different knots and lets you splice ropes and tie nets. In addition, you can use this skill to bind prisoners securely.

To free yourself from bindings, use *Body Control (Squirm)* or *Feat of Strength (Dragging & Pulling)*. To free someone else from ropes while bound yourself, you need either a sharp edge or *Body Control (Squirm)*.

Applications: *Bindings, Knots, Tie Nets, Splice Ropes*
Encumbrance: No (maybe with a helmet or gauntlets)
Tools: rope
Quality: the bindings hold better and are more difficult to escape.
Failed Check: the hero's knots are poor quality and easier to escape than usual.

Critical Success: the hero ties a very robust knot. For QL, competitive checks, and cumulative checks, SP = 2xSR.
Botch: the hero ties a knot that slips open in any situation. It won't keep anything secured.
Improvement Cost: A

Action	Modifier
The hero isn't distracted and can focus	+1
The hero is slightly distracted	-1
Binding	Simple check; to escape, the bound person must make a cumulative check versus the *Ropes* skill of the person who tied the bindings

Survival

New Application: *Predict Weather* (see page 218)
Check: COU/AGI/CON

Survival encompasses all the important skills you need to survive in the wilderness that are not explicitly covered by other Nature Skills. These include how to find a suitable place to camp, prepare and build a sleeping place, and gather firewood to make a fire.

You can also use *Survival* to try to predict the weather for the next few hours or even days, to potentially avoid a deluge or sandstorm.

Applications: *Build Campsite, Find Campsite, Make Fire*
Encumbrance: Yes
Tools: survival gear, maybe a tent
Quality: the hero doesn't need as much time to find or build a campsite.
Failed Check: the hero chooses a poor campsite. Regeneration Phases suffer a penalty of -1.
Critical Success: the hero finds a great resting place! Increase regeneration by 1.
Botch: the campsite floods or swarms with vermin.
Improvement Cost: C

Action	Modifier
Sleep in a meadow next to a village	+5
Find firewood in a forest	+3
Make fire	+1
Find a good campsite in the forest	+/-0
Will it rain tomorrow?	-1
Build a good campsite in a hostile environment	-3
Find firewood in Yeti-Land	-5

Tracking

Check: COU/INT/AGI

Make a *Tracking* check to find a trail in the wilderness or follow a criminal fleeing through a forest. A successful skill check can also conceal your own tracks in the wilderness, making it more difficult for pursuers to follow you.

Applications: *Animal Tracks, Conceal Tracks, Humanoid Tracks*
Encumbrance: Yes
Quality: perceive more details on the trail.
Failed Check: the hero cannot find a trail or doesn't learn anything new.
Critical Success: as long as a trail hasn't been completely destroyed, the hero can follow it to its end and receive

more information than usual, spotting deceptions (such as covered-up tracks) at once.

Botch: the hero mistakes the tracks and follows the wrong trail, perhaps meeting a dangerous creature or finding the wrong people.

Improvement Cost: C

Action	Modifier
Find fresh footprints in the snow	+5
Identify bear tracks	+3
Follow a human's trail through the forest	+1
Figure out the age of the tracks	+/- 0
Identify signs of a battle from three days ago	-1
Figure out the exact type and weight of an animal	-3
Follow a trail blurred by the rain	-5
Hide your trail	Competitive check [*Tracking (Hide Trail)* against *Tracking (Humanoid Tracks)*]

Knowledge Skills

Many Blessed Ones of Hesinde have access to large collections of books and are well-read. Sometimes, recognizing a mysterious king mentioned in an old inscription or understanding why a strange mage in black robes keeps smacking his fist on the table can be quite useful. These checks are usually cumulative checks or simple checks.

Astronomy

Check: SGC/SGC/INT

This skill covers the observation and cataloging of heavenly phenomena, as well as using the stars for navigation, making calendars, and chronometry (measuring time). This skill also covers the related practice of astrology.

Applications: *Astrology, Calendars, Stellar Cartography*

Encumbrance: No

Quality: quicker creation of horoscopes or determining direction of travel at night.

Failed Check: the hero has no idea.

Critical Success: the hero can calculate the exact movements of heavenly bodies.

Botch: make a mistake drawing up a horoscope or predicting a lunar eclipse, and so on.

Improvement Cost: A

Action	Modifier
What does a zodiac sign mean?	+5
Know your own sign's constellation	+3
List the Wandering Stars	+1
Read the cardinal direction from the moonless night sky	+/-0
Create a horoscope	-1
Calculate the next lunar eclipse	-3
Create a comprehensive map of the night sky	-5

Gambling

Use: *Cheating* (see page 214)

Check: SGC/SGC/INT

This skill covers not only rules knowledge for various board, card, and dice games, but also playing techniques, strategies, winning combinations, and probabilities. For games other than solitaire, you must make a competitive check against the *Gambling* skill of the other gamblers to determine a winner.

Complex games must be learned as a *trade secret* (see page 219).

Applications: *Betting Games, Board Games, Card Games, Dice Games*

Encumbrance: No

Tools: game

Quality: make a smart gambit.

Failed Check: lose the game.

Critical Success: win spectacularly. If playing for money, double your winnings.

Botch: others suspect the character of cheating, especially if they have suffered losing streaks. If playing for money, lose at least your whole stake (if not more).

Improvement Cost: A

Not all Aventurians know how the movements of stars in the sky relate to geographic locations or to directions of movement, So, most characters should suffer a penalty if they are unfamiliar with this skill (see *Unfamiliar Use of Skills* on page 184).

Action	Modifier
The hero isn't distracted and can focus	+1
The hero is slightly distracted	-1
Win a game	Competitive check *[Gambling (Application)* against *Gambling (Application)].*

Geography

New Application: *Cartography* (see page 214)
Check: SGC/SGC/INT

When traveling, it's helpful to have an idea of what the world looks like in places you've never visited. You can use *Geography* to find your way to a destination, identify passes and safe fords, or estimate a journey's length and the dangers it might pose. You can also understand and use maps with this skill.

Applications: *Provinces of the Middenrealm (Albernia, Almada, Garetia, Kosh, Northmarches, Rommilysian Marches, Tobrien, Weiden, Windhag), Al'Anfan Empire, Andergast, Arania, Bornland, Caliphate, Cyclopes Islands, Far South, Gjalskerland, Far North, Horasian Empire, Lands of the Tulamydes, Maraskan, Mountain Kingdoms of the Dwarves, Nostria, Orclands, Salamander Stones & Elf Realms, Shadowlands, Southern Sea & Forest Islands, Svellt Valley, Thorwal*
Encumbrance: No
Quality: uncover more details about population, places, and river crossings
Failed Check: the hero has no idea.
Critical Success: the hero knows many details of the region, such as rulers, population count, customs, river courses, and bridges.
Botch: misremember geographic details completely (the population count is off, bridges are not where they were thought to be, and so on).
Improvement Cost: B

Action	Modifier
Find your way in your home town	+5
Information about your home town's surroundings	+3
Know where a Realm's Road leads	+1
Know a town's population level	+/- 0
Find a bridge crossing a river	-1
Guess how far it is from Gareth to Festum	-3
Know secret paths in an unknown barony	-5

History

Check: SGC/SGC/INT

The history of Aventuria can be traced back thousands of years. Old texts, stories, and songs seem to stretch back even further into the past. You amass your own knowledge of history with this skill.

Applications: *Provinces of the Middenrealm (Albernia, Almada, Garetia, Kosh, Northmarches, Rommilysian Marches, Tobrien, Weiden, Windhag), Al'Anfan Empire, Andergast, Arania,*

Bornland, Caliphate, Cyclopes Islands, Far South, Gjalskerland, Far North, Horasian Empire, Lands of the Tulamydes, Maraskan, Mountain Kingdoms of the Dwarves, Nostria, Orclands, Salamander Stones & Elf Realms, Shadowlands, Southern Sea & Forest Islands, Svellt Valley, Thorwal

Encumbrance: No

Quality: uncover more details about historical personalities and epochs

Failed Check: the hero has no idea.

Critical Success: the hero knows many details about a certain event or historical person.

Botch: everything you remember about the subject is incorrect; you are wrong about dates and events.

Improvement Cost: B

Action	Modifier
Know Emperor Hal	+5
Date the Fall of Bosparan	+3
Know Hela-Horas	+1
Name the leaders of the Orc Storm	+/- 0
Date the Flood of Havena	-1
Know what, exactly, destroyed Elem	-3
Exact dating of a volume of the *Encyclopaedia Magica*	-5

Law

New Application: *Guild Law* (see page 216)

Check: SGC/SGC/INT

Each region and people has its own justice system. To know the law in different cities, realms, guilds, and Churches, and to use them to your advantage, you need this skill.

Applications: *Provinces of the Middenrealm (Albernia, Almada, Garetia, Kosh, Northmarches, Rommilysian Marches, Tobrien, Weiden, Windhag), Al'Anfan Empire, Andergast, Arania, Bornland, Caliphate, Cyclopes Islands, Far South, Gjalskerland, Far North, Horasian Empire, Lands of the Tulamydes, Maraskan, Mountain Kingdoms of the Dwarves, Nostria, Orclands, Salamander Stones & Elf Realms, Shadowlands, Southern Sea & Forest Islands, Svellt Valley, Thorwal*

Encumbrance: No

Quality: expose more options to solve a case

Failed Check: the hero has no idea.

Critical Success: know the peculiarities of the law and develop a plan to use it to your advantage.

Botch: misinterpret the law, or overlook an important provision.

Improvement Cost: A

Action	Modifier
Will I be hanged for murder?	+5
Know that a thief's hand is cut off in the Lands of the Tulamydes	+3
What's the punishment for brawling in public?	+1
Who's responsible for a mage's criminal acts?	+/-0
What punishment can a horse faker expect?	-1
Can a Middenrealmer inherit a Horasian noble title?	-3
Unknown legal system (what's the punishment for juggernauts who meaninglessly crush crustaceans?)	-5

Magical Lore

Check: SGC/SGC/INT

Magic is not common in Aventuria. Recognizing a spell by its gestures or effects alone is a science, as is understanding the functions of magical artifacts or reading the complex patterns of ley lines.

Applications: *Analyst, Artifacts, Magical Beings, Rituals, Spells*

Encumbrance: No

Quality: more details about spells, magical beings, or exotic uses of magic

Failed Check: the hero has no idea.

Critical Success: the hero knows the origin, acting spell, and trigger of an ancient artifact.

Botch: the hero's mistaken knowledge results in a fatal misjudgment.

Improvement Cost: C

Action	Modifier
Know that a mage usually carries a staff and wears a hat	+5
Know that iron and magic don't go together	+3
Know that a lance of fire shooting from the fingers is called *Ignifaxius*	+1
Know the gestures of a common spell	+/-0
Know the tricks of familiars	-1
Know about critical essence	-3
Identify a special spell rune	-5

Math

Check: SGC/SGC/INT

To determine the interest for a loan, calculate the launching angle for a catapult, or find the surface area of a temple's dome, you need the skill *Math*.

Applications: *Addition and Subtraction, Fractions, Geometry, Multiplication and Division, Numerology, Trigonometry*

Encumbrance: No

Quality: get a result more quickly

Failed Check: the result is incorrect.

Critical Success: you quickly derive the correct answer.

Botch: the result is completely wrong, but the hero is sure that it's correct.

Improvement Cost: A

Action	Modifier
Count to 20 using your fingers and toes	+5
Simple addition	+3
Divide larger sums	+1
Calculate the surface area of a ducat coin	+/-0
Calculate the last 15 years of interest for a small loan	-1
Complicated sums using Al'Gebra and arithmetic	-3
Calculate a ship hull's volume	-5

Mechanics

Check: SGC/SGC/DEX

This skill covers basic knowledge of mechanical laws and their uses, including, for example, lever principles, friction and inclined planes, pulleys, cogwheels, and gears. Checks using *Mechanics* can help when designing traps, catapults, and music boxes, but the actual work requires other skills (such as *Woodworking* or *Metalworking*). The application *Complicated Systems* covers clockworks and similar mechanisms, while *Hydraulics* covers pumps and water-driven systems. *Levers* includes all other types of mechanisms.

Applications: *Complicated Systems, Hydraulics, Levers*

Encumbrance: No

Quality: quicker planning

Failed Check: the planned mechanism doesn't work.

Critical Success: SP = 2 x SR.

Botch: Regardless of what the hero intended to build, the result is dangerous or collapses. The hero triggers the trap with the worst possible effect (it inflicts maximum damage, and so on).

Improvement Cost: B

Action	Time Interval per Check	Number of Checks Permitted
Designing a see-saw	10 minutes	12 checks
Designing a pulley	1 hour	10 checks
Designing a catapult	2 hours	5 checks
Developing a two-piston hand pump	8 hours	4 checks
Developing a tower clock	1 day	3 checks
Designing a siege engine such as a scorpion (a huge catapult)	2 days	2 checks

Myths & Legends

Check: SGC/SGC/INT

The peoples of Aventuria tell many stories, fairy tales, and legends about the past, and many of these tales hold kernels of truth. This skill is necessary to recall these stories and legends. You can also use *Myths & Legends* to tell a story (for example, a storyteller who wants to enthrall an audience with a telling of a beautiful fairy tale would draw upon this skill).

Applications: *Provinces of the Middenrealm (Albernia, Almada, Garetia, Kosh, Northmarches, Rommilysian Marches, Tobrien, Weiden, Windhag), Al'Anfan Empire, Andergast, Arania, Bornland, Caliphate, Cyclopes Islands, Far South, Gjalskerland, Far North, Horasian Empire, Lands of the Tulamydes, Maraskan, Mountain Kingdoms of the Dwarves, Nostria, Orclands, Salamander Stones & Elf Realms, Shadowlands, Southern Sea & Forest Islands, Svellt Valley, Thorwal*

Encumbrance: No

Quality: more details about various versions of the story

Failed Check: the hero doesn't know the story.

Critical Success: the hero knows many details from the story and recalls many variants.

Botch: the hero mistakes the story for another or misremembers details.

Improvement Cost: B

Action	Modifier
Know a children's story	+5
Legends from the regency of Rohal	+3
Know Geron the One-Handed	+1
Know what Geron the One-Handed did in Simyala	+/-0
Know where the Thorwalers came from	-1
Know legends about Aldarin	-3
Know the story of Marek the Ripper	-5

Religions

Check: SGC/SGC/INT

In a world where gods are real and their servants can perform miracles, knowledge about Alveranians, demigods, and their emissaries can be more valuable than gold. This is especially true for Blessed Ones, who must know the lives of saints along with the proper rituals and prayers. This skill also covers knowledge of philosophy and strange schools of thought.

Applications: depends on the god or philosophy (for example, *Praios*, *Rondra*, *Swafnir*, *Nameless One*, *Rastullah*, and so on)

Encumbrance: No

Quality: more details about Churches, cults, gods, and clergy

Failed Check: The hero has no idea.

Critical Success: the hero knows detailed information about the topic, including special rituals, prayer texts, and philosophical basics.

Botch: confuse special rites and philosophies of one Church for those of another.

Improvement Cost: B

Note: If the description for a Church or cult states that knowledge of the religion is a *trade secret* (see page 219), that Church or cult cannot normally be taken as an Application of this skill. The GM has the final say.

Action	Modifier
Know daily prayers to honor the gods	+5
Recite a Blessing of Birth	+3
Know the meaning of a sphere globe of Praios	+1
Superficial knowledge about strange cults	+/-0
A follower of the Twelvegods knowing the ceremonies of the Lowangen Dualists	-1
A Middenrealmer knowing the rituals of a Novadi	-3
Know the goals of the lizard sect of Scr'Shrf	-5

Sphere Lore

Check: SGC/SGC/INT

This skill deals with the secretive places beyond Dere, specifically the Seven Spheres. These include Limbo (the gray swirling spaces between the Spheres) and also things like demonic creatures of the Seventh Sphere, the pathways into the Realm of the Dead, the elemental lords of the Second Sphere, and Globules.

Few Aventurians are acquainted with Sphere Lore, so most characters should suffer the penalty for being unfamiliar with this skill (see *Unfamiliar Use of Skills* on page 184).

Applications: *Beings from the Spheres, Limbo, a specific Sphere*

Encumbrance: No

Quality: more details about Limbo or the Spheres

Failed Check: the hero knows nothing about the topic.

Critical Success: the hero remembers some interesting details about individual demons or the paths into a hidden Globule.

Botch: the hero makes a dangerous misjudgment.

Improvement Cost: B

Action	Modifier
Demons exist	+5
Djinn exist	+3
Dead go to the Realm of the Dead	+1
The Realm of the Dead is in the Fourth Sphere	+/-0
The Isles in the Fog are a Globule	-1
You reach the Isles with a ship	-3
The Menacorites exist in Limbo	-5

Limbo and the Spheres

Scholars theorize that reality consists of seven *Spheres*. The First Sphere is pure existence. The Second Sphere is the home of elementals. The Third Sphere entails everything physical, while the Realm of the Dead exists in the Fourth Sphere. The Alveranian Gods reside in the Fifth Sphere, whereas the Sixth Sphere encompasses the stars in the night sky and all other gods. Beyond that, in the Seventh Sphere, lies the realm of demons. The Spheres are separated by Limbo, also known as the space in-between, which is hostile to life.

Warfare

Check: COU/SGC/INT

It's almost impossible for you to know everything that is going on around you in the turmoil of battle. People who manage do so are exceptional, and may rise to lead entire armies in war. This hero has a special feel for the flow of battle and can give useful tactical advice to companions in combat.

Applications: *Open Battle, Partisan Tactics, Sea Battle, Siege Tactics, Tunnel Fighting*
Encumbrance: No
Quality: gain an advantage during a battle
Failed Check: the hero makes a bad decision.
Critical Success: the hero's brilliant plan grants more advantages in combat and may lead to victory.
Botch: the hero makes a critical mistake that leads to trouble, either personally or for the hero's side in the battle.
Improvement Cost: B

Action	Modifier
Lead 20 guards to corner two thieves	+5
Organize a squad's supplies in a peaceful area	+3
Position catapults on a hill	+1
Plan tactics against a robber gang	+/- 0
Force enemy archers back against a river bank	-1
Commit reserves to the flank at just the right moment	-3
Get out of a hopeless situation	-5

Craft Skills

Most Aventurian city dwellers earn their living as crafters. The following skills cover the preponderance of necessary crafting abilities. When using Craft Skills to judge an item or access theoretical knowledge, the GM should use the rule for changing skill checks, replacing the physical attributes with mental ones (see page 23). Craft Skills mainly use cumulative checks.

Alchemy

Check: COU/SGC/DEX

The ancient art of alchemy allows you to analyze and create wondrous tinctures and substances like high-quality glass, porcelain, and paints and enamels. To create elixirs and potions, an alchemist needs a formula, a laboratory, and ingredients, which are often hard to come by. Many alchemists are viewed with suspicion out of fear that they might produce toxic clouds and horrendous smells or set their laboratory ablaze during crazy experiments.

Applications: *Alchemical Poisons, Elixirs, Mundane Alchemy*
Encumbrance: Yes
Tools: alchemical laboratory
Quality: the potion is of better quality (see page 270).
Failed Check: the elixir is ruined, or an analysis fails to yield a useful result.
Critical Success: identify an elixir precisely, including its Level and how long it will remain stable.
Botch: the elixir has an unpleasant side effect (see page 271).
Improvement Cost: C

Action	Modifier
Create or analyze alchemical products	depending on the elixir (see page 270)

Artistic Ability

New Application: *Draw Magical Signs* (see page 285).
Check: INT/DEX/DEX

You use this skill to draw a suspect's face, create a painting, or carve a small wooden or clay figure.

Applications: *Carving, Counterfeiter, Drawing, Painting*
Encumbrance: Yes
Tools: paint, chalk, pens, carving knife
Quality: the drawing is better than usual.
Failed Check: the hero manages to create a drawing that is recognizable with a little imagination, but is not pretty.
Critical Success: the painting is so good that people mistake the hero for a famous painter.
Botch: terrible scrawl, impossible to recognize
Improvement Cost: A

Action	Time Interval per Check	Number of Checks Permitted
Decorate a wooden box with notched sections	10 Minutes	7 checks
Make a quick sketch of a fugitive	10 minutes	10 checks
Draw a herd of cows on a cave wall	20 minutes	as many as required
Paint a hero's portrait	2 hours	5 checks
Paint a large landscape	1 day	4 checks

Clothworking

Check: SGC/DEX/DEX

Employ this skill to spin, weave, make felt, crochet, knit, or otherwise produce textiles and sew clothes. Mending a shirt or sewing a simple cape requires at most a simple check, but sewing a ball gown or spinning silk can be much more difficult. The skill can also be used to dye cloth (note that the dye itself is produced using *Alchemy*).

Applications: *Dyeing, Felting, Sewing, Weaving, Spinning*

Encumbrance: Yes

Tools: knife, sewing tools, scissors, loom, drop spindle, spinning wheel

Quality: the item is finished faster or has a better quality

Failed Check: the hero makes no progress.

Critical Success: the hero receives double the number of SP for the check (minimum of 5 SP). Remove all penalties accrued due to failed cumulative checks.

Botch: accumulated QL drop to 0 and you may make no further checks on this project.

Improvement Cost: A

Action	Time Interval per Check	Number of Checks Permitted
Mend a torn shirt sleeve	10 minutes	as many as necessary
Spin wool	30 minutes	5 checks
Sew linen trousers	1 hour	4 checks
Make a nice felt hat	2 hours	4 checks
Mend a torn brocade gown	4 hours	3 checks
Sew a Horasian ball gown	1 day	2 checks

Commerce

New Application: *Fencing Stolen Goods* (see page 215)

Use: *Horse Faker* (see page 216)

Check: SGC/INT/CHA

To strike a good deal, you must know the market and have an idea of where to buy low and sell high. It's also necessary to get your goods from one place to another cheaply and safely. In addition, this skill covers the correct use of foreign currency, dealing with tolls, taxes, and exchange rates, lending money with interest, managing money, and haggling.

Applications: *Accounting, Haggling, Money Exchange*

Encumbrance: No

Quality: the hero can identify the price more precisely.

Failed Check: the hero gets less than expected.

Critical Success: the hero buys goods extremely cheaply or sells them for a fortune, and avoids leaving partners feeling left out or resentful. Any resulting price hike or discount should be at least 50%.

Botch: the other person takes advantage of you, or a business partner refuses the deal. Any disadvantageous price variation should be at least 50%.

Improvement Cost: B

Action	Modifier
Raw materials are cheaper than end products	+5
A farmer selling turnips in town	+3
Pigs are cheaper to feed in autumn	+1
Foreign trading is risky but lucrative	+/-0
Travel from Vinsalt to Kuslik without paying tolls	-1
Know the price of a bale of Al'Anfan silk in Festum	-3
Plan trade with Gyldenland or Uthuria	-5
Haggle in the Market	Competitive check [*Trade (Haggling)* against *Trade (Haggling)*]; subtract the loser's SP from the winner's SP and calculate QL; the price rises or falls 10% per point of QL (but not by more than 50%)

Driving

Check: CHA/DEX/CON

From donkey carts to chariots, this skill allows you to control all kinds of animal- or human-pulled vehicles. Vehicles whose operation is beyond most common people are deemed *complex*; their operation requires a trade secret (see page 219).

Applications: *Chases, Combat Maneuvers, Long Distances, Races*

Encumbrance: Yes

Tools: vehicles

Quality: negotiate the distance faster.

Failed Check: the vehicle moves sluggishly, or the hero can't set it into motion.

Critical Success: the vehicle makes good speed and arrives in record time.

Botch: the vehicle suffers a broken axle or tips on its side and throws the driver, who suffers *falling damage* (see page 340).

Improvement Cost: A

Action	Modifier
Quiet ride on an Imperial Road	+5
Travel on a busy road	+3
Bumpy road	+1
Turbulent ride	+/-0
Risky turning maneuver	-1
Ramming attack	-3
Escaping from a city while under missile fire	-5
Chase	see page 349

Earthencraft

New Application: *Pottery* (see page 218)

Check: DEX/DEX/STR

To shape stone for practical use, you must split, hew, and grind it. Alternately, you might even use the secret dwarven art of *stone founding*. If you want to create a Fjarning's stone blade or a gargoyle for a temple's roof or a castle's wall, you use the skill *Earthencraft*.

Applications: *Masonry, Stone Carving, Stonecutting.*

Encumbrance: Yes

Tools: raw materials (stone, clay), hammer, chisel

Quality: finish the item faster or with a better quality

Failed Check: the hero makes no progress.

Critical Success: the hero receives double the number of SP for the check (minimum of 5 SP). Remove all penalties accrued due to failed cumulative checks.

Botch: accumulated QL drop to 0 and you may make no further checks on this project.

Improvement Cost: A

Action	Time Interval per Check	Number of Checks Permitted
Work a stone wedge	10 minutes	as many as necessary
Fashion a spear point from a flint bulb	20 minutes	10 checks
Make an amphora from clay	30 minutes	5 checks
Raise a dry-stone wall	4 hours	4 checks
Carve a statue from marble	8 hours	3 checks

Leatherworking

Check: DEX/AGI/CON

This skill encompasses the entire process of leather craft from skinning the animal to fashioning a complete cowhide boot. The hide must be flayed, cleaned, cured, dyed, cut, and then sown together. You are just as effective with animal furs, which are often quite valuable.

Applications: *Furrier, Produce Leather Goods, Tanning*
Encumbrance: Yes
Tools: awl, folding bone, punch pliers, knife, hallmarking iron, pliers
Quality: finish the item faster or with a better quality.
Failed Check: the hero makes no progress.
Critical Success: the hero receives double the number of SP for the check (minimum of 5 SP). Remove all penalties accrued due to failed cumulative checks.
Botch: accumulated QL drop to 0 and you may make no further checks on this project.
Improvement Cost: B

Action	Time Interval per Check	Number of Checks Permitted
Stitch together some leather scraps	10 minutes	as many as necessary
Patch a broken sole	20 minutes	10 checks
Sew a pair of riding boots	4 hours	4 checks
Create a fur coat	8 hour	4 checks
Create a saddle	1 days	3 checks
Create a leather mask	2 days	5 checks

Metalworking

Check: DEX/CON/STR

This skill covers the smelting, casting, and forging of ore, as well as casting in bronze, working iron and steel, and producing delicate filigree work with gold and other precious metals.

Applications: *Blacksmith, Casting, Goldsmith, Smelting*
Encumbrance: Yes
Tools: hammer, anvil, forge, fuel
Quality: finish the item faster or with a higher quality
Failed Check: the hero makes no progress.
Critical Success: the hero receives double the number of SP for the check (minimum of 5 SP). Remove all penalties accrued due to failed cumulative checks.
Botch: accumulated QL drop to 0 and you may make no further checks on this project.
Improvement Cost: C

Action	Time Interval per Check	Number of Checks Permitted
Repair a dented cuirass	10 minutes	as many as necessary
Forge a sword into a plowshare	30 minutes	10 checks
Create a complicated alloy	1 hour	3 checks
Create a horseshoe	2 hours	5 checks
Refine iron from raw ore	8 hours	4 checks
Work magical metals	2 days	2 checks

Music

Check: CHA/DEX/CON

If you want to earn some silverthalers in a tavern or simply pass some time, it can be useful to know how to play a musical instrument. Music is an especially important means of communication in elven culture.

Applications: *Drums, String Instruments, Wind Instruments*
Encumbrance: Yes
Tools: musical instrument
Quality: the performance thrills the audience.
Failed Check: the melody is off, or the instrument is out of tune.
Critical Success: the hero plays an enthralling melody that nobody can resist.
Botch: terrible, ominous tones issue from the instrument, perhaps because it is damaged. Listeners flee or try to wrest the instrument from the musician.
Improvement Cost: A

Action	Modifier
Coax a tune from a recorder	+5
Perform a simple drum rhythm	+3
Play a simple song with a lyre	+1
Earn (skill points) halers playing the flute	+/-0
Perform a street ballad -1	-1
Perform an organ concert	-3
Perform the Khadan Saga, which is known for its complexity	-5

Pick Locks

New Application: *Disarm Traps* (see page 214)
Check: INT/DEX/DEX

This skill comes in handy when you would rather not force a door or break through a wall. Complex or rusty locks can incur heavy penalties, while using appropriate lock-picks instead of simple hairpins grants a bonus. Mechanical traps can also be defeated with this skill, but if you fail such a check, the trap is sprung. The application *Bit Locks* covers all locks that use a standard key with a bit, while *Combination Locks* covers safes and the like.

Applications: *Bit Locks, Combination Locks*
Encumbrance: Yes
Tools: lock-picks, hairpin, hook
Quality: open the lock faster.
Failed Check: the lock doesn't open.
Critical Success: open the lock in record time, taking only about half as long as expected.
Botch: the lock-pick breaks, the trap is sprung, or the lock jams.
Improvement Cost: C

Action	Time Interval per Check	Number of Checks Permitted
Pick a simple lock	1 second	10 checks
Pick a complicated lock	5 second	5 checks
Open a door with several security measures	15 seconds	4 checks
Disarm a complicated step-activated trap in a lizardman's tomb	5 minutes	3 checks
Open a dwarven safe with a combination lock	10 minutes	2 checks

Prepare Food

New Application: *Distilling* (see page 214)
Check: INT/DEX/DEX

It's not difficult to create something edible from good ingredients, but you need this skill to serve guests really fine meals. *Prepare Food* can be used to fry, bake, and even cure food. You also possess all the know-how to produce alcoholic beverages.

Applications: *Baking, Brewing, Frying & Boiling, Gutting, Preserving*
Encumbrance: Yes
Tools: ingredients, field kitchen, cooking utensils
Quality: the food tastes better than usual.
Failed Check: the food is burned or inedible.
Critical Success: the dish is exquisitely tasty, the crafted wine of award-winning calibre.
Botch: the food tastes terrible, and consuming it leads to indigestion, diarrhea, or vomiting (1D6 DP, ignoring PRO).
Improvement Cost: A

Action	Modifier
Boil an egg	+5
Fry a sausage	+3
Cook a hearty stew for ten people	+1
Cure the meat of a rabbit	+/-0
Brew a strong beer	-1
Bake a wedding cake	-3
Prepare delicious dishes for a banquet	-5

Sailing

Check: DEX/AGI/STR

This skill is critical to travel the rivers, lakes, and oceans in boats, from the smallest cockleshell to the largest cog. This skill covers everything from rowing and towing to dealing with rigging and small repairs, and even the use of the compass and bathometer. Controlling a ship is a *complex* task that requires *trade secrets* (see page 219).

Applications: *Chases, Combat Maneuvers, Long Distances, Races*
Encumbrance: Yes
Tools: Ship or boat
Quality: negotiate the distance faster.
Failed Check: The hero barely makes any progress with the boat or ship.
Critical Success: The hero uses currents and winds to sail twice as fast as expected.
Botch: The hero falls overboard or damages an important part of the vessel.
Improvement Cost: B

Action	Modifier
Journey down a river on a float	+5
Row on a calm lake	+3
Reef the sails	+1
Ride safely on a turbulent river	+/-0
Risky turning maneuver	-1
Ram another ship with a galley	-3
Dodge ice floes in a storm	-5
Chase	see page 349

Treat Disease

Check: COU/INT/CON

To identify a treatment, make a skill check with a penalty equal to the level of the disease. Some cases require exotic cures made from rare ingredients. Treatments seldom cure diseases quickly, and instead lessen their effects or reduce duration. Knowledge of *complex* diseases requires *trade secrets* (see page 219).

Applications: individual diseases (such as *swamp fever*)

Encumbrance: Yes

Tools: remedy

Quality: identify the disease faster

Failed Check: the hero can't identify the disease and knows of no remedy or treatment.

Critical Success: the patient heals without the need for a special remedy. In addition, the hero doesn't catch the disease.

Botch: the treatment injures the patient (1D6 DP, ignoring PRO) or the symptoms get worse. In addition, for contagious diseases, raise the chance of the hero becoming infected by 25%.

Improvement Cost: B

Treat Poison

Check: COU/SGC/INT

To help a victim of poison, you must identify the toxin and apply a treatment or antidote. Skill checks suffer a penalty equal to the poison level. Some remedies require rare ingredients. The poison's effect ends when the patient takes the antidote. If the skill check fails, the healer fails to recognize the poison or does not have an antidote on-hand. Knowledge of *complex* poisons requires *trade secrets* (see page 219).

Applications: *Alchemical Poisons, Mineral-based Poisons, Plant-based Toxins, Venoms*

Encumbrance: Yes

Tools: antidote

Quality: identify the poison (and therefore the treatment) faster

Failed Check: the hero can't identify the poison and knows of no treatment.

Critical Success: the patient recovers without the need for a special antidote.

Botch: the healer performs an injurious bloodletting or otherwise injures the patient, possibly worsening the poisoning (1D6 DP, ignoring PRO).

Improvement Cost: B

Treating Poisons and Diseases

A successful check using *Treat Poison* or *Treat Disease* gives the hero knowledge about the type of poison or disease and its proper treatment. The hero receives all relevant information from the disease's entries for Treatment and Cure (see page 343) and can help the patient, assuming ingredients or antidotes are readily available.

Treat Soul

Check: INT/CHA/CON

A soul healer treats heroes who are deathly afraid of fires, suffer from nightmares, or have been traumatized by demons. A short conversation with the patient is enough to suppress a *disadvantage*. A soul healer can help a patient suppress an *Afraid of...*, a *Negative Trait*, or a *Personality Flaw*, and keep it suppressed for (SP) minutes. Longer sessions of several hours' duration can suppress *disadvantages* for (QL) hours.

Applications: *Suppress Negative Trait, Suppress Fear, Suppress Personality Flaw*

Encumbrance: No

Quality: the patient suppresses the *disadvantage* for a longer time.

Failed Check: the healer has no idea how to help the patient.

Critical Success: the patient suppresses a *disadvantage (Afraid of..., Personality Flaw*, or *Negative Trait)* for an entire day.

Botch: the healer unsettles or otherwise damages the patient's psyche. The patient suffers a level of either the condition *Fear* or *Confusion* for one day.

Improvement Cost: B

Treat Wounds

Check: SGC/DEX/DEX

Getting hurt is an everyday occurrence for a hero. *Treat Wounds* helps cuts, bruises, broken bones, and even toothaches heal faster. With a successful check, the patient receives an additional (QL) LP during the next Regeneration Phase. Treatment time is 15 minutes (see page 340).

Additionally, you can use this skill to relieve levels of the condition *Pain* resulting from the loss of LP (see page 33). For every QL, the patient can ignore one level of *Pain* (of at least one level). Treatment time is 15 minutes (see page 340), and the effect ends with the next Regeneration Phase.

You can also use *Treat Wounds* to *stabilize* a dying individual (see page 340).

Heroes can use the applications *Enhance Healing* and *Relieve Pain* on themselves, but cannot *stabilize* themselves with this skill.

Applications: *Enhance Healing, Relieve Pain, Stabilize*
Encumbrance: Yes
Tools: bandages, surgical instruments, herbs, needle and thread
Quality: the hero requires fewer healing herbs for the skill check, or treats the wound faster.
Failed Check: the hero can't help the wounded person.
Critical Success: the subject receives (SP) LP during the next Regeneration Phase.
Botch: injure the subject during treatment (1D6 DP, ignoring PRO).
Improvement Cost: D

Woodworking

Check: DEX/AGI/STR

This skill covers every aspect of woodcutting and carpentry, from properly felling a tree to shaping boards and beams. One can create items like musical instruments or bows, and even boats, wooden and half-timbered houses, and palisades. This skill also includes working with horn, ice, and mammothon (mammoth ivory). The application *Felling & Cutting* covers properly felling trees. *Joiner* covers the treatment of wooden surfaces, whereas *carpenters* work the wood and fashion it into the desired shape.

Applications: *Carpenter, Felling & Cutting, Joiner*
Encumbrance: Yes
Tools: depends on the material being worked (for example, ax, plane, knife, saw, and so on)
Quality: finish the item faster or with a better quality
Failed Check: the hero makes no progress.
Critical Success: the hero receives double the number of SP for the check (minimum of 5 SP). Remove all penalties accrued due to failed cumulative checks.
Botch: accumulated QL drop to 0 and you may make no further checks on this project.
Improvement Cost: B

Action	Time Interval per Check	Number of Checks Permitted	Action	Time Interval per Check	Number of Checks Permitted
Fashion and fletch an arrow	10 minutes	10 checks	Make a chest or wardrobe from boards	2 hours	5 checks
Fell an old oak	20 minutes	as many as necessary	Carve a statue out of a mammoth's tusk	1 day	4 checks
Make a chair from boards	1 hour	10 checks	Create a musical instrument	2 days	3 checks

Skill

Name	Check	Encumbrance	Improvement Cost
Physical Skills			
Body Control	AGI/AGI/CON	yes	D
Carousing	SGC/CON/STR	no	A
Climbing	COU/AGI/STR	yes	B
Dancing	SGC/CHA/DEX	yes	A
Feat of Strength	CON/STR/STR	yes	B
Flying	COU/INT/AGI	yes	B
Gaukelei	COU/CHA/DEX	yes	A
Perception	SGC/INT/INT	maybe	D
Pickpocket	COU/DEX/AGI	yes	B
Riding	CHA/AGI/STR	yes	B
Self-Control	COU/COU/CON	no	D
Singing	SGC/CHA/CON	maybe	A
Stealth	COU/INT/AGI	yes	C
Swimming	AGI/CON/STR	yes	B
Social Skills			
Disguise	INT/CHA/AGI	yes	B
Empathy	SGC/INT/CHA	no	C
Etiquette	SGC/INT/CHA	maybe	B
Fast-Talk	COU/INT/CHA	no	C
Intimidation	COU/INT/CHA	no	B
Persuasion	COU/SGC/CHA	no	B
Seduction	COU/CHA/CHA	maybe	B
Streetwise	SGC/INT/CHA	maybe	C
Willpower	COU/INT/CHA	no	D
Nature Skills			
Animal Lore	COU/COU/CHA	yes	C
Fishing	DEX/AGI/CON	maybe	A
Orienting	SGC/INT/INT	no	B
Plant Lore	SGC/DEX/CON	maybe	C
Ropes	SGC/DEX/STR	maybe	A
Survival	COU/AGI/CON	yes	C
Tracking	COU/INT/AGI	yes	C

Name	Check	Encumbrance	Improvement Cost
Knowledge Skills			
Astronomy	SGC/SGC/INT	no	A
Gambling	SGC/SGC/INT	no	A
Geography	SGC/SGC/INT	no	B
History	SGC/SGC/INT	no	B
Law	SGC/SGC/INT	no	A
Magical Lore	SGC/SGC/INT	no	C
Math	SGC/SGC/INT	no	A
Mechanics	SGC/SGC/DEX	no	B
Myths & Legends	SGC/SGC/INT	no	B
Religions	SGC/SGC/INT	no	B
Sphere Lore	SGC/SGC/INT	no	B
Warfare	COU/SGC/INT	no	B
Craft Skills			
Alchemy	COU/SGC/DEX	yes	C
Artistic Ability	INT/DEX/DEX	yes	A
Clothworking	SGC/DEX/DEX	yes	A
Commerce	SGC/INT/CHA	no	B
Driving	CHA/DEX/CON	yes	A
Earthencraft	DEX/DEX/STR	yes	A
Leatherworking	DEX/AGI/CON	yes	B
Metalworking	DEX/CON/STR	yes	C
Music	CHA/DEX/CON	yes	A
Pick Locks	INT/DEX/DEX	yes	C
Prepare Food	INT/DEX/DEX	yes	A
Sailing	DEX/AGI/STR	yes	B
Treat Disease	COU/INT/CON	yes	B
Treat Poison	COU/SGC/INT	yes	B
Treat Soul	INT/CHA/CON	no	B
Treat Wounds	SGC/DEX/DEX	yes	D
Woodworking	DEX/AGI/STR	yes	B

General Special Abilities

The following list includes all special abilities connected to skills or mundane actions—in other words, general special abilities. Basically, any hero meeting the prerequisites and possessing sufficient AP can purchase them.

For descriptions of special abilities that require FtP, see *Fate Point Special Abilities* on page 221. For explanations of combat special abilities, see *Chapter 9: Combat* on page 246. For explanations of magical special abilities, see *Chapter 10: Magic* on page 284. For explanations of karmic special abilities, see *Chapter 11: Works of the Gods* on page 321.

Analyst

If you want to decipher a magical artifact or uncover the powers of an elemental creature, you must be able to interpret the smallest clues.

Rules: The special ability *Analyst* lets you analyze artifacts, magical creatures, and spells. Heroes with this SA can make a check using *Magical Lore (appropriate application)* and collect more QL than usual (see *Magical Analysis* on page 268). Depending on the QL, you get a clearer picture of the object's uses, the type of creature, or the spell's magical effect. This SA gives you the new application *Analyst* for the skill *Magical Lore*.

Requirements: *Magical Lore* 4.

AP Value: 5 adventure points.

Area Knowledge (Specific Area)

You know the region of your birth (or where you have lived for many years) better than other places.

Rules: Area Knowledge grants a bonus of 1 for checks using *Streetwise* and *Orienting* in the named location.

Area Knowledge must be purchased for each area. This can be a village and its surroundings, a small town, a neighborhood in a city, a path, or even a road.

Prerequisites: You must have lived 6 months at the location or at least have traveled through it many dozens of times.

AP Value: 2 adventure points

Cartography

This special ability covers drawing coastlines, producing detailed measurements of areas to scale, creating maps, and checking existing maps for accuracy.

Rules: This special ability allows the hero to make maps, and grants use of the new application *Cartography* for the skill *Geography*.

Prerequisites: *Geography* 8, *Artistic Ability* 4, *Math* 4

AP Value: 5 adventure points

Cheating

By using loaded dice, hiding cards up their sleeves, or having accomplices look at other players' cards, experienced cheaters can earn a lot of money (as long as they aren't caught).

Rules: the player can reroll a failed *Gambling* check (as long as it wasn't botched). To notice cheating, the victim must make a check using *Perception (Spot)* against *Gambling (application)*. Cheating is an application of *Gambling*.

Prerequisites: *Gambling* 8

AP Value: 5 adventure points

Counterfeiter

Sometimes an impostor needs to forge a letter or make a new document look older. Forged documents open many doors, but rogues caught using forged documents are severely punished.

Rules: The character can forge letters and documents. With this special ability, the character learns the new application *Counterfeiter* for the skill *Artistic Ability*.

Prerequisites: *Artistic Ability* 8, no disadvantage Blind

AP Value: 5 adventure points

Craft Instruments

Anyone can fashion a simple bone flute that will produce some sounds. However, crafting instruments that produce clean, clear tunes in proper pitch is much more difficult and requires specific knowledge.

Rules: The hero can craft instruments like trumpets, flutes, bagpipes, lutes, drums, bells, and horns. This special ability grants use of the new application *Craft Instruments* for *Woodworking* and *Metalworking*.

Prerequisites: the SR for *Woodworking* and *Metalworking* combined must add up to at least 12

AP Value: 2 adventure points

Disarm Traps

To disarm mechanical traps, you need basic knowledge of their intricacies and must also be able to deal with bolts and locks. This special ability is important to rogues, thieves, and riffraff for bypassing security measures.

Rules: The special ability grants use of the new application *Disarm Traps* for the skill *Pick Locks*.

Prerequisites: *Mechanics* 4, *Pick Locks* 4

AP Value: 5 adventure points

Distilling

A skilled distiller can ferment almost anything containing sugar or starch into a high-proof alcohol.

Rules: The hero can distill strong alcohol. With this special ability, the hero learns the new application *Distilling* for the skill *Prepare Food*.

Prerequisites: *Alchemy* 4, *Prepare Food* 4

AP Value: 2 adventure points

Expert at Improvising

Some heroes can create items or work objects without the necessary tools. These adventurers are imaginative and can improvise in any situation.

Rules: Ignore up to 2 points of skill check penalties arising from the use of shoddy tools and materials. All other penalties still apply. For example, a hero suffering a penalty of 3 to *Metalworking* due to the lack of necessary tools can make the check with a penalty of only 1.

Prerequisites: None

AP Value: 10 adventure points

Fencing Stolen Goods

Some seedy characters try to sell stolen goods, even if this violates the laws given by Praios. For such people, getting a good price is all that matters.

Rules: The character with this special ability can use the new application *Fencing Stolen Goods* for the skill *Commerce*, and can sell stolen goods via contacts.

Prerequisites: *Area Knowledge* of the location where goods are to be sold, *Streetwise* 8, *Commerce* 4

AP Value: 5 adventure points

Tjalva Garheltdottir

Fisher

An experienced fisher is always more successful than unskilled counterparts at catching fish.

Rules: With this special ability the hero is more successful when fishing. With a successful *Fishing* check, you receive 1 additional QL of food. The GM must decide if there is sufficient edible fish or other sea creatures in the chosen body of water.

Prerequisites: *Fishing* 4, *Stealth* 4

AP Value: 3 adventure points

Gatherer

Berries, mushrooms, and roots might not always be tasty, but they can help you survive.

Rules: With this special ability the hero is more successful when gathering food. When using *Plant Lore* to gather food, you acquire 1 additional QL of food. The GM must decide if there are enough edible plants in the region.

Prerequisites: *Plant Lore* 4, *Survival* 4

AP Value: 2 adventure points

Glassblowing

This special ability conveys knowledge of the creation of fragile items like bottles, windows, mirrors, or the many instruments alchemists use for their experiments.

Rules: The hero can create glassware, such as vases and bottles, by glassblowing. Note that this does not grant knowledge of the *complex* formula for producing glass, which requires a *trade secret* (see page 219). This special ability grants use of the new application *Glassblowing* for the skill *Earthencraft*.

Prerequisites: *Earthencraft* 4

AP Value: 2 adventure points

Guild Law

The hero knows the laws of mage guilds and their institutions.

Rules: The hero can use the new application *Guild Law* for the skill *Law*.

Prerequisites: *Law* 4

AP Value: 2 adventure point

Heraldry

Heraldry deals with coats of arms and all relevant rules and laws. What does the Baron of Twomills' coat of arms look like? What heraldic colors are allowed? Is a landless knight of Bimselbridge even allowed to carry a coat of arms? To answer these questions, you must be well-versed in heraldry. This special ability also includes knowledge of various Aventurian noble houses' family trees.

Rules: Heroes can recognize coats of arms and are familiar with heraldic law and family trees. The heroes receive the new application *Heraldry & Family Trees* for the skill *Etiquette*.

Requirements: Etiquette 4

AP Value: 2 adventure points.

Horse Faker

Horse fakers know ways to make old or sick animals look better, hiding their infirmities to get the best possible price.

Rules: makes horses, ponies, and other domesticated livestock look healthier or younger than they really are. The character gains the use of the new application *Horse Faker* for the skill *Commerce*. Roll twice when making a check using *Commerce (Haggling)* to sell livestock, keeping the better result. To see through this kind of deception, the target must make a competitive check using *Animal Lore (Domesticated Animals)* against the horse faker's *Animal Lore (Domesticated Animals)*.

Prerequisites: *Animal Lore* 8, *Commerce* 4

AP Value: 4 adventure points

Hunter

An experienced hunter can survive by hunting game. However, hunting isn't permitted in all regions of Aventuria.

Rules: With this special ability, the hero is more successful when hunting, and can acquire 1 additional QL of food when using *Animal Lore* to gather food. The GM must decide if there are enough game animals in the region.

Prerequisites: Ranged Combat 10, *Tracking* 4, *Animal Lore* 4, *Stealth* 4

AP Value: 5 adventure points

Iron Will I-II

With this special ability, heroes can try to guard their minds against manipulation.

Rules: improve your *Spirit* by one per level (and suffer an action penalty of one per level) as long as you concentrate and remain focused. When in doubt, make a *Self-Control* check (see page 192). *Iron Will* has no effect if you go to sleep, receive the condition *Unconscious*, or stop concentrating. When the effect ends, you suffer a level of the condition *Confusion* (see page 32).

Prerequisites: None

AP Value: 15 adventure points per level

Language I-III

To speak a language, a hero needs that Language special ability. Language has three levels, which measure comprehension and fluency (see *The Meaning of Language Levels*, below). A list of available languages appears on page 222. This must be purchased separately for each language.

Rules: The hero speaks the language at the chosen level of fluency. To read and write the language, the hero must also buy the appropriate *Literacy* special ability (see page 217).

Prerequisites: The previous level of the special ability (exception: Level I).

AP Value: 2 adventure points per level

Language Specialization

Optional Rule

The hero knows a dialect or a special form of a language (such as a professional language, like Mage's Bosparano or Hunter's Bosparano).

Rules: Knowing and using a Language Specialization grants the hero a bonus of 1 for *Fast-Talk (Hard Sell)*, as long as the other person speaks the same dialect. The GM decides if the bonus applies. A character with a dialect might suffer a penalty of 1 in some situations, such as when the other person has trouble understanding what is being said.

The use of this optional rule makes the game a little more complex.

Prerequisites: the relevant language at Level III

AP Value: 1 adventure point

The Meaning of Language Levels
Depending on Level, the hero can hold different types of conversations. A hero who also has the corresponding *Literacy* special ability knows how to read and write the chosen language.

- **Level I:** The hero can understand and speak simple fragments of the language ("Yes." "No." "I'm hungry."). Characters can write their names and a few other words if they also know the appropriate script (see *Literacy*, below).
- **Level II:** Characters seem quite fluent even though they speak with accents and can't hold complex conversations. A hero with the relevant *Literacy* special ability can write simple notes and messages, but still makes mistakes.
- **Level III:** The hero speaks without an accent and is viewed as a local. At this level, reading or writing mistakes are uncommon. Native speakers automatically receive the language of their culture at this level.

Language: Folding Fan

The language of the folding fan, which is common in Horasian high society, is a non-verbal communication method comprised of gestures with a hand-held, decorative fan. *Folding Fan Language* is often employed for seduction and insults. Both sender and recipient must know *Folding Fan Language*. This language's vocabulary is restricted, limiting the kinds of messages that may be shared.

Rules: You can use *Folding Fan Language* to talk to somebody who also has this special ability, without using words. *Folding Fan Language* requires the use of a fan.

Prerequisites: *Etiquette* 8, no disadvantage Blind
AP Value: 3 adventure points

Language: Foxian

Many underworld gangs have developed their own secret language. This language, commonly known as Foxian, consists mainly of reinterpretations of words from other languages and includes a small number of secret symbols. Foxian is spoken all across Aventuria and takes a similar form in every city (so a Middenrealmer can understand spoken Tulamydian Foxian, and a Horasian in Brabak can understand carved Foxian symbols).

Rules: The hero can read and write in Foxian.
Prerequisites: *Streetwise* 8, no disadvantage Blind
AP Value: 3 adventure points

Regional Foxian
Optional Rule

The GM can decide that several Foxian special abilities exist instead of just one, in which case the written form differs from city to city. This makes the game world more realistic, but it also means that characters can use this special ability only near their home area.

Regional Foxian costs 1 AP instead of 3 AP.

This optional rule makes the game a little more complex.

Leader

A good leader guides and assists fellow combatants, giving them tactical advantages.

Rules: This special ability grants heroes the new application *Leader* for the skill *Fast-Talk*, which they can use to assist companions during combat.
Spend one action and make a check using *Fast-Talk* (*Hard Sell, Manipulate, Sweet-Talk*) to help up to QL+1 other people. The hero must be able to see and hear the recipients, and the recipients must be able to hear the advice. Success grants the recipients a bonus of +1 AT, +1 Defense, and +1 RC for the next combat round (this bonus is not cumulative with other uses of *Leader*).

Prerequisites: *Warfare* 4
AP Value: 10 adventure points

Lip Reading

You can decipher words visually by watching someone's lips as they speak. Of course, you must also know the language being spoken to understand what is being said.

Rules: The special ability allows use of the new application *Lip Reading* for the skill *Perception*.

Prerequisites: *Perception* 4, no disadvantage Blind
AP Value: 10 adventure points

Literacy

For their written forms, many languages use their own alphabets, ideograms, or other symbols, collectively called *scripts*. Note that a character may speak and understand a language and still not be literate. To be literate in a language, you need the corresponding *Literacy* special ability.

Rules: The hero knows how to read and write the script of one specific language. *Literacy* must be purchased separately for each language. For a list of scripts, see page 222.

Prerequisites: associated language, no disadvantage Blind
AP Value: 2 to 8 adventure points

Mimicry

People who live in the wilderness, such as hunters and (especially) elves with their close connection to nature, can imitate animal noises. This is useful for luring animals when hunting, or for giving unobtrusive signals.

Rules: This special ability grants the hero the new application *Mimicry* for the skill *Animal Lore*. The hero can imitate animal noises using *Animal Lore*.

Prerequisites: *Animal Lore* 4

AP Value: 5 adventure points

Numerology

The art of interpreting mystical connections in random series of numbers is quite popular in the Lands of the Tulamydes and Alamada, and also among the ore dwarves.

Rules: This special ability allows use of the new application *Numerology* for the skill *Math*. The hero knows the mysteries of numbers and can read their secret messages—or impress others with this knowledge.

Prerequisites: *Math* 8, *Myths & Legends* 4

AP Value: 2 adventure points

Pottery

This special ability covers all aspects of ceramics, from choosing the right clay and working it with a potter's wheel to firing it in a kiln.

Rules: The hero can make ceramic goods. With this special ability, the hero learns the new application *Pottery* for the skill *Earthencraft*.

Prerequisites: *Earthencraft* 6

AP Value: 2 adventure points

Predict Weather

Few can predict tomorrow's weather accurately and prepare accordingly. This special ability grants knowledge of signs that indicate a change in the weather.

Rules: This special ability allows the hero to use the new application *Predict Weather* for the skill *Survival*. The hero can use the skill to predict the weather.

Prerequisites: *Survival* 4

AP Value: 2 adventure points

Skill Specialization (Skill)

The hero can specialize in certain applications of skills. Many skill descriptions mention applications, but not necessarily all that are available for that skill. Ask the GM about others that may exist.

Rules: A hero receives a skill rating bonus of 2 when making a check using the application. Heroes can specialize in a maximum of three applications per skill. This application's bonus can raise the skill's SR above the normal maximum (as determined by Experience Level during hero creation—see page 39).

Prerequisites: Skill rating 6 (first Specialization), skill rating 12 (second Specialization), Skill Rating 18 (third Specialization)

AP Value: A/B/C/D skill: 1/2/3/4 adventure points for the first Specialization, 2/4/6/8 adventure points for the second Specialization, 3/6/9/12 adventure points for the third Specialization.

Example: A hero wants to specialize in Magical Lore. *The player chooses the application of* Spells. *Whenever making a check using* Magical Lore (Spells)*, raise the hero's SR by 2.*

Suppress Pain

A hero can internally mitigate pain.

Rules: This special ability grants you a new use for the skill *Self-Control (Stay Conscious)*. When suffering the condition *Pain*, a successful check using *Self-Control (Stay Conscious)* allows the hero to ignore one level of *Pain* per QL. The pain remains suppressed for the duration of the combat (but not more than one hour). The hero must have at least one level of *Pain* to invoke this special ability. Using *Suppress Pain* is a free action. When the effect ends, the hero receives one level of the condition *Confusion* to go along with any remaining levels of *Pain*.

Prerequisites: *Self-Control* 4

AP Value: 20 adventure points

Terrain Knowledge

Rangers, hunters, and other heroes with experience in the wilderness are expert nature survivalists. They possess extensive knowledge of the indicated terrain type.

Rules: If you have *Terrain Knowledge*, you receive a bonus of 1 for checks using the following skills when in the

named environment: *Animal Lore, Orienting, Plant Lore, Survival, Tracking*.

Terrain Knowledge must be purchased individually for each of the following: Cave, Cultivated Land, Desert, Forest, Ice, Jungle, Mountain, Sea, Steppe, Swamp.

Prerequisites: The hero must have lived at least six months in the named terrain.

AP Value: 15 adventure points

Trade Secret

Many professions have special knowledge that teachers don't necessarily pass on to every student. Alchemists stubbornly hold on to their most valuable formulas, crafters protect their secret procedures for creating goods of the highest quality, and scholars pass esoteric lore only to select students.

Rules: To learn a trade secret, the character needs a tutor and, to properly understand it, must meet any prerequisites. Learning a trade secret costs a certain number of AP, as listed in the chart *Examples of Trade Secrets*.

Writing

Some authors enjoy great fame for their work. Many people can write in their language, but few of them are *writers*. You must have technique and talent to create pleasing verse or incite a crowd with an inflammatory political pamphlet.

Rules: You can choose the special ability *Writing* for different areas: romance novels, poetry, political pamphlets, crime stories, fairy tales, novels, or professional publications. This special ability allows you to use a new application: *Etiquette (Poetry), Fast-Talk (Novels), Myths & Legends (Fairy Tales), Persuasion (Political Pamphlets), Seduction (Romance Novels), Streetwise (Crime Stories)*, or an appropriate *knowledge skill (Professional Publications)*.

Prerequisites: appropriate script, language III, skills depending on the area (*Etiquette* 4 for poetry, *Fast-Talk* 4 for fairy tales and novels, *Persuasion* 4 for political pamphlets, *Seduction* 4 for romance novels, *Streetwise* 4 for crime stories, an appropriate *knowledge skill* 4 for professional publications).

AP Value: 2 adventure points per area

Examples of Trade Secrets

Trade Secrets of Alchemy

Besides powerful potions and elixirs, Aventurians view mundane but seemingly ingenious substances like porcelain and glass as miracles of alchemy. The alchemists' guilds guard these secrets jealously.

Trade Secret	Prerequisite	AP Value
Antidote	Alchemy 4	2
Glass	Alchemy 8	1
Healing Potion	Alchemy 2	4
Invisibility Elixir	Alchemy 4	4
Love Potion	Alchemy 4	2
Magic Potion	Alchemy 4	8
Porcelain	Alchemy 8	1
Potion of Will	Alchemy 4	4
Transformation Elixir	Alchemy 4	4
Weapon Balm	Alchemy 2	4

Other Trade Secrets

Trade Secret	Prerequisite	AP Value
Al'Gebra	Math 4	2
Boltan	Gambling 4	2
Camel Game	Gambling 4	3
Clockworks	Mechanics 8, Metalworking 8	4
Elf Bow	Woodworking 12, Race: Elf	8
Garadan	Gambling 4	2
Adv. Geometry	Math 8	2
Spinet	Woodworking 8, Metalworking 8, SA Craft Instruments	2
Standing Harp	Woodworking 8, SA Craft Instruments	2
Symphonia	Woodworking 8, Metalworking 8, SA Craft Instruments	2

General Special Abilities Overview

Special Ability	Requirement	AP Value
Area Knowledge	You must have lived for 6 months at the location, or at least traveled across it dozens of times.	2 adventure points
Cartography	Geography 8, Artistic Ability 4, Math 4	5 adventure points
Cheating	Gambling 8	5 adventure points
Counterfeiter	Artistic Ability 8, no disadvantage Blind	5 adventure points
Craft Instruments	The combined SR of Woodworking and Metalworking must be at least 12	2 adventure points
Disarm Traps	Mechanics 4, Pick Locks 4	5 adventure points
Distilling	Alchemy 4, Prepare Food 4	2 adventure points
Expert at Improvising	None	10 adventure points
Fencing Stolen Goods	Area Knowledge for the place where the goods will be sold, Streetwise 8, Commerce 4	5 adventure points
Fisher	Fishing 4, Stealth 4	3 adventure points
Gatherer	Plant Lore 4, Survival 4	2 adventure points
Glassblowing	Earthencraft 4	2 adventure points
Guild Law	Law 4	2 adventure points
Heraldry	Etiquette 4	2 adventure points
Horse Faker	Animal Lore 8, Commerce 4	4 adventure points
Hunter	Ranged Combat 10, Tracking 4, Animal Lore 4, Stealth 4	5 adventure points
Iron Will I-II	None	15 adventure points per level
Language I-III	The previous level of the special ability (exception: Level I).	2 adventure points per level
Language: Folding Fan	Etiquette 8, no disadvantage Blind	3 adventure points
Language: Foxian	Streetwise 8, no disadvantage Blind	3 adventure points.
Leader	Warfare 4	10 adventure points
Lip Reading	Perception 4, no disadvantage Blind	10 adventure points
Literacy	Associated language, no disadvantage Blind	2 to 8 adventure points
Mimicry	Animal Lore 4	5 adventure points
Numerology	Math 8, Myths & Legends 4	2 adventure points
Pottery	Earthencraft 6	2 adventure points
Predict Weather	Survival 4	2 adventure points
Skill Specialization (Skill)	Skill rating 6 (first Specialization), skill rating 12 (second Specialization), Skill Rating 18 (third Specialization)	A/B/C/D skill: 1/2/3/4 adventure points for the first Specialization, 2/4/6/8 adventure points for the second Specialization, 3/6/9/12 adventure points for the first Specialization
Suppress Pain	Self-Control 4	20 adventure points
Terrain Knowledge	The hero must have lived in the terrain for 6 months.	15 adventure points
Trade Secret	Various	various
Writing	Appropriate script literacy, language III, skills depending on the subject (Etiquette 4 for poetry, Fast-Talk 4 for fairy tales and novels, Persuasion 4 for political pamphlets, Seduction 4 for romance novels, Streetwise 4 for crime stories, an appropriate Knowledge skill 4 for professional publications).	2 adventure points per area

Fate Point Special Abilities

Unlike general special abilities, you must spend Fate Points to use Fate Point special abilities.

Using Fate Points to Improve a Result
You can improve the result of attribute checks, and also Attack, Parry, Ranged Combat, and Dodge checks, by spending one FtP to increase the result by up to 2 points. You can spend the FtP after making the check. You can't spend FtP to improve a result that was a botch. You must possess the respective FtP special ability (*Improve Dodge, Improve Attack*, and so on—see below) to use FtP in this manner. You can spend only one FtP per check.

Fate Point Special Abilities

Special Ability	Requirement	AP Value
Improve Attack	None	5 adventure points
Improve Attribute	None	5 adventure points
Improve Dodge	None	5 adventure points
Improve Parry	None	5 adventure points
Improve Ranged Combat	None	5 adventure points
Vigilance	None	10 adventure points

Improve Attack

Some heroes possess a little bit of extra luck in close combat.
Rules: Heroes can use FtP to improve their Attack results.
Prerequisites: None
AP Value: 5 adventure points

Improve Attribute

An attribute check can succeed because of sheer luck. You can spend a FtP on a skill check, but only to improve the result of one specific die, no matter how often the skill check invokes an attribute.
Rules: Heroes can use FtP to improve a single die's result (Attribute).
Prerequisites: None
AP Value: 5 adventure points

Improve Dodge

When the situation is really dire, the hero can dodge an attack.
Rules: Heroes can use FtP to improve their Dodge result.
Prerequisites: None
AP Value: 5 adventure points

Improve Parry

Using this special ability, a hero can still succeed even after failing a parry.
Rules: Heroes can use FtP to improve their Parry result.
Prerequisites: None
AP Value: 5 adventure points

Improve Ranged Combat

Some heroes possess a little bit of extra luck in ranged combat.
Rules: Heroes can use FtP to improve their Ranged Combat result.
Prerequisites: None
AP Value: 5 adventure points

Vigilance

A character with Vigilance can sense a dangerous situation before it happens. Examples include an animal attack or an ambush by a robber gang.
Rules: A hero suffering from the state of *surprised* can spend one FtP to remove the state at once.
Prerequisites: None
AP Value: 10 adventure points

Languages and Scripts

Here is a list of the most well-known Aventurian languages and scripts. Each is purchased separately, with either the special ability *Language* or the special ability *Literacy*.

There are three levels of Language, each costing 2 AP. Literacy doesn't have levels, but the improvement cost depends on the script's complexity (see chart, below).

Common Aventurian Languages and Scripts

There are many different languages in use in Aventuria, but only two are widely used. Most Aventurians speak or at least understand *Garethi*, the language of the Middenrealmers. It is also spoken in the Horasian Empire and even in the North. Over the years, Garethi has become the common trade language on the continent. Peoples of the Lands of the Tulamydes and Southern Aventuria speak mainly *Tulamidya*. The most widespread script in Aventuria is *Kuslik Signs*, which is used for Garethi and many other languages.

Languages and Scripts of Aventuria

Language	Language Specialization	Script	Description
Alaani	Gajka, Takellen	Kuslik Signs or some product of early Tulamidya and Chrmk	Alaani, the Norbards' language, is a complex development of Tulamidya.
Angram	None	Angram Pictographs	The holy language of Angram is spoken rarely among the dwarves, and then usually only between the priests of Angrosh.
Asdharia	Shakagoran (Night-Elvish, hybrid language of Asdharia, Rssahh, and Zhayad)	Isdira Signs (much more ornate than today's Isdira Signs; Shakargoran also uses Zhayad Signs)	Asdharia is the old high language of the elves, almost forgotten today (Isdira developed from this language). To speak Asdharia at level III, you need the ability Two-Voiced Singing, which is available only to elves and half elves (see page 169).
Atak	Tulamidya, Gyldenlandish	No writing	A language of signs and gestures, common among rogues, thieves, and traders. It originated in the Lands of the Tulamydes but has spread to the faithful of Phex everywhere in Aventuria.
Aureliani	None	Imperial Signs	Aureliani is the language of the first Gyldenlandish settlers in Aventuria and is often called Ancient Gyldenlandish. Bosparano and Cyclopean developed from this language.
Bosparano	Church Bosparano, Mage Bosparano	Imperial Signs, later Kuslik Signs	Bosparano is mostly spoken by Blessed Ones, mages, and scholars, and was the high language of the Old Realm. Sometimes Bosparano is used for prayers.
Cyclopean	None	Kuslik Signs (in its old form, Imperial Signs)	Cyclopean is not the language of the one-eyed giants, but of the human inhabitants of the Cyclopes Islands. It developed from Aureliani and is rarely spoken even on the Cyclopes Islands.
Fjarningish	Various tribal dialects	No writing	Sub-variety of Saga Thorwalian spoken by the Ice Barbarians of the North

Garethi	Aretya, Horathi, Bornish, Brabaci, Maraskani, Alberned, Andergastish, Charypto, and Gatamo	Kuslik Signs	Garethi, which developed from Bosparano, is the most widespread language in Aventuria. It's spoken in almost every important region of the Middenrealm and has become the unofficial trade language of the continent.
Goblinish	Various tribal dialects	No writing	Goblinish is the simple language of tribal goblins.
Isdira	Depending on the elven tribe	Isdira Signs	Isdira, which developed from Asdharia, is shared by all elven peoples in Aventuria. To speak Isdira at level III, you need the ability Two-Voiced Singing, which is only available to elves and half elves (see page 169).
Mohish	Various tribal dialects (e.g. Tocamuyac, Puka Puka).	No writing	The many languages of the Forest People and Utulus are very similar. This language is generally called Mohish after the largest tribe of Forest People, the Mohaha.
Nujuka	Various tribal dialects	No writing	Nujuka, often only called Nivese, is the common language of all Nivese.
Ogrish	None	No writing	The language of ogres is very primitive. Often the people-eaters learn bits of human language or Oloarkh. Ogrish has no level above II.
Oloarkh	None	No writing	Also known as Common Orcish. Spoken by most orcs, the exiled Yurach, orc brigands, and coal pelts outside the Orclands, but also by many ogres and goblins. It's a simplified version of High Orcish (Ologhaijan). Oloarkh has no level above II.
Ologhaijan	Various tribal dialects	No writing	Ologhaijan is the high language of orcs in the Orclands. It's spoken mostly by chieftains, warriors, and shamans. Other orcs are content with the more primitive Oloarkh.
Raven Tongue	None	No writing	A secret language common mainly among Al'Anfan Blessed Ones of Boron.
Rogolan	Depending on the dwarven tribe	Rogolan Runes	Language of the dwarves of Aventuria.
Rssahh	Depending on the lizard people	Chrmk	The trade language of the lizard peoples of Aventuria. If you aren't a lizard creature, you cannot learn Rssahh above level II.
Ruuz	None	Tulamidya (Middle Tulamidya)	The Beni Rurech, the first human settlers on the island of Maraskan, spoke Ruuz in the past. Few speak it today.
Saga Thorwalian	None	Hjaldingish Runes	This language, also called Hjaldingish, is mainly for songs and verses.
Thorwalian	Northern Thorwal, Southern Thorwal, Waskir Highlands	Thorwalian Runes	The language of the Thorwalers; it developed from Hjaldingish (also known as *Saga Thorwalian*).
Trollish	Various tribal dialects	Trollish spatial image writing	Trollish is the complicated language of the gigantic trolls.
Tulamidya	Aranish, Khôm Novadish, Maraskani Tulamidya, Mhanadish Balashidish, Zahorish	Tulamidya or Holy Glyphs of Unau (among the Novadi) or Kuslik Signs (in parts of Arania)	Tulamidya is one of the most common languages in Aventuria. It uses mostly Tulamidya Signs, but the Novadi tend to prefer the Holy Glyphs of Unau. Tulamidya developed from the ancient language of the Tulamydes, Ancient Tulamidya.

Ancient Tulamidya	Depending on the region	300 logograms and syllabic signs of Ancient Tulamidya	The dead language Ancient Tulamidya was spoken by the first Tulamydes and was used in the first Tulamydian high civilization.
Zelemja	None	Chrmk	Selem and surrounding areas speak Zelemja, a hybrid language of the lizard peoples' Rssahh and Ancient Tulamidya. Zelemja is ancient and almost dead.
Zhayad	None	Zhayad Signs	Among mages, Zhayad is a secret language most commonly used by black magicians and demon summoners. The language's origins are unknown, but it is said that it stems from the Netherhells and that demons use it to communicate.

Script	Improvement Cost	Alphabet	Associated Language
Ancient Alaani	4	About 1,000 logograms and syllabic signs	Alaani (ancient form)
Ancient Tulamidya Signs	2	About 300 logograms, ideographic and syllabic signs	Ancient Tulamidya
Angram Pictographs	4	Pictographs	Angram
Chrmk	4	About 5,000 logograms and ideographic signs	Alaani, Kemi, Rssahh, Ancient Tulamidya, Zelemja
Chuchas (Proto-Zelemja, Yash-Hualay Glyphs)	6	About 20,000 signs	Early Rssahh
Hjaldingish Runes	2	Saga Thorwalian	About 30 phonograms and several dozen pictograms
Holy Glyphs of Unau	2	19 phonograms and ideographic signs	Tulamidya
Imperial Signs	2	57 phonograms	Aureliani, old form of Cyclopean
Isdira and Asdharia Signs	2	27 phonograms and subtle ideographic signs	Isdira, Asdharia
Kuslik Signs	2	31 phonograms	Garethi
Nanduria Signs	2	26 phonograms	None (perhaps Garethi or Bosporano)
Rogolan Runes	2	24 phonogram runes, 4 of them rarely used	Rogolan
Thorwalian Runes	2	About 30 phonograms	Thorwalian
Trollish Spatial Image Writing	6	Three-dimensional stone placement	Trollish
Tulamidya Signs	2	56 syllabic signs	Tulamidya
Zhayad Signs	2	Several hundred phonograms and syllabic signs	Zhayad

Chapter 9: Combat

"Find this wisdom in the Samurai's code of honor—If your enemy is better than you, why fight? If he isn't as good as you, why fight? If he is as skilled as you are, he will understand what you understand, and there will be no fight."
– traditional Japanese saying

"Wrought from a single block of the best dwarf steel! A helmet like no other! Light! Comfortable! Robust! Are you interested, dear friend? Just five marawedi! That's... let me think for a moment... yes, that's a meager 12 ducats! Is your head worth that? Or how about this scale armor shirt? It's an antique that once belonged to a mogul, I swear by my name of Honest Erim! Are you a nobleman? It looks like it was made for you. These days you need a sharp blade and good armor. True, now that the Empress has pacified the Wildermarches, club-swinging bandits aren't waiting around every corner, but you never know..."
- Honest Erim, armor merchant from Alriksford, modern

"Here, take it! I've hammered some nails into the club, so it looks more dangerous now. When they get near, you jump from the bushes and shout 'Give me all you have or you'll regret it!' Then I'll come out from behind the tree and gather up what they drop. It's foolproof."
- Tsafrey Praiostrue, highwayman, talking to his young companion, near Alriksford, modern.

Whether it's an honorable duel, the chaos of a major battle, or a knife fight in a narrow alley, combat is part of a traveling adventurer's life. In this chapter we introduce the rules necessary to make combat fast, exciting, and clear. Here you'll also learn more about combat techniques and using special abilities in combat.

Close Combat and Ranged Combat

The biggest challenge for an adventurer is melee combat (whether against monsters or other people). When warriors clash for glory, treasure, or plain survival, combat veterans can show what they're made of. Combat might take only a few seconds in reality, but you must break it down and make it playable by the game's rules. Combat is dangerous for heroes, so it must be fair and comprehensible on the gaming table. The following example of combat illustrates how to run such a conflict.

If you just want to jump right in and calculate your combat stats, turn to page 51.

Role Playing

A Brief Example of Combat

Dusk spreads over the edge of the Reichsforst. Arbosh and Geron follow a wounded roebuck's trail through the undergrowth. Geron tries to explain to his friend that wearing chainmail won't make hunting any easier, when they suddenly stumble upon three orc bandits. The orcs appear to have found the roebuck first. After a brief moment of surprise, the three bandits charge our heroes. Arbosh pulls out his ax and braces against the first orc bandit's attack. The orc forces Arbosh's shield to the side and wounds him with his crude ax. Geron aims his crossbow and shoots the second coal pelt. The bolt hits the orc in the chest—a lucky hit—and with a groan, the orc drops. The third orc bandit hesitates for a moment but then charges. Now the two heroes and the remaining two orcs are locked in melee.

By the Rules

Here is the same example, but explained in terms of the rules.

The early-morning haze imposes a visibility modifier of Level I for Arbosh and Geron (see *Visibility*, page 239). Arbosh's chainmail has a protection rating of 4 but restricts his movements, giving him two levels of the condition *Encumbrance* (see *Conditions*, page 32).

When the two heroes first encounter the three orcs, they all roll for *initiative* to determine the order in which they can act. The first *combat round* begins (see *Combat Round*, below).

The first orc bandit chooses to *attack* Arbosh as his *action*. His *attack* is successful. Arbosh tries to make a *defense* with his shield but fails. The GM rolls *damage points* for the orc's ax. The result is higher than Arbosh's *PRO* so he takes damage (see *Close Combat*, page 229), losing a few life points.

Geron chooses to attack as his action and makes a check using *Ranged Combat* against the second orc. He not only succeeds, but he achieves a *critical success*. The orc tries a *dodge* as his defense, but fails.

Geron's player rolls the damage points for the attack (see *Ranged Combat*, page 241). The orc takes enough damage to receive two levels of the condition *Pain* (see *Conditions*, page 33).

The third orc chooses *movement* for his action in order to get within *attack distance* of Geron (see *Determine Attack Distance*, page 230) to engage him in close combat in the next round.

The first combat round ends, and the next one begins.

Combat Round

Combat can be chaotic and complex. Often it is a matter of life and death. That's why players and GMs need a frame of reference to judge when combatants can act. For that reason, we divide combat into units of time called *combat rounds (CR)*. Each combat round takes 2-5 seconds, just enough for a brief exchange of blows or other actions.

Initiative

You use *initiative* to determine the order in which combatants can act. Once rolled, initiative normally stays the same until the end of that particular combat. Only certain things (such as the spell *Axxeleratus*) can change your initiative. Determine your initiative by rolling 1D6 and adding your Initiative base stat (INI) and any applicable bonus or penalty. In short, Initiative = Initiative base stat + 1D6 +/- modifier.

Example: To determine Arbosh's initiative against the three orc bandits, his player rolls 1D6 and adds Arbosh's initiative base stat of 14. Arbosh suffers two levels of Encumbrance *from his armor, so he must subtract 2 points from the result. He rolls a 4, so Arbosh's initiative total for the combat is 16 (4+14-2).*

The combatant with the highest initiative acts first each combat round. If two or more combatants have the same initiative, the one with the higher initiative base stat acts first. If these tie as well, the combatants roll 1D6. The combatant with the highest result acts first. If they tie again, they repeat the roll until they have a clear winner.

Remember that you roll initiative just once for the entire combat. You don't make a new die roll each combat round.

Basic Terms of Combat

- *Action, free action, defense:* Actions in Combat (see page 228).
- *Attack (AT):* You use your attack rating to make close combat attacks. To attack an opponent in close combat, you must roll against your character's attack stat. For that, you roll 1D20. If the result is lower than or equal to your attack value, your character hits the opponent. The opponent can try to parry or dodge (see page 232).
- *Attacks:* These are the many kinds of blows, stabs, and ranged attacks one may make against an enemy.
- *Attack distance:* The maximum distance at which a close combat attack is possible—usually two yards (see **230**).
- *Combat Technique Value (CTV):* measures a fighter's skill with a certain type of weapon. Every weapon has an associated combat technique (see page 234).
- *Combat Round (CR):* We measure the duration of a combat in combat rounds. A combat round lasts from 2 to 5 seconds. Every person involved in combat can act in the combat round and gets an action, a defense, and a free action (see page 228).
- *Condition* Encumbrance *(ENC):* Carrying armor, equipment, and other loads can lead to encumbrance. The condition *Encumbrance* reduces your combat stats, just as do certain other conditions (see page 32).
- *Condition* Pain*:* A combatant that is badly hurt can suffer from the condition *Pain*, which reduces combat stats, just as do certain other conditions (see page 33).
- *Damage Points (DP):* You can use weapons, rocks, or even your bare fists to hurt your enemy. Damage points reflect how much damage you inflict—the enemy loses that many life points when unable to defend against the attack. To determine damage you usually roll 1D6 or 2D6 and sometimes add a bonus. Subtract the target's protection from the damage points you roll, and then subtract any remaining points from the target's life points. In brief, DP rolled – PRO = DP taken (see page 234).
- *Defense: Parry* and *Dodge* are types of defenses. You can attempt one defense (either a parry or a dodge) per incoming attack (see pages 232 and 243).
- *Dodge (DO):* Sometimes it's necessary to jump out of the way because parrying doesn't work (especially if you don't have a shield). This is particularly true for ranged attacks and close combat attacks from large or giant enemies. Dodge works just like a Parry check (see pages 232 and 243).
- *Initiative:* Initiative determines the order in which combatants can take actions in a fight.
- *Life Points (LP):* Life points measure health. Heroes lose LP when they suffer from disease or take damage from attacks or poison. When heroes lose a quarter of their total LP, they receive one level of the condition *Pain*. The same happens when they lose half their LP, again at three-quarters of their LP, and again when their LP drop to 5 or less. A character that reaches 0 LP is dying. If the character's LPs rise above these thresholds again, the levels of *Pain* begin to subside.
- *Maneuver:* Maneuvers are attacks that are made possible by special abilities. Often they impose a penalty, but they also grant useful effects (see page 246).
- *Parry (PA):* A hero fighting in close combat can try to avoid taking damage by parrying attacks. To do this, make a check with 1D20 against your Parry stat. If your result is lower than or equal to your Parry stat, you divert the blow without taking damage. A parry is a *defense* (see page 232).
- *Protection (PRO):* Armor of all kinds has a stat called *Protection*. Normally you subtract PRO from all DP you receive. Some attacks, such as spells or certain animal attacks, ignore PRO and deal damage regardless of armor.
- *Ranged Combat (RC):* To hit an enemy with a ranged weapon like a bow, make a check against Ranged Combat. This works just like an Attack check (see page 241).

Only special situations, like certain spells or changes to the condition *Encumbrance*, can change initiative later.

The combatant with the highest initiative acts first. The combatant with the second highest initiative acts next, and so on. Instead of taking your action, though, you can wait and act any time after your initiative. If you haven't taken your action by the end of the combat round, however, you lose it.

Example: Arbosh and Geron are facing three orc bandits. Arbosh has an INI base stat of 14, Geron has a stat of 11, and the orcs each have an initiative stat of 10. Arbosh's player rolls the die

Order of Action

- highest Initiative
- tie: highest INI base stat
- tie: higher result of 1D6

You can spend a Fate Point to act first during combat.

and gets a 4. The encumbrance of Arbosh's armor reduces the result by 2, giving Arbosh an initiative of 16 (14+4-2 =16). Geron's player rolls a 3. Geron doesn't wear any armor, so he gets an initiative of 14 (11+3 = 14). The first orc has an initiative total of 15, and the second one has an initiative total of 14. Geron and the second orc are tied, but Geron has the better INI base stat, so he acts before the orc. The third orc has an initiative total of 11 and acts last. The order of action in this entire combat looks like this: Arbosh (16), Orc #1 (15), Geron (14), Orc #2 (14), Orc #3 (11).

Initiative for Enemy Groups
Optional Rule

You can organize the actions of enemy groups with the same INI base stat by rolling for initiative once and having all members of the group act at the same time during each combat round.

This optional rule makes the game a little less complex.

Options in Combat

During combat, you can attack an enemy, throw yourself to the ground, defend against an attack, or move a certain distance. Whether you perform an *action*, a *defense*, or a *free action* depends on how long the action takes to do and what you want to achieve. In each combat round, every combatant can perform one action, one or more defenses, and one free action.

Actions

With actions, you can do things like attack your enemy or cast a spell. Characters take actions when it's their turn in the initiative order. If you're willing to wait, you can use your action at any point later in the combat round.

Examples of Actions
Make an Attack
Make a ranged attack
Move (up to your Movement stat in yards)
Try to kick in a door
Draw a weapon
Pull a lever
Load a missile weapon (which can take more than one action, depending on the weapon—see page 243)
Cast a spell (which can take more than one action, depending on the spell)
Cast a liturgical chant (which can take more than one action, depending on the liturgical chant)

Defenses

You use defenses to react to attacks. You can defend yourself by parrying and dodging and you don't have to declare your defense until it's necessary (such as after an opponent has made a successful attack roll). A hero can attempt more than one defense during a combat round, if necessary (but only against *different* attacks—see page 232).

Examples of Defenses
Parry
Dodge

Higher Defense Stats
Optional Rule

If you want to decrease the chances that your character will get hit, you can choose to raise the character's Parry in general by 2 or 4 points (and raise character's Dodge stat by half this amount, as well). Note that both player characters and NPCs can increase defense stats, which means that combats will take longer to resolve.

This optional rule does not change the game's level of complexity.

Free Actions

Free actions are very short actions you can perform without much concentration and without expending much effort.

Examples of Free Actions
Shout a short sentence
Drop an item
Stand up from a sitting position
Drop to the ground
Turn around
Move (up to your Movement stat in yards, but only if it is your turn in the initiative order)

Long Actions

Certain actions (like casting spells or liturgical chants, or reloading ranged weapons) might take more than one action to complete. These are called *long actions*.

- You measure long actions in terms of the number of individual actions they take to complete.
- You cannot interrupt long actions without causing failure. Note: some time-consuming tasks can be interrupted without failing (such as felling a tree), but we are not talking about those here.

- You can defend while performing a long action, but you must interrupt your long action to do so. You cannot wait until after your opponent makes an attack roll to decide whether you want to defend.
- You can normally take free actions without interrupting your long action. The GM can decide differently, based on the situation.
- If the hero suffers a distraction during the long action, the player must check to see if the hero is able to continue concentrating. If not, the distraction interrupts the long action. To maintain concentration, make a check using *Self-Control (Ignore Distractions)* and apply any modifiers for the situation or damage points you have suffered. If you fail the check, the long action fails.
- The long action takes effect at the end of the last required individual action.

Examples of Distraction Modifiers

Situation	Penalty
Being tapped on the shoulder	+3
Fighting on a ship in rolling seas	+/-0
Condition *Pain*	Level of the condition
Spellcaster suffers damage:	– (damage suffered / 3) (at least 1)

Example: Mirhiban tries to make herself invisible with the spell Visibilli. *Casting the spell takes 4 actions. Unfortunately, an enemy fires an arrow at her during the third combat round. Mirhiban's player must decide if Mirhiban should try to dodge the arrow, or risk the hit and continue casting the spell. It's a difficult decision.*

Tactical Movement

If you prefer not to keep track of movement by narration and want a clearer idea of the distances between combatants, you can use *tactical movement*.

> To sprint during your combat round, you must use both your action and your free action to move. You can move (up to) MOV x 2 yards while sprinting.

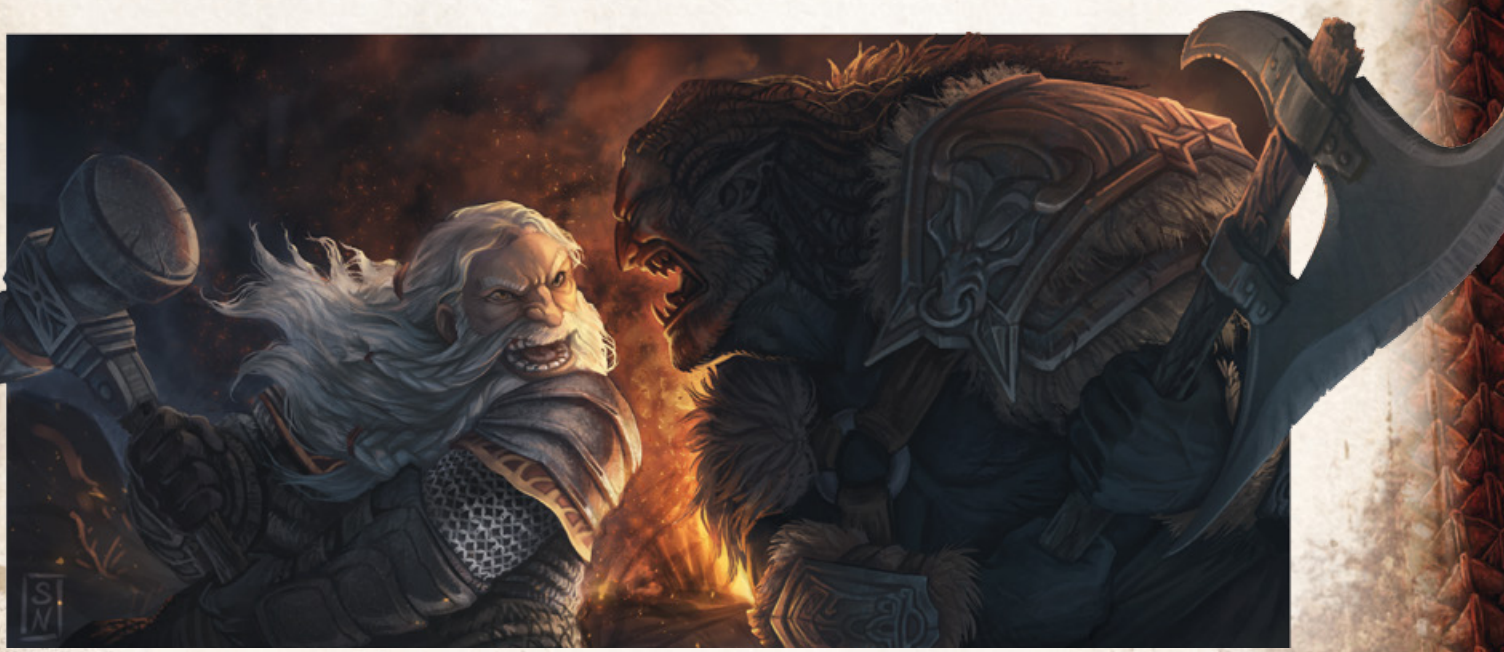
Combatants use an action or a free action to move a number of yards equal to their MOV stats (as modified by conditions or states).

Example: Rowena wants to flee from a giant amoeba because she doesn't like slimy goo creatures. She uses her free action for tactical movement. Her MOV is 8, but she has ENC, which subtracts one point from her MOV, leaving her with a MOV of 7. Rowena flees 7 yards away from the giant amoeba.

Close Combat

In close combat, two or more combatants face off within attack distance. To hit your opponent with a melee weapon, you must make a check against your attack stat. Generally, the attack succeeds if the result is lower than or equal to your attack stat.

If still capable of defending, the target can try to avoid the attack by making a check against the appropriate defense stat (Parry or Dodge). As with attacks, the defense roll must be less than or equal to the appropriate defense stat to succeed. If successful, the attack has no effect. If the defense fails, the attacker rolls the weapon's damage. Deduct the PRO of the target's armor, if any, from the DP. Subtract the remaining points (the amount of damage suffered) from the target's LP.



Role Play

Example: Let's take another look at the encounter between Geron, Arbosh, and the orc bandits. After a brief moment of surprise, the three orc bandits charged our heroes. Arbosh pulled out his ax and braced against the first orc's attack. The bandit beat Arbosh's shield to the side and wounded him with his crude ax.

By the Rules

The early morning twilight imposes a visibility modifier of level I on Arbosh and Geron (see *Visibility*, on page 348). Arbosh's chainmail grants PRO 4 but imposes two levels of the condition *Encumbrance* (see *Conditions*, on page 32).

After determining initiative, the first combat round (and thus close combat) begins. Arbosh draws his ax, taking one action. He already has a shield in his other hand. The orc makes an attack on its turn with an attack stat of 13. Note that orcs have Darksight I and can ignore the visibility modifier for twilight. The GM rolls a 9 for the orc, so the attack is successful.

Arbosh tries a defense, parrying with his shield. His parry is 12, but he suffers from two levels of the condition *Encumbrance*, so he has a penalty of 2. His player rolls a 14. The defense fails and the orc bandit hits Arbosh. The GM rolls for the damage points of the orc ax. This type of ax does 1d6+5 points of damage. The game master rolls a 5, for a total of 5+5=10 damage points. Arbosh subtracts 4 (the PRO of his chainmail) from the damage roll. He takes 10-4=6 points of damage, and must therefore temporarily reduce his life points by 6.

Let's take a look at the individual steps of combat.

1. Choose Target

First, the combatant must decide whom to attack.

Determine Attack Distance

Attack distance is the distance within which two combatants may engage in close combat—generally, this is two yards. If you are farther than two yards away from your opponent, you're not close enough to engage in melee or hand-to-hand combat. Attack distance determines if you can attack your enemy or try to escape. If you aren't within attack distance, you can no longer attack your opponent, but you can run away. Also, attack distance is important for attacks of opportunity (see page 237).

2. Attack

A combatant within attack distance can make a close combat attack. To attack an opponent in close combat, roll 1D20 against your attack stat. If the result is lower than or equal to your attack stat, your attack hits the opponent.

Example: an orc bandit attacks Arbosh. The orc has an attack stat of 13. The GM rolls a 9, so the attack is successful.

What Does a Failed Attack Mean?
A failed attack roll doesn't always mean your attack missed outright. It might mean that you simply didn't manage to get into a good position, or that the enemy twisted away from the attack at the last second.

Close Combat Weapon Reach

All close combat weapons have a rating for *reach*. Reach depends on the length of the weapon and gives certain advantages and disadvantages. Close combat weapons have one of these reach categories: *short*, *medium*, and *long*.

Short-Reach Weapons
Advantage: Short-reach weapons suffer no penalty on attack and defense in cramped spaces.
Disadvantage: When fighting against a medium-reach weapon, the combatant suffers a penalty of 2 for attacks. When fighting against a long-reach weapon, the combatant suffers a penalty of 4 for attacks.

Medium-Reach Weapon
Advantage: Medium-reach weapons suffer lower penalties in cramped spaces than do long-reach weapons. Short-reach weapons suffer a penalty when fighting against medium-reach weapons.
Disadvantage: When fighting against a long-reach weapon, the combatant suffers a penalty of 2 for attacks. In cramped spaces, the combatant suffers a penalty of 4 for attacks and parries.

Long-Reach Weapon
Advantage: Short- and medium-reach weapons suffer penalties against long-reach weapons.
Disadvantage: In cramped spaces, the combatant suffers a penalty of 8 for attacks and parries.

Comparison of Close Combat Weapon Reaches

Versus	Short	Medium	Long
Short	_	-2 AT for short	-4 AT for short
Medium	-2 AT for short	_	-2 AT for medium
Long	-4 AT for short	-2 AT for medium	_

Critical Successes

As explained in *Chapter 2: Basic Rules*, combat checks can result in critical successes. If you roll a result of 1 with an attack, you must make a confirmation roll.

If the confirmation roll is successful, the attack has the following effects.

- Halve the target's defense stat against the attack
- The attack inflicts double damage (roll damage and double the result before subtracting PRO)

If the confirmation roll fails, the following happens

- Halve the target's defense stat against the attack

Example: Arbosh takes his opportunity after the first round of combat to attack the orc bandit. After all modifiers, his attack stat is 11. His player rolls a 1 on the attack roll. The confirmation roll suffers a penalty of 2 (like all rolls the player makes) from Arbosh's two levels of Encumbrance *due to his chainmail. His player rolls a 2 for the confirmation roll, so he achieves a critical hit. The orc's defense stat is halved. The GM decides that the orc tries to parry. Halving his parry of 7, the orc must roll against 4 (3.5, rounded up). The GM rolls a 6, so the defense fails. The orc bandit is about to experience great pain! Arbosh usually inflicts 1d6+4 damage points with his ax. His player rolls a 5, for 9 total points. The critical hit doubles the result, inflicting an impressive 18 points of damage.*

Botches

Critical hits are extraordinary successes, and botches are extraordinary failures. When you roll a 20 on a combat check, you must make a confirmation roll to see if you botch.

If the confirmation roll is successful, the following happens.

- Simple failure

If the confirmation roll fails, the following happens.

- The hero suffers 1D6+2 DP (ignoring PRO).

Example: If Arbosh's player had less luck and rolled a 20, it could have gone badly for his character. He would have made a confirmation roll against his modified attack of 11. If he rolled a 12 or higher, he would have botched his attack and Arbosh would have suffered 1D6+2 DP, ignoring PRO.

Close Combat Botch Table

Optional Rule

Instead of taking 1D6+2 DP on a botch, you can use the following table. If the combatant who botched is unarmed, add 5 to die roll results of 6 or less.

Result (2D6)	Effect
2 Weapon Destroyed	The weapon is irreparably destroyed. If the weapon is unbreakable, see result # 5.
3 Weapon Badly Damaged	The weapon cannot be used again until repaired. If the weapon is unbreakable, see result #5.
4 Weapon Damaged	The weapon is damaged. All checks against attack and parry suffer a penalty of 2 until the weapon is repaired. If the weapon is unbreakable, see result #5.
5 Weapon Lost	The weapon falls to the ground (see page 239).
6 Weapon Stuck	The hero's weapon is stuck in a tree, a wooden wall, the ground, or something similar. Freeing it takes 1 action and a check using *Feat of Strength (Dragging & Pulling)* with a penalty of 1.
7 Fall	Make a check using *Body Control (Balance)* with a penalty of 2, or fall to the ground and receive the state *prone* (see page 36).
8 Stumble	Stumble and suffer a penalty of 2 on your next action.
9 Ankle Twisted	Suffer one level of the condition *Pain* for 3 combat rounds.
10 Bump	Bump your head in the chaos of combat and suffer a level of the condition *Confusion* for one hour.

11 Hurt Yourself	Suffer your weapon's damage, including the damage bonus (ignoring PRO). If unarmed, take 1D6 DP (ignoring PRO).
12 Hurt Yourself Badly	Suffer double your weapon's damage, including the damage bonus (ignoring PRO). If unarmed, suffer 2D6 DP (ignoring PRO).

This optional rule makes the game a little more complex.

3. Defense

If you know what's good for you, you won't want to get hit with sharp objects. For defense, combatants can *parry* or *dodge*. Each type of defense has its advantages and disadvantages.

- *Parry (PA):* A hero can try to prevent taking damage from a hit in close combat by parrying the attack. To do so, make a check with 1D20 against your Parry stat. If your result is lower than or equal to your Parry, you divert the blow and take no damage.

  If you have a shield, you can use it to parry an opponent's successful attack. This is a normal Parry check, but the shield grants a bonus to your Parry stat (your parry with a shield will usually be higher than your parry with a weapon).
- *Dodge (DO):* Sometimes you need to jump to the side rather than parry an attack. To do this, you still roll 1D20 but use Dodge instead. If your result is lower than or equal to your Dodge stat, you dodge the attack and avoid taking damage.

It is not possible to make more than one defense check against a single attack. It is possible, however, to defend against different attacks made by different enemies in the same combat round.

Performing more than one defense per combat round becomes increasingly difficult. Your first defense in a combat round doesn't suffer a penalty, but each additional defense suffers a cumulative penalty of 3. This means that your second defense suffers a penalty of 3, your third suffers a penalty of 6, your fourth suffers a penalty of 9, and so on. Once the next combat round starts, these modifiers reset to zero, and your first defense in the new round doesn't suffer a penalty. If penalties cause a defense stat to drop to 0 or less, you cannot perform that type of defense again during that round. If you have another defense option that hasn't been modified to 0 or less in this fashion, you can use that defense instead. Penalties for multiple defenses in a combat round apply to all types of defense.

It doesn't matter if penalties stem from close combat or ranged combat attacks.

Note that only characters with Fate Points (see page 28) can make more than one defense per round, as described above, even if they currently don't have any FtP available. Others normally get only one defense per combat round, but might be able to make more due to special abilities, spells, or liturgical chants.

Example: Arbosh attempts a defense by trying to parry the orc bandit's attack with his shield. His parry stat with the shield is 12. He suffers from two levels of Encumbrance*, for a penalty of 2. His player rolls a 14, so his defense has failed. If he needed to defend against another attack in the same combat round, it would suffer an additional penalty of 3 for being the second defense he attempted.*

Non-Humanoid Creatures

Non-humanoid creatures (see page 354), especially monsters, can always use their full defense stat for defense. And even if they must defend more than once in the same combat round, their defense stat isn't reduced, and they don't need to have FtP to make additional defenses.

More Defenses for NPCs

Optional Rule

The rules say that only heroes and NPCs with FtP can make more than one defense per combat round. The GM can bolster NPCs who don't have FtP by letting them use more than one defense per combat round (with applicable penalties, of course), but this change can lead to longer combats.

This optional rule makes the game a little more complex.

Parrying With Weapons and Shields

Shields and other parrying weapons aren't just for defense; they can also be used as weapons (in two-weapon combat, for example).

Parrying weapons and shields require the appropriate combat techniques, and can be used in conjunction with a single close combat weapon (or even as a second weapon, in two-weapon combat). When using a parrying weapon or a shield in addition to your main weapon, add the Parry bonus of the parrying weapon or shield to your Parry value with the main weapon. If you use two parrying weapons or two shields (or a combination thereof) at the same time, apply only the highest bonus.

Characters with the combat technique Shields double their Parry bonus when parrying with a shield instead of their main weapon (see page 236). When defending with a shield, it's important to decide whether you want to use the shield passively (adding its Parry to the base Parry stat of your main weapon), or actively, with the combat technique Shields, to receive double the shield's Parry bonus.

Example: Carolan and Arbosh want to duel in a combat exercise. Carolan wields a foil and a main-gauche. Arbosh carries a battleaxe and a wooden shield.

Carolon has an AT/PA 14/8 when using fencing weapons. The foil grants a bonus of 1 to attacks, changing those to AT/PA 15/8. However, he attacks with his main weapon (the foil) and uses his main-gauche's passive parry bonus of 1, giving a total AT/PA of 15/9 with Fencing Weapons when using foil and main-gauche.

Arbosh can use his shield passively, too. His combat technique Impact Weapons gives him an AT/PA of 14/8, but his battleaxe suffers a penalty of -1 to PA, so his final numbers are 14/7. When used passively, the wooden shield also gives a parry bonus of +1, compensating for the penalty due to the battleaxe. So Arbosh is back to 14/8. Arbosh's player decides to use the shield to parry actively. When using his combat technique Shields (value 8), he doubles his wooden shield's parry bonus to +2, giving him a parry of 10 (which is much better than the 7 he would have had using the combat technique Impact Weapons and the battleaxe). For this training session, Arbosh fights with AT 14 (with the combat technique Impact Weapons) and PA 10 (with the combat technique Shields).

Arbosh and Carolan could both use two-weapon combat to attack each other. Then they could use both their parrying weapons and shields as weapons (with the appropriate weapon modifiers, which is especially important for the shields, which suffer from penalties to AT).

Reminder: Parrying with a Shield
The parry stats of shields are calculated just like any other combat technique. If you have the combat technique Shields, parrying with a shield doubles the shield's parry bonus and doesn't incur a penalty for using the off hand (see page 238). Ranged combat attacks and attacks against large enemies can be parried using a shield. A second shield doesn't increase the bonus. You can use a shield to attack.

Critical Success

As explained in *Chapter 2: Basic Rules*, combat checks can result in critical successes. This goes for defense checks, too. If you roll a 1 for defense, you must make a confirmation roll.

If the confirmation roll is successful, the defense has the following effects:

- The defender can make an immediate attack of opportunity against the opponent (see page 237)

If the confirmation roll fails, the defense has the following effects:

- The defense takes place the usual way

Example: Arbosh is still fighting against an orc bandit. The orc hits with its ax again, but Arbosh wants to defend with his shield. After applying all modifiers, his parry stat is 9. His player rolls a 1 for the parry check. He must then make a confirmation roll, using all the same modifiers from his parry roll. The roll results in a 5, so he has achieved a critical success. Arbosh not only blocks the orc's attack, he can make an additional attack of opportunity against his opponent.

Botch

Just as with weapon attacks, you can botch a defense check. When you roll a 20 for a defense, make a confirmation roll.

If the confirmation roll is successful, the following happens:

- Simple failure

If the confirmation roll fails, the following happens:

- The hero suffers 1D6+2 DP (ignoring PRO)

Example: If Arbosh's player had less luck parrying with the shield and rolled a 20, he would make a confirmation roll for a defense botch using the same modifiers he used for the defense roll.

Defense Botch Table
Optional Rule

Instead of suffering a standard 1D6+2 DP for a defense botch, you can roll on the following table. If the combatant is unarmed and rolls a 6 or less, add 5 to the result.

Result (2D6)	Effect
2 Weapon Destroyed	The weapon is irreparably destroyed. If the weapon is unbreakable, see result #5.
3 Weapon Damaged Badly	You cannot use the weapon until it is repaired. If the weapon is unbreakable, see result #5.
4 Weapon Damaged	The weapon is damaged. All checks against Attack or Parry suffer a penalty of 2 until the weapon is repaired. If the weapon is unbreakable, see result #5.
5 Weapon Lost	The weapon falls to the ground (see page 239).
6 Weapon Stuck	The hero's weapon is stuck in a tree, a wooden wall, the ground, or something similar. Freeing it takes 1 action and a check using *Feat of Strength (Dragging & Pulling)* with a penalty of 1.
7 Fall	Make a check using *Body Control (Balance)* with a penalty of 2, or else fall to the ground and receive the state of *prone* (see page 36).
8 Stumble	Stumble and suffer a penalty of 2 on your next action.
9 Ankle Twisted	Suffer one level of the condition *Pain* for 3 combat rounds.
10 Bump	Bump your head in the chaos of combat and suffer one level of *Stupor* for one hour.
11 Hurt Yourself	Hurt yourself. Suffer your weapon's damage, including the damage bonus (ignoring PRO). Unarmed combatants suffer 1D6 DP (ignoring PRO).
12 Hurt Yourself Badly	Suffer double your weapon's damage, including the damage bonus (ignoring PRO). Unarmed combatants suffer 2D6 DP (ignoring PRO).

Using this optional rule makes the game a little more complex.

4. Damage

Every combatant wants to avoid wounds from the enemy, but sometimes the gods don't extend their protective hands... or maybe the dice just hate the players. Either way, combatants suffer damage from their opponents' weapons. All weapons have a rating for *damage points*, which is the damage they inflict with a successful hit. To determine damage, roll the dice indicated by the weapon or situation, subtract the enemy's PRO from the result, and then subtract what's left (if anything) from the target's life points.

Example: an orc bandit hits Arbosh with an ax. The GM rolls for the orc ax's damage points (this particular ax does 1d6+5 points of damage). The GM rolls a 5, so the ax does 10 (5+5) damage points. Arbosh has a protection of 4 due to his chainmail, so he subtracts 4 points from the damage. Arbosh takes 6 points of damage (10-4), which means the player subtracts 6 from Arbosh's life points. It's a deep cut, but if he wasn't wearing chainmail, the hit would have been a lot worse.

Low Life Points

Once you have lost a quarter of your total LP, you suffer one level of the condition *Pain*. The same happens again when you lose half your LP, again when you lose three-quarters of your LP, and yet again when your LP drop to 5 or less. If your LP rise above one of these thresholds, the relevant level of *Pain* subsides.

Characters that are reduced to 0 LP or less are dying (see page 340). For more about conditions, see page 31.

Special Rules for Close Combat

Combat Techniques

Humans and other races have made weapons for millennia. From simple rocks to fine Horasian fencing swords, Aventurian weapon manufacturers have invented many different tools to dispatch even the most deadly opponents. Weapon use is sorted into categories called *combat techniques*.

Descriptions of Combat Techniques

We describe combat techniques using the following terms.

Special: lists special rules for the combat technique that apply to all weapons in this category.

Primary Attribute: the combat technique's primary attribute influences the PA stat and the damage bonus. Some combat techniques allow you to choose from more than one primary attribute. If you have a really high Dexterity, Agility, or Strength, you can use certain techniques to deal more damage or raise your PA or RC stat by 1 per 3 full points above 8 for that attribute.

Ranged combat techniques are described on page 245. They do not use the rules for damage bonuses or damage thresholds.

Improvement Cost: the combat technique's improvement cost.

Example: Geron wields a long sword. The primary attribute of the combat technique Swords is either AGI or STR. Geron's AGI is higher (13), so he uses this attribute to calculate his PA bonus. He receives a bonus of +1 to his PA stat, since he has at least 3 full points above 8 in his primary attribute (his AGI is 5 points higher than 8; three full points give a bonus of 1, and the remaining 2 points add nothing). If his AGI stat had been 14, he would have received 2 bonus points (14 – 8 = 6 full points).

Damage Threshold

Damage Threshold: depending on the combat technique, heroes receive damage point bonuses from high primary attributes. All melee weapons have *a stat called* damage threshold (see Chapter 14: Equipment). If a combatant's primary attribute is greater than a weapon's damage threshold, every hit inflicts +1 DP per attribute point above the damage threshold..

Example: Layariel finds a rapier, which belongs to the category Fencing Weapons*. Fencing weapons have Agility as their primary attribute. A rapier's damage threshold is AGI 15. Layariel has an Agility of 16, one point above the damage threshold, so she deals one extra point of damage (instead of dealing 1d6+3 DP on a successful hit with the rapier, she inflicts 1d6+4).*

Close Combat Techniques

Brawling

Brawling is one of the oldest methods of combat. This technique uses punches and kicks to damage, choke, trip, or pin the enemy.

Special: Unarmed combatants who parry a weapon still suffer full damage even if the parry is successful (so they probably should try to dodge instead). On the other hand, if you use a weapon to parry a brawling attack, the attacker suffers half the weapon's damage. Combatants deal 1D6 DP when brawling, as modified by the primary attribute (see above).

Primary Attribute: Agility/Strength

Improvement Cost: B

Chain Weapons

These weapons incorporate one or more weights attached to a handle by a chain of varying length. Chain weapons are popular because of their high damage and feared because they are unpredictable. Their use is forbidden at many knights' tournaments. This technique primarily applies to the morningstar and the infamous ox-herd, a morningstar with three weights.

Special: It's harder to defend against chain weapons. Parries against them suffer a penalty of 2. Shields use only their normal bonus against chain weapons (their PA is not doubled). Attacks with chain weapons botch on a 19 or 20. You cannot parry with chain weapons.

Primary Attribute: Strength

Improvement Cost: C

Daggers

You use this technique to wield bladed weapons that are shorter than short swords. This includes single-edged and double-edged blades and short stabbing weapons (in other words, everything from simple kitchen knives to dirks).

Special: You cannot use daggers to parry chain weapons, polearms, two-handed impact weapons, or two-handed swords.

Primary Attribute: Agility

Improvement Cost: B

Fencing Weapons

These light and elegant weapons are especially popular in the Horasian Empire. They barely manage to pierce heavy armor, but skilled fencers can use them to attack an enemy's vulnerable points.

Special: You cannot use fencing weapons to parry chain weapons, polearms, two-handed impact weapons, or two-handed swords. Defense checks against attacks by fencing weapons suffer a penalty of 1.

Primary Attribute: Agility

Improvement Cost: C

Impact Weapons

This category describes everything that is wielded with one hand, from a simple club to a well-crafted Raven's beak, whether blunt or sporting an ax blade.

Primary Attribute: Strength

Improvement Cost: C

Lances

Deadly lances are favored among armored knights of the northern Middenrealm. They're usually used one-handed from horseback. Combatants on foot can use them with two hands as a somewhat unwieldy pike.

Primary Attribute: Strength

Improvement Cost: B

Polearms

Spears, staves, and the many varieties of pikes used by territorial armies and mercenary companies fall within this technique. They all share a long shaft that can be used to keep opponents at a distance.

Primary Attribute: Agility/Strength

Improvement Cost: C

• For example: Tjalva has a combat technique value (CTV) of 12 for the combat technique Shields. Her stats in Courage and Strength are both 14, so her AT with the shield is 14, from CTV 12 + 2 (for two sets of 3 full points of Courage above 8), and her PA with the shield is 8, from CTV 12/2 + 2 (for two sets of 3 full points of Strength above 8).

Add the AT modifier and 2x the PA modifier of a shield to these calculated stats. For example, with a Thorwaler shield (AT/PA -5/+2 , which becomes +4), Tjalva's stats would be AT 9 and PA 12.

Shields

Some combatants use shields to protect themselves from melee attacks and missile fire. With this technique, you can use shields made from leather, wood, metal, or wicker. You can also attack with a shield, but they're not very well suited for offense.

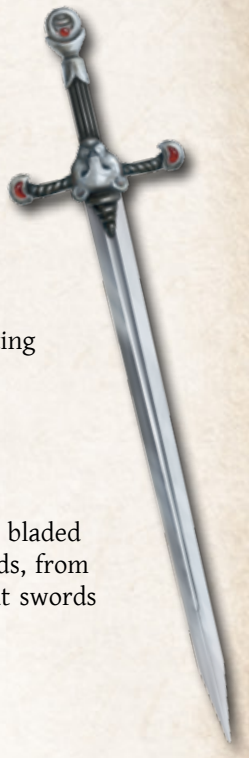
Special: AT and PA stats of shields are calculated like any other combat technique. Parrying with a shield grants double the shield's parry bonus and doesn't impose a penalty for using the off hand (see page 238). Ranged combat attacks and attacks from large enemies can also be parried using a shield. Using a second shield doesn't increase the bonus. To defend against a ranged combat attack, you must parry actively with the shield. When parrying with a shield, you cannot also parry with your main weapon. You can use a shield to attack. •

Primary Attribute: Strength
Improvement Cost: C

Swords

Knights and warriors think of their swords as faithful companions. For many, the sword is a symbol of rulership. This technique includes bladed weapons wielded with one hand, of short sword length and longer (with the exception of light fencing weapons). The blade can be straight or curved, and single-edged or double-edged.

Primary Attribute: Agility/Strength
Improvement Cost: C



Two-Handed Impact Weapons

Examples of two-handed impact weapons include warhammers and dwarven rock-cleavers. These unbalanced, two-handed weapons are preferred especially by primitive cultures because they often combine an intimidating aspect with a deadly impact.

Primary Attribute: Strength
Improvement Cost: C

Two-Handed Swords

This technique includes all bladed weapons wielded with two hands, from bastard swords and classic great swords to double khunchomers.

Primary Attribute: Strength
Improvement Cost: C

Armor and Encumbrance

For protection, the peoples of Dere have developed many types of armor and helmets fashioned from many different materials. These items differ in weight and bulk, and also in the amount of damage they absorb, as represented by their *protection rating (PRO)*. Additionally, characters who wear heavier types of armor suffer levels of the condition *Encumbrance* (see page 32).

Armor

Armor grants protection but usually imposes an *Encumbrance* level, and sometimes also imposes cumulative penalties for MOV and INI as well.

Example: If you wear cloth armor, you get PRO 2 and 1 level of the condition Encumbrance (*all checks for skills affected by* Encumbrance *suffer a penalty of 1). In addition, you suffer a penalty of -1 to AT, defense, INI, and MOV for Level I of Encumbrance.*

When wearing leather armor, you suffer the same penalties as ENC Level 1, but there are additional penalties to MOV and INI, so you actually lose 2 points from both traits.

Armor Types, Protection, and Encumbrance

Type	PRO	ENC (Level)	Additional Penalty
Normal clothing, furs, or naked	0	0	–
Heavy clothing, winter clothing	1	0	-1 MOV, -1 INI
Cloth armor, gambeson	2	1	-
Leather armor	3	1	-1 MOV, -1 INI
Chainmail	4	2	-
Scale mail	5	2	-1 MOV, -1 INI
Plate armor	6	3	-

Disengage

You do not always want to fight every combat to the bitter end, but if you want to flee from combat, you must be careful. If you aren't engaged in combat at the moment (meaning that you don't have to defend against enemies and are not attacking enemies yourself), you can move using the normal rules. However, if you are engaged in active combat and want to move away, you must first *disengage*. This takes one action and a check using *Body Control (Combat Maneuvers)* with a penalty equal to the number of opponents within attack distance.

If the check is successful, you can move your MOV in yards, but be mindful of moving within other opponents' attack distances so as not to provoke unwanted *attacks of opportunity* (see below). If the check is not successful, you suffer an attack of opportunity and can move only MOV/2 yards.

Attack of Opportunity

There are many conditions that warrant attacks of opportunity. Combatants suffer attacks of opportunity when they fail their check to disengage, or fail certain maneuvers, or when an opponent rolls a critical success while defending, or when they move within an opponent's attack distance without engaging that opponent in combat. Attacks of opportunity are close combat attacks that do not require an action. No defense is possible against an attack of opportunity, but the attack suffers a penalty of 4 and cannot be combined with combat special abilities (such as Feint or Forceful Blow). There are no critical hits and botches for attacks of opportunity.

Example: Arbosh's orc opponent tries to escape. If the GM fails the orc's Body Control (Combat Maneuvers) *check, Arbosh can make an attack of opportunity against the orc as it disengages. As it happens, the orc fails its check. Arbosh's attack is 15 and his attack of opportunity suffers a penalty of 4. The target number is 15 - 4 = 11. The player rolls a 3 and Arbosh hits the fleeing orc in the back.*

Ambush

Sometimes robbers ambush heroes, and sometimes heroes try to ambush their enemies. To set up an ambush, make a competitive test of *Stealth (Hide)* against *Perception (Detect Ambush)* and apply bonuses and penalties as applicable (for hiding places, the time available to plan the ambush, and so on). If the group that is the target of the ambush wins the competitive test, they notice the ambush and can react normally. If they lose, however, they walk into the ambush without noticing and gain the state of *surprised* (see page 36).

> You don't need an action to make an attack of opportunity. You can make as many attacks of opportunity per combat round as present themselves.

> The GM can modify this check in special situations. Conditions or wounds can also influence this check.

It is not necessary for everybody on both sides to make the check. Instead, the combatant with the lowest stat in *Stealth* makes the *Stealth* check for the group conducting the ambush, and the combatant with the highest stat in *Perception* makes the *Perception* skill check for the group that is being ambushed.

Cramped Spaces

The GM can decide that small rooms, hallways, and similar surroundings are *cramped*. Short-reach weapons suffer no penalties in cramped spaces, but longer weapons do, as shown in the following table.

Type	Penalty
Short-Reach Weapon	+/-0 AT, +/-0 PA
Medium-Reach Weapon	-4 AT, -4 PA
Long-Reach Weapon	-8 AT, -8 PA
Small Shields	-2 AT, -2 PA
Medium Shields	-4 AT, -3 PA
Large Shields	-6 AT, -4 PA

Two-Weapon Combat

Many warriors view combat with two weapons as a mark of great skill. Many Aventurian fighters who can fight with two weapons prefer to use two similar weapons, such as daggers or hatchets, while others choose weapons designed to be used in tandem, such as a fencing weapon and a main-gauche.

Two-Weapon Close Combat

Some beginning heroes expect to gain advantages from fighting with two close combat weapons. But two-weapon close combat isn't easy and only a trained fighter can use it effectively.

- You cannot use weapons that must be wielded with two hands. Chain weapons cannot be used in both hands for two-weapon combat (but you can use a chain weapon with a shield).
- The hero can attack with both weapons in one action, but must make individual attack rolls with the appropriate combat techniques. The target can defend against these attacks in the usual way. Determine the damage points individually for each hit, accounting for PRO in the usual manner before reducing the target's LP.
- Both attacks and all the two-weapon-wielding character's defenses in the current combat round suffer a penalty of 2 (due to the technique's difficult coordination and the additional weight), as long as the hero continues to attack with both weapons. Note that you don't suffer the penalty if you attack with only one weapon during this combat round. Also, defenses with shields don't suffer the penalty, but attacks with shields do (see page 236). You can reduce this penalty with the special ability *Two-Weapon Combat I-II* (see page 250).
- The weapon in your off hand suffers an additional penalty of 4 to Attack and Parry. You can negate this penalty with the advantage *Ambidextrous* (see page 163). Defenses with shields don't suffer the penalty, but attacks with shields do.
- You can attack with each weapon against different enemies so long as both are within attack distance.
- You can use only basic maneuvers as combat special abilities for both attacks.
- If you want to parry while fighting with two weapons, you choose which weapon to use for the parry. Parries suffer all penalties for two-weapon combat and use of the off hand.
- If you botch the first of your two attacks, you cannot make the second attack. The result of the second attack never affects the result of the first attack, even if the second attack is a botch.

Example: Arbosh purchases a second ax. His friend Geron thinks it's just another excuse for Arbosh to boast about his fighting prowess. During combat training with Geron, Arbosh can attack with both axes in the same action, but must make an individual attack check for each blow. The attack stat of the first blow, made with his right hand, suffers a penalty of 2 (it isn't easy to wield two axes at once). The attack stat of the second blow, dealt with the left hand, suffers a total penalty of 6 because Arbosh is right-handed.

Advantageous Position

An *advantageous position* in combat grants a bonus of 2 for attack and defense. Advantageous positions can include standing on a table or large rock, or fighting an enemy who is downhill from you. It is also possible to gain an advantageous position while swimming, climbing a ship's rigging, flying, and so on.

Getting into an advantageous position in combat (for example, by climbing on to the aforementioned table) requires at least one action and, depending on the situation, a successful check with *Body Control (Combat Maneuvers)*. You don't suffer any penalties for a failed check, but might suffer an attack of opportunity if you botch.

In certain situations, you can replace the *Body Control (Combat Maneuvers)* check with another skill check. The GM has the final say.

Attack from Behind

When attacked from behind, your defense suffers a penalty of 4 because you cannot see the attack properly or don't notice it coming until it is too late.

Visibility

Seeing your target clearly in close or ranged combat is made more difficult by things such as thick foliage, fog, or darkness. Any conditions worse than unrestricted sight with good light are grouped into four Visibility Levels, each with its own penalties. These penalties can apply to other skill checks that rely heavily on vision (see page 348). The GM has the final say.

Combat in Water

When you are in water, you suffer penalties to attack and parry and cannot move as well as you can on land. In hip-deep water, AT and PA each suffer a penalty of 2. While completely submerged, they each suffer a penalty of 6. You cannot use a ranged weapon underwater unless the weapon's description says otherwise.

Picking up Items in Combat

The special ability *Disarm*, a botch, or any number of other circumstances might cause you to drop your weapon. In that case, you probably want to pick it up as quickly as possible. These rules apply to any item the hero might want to pick up during combat.

Picking up an item in combat requires an action and a check with *Body Control*. The GM assigns penalties based on the circumstances. If you fail the roll and an enemy is within attack distance, that enemy can make an attack of opportunity against you.

Picking up an item in one round is possible only if it lies within the maximum distance the character can move in one round. Picking up an object always requires movement, and therefore requires an appropriate action (usually a free action).

> Always keep track of attack distances. Your character might suffer attacks of opportunity by unintentionally moving within another enemy's attack distance during an attempt to recover a dropped item.

Size Category

Each creature fits into one of the following size categories: Tiny, Small, Medium, Large, and Huge. Depending on the enemy's size, the hero may suffer attack penalties or limited defense options.

Visibility Modifier

Level	Effect	Example	Modifier
Level 1	Vision slightly impaired	Light foliage, morning mist	-1 to RC, AT, and defense
Level 2	Target's shape can be seen	Fog, moonlight	-2 to RC, AT, and defense
Level 3	Target's shape can barely be seen	Dense fog, starlight	-3 to RC, AT, and defense
Level 4	Target invisible	Dense smoke, complete darkness	Halve AT; RC, defense only possible by rolling a 1 on 1D20

Size Category

Size Category	Example	Penalty
Tiny	Rat, toad, sparrow	-4 AT
Small	Fawn, goat, sheep	+/- 0 AT
Medium	Human, dwarf, donkey	+/- 0 AT
Large	Ogre, troll, cow	May only parry with shield, or dodge
Huge	Dragon, elephant, giant	May only dodge

Mounted Combat

Many warriors fight from horseback. In most ways, mounted combat differs little from combat on foot, except that the riding animal is a living creature with its own will, and its rider must be able to control it in the chaos of combat.

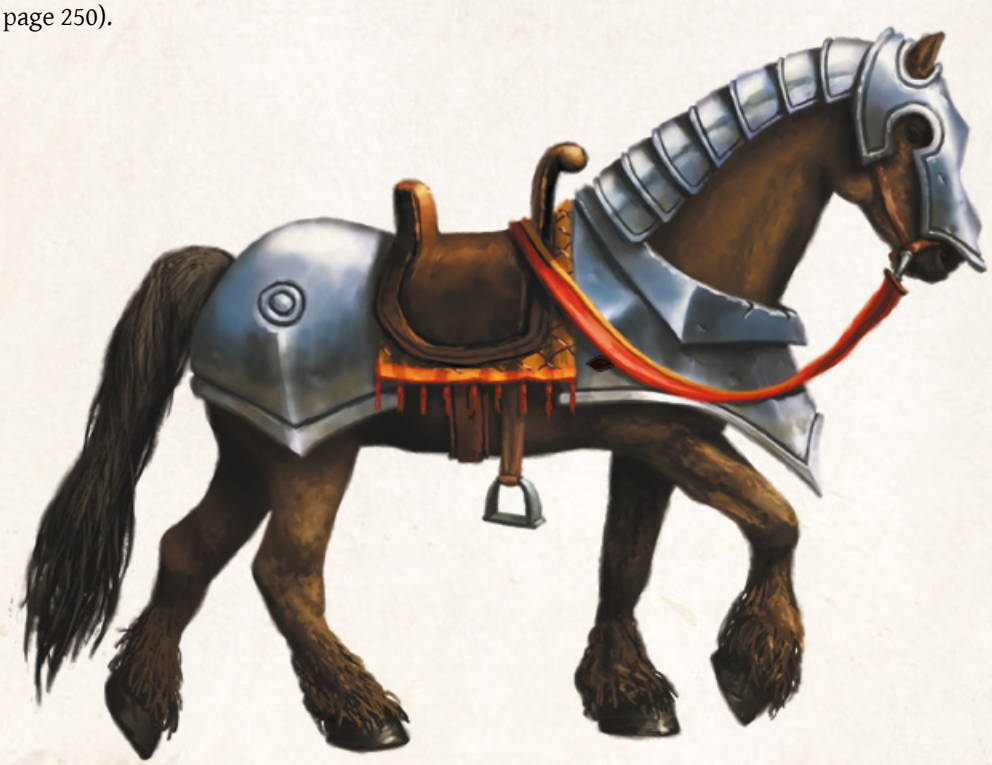
Rules for Mounted Combat

For the most part, mounted combat uses the same rules as dismounted close combat, but with the following exceptions.

- The rider uses the horse's Initiative when determining initiative.
- When a rider faces a dismounted opponent, treat the rider as having an *advantageous position* (see page 238).
- Unless stated otherwise, riders cannot use special maneuvers from horseback. Riders can use any basic maneuvers.

> Believers in the Twelvegods don't like to attack horses, which are holy to the goddess Rahja. Of course, those who don't believe in the Twelvegods might be less hesitant to attack horses...

- Riders cannot use two-handed weapons.
- Shields can block only attacks that come from the front or from the shield arm's side of the rider's body. Attacks from the weapon arm's side of the rider's body can be dodged or parried with that weapon.
- Parries while mounted are made as usual, but dodging always suffers a penalty of 2 unless you dismount while dodging, in which case you ignore the penalty.
- Armor is less encumbering while mounted because the mount carries some of the weight. Reduce *Encumbrance* by 1 level for purposes of making combat checks while mounted.
- Checks with *Riding (Combat Maneuvers)* are required if the horse is injured or receives a special *command* (such as *Tilt*, or a command to *change* from *Walk* to *Trot* or *Gallop*; see below).
- Changing from Walk to Trot or Gallop is a free action (note that both the rider and the mount must each use a free action).
- If the mount is injured in combat and suffers DP, make a check against *Riding (Combat Maneuvers)* to avoid falling (see *Falling Damage* on page 340). This check suffers a penalty of 1 for every 5 full DP taken by the mount.
- Fighters on foot can make attacks of opportunity against a horse, but not its rider.
- *Command*: Instead of attacking, a rider can use one action to give a *command* to the mount, but must make a check with *Riding (Combat Maneuvers)* to do so. If the check fails, the horse ignores the command, and the rider suffers no further consequences. Commands include Change (walk, trot, or gallop), Trample, Mounted Charge, and Disengage (see below), as well as Tilt (see page 250).
- *Trample*: When a rider gives this command, the mount makes an attack against a target using its Trample stat. To Trample, a horse must gallop at least 4 yards of closing distance. Damage is as listed in the mount's description. Targets cannot parry, but may dodge this attack. After making a trample attack, the horse continues with its full MOV until the end of the CR. The rider needs to spend one action to turn the horse around to face the opponent again, if desired.
- *Mounted Charge*: To charge an enemy, the rider must urge the mount to a gallop and use the command *Mounted Charge*. Make a *Riding (Combat Maneuvers)* check, and then make the attack check (which does not require another action because it counts as part of the *command*). Horse and rider need not reduce their movement after the attack. The enemy cannot parry a mounted charge attack with a weapon, but can dodge or parry with a shield. If the charge is successful, add a bonus of 2 + (mount's MOV/2) to the damage. To give this command, you need the special ability Mounted Combat (see page 249).
- Disengage: To disengage while on horseback, you must make a check using *Riding (Combat Maneuvers)*, as with any other command. The check suffers a penalty equal to the number of opponents within attack distance. If the check is successful, the horse can move its MOV in yards. Be mindful of incurring further attacks of opportunity by moving within other opponents' attack distances.



Ranged Combat

Instead of fighting with sword and ax, you can stay at a safer distance and attack enemies with a bow, javelins, or other ranged weapons. Such attacks are similar to close combat—you still make an attack check, but use the ranged combat stat instead. If the check is successful, the missile hits the target. To be hit, targets must be within the weapon's range. Archers depend more on circumstances than do fighters in close combat. The chances of hitting depend on the target's movement and how well it can be seen. Combatants engaged in close combat cannot make ranged combat attacks—all creatures within attack distance of each other and making attacks or defenses are considered engaged in close combat.

1. Determine Target

Select your target. Note the visibility and range, and the size and movement of the target.

Weapon Range in Ranged Combat

The descriptions for ranged combat weapons include their range (in yards) for each *range bracket* (*close/medium/far*). Different ranged combat weapons have different modifiers for range. It is possible to make an arching shot up to 1.5x a ranged weapon's maximum range, but such shots always count as un-aimed and can normally be launched only at a general area, such as over a city wall or into a raging battle.

2. Attack

Make your ranged combat check. Range combat is affected by the distance to the target, the size of the target, the movement of both the target *and* the attacker, and the overall visibility on the battlefield. Other factors, such as firing from horseback or taking time to aim, also play an important role.

Example: Geron aims at a fleeing orc bandit with his crossbow and pulls the trigger. With a whir, the bolt flies through the air (in other words, Geron uses an attack as his action and makes a ranged combat check against the running orc). Geron's player rolls against his character's ranged combat stat of 14. The orc just started running and is still well within the range bracket of close, *so the shot receives a bonus of 2. Because he saw Geron reload his crossbow, the orc bandit zigzags as he runs, giving Geron a penalty of 4. The orc has moved less than 5 yards this combat round (his MOV is halved from 8 to 4 for zigzagging), which incurs no penalty, but the waning light of twilight gives Geron one level of impaired visibility, which penalizes the shot by 1 more point. Geron's player must therefore roll 11 or less to hit the orc (14+2-4-1).*

Range Bracket

The greater the distance to the target, the harder it is to hit. Thus, the range of a weapon (in yards) is given in three *range brackets* (close/medium/far). If the target of a ranged combat attack is within close range, the ranged attack receives a bonus of 2 and inflicts 1 additional point of damage. A target within medium range receives neither bonus nor penalty. If the target is at far range, the ranged combat attack suffers a penalty of 2 and inflicts 1 less point of damage.

Range Modifiers	
Close	+2 to RC, +1 DP
Medium	+/-0 to RC
Far	-2 to RC, -1 DP

Size Category

A human-sized target is the standard *medium* target. A goat-sized target is *small*, while apples, coins, or a dragon's eye are *tiny*. Ogres and horses are *large* targets, and everything bigger that that is a *huge* target. You can also use these modifiers when you want to hit a target that is behind partial cover. For example, a man who is two-thirds covered from view (due to standing behind a wall that comes up almost to his chest) counts as a small target. If less than one quarter of his body is visible (only his shoulders and head show above the wall, for example), he counts as a tiny target.

Size Modifiers		
Tiny	-8 to RC	Rat, toad, sparrow
Small	-4 to RC	Fawn, goat, sheep
Medium	+/-0 to RC	Human, dwarf, donkey
Large	+4 to RC	Ogre, troll, cow
Huge	+8 to RC	Dragon, elephant, giant

Movement

It's easy to hit a stationary target, but a penalty applies if the target is walking quickly or moving around. It can be very hard to hit a target that is running, flying, or even zigzagging (an action that cuts MOV in half). Similarly, shooting at a target is much harder if the attacker used the previous action to run.

Movement Modifiers	
Target is motionless	+2 to RC
Target is moving slowly (4 yards or less in its last action)	+/- 0 to RC
Target is moving quickly (5 yards or more in its last action)	-2 to RC
Target is zigzagging	-4 to RC, MOV of the target is halved
Attacker is walking (4 yards or less in its last action)	-2 to RC
Attacker is running (5 yards or more in its last action)	-4 to RC

Visibility

It's not too hard to hit a target on a clear, bright day, but adverse conditions incur penalties. At nighttime, the pale light of the moon might allow you to see a clear outline of your target, but that doesn't make aiming any easier. And it can be very challenging hitting a target silhouetted in the fog or hidden behind some bushes. Shooting at an invisible target achieves a hit only with a lucky shot (meaning, you hit only on a roll of 1 on 1D20).

Modifiers for Restricted Visibility			
	Sight clear and undisturbed		+/- 0 to RC
Level I	Vision slightly impaired	Sparse leaves, morning mist	-2 to RC
Level II	Target's shape can be seen	Fog, moonlight	-4 to RC
Level III	Target's shape can be roughly seen	Dense fog, starlight	-6 to RC
Level IV	Target cannot be seen	Thick smoke, complete darkness	Lucky hit (rolling 1 on 1D20)

Mounted Ranged Combat

Shooting bows from horseback is difficult. Mounted archers are greatly feared in some regions of Aventuria, but hitting an enemy from horseback is an art. If the horse is standing still, make a normal attack. Shooting while at a walk is somewhat harder and suffers a penalty of 4. Shooting at a trot is almost impossible (you must roll a 1 on 1D20 to hit). Shooting while galloping is not quite as difficult due to the horse's smoother gait, but it still suffers a penalty of 8. You cannot attack from horseback with a longbow.

Modifiers for Mounted Ranged Combat	
Mount is standing still	+/-0 to RC
Mount is moving at a walk	-4 to RC
Mount is moving at a trot	Almost impossible (hit only on a 1 on 1D20)
Mount is moving at a gallop	-8 to RC

Taking Aim

Each action you spend aiming gives a bonus of 2 (maximum of 4) to your next shot. Aiming counts as a *long action* until you actually make the attack (see *Long Actions*, page 228).

Shooting into Melee

Shooting into a melee is especially challenging. If a ranged combatant fires at an enemy engaged in close combat (in other words, if another combatant is within attack distance of the target), the shot suffers a penalty of 2. If the check fails, no one is hit.

Critical Success

As explained in *Chapter 2: Basic Rules*, all combat checks can result in critical successes. If you roll a 1 with a ranged combat check, make a confirmation roll.

If the confirmation roll is successful, the attack has the following effects:

- The target's defense stat is halved versus the attack
- The attack does double damage (including all modifiers)

If the confirmation roll fails, the attack has the following effects:

- The target's defense stat is halved versus the attack.

Example: Geron shoots his crossbow at the orc bandit. After calculating bonuses and penalties, his ranged combat stat is 11. His player rolls a 1 on the attack roll—a lucky result. The same bonuses and penalties apply to the confirmation roll, so he again rolls against an 11 and gets a 4. The attack really is a critical success!

The GM decides that the orc tries to dodge. He must halve his Dodge of 7 against the attack, leaving him with a 4 (3.5 rounded up). The GM rolls an 8, and the defense fails. The orc bandit is about to learn an important lesson in pain. Because the orc is at close range, Geron deals 1D6+7 DP with his crossbow. He rolls a 4. Normally he would inflict 11 points of damage, but the critical hit doubles the result for an impressive 22 damage points. That should take the coal pelt down.

Botch

Just as some results are critical successes, ranged combat also has botches. When you roll a 20 in ranged combat, make a confirmation roll.

If the confirmation roll is successful, the following happens:

- Simple failure

If the confirmation roll fails, the following happens:

- The attacker suffers 1D6+2 DP (ignoring PRO)

Example: If Geron's player had bad luck while shooting at the orc and rolled a 20, he would also have to make a confirmation roll using the same bonuses and/or penalties that applied to the ranged combat attack. If he had then failed that roll (with a 16, for example), he would have injured himself.

3. Defense

Sometimes when arrows, bolts, or javelins rain down around you, you can do little more than jump to the side or hide behind a shield and hope for the best.

Example: Geron shoots at the fleeing orc bandit with his crossbow. The orc tries to evade the shot with a daring jump. The GM makes a Dodge check with a penalty of 4 because the orc is being attacked with a missile weapon (see below). His dodge stat is only 6, so he must roll against a 2 (6-4=2). The orc has a small chance to avoid the shot, and indeed the GM fails by rolling an 8. This will be painful.

Dodging or Parrying Ranged Attacks with a Shield

You cannot normally parry ranged attacks with a weapon, but you can try to dodge them or parry them with a shield. Both dodging and parrying with a shield suffer a penalty of 4 (against mechanically launched missile weapons such as arrows or slung stones) or 2 (against thrown weapons). Just as with a close combat attack, a target that fails one of these defenses against a ranged attack takes damage as usual (accounting for the target's PRO, if any).

You can defend against more than one ranged attack in the same combat round, but doing so gets more difficult. Your first dodge or shield parry doesn't suffer any additional penalty, but each additional dodge or shield parry in the same combat round suffers a cumulative penalty of 3. In other words, your first dodge or shield

Ranged Combat Botch Table

Optional Rule

Optionally, instead of always suffering 1D6+2 DP for a botch, you can roll on this table.

Result (2D6)	Effect
2 Weapon Destroyed	The weapon is irreparably destroyed. If the weapon is unbreakable, the result is treated like a result of 5.
3 Weapon Badly Damaged	You cannot use the weapon until it is repaired. If the weapon is unbreakable, the result is treated like a result of 5.
4 Weapon Damaged	The weapon is damaged. All checks against ranged combat suffer a penalty of 4 until the weapon is repaired. If the weapon is unbreakable, the result is treated like a result of 5.
5 Weapon Dropped	The weapon falls to the ground (see page 239).
6 Companion or Bystander Hit	Hits a friend or an innocent bystander, determined randomly. If no such target is near, use Result 11: Hurt Yourself. The weapon inflicts normal damage, including the usual damage bonus.
7 Shot Missed	The shot misses in a spectacular way and hits an object (shoots down a shop sign, breaks a window, or some such thing).
8 Pulled Muscle	The hero experiences a sudden back spasm and suffers a level of the condition *Pain* for the next 3 combat rounds.
9 Slipped String/ Slippery Grip/ Jammed*	Take two complete combat rounds to make your weapon usable again.
10 Too Focused*	You are concentrating too hard on aiming or are otherwise occupied with the weapon and cannot make defenses until your next action.
11 Hurt Yourself	You injure yourself and suffer damage. Take the weapon's normal damage, including the damage bonus.
12 Hurt Yourself Badly	You injure yourself badly and suffer damage. Roll the weapon's normal damage, including the damage bonus, and double the result.

Note: Missiles such as arrows, bolts, and bullets are usually destroyed when you botch, except for the results Pulled Muscle, Jammed, and Too Focused.

Using this optional rule makes the game a little more complex.

Ranged Combat Botch Table

Optional Rule

Optionally, rather than applying a default damage of 1D6+2 DP for a botched defense against a ranged attack, you can use the following table. If the defender tried to dodge, add 5 to results of 2-6 on this table.

Result (2D6)	Effect
2 Shield Destroyed	The shield is irreparably destroyed. If the shield is unbreakable, use result #5.
3 Shield Damaged Badly	You cannot use the shield again until it is repaired. If the shield is unbreakable, use result #5.
4 Shield Damaged	The shield is damaged. All checks against Attack or Parry suffer a penalty of 2 until the shield is repaired. If the shield is unbreakable, use result #5.
5 Shield Dropped	The shield falls to the ground (see page 239).
6 Shield Stuck	The shield is stuck in the ground, a tree, a wooden wall, or something similar. Freeing it takes 1 action and a check using *Feat of Strength (Dragging & Pulling)* with a penalty of 1.
7 Stumble	Stumble and suffer a penalty of 2 on your next action.
8 Fall	Stumble and fall down if you fail a check using Body Control (Balance) with a penalty of 2. Failure also inflicts the state of *prone* (see page 36).
9 Ankle Twisted	Suffer a level of the condition *Pain* for 3 combat rounds.
10 Bump	Bump your head in the chaos of combat and suffer a level of *Stupor* for one hour.
11 Hurt Yourself	Injure yourself and suffer your weapon's damage. An unarmed combatant suffers 1D6 DP.
12 Hurt Yourself Badly	Injure yourself badly, suffering double your weapon's damage. An unarmed combatant suffers 2D6 DP.

This optional rule makes the game a little more complex.

parry doesn't suffer a penalty, but the second one suffers a penalty of 3, the third suffers a penalty of 6, the fourth suffers a penalty of 9, and so on.

Note that only characters with Fate Points can make more than one defense per round, as described above, even if they currently don't have any FtP available. Others normally get only one defense per combat round but might be able to make more due to special abilities, spells, or liturgical chants.

Penalties for different modes of defense are cumulative and remain in effect when switching to another mode of defense in the same combat round, regardless of whether the penalties stemmed from close combat or ranged combat attacks.

These penalties reset to zero at the beginning of each new combat round.

Modifiers for Dodges and Shield Parries vs. Ranged Attacks

Type	Modifier
Mechanically-launched missile	-4
Thrown weapon	-2

Critical Success

As explained in *Chapter 2: Basic Rules*, checks for ranged combat (attack and defense) can result in a critical success. Whenever you roll a 1 on a defense check, make a confirmation roll.

If the confirmation roll is successful, the defense has the following effect:

- Do not penalize your defense stat by the usual 3 points for the next defense in the combat round

If the confirmation roll fails, the defense has the following effect:

- Your next defense in this combat round suffers a penalty of only 2 (instead of 3)

Example: A goblin shoots at Layariel with a short bow. She tries to dodge the attack, but dodging suffers a penalty of 4 versus missile weapons. This leaves her with a final dodge stat of 3. Her player rolls a 1, so she makes a confirmation roll and gets a 3! Her next defense in this combat round won't suffer the usual additional penalty of 3.

Botch
You can botch while defending against ranged attacks, by rolling a 20. This requires a confirmation roll, as well.

If the confirmation roll is successful, the following happens:

- Simple failure

If the confirmation roll fails, the following happens:

- The hero suffers 1D6+2 DP (ignoring PRO)

Example: Layarial tries to dodge the goblin's next arrow, but her player has the misfortune of rolling a 20 (a botch) and then confirming it. She takes additional damage.

4. Damage
Missile weapons deal damage on a successful hit. As usual, roll the damage and subtract the target's PRO from the result. Then subtract the remaining amount from the target's LP.

Example: Geron hits the orc bandit with his light crossbow. The crossbow does 1d6+6 points of damage, and gets a bonus of 1 for close range (see below). Geron's player rolls a 3, for a total of 10 damage points (3 + 6 + 1). The orc doesn't wear any armor, so the GM subtracts 10 LP from the orc's total.

Damage Bonus Due to Range
The closer the target, the greater the missile's damage, as follows.

- Ranged weapons deal +1 DP to targets in the close range bracket
- Ranged weapons deal -1 DP to targets in the far range bracket

Low Life Points
Heroes who have lost one-quarter of their LP receive a level of the condition *Pain*. This happens again when they have lost half their LP, three-quarters of their LP, and when their LP drop to 5 or less. Characters reduced to 0 LP or less are mortally wounded and soon die unless they receive immediate treatment for their wounds (see page 340).

Special Rules for Ranged Combat

Ranged Combat Techniques
Bows

Historically speaking, bows are one of the oldest missile weapons in use in Aventuria. They are especially popular with elves, the riders of Novadis, and the coal pelts of the Orc Steppes. They have great range and can be loaded quickly, but require a certain level of physical fitness and practice to use efficiently.

Primary Attribute: Dexterity
Improvement Cost: C

Crossbows

Many people think that the dwarves invented crossbows, but these weapons may have been brought to Aventuria by settlers from the Gyldenland. Crossbows are popular with dwarves, and also with burghers from the large cities. Sometimes they're used for hunting. Learning to use a crossbow is easy, but reloading one is difficult.

Primary Attribute: Dexterity
Improvement Cost: B

Thrown Weapons

This combat technique covers stones, javelins, throwing daggers, and hatchets.

Primary Attribute: Dexterity
Improvement Cost: B

Reload Time
All ranged weapons must be prepared prior to making an attack. For bows, this means drawing an arrow from the quiver and fitting it to the string. Crossbows must be loaded with a bolt, and throwing daggers must be drawn from their sheaths. The interval to make such a weapon ready is its *reload time (RT)*, which is usually measured in numbers of actions or combat rounds.

Reload time (RT) is the number of actions required to prepare a weapon for making an attack. When you complete the last action, you must spend another action to attack (crossbows are the exception—once loaded, they only need a free action to fire).

When a weapon's reload time is longer than 1 action, reloading that weapon is considered a *long action* (see *Long Actions*, page 228). Weapons with a reload time of 0 actions require only 1 free action (not a regular action) to reload. For reload times for ranged weapons, see page 372.

Example: Layariel notices a prowling orc and wants to fire a ranged weapon at him. She already has her elf bow in hand, so she draws an arrow from her quiver.

The reload time for an elf bow is 1 action. In the next combat round, Layariel can use her action to shoot. Note that if she must use a defense before she can fire her arrow, she will have to abort her long action.

If Layariel has the special ability Quickload (Bows), she could shorten the reload time by 1 action to 0 (meaning she could load her bow with a free action and then shoot it with her action).

Stringing Bows and Cocking Crossbows

Stringing a bow and preparing to shoot takes 4 actions. You cannot take other actions while stringing a bow. Replacing a crossbow string is a *long action* (hooking a new string into a crossbow takes several minutes and isn't very practical during combat).

Reusing Missiles and Thrown Weapons

Bolts, arrows, and bullets can be recovered after use, but they are often damaged by impact and cannot be used again until repaired. Thrown weapons can normally be gathered and used again immediately.

Possible Reuse of Ranged Weapon Projectiles

Optional Rule

If you recover a projectile after it hits a target, roll to determine if it can be used again immediately.

- Arrows can be used again on a result of 1 on 1D6
- Bolts and bullets can be used again on a result of 1 or 2 on 1D6

If you fail, the ammunition is considered unusable.
This optional rule makes the game a little more complex.

Combat Special Abilities

Combat special abilities grant more options in battle. You can learn them individually if you meet the prerequisites and can spend the necessary AP.

Passive combat special abilities modify stats or offer other passive bonuses that don't require the combatant to take an action.

Basic maneuvers are special abilities that grant or modify attacks or defenses. They are the common tricks of trained fighters. A combatant can use only one basic maneuver per action.

Special maneuvers are less common special abilities that allow more complex combat actions. A combatant can use only one special maneuver per action. Characters can combine at most one basic maneuver and one special maneuver into one action.

A hero must purchase a special ability only once in order to use it with applicable combat techniques. When a special ability says it can be used with 'all' combat techniques, you don't need to employ a specific combat technique to use that special ability.

For a list of general special abilities, see *Chapter 8: Skills* on page 220. For a list of magical special abilities, see Chapter 10, *Magic* on page 284. For a list of karma special abilities, see *Chapter 11: Works of the Gods* on page 321.

Alertness (passive)

It's not easy to stay on top of things in the heat of combat. A combatant with this special ability is trained to react quickly to danger.

Rules: Receive a bonus of 2 to checks using *Perception (Detect Ambush)* to notice enemies prior to an ambush or when checking for surprise.
Prerequisites: INT 13
Combat Technique: All
AP Value: 10 adventure points

Catch Blade (passive)

Some fighters specialize in fighting with the main-gauche or other parrying weapons and are better at using them for defense.

Rules: Add 1 to your passive PA bonus with parrying weapons.
Prerequisites: AGI 13
Combat Techniques: Daggers
AP Value: 10 adventure points

Charge (Special Maneuver)

This special ability lets an attacker make a stronger blow by running towards the enemy.

Rules: Charge can only be used when the attacker has a running distance of at least 4 yards and a MOV of at least 4. This movement is considered part of the action you use to attack. The defender can make a normal defense. If your charge is successful, add a bonus of 2 + (half your MOV stat) to the attack's damage. If the charge fails, the opponent can make an attack of opportunity against the attacker. You cannot combine this special maneuver with the basic maneuver Feint.
Penalty: -2
Prerequisites: COU 13, Onslaught, Forceful Blow I

Combat Techniques: Impact Weapons, Polearms, Swords, Two-Handed Impact Weapons, Two-Handed Swords
AP Value: 25 adventure points

Combat Reflexes I–III (passive)

Fighters with this special ability react more quickly in combat.
Rules: Raise your INI base stat by 1 per level in this special ability.
Prerequisites: Level I: INT 13; Level II: INT 15, Combat Reflexes I; Level III: INT 17, Combat Reflexes II
Combat Technique: All
AP Value: Level I/II/III: 10/15/20 Adventure Points

Cross-block (passive)

Normally, chain weapons, polearms, two-handed impact weapons, and two-handed swords cannot be parried by daggers or fencing weapons alone because they are just too short or light. However, you can compensate for this by using a weapon in each hand and performing a cross-block.
Rules: To use daggers and fencing weapons to parry chain weapons, polearms, two-handed impact weapons, and two handed swords, you need this special ability. You must also wield one such weapon in each hand. When parrying in this fashion, take no penalty for using your off hand.
Prerequisites: AGI 13
Combat Techniques: Daggers, Fencing Weapons
AP Value: 10 adventure points

Deadly Thrust (Special Maneuver)

This allows a fighter to do massive damage with a powerful thrust.
Rules: The attack check for Deadly Thrust suffers a penalty of 2, but you add an additional 1D6 to the damage roll for the attack. If this maneuver fails, the target can make an attack of opportunity against you.
Penalty: -2
Prerequisites: COU 15, Precise Thrust III, Onslaught
Combat Techniques: Daggers, Fencing Weapons
AP Value: 30 adventure points

Defensive Posture (passive)

Other fighters can see when a combatant is using Defensive Posture.

This allows a hero to focus on defense.
Rules: Improve your defense stat by 4 for the current combat round. You must announce Defensive Posture at the start of the combat round and cannot take any other action in that round.
Prerequisites: INT 13
Combat Techniques: Brawling, Daggers, Fencing Weapons, Impact Weapons, Polearms, Swords, Two-Handed Impact Weapons, Two-Handed Swords
AP Value: 10 adventure points

Disarm (Special Maneuver)

Sometimes it's better to disarm rather than injure an enemy.
Rules: To knock a weapon from your opponent's hand, make an attack with a penalty of 4 (6 against two-handed weapons). The target can defend normally against this attack. If the defense fails, the target drops the weapon, and the attack does 1D3 DP. To recover the weapon, the target must use the rules for picking up items in combat (see page 239). This special ability cannot affect shields.
Penalty: -4/-6
Prerequisites: AGI 15
Combat Techniques: Brawling, Fencing Weapons, Impact Weapons, Polearms, Swords, Two-Handed Impact Weapons, Two-Handed Swords
AP Value: 40 adventure points

Enemy Sense (passive)

A combatant with this special ability has a better grasp of various enemies' locations in melee and can more easily avoid their attacks.
Rules: Attacks of opportunity made against the hero suffer an additional penalty of 4.

Arbosh son of Angrax

Prerequisites: INT 15
Combat Technique: All
AP Value: 10 adventure points

Feint I-III (Basic Maneuver)

A skillful feint can distract the enemy, hindering defense.

Rules: Attack with a penalty equal to the level of this special ability. If you hit, the opponent's defense suffers a penalty of 2 per level in this special ability.

Penalty: -1/-2/-3*

* Note that the 2-to-1 ratio is intentional. For each point of penalty to the attack, the opponent's Parry suffers a penalty of 2.

Prerequisites: Level I: AGI 13; Level II: AGI 15, Feint I; Level III: AGI 17, Feint II
Combat Techniques: Brawling, Daggers, Fencing Weapons, Impact Weapons, Polearms, Swords, Two-Handed Impact Weapons, Two-Handed Swords
AP Value: Level I/II/III: 15/20/25 adventure points

Forceful Blow I-III (Basic Maneuver)

A trained fighter can do more damage through brute strength.

Rules: Your attack suffers a penalty of 2 per level in this special ability. If you hit, add 2 points of damage per level of the special ability.
Penalty: -2/-4/-6
Prerequisites: Level I: STR 13; Level II: STR 15, Forceful Blow I; Level III: STR 17, Forceful Blow II
Combat Techniques: Brawling, Chain Weapons, Impact Weapons, Polearms, Swords, Two-Handed Impact Weapons, Two-Handed Swords
AP Value: Level I/II/III 15/20/25 adventure points

Grapple (Special Maneuver)

With this maneuver, you can pin an opponent to the ground, to prevent escape or movement.

Rules: You can only grapple opponents of an equal or smaller size category. Grappling requires a successful *Brawling* check. An opponent who can't defend is pinned down. A grappled opponent gains the states of *prone* and *bound*. To escape, the opponent must make a successful check using *Feat of Strength (Dragging & Pulling)*. You cannot defend as long as you hold your opponent. You need both hands free to grapple an enemy.
Penalty: 0
Prerequisites: None
Combat Techniques: Brawling
AP Value: 5 adventure points

Hammer Blow (Special Maneuver)

This special ability lets you concentrate all of your strength into striking an opponent.

Rules: This attack suffers a penalty of 2, but you add an additional 1D6 to the damage inflicted. If this maneuver fails, the target can make an attack of opportunity against you.
Penalty: -2
Prerequisites: COU 15, Onslaught, Forceful Blow III
Combat Techniques: Chain Weapons, Impact Weapons, Swords, Two-Handed Impact Weapons, Two-Handed Swords
AP Value: 25 adventure points

Improved Dodge I-III (passive)

The hero is especially quick and nimble when it comes to dodging during combat.

Rules: Each level in this special ability improves your dodge by 1. To use this special ability, you can wear nothing heavier than normal clothes.
Prerequisites: Level I: Body Control 4; Level II: Body Control 8, Improved Dodge I; Level III: Body Control 12, Improved Dodge II
AP Value: 15/20/25 adventure points

Inured to Encumbrance I-II (passive)

You are accustomed to carrying massive burdens or wearing heavy armor, and therefore experience fewer problems with encumbrance.

Rules: A hero with this SA suffers armor *Encumbrance* penalties as if wearing lighter armor. Use the penalties for armor that is 2 steps (on the Armor chart—see page 237) lighter per level of Inured to Encumbrance. For example, a character with Inured to Encumbrance I who puts on a suit of plate armor suffers penalties (to ENC, MOV, and INI) as if wearing Cloth armor or gambeson instead (Cloth armor or gambeson is four steps lighter than plate armor on the Armor chart—see page 237). The PRO of the armor does not change.
Prerequisites: Level I: CON 13; Level II: CON 15, Inured to Encumbrance I
Combat Technique: All
AP Value: Level I/II: 20/35 adventure points

Mounted Archer (passive)

A mounted archer with this special ability suffers smaller penalties for shooting while on horseback.

Rules: Shots suffer no penalties when the archer's mount is moving at a walk. If the mount is galloping, the penalty is only 4. Only lucky shots hit their mark when the mount is moving at a trot, requiring a 1 on 1D20 to hit, as usual (see page 242). Also, this SA allows the archer to fire to the rear while the mount is moving at a gallop.

Prerequisites: Mounted Combat
Combat Techniques: Bows, Crossbow, Thrown Weapons
AP Value: 10 adventure points

Mounted Combat (passive)

Rider and mount can become a more effective team after years of training.
Rules: You can give your mount special commands, such as *Trample* or *Mounted Charge* (see page 240).
Prerequisites: Riding 10
Combat Technique: All
AP Value: 20 adventure points

One-Handed Combat (passive)

Some fighters who use swords and fencing weapons specialize in wielding only one weapon at a time. They gain some advantages from doing so, but sacrifice some other options.
Rules: The fighter gets +1 AT, +1 PA, and +1 DP when fighting with only one weapon, but cannot use a second weapon, a shield, or a parrying weapon or any other item.
Prerequisites: AGI 13
Combat Techniques: Fencing Weapons, Swords
AP Value: 10 adventure points

Onslaught (Special Maneuver)

A warrior so trained can put everything into the attack, sacrificing any chance to defend.
Rules: Improve your attack stat by 2 for the current combat round. You cannot make any defense during that round. Onslaught must be announced at the start of the round. Onslaught cannot be used when *prone*.
Prerequisites: AGI 13
Combat Techniques: Brawling, Chain Weapons, Daggers, Fencing Weapons, Impact Weapons, Polearms, Swords, Two-Handed Impact Weapons, Two-Handed Swords
AP Value: 10 adventure points

Precise Shot/Throw I–III (Basic Maneuver)

A combatant using a ranged weapon can do more damage with a precise attack.
Rules: When making a ranged attack, you suffer a penalty of 2 per level in this special ability. If you hit, increase your damage by 2 points per level in this special ability.
Penalty: -2/-4/-6
Prerequisites: Level I: INT 13; Level II: INT 15, Precise Shot I; Level III: INT 17; Precise Shot II
Combat Techniques: Bows, Crossbow, Thrown Weapons
AP Value: Level I/II/III: 15/20/25 adventure points

Precise Thrust I–III (Basic Maneuver)

A fighter can do more damage with a precise thrust.
Rules: Your attack suffers a penalty of 2 per level in this special ability. If you hit, increase your damage by 2 points per level in this special ability.
Penalty: -2/-4/-6
Prerequisites: Level I: AGI 13; Level II: AGI 15, Precise Thrust I; Level III: AGI 17, Precise Thrust II
Combat Techniques: Daggers, Fencing Weapons
AP Value: Level I/II/III: 15/20/25 adventure points

Quickload (passive)

With practice, it only takes a matter of seconds to reload missiles or ready thrown weapons.
Rules: The time for reloading bows and readying thrown weapons is reduced by 1 action. Reloading crossbows only takes half the number of actions normally required. This special ability must be purchased individually for each ranged combat technique (Bows, Crossbows, and Thrown Weapons). More about reload times appears on page 245.
Prerequisites: DEX 13
Combat Techniques: Bows, Crossbow, Thrown Weapons
AP Value: Crossbows: 5 AP; Bows: 20 AP; Thrown Weapons: 10 AP

Quickdraw (passive)

In battle, it can be crucial to be the first to ready a weapon.
Rules: You need only a free action, not a regular action, to draw a weapon.
Prerequisites: DEX 13
Combat Techniques: Chain Weapons, Daggers, Fencing Weapons, Impact Weapons, Polearms, Swords, Two-Handed Impact Weapons, Two-Handed Swords
AP Value: 10 AP

Riposte (Special Maneuver)

Directly following a successful defense against an attack, the defender can attempt a counterblow.
Rules: Make a parry with a penalty of 2, and if successful, make an attack of opportunity against your attacker (see page 237). You must announce that you intend to use this maneuver before the attacker rolls. Once you make a riposte, you cannot make any further defenses during this combat round. You cannot combine a riposte with a basic maneuver.
Penalty: -2 (for the parry)
Prerequisites: AGI 15
Combat Techniques: Daggers, Fencing Weapons
AP Value: 40 adventure points

Shield-Splitter (Special Maneuver)

When your enemy hides behind a shield, smash through it.

Rules: Attack your opponent's shield directly. The opponent can try to dodge the attack or parry using the shield, but cannot use the shield's parry bonus for parrying this attack. If the parry or dodge fails, subtract your weapon's damage from the shield's structure points. When the shield's points drop to 0, the shield is destroyed. This special maneuver can be used only against opponents who are using shields. More about structure points appears on page 349.

Penalty: +/- 0

Prerequisites: STR 13, Forceful Blow I

Combat Techniques: Chain Weapons, Impact Weapons, Two-Handed Impact Weapons, Two-Handed Swords

AP Value: 15 adventure points

Sweep I-II (Special Maneuver)

This SA allows you to attack more than one enemy within attack distance at the same time.

Rules: Sweep I allows you to attack two enemies at once, while Sweep II allows you to attack three enemies.

Opponents can react to this attack individually. Your first attack suffers a penalty of 2, the second attack suffers a penalty of 6, and the third attack suffers a penalty of 10. Make separate damage rolls against each enemy who fails to defend. If you botch an attack, all remaining Sweep attacks for this combat round are lost.

Penalty: -2 (first attack); -6 (second attack); -10 (third attack)

Prerequisites: Level I: AGI 15; Level II: AGI 17, Sweep I

Combat Techniques: Chain Weapons, Impact Weapons, Shields, Polearms, Swords, Two-Handed Impact Weapons, Two-Handed Swords

AP Value: Level I/II: 25/35 adventure points

Takedown (Special Maneuver)

Use a polearm to knock an enemy down.

Rules: Your attack suffers a penalty of 4, and your opponent may defend. If your attack succeeds and the opponent's defense fails, the opponent falls down and gains the state of *prone*. This attack does 1D3 DP (ignoring PRO).

Penalty: -4

Prerequisites: STR 13

Combat Techniques: Polearms

AP Value: 20 adventure points

Throw (Special Maneuver)

The fighter can throw an enemy up to one yard using this ability.

Rules: First you must grapple your opponent (see the special ability *Grapple*, page 248). A grappled opponent gains the states of *prone* AND *bound*. To throw the enemy, make a new *Brawling* attack with a penalty of 2. If you are successful and the enemy doesn't defend, the enemy winds up on the ground again (and keeps the state of *prone*). The throw does only 1D3 DP (ignoring PRO), but if the opponent you threw then falls into a fire or off of a cliff as a result, well, that might do a lot more damage.

Penalty: -2

Prerequisites: AGI 13, Grapple

Combat Techniques: Brawling

AP Value: 10 adventure points

Tilt (Special Maneuver)

Rules: A rider that wants to use a lance to attack an enemy must use the mount *command* Tilt (see *Rules for Mounted Combat*, page 239, for more details). Tilt must be used at a full gallop. Make a check using *Riding (Combat Maneuvers)*, and then make an attack with Lances (this does not require another action because it is considered part of the same maneuver). Horse and rider need not reduce their movement after the attack. Tilt cannot be parried with a weapon, but can be dodged or parried with a shield. After a successful hit, or if the defender parries successfully, the rider usually releases the lance to avoid being knocked from the saddle by the impact. If the tilt is successful, increase the DP by 2 + (half of the mount's MOV). You can find the stats for a war lance on page 367.

Prerequisites: COU 13, Mounted Combat

Combat Techniques: Lances

AP Value: 10 adventure points

Two-Weapon Combat I-II (passive)

This SA reduces the penalties for using two weapons simultaneously for attacking and parrying.

Rules: Reduce the penalty for Attack and Parry by 1 per level of this special ability. Note that Level II reduces the penalties to 0. More information about two-weapon combat appears on page 238.

Prerequisites: Level I: AGI 13; Level II: AGI 15, Two-Weapon Combat I

Combat Techniques: Brawling, Daggers, Fencing Weapons, Impact Weapons, Shields, Swords

AP Value: Level I/II: 20/35 adventure points

Chapter 10: Magic

"The magic always lies in the details."
–Theodor Fontane

"Magic is a very powerful weapon, but it is not enough simply to have the gift. You must also know how to use it. A clever but inexperienced mage can hide his weakness and still get the result he desires, while many a powerful but careless spellcaster has rushed out to meet a terrible end.

Even so, both are far superior to those who do not have the gift of magic. Remember my words, son. Take time to think before you act! Many mages, far more venerable than you but just as arrogant, fell victim to overconfidence. Be careful and use your power and knowledge wisely."

–Hasrabal ben Yakuban, magic sultan and ruler of Goria, talking to his magically inept son Maruban, 1037 after the Fall of Bosparan

Magic is everywhere on Dere, even though it often remains hidden from common folk. Tales tell of old crones and strange hermits who heal ailments, or cast dark curses, or make pacts with spirits and worse creatures. However, most peasants will never see more than an herb witch or one of the wandering folk's 'illusionists,' who make mundane dexterity and worldly legerdemain look like powerful, undeniable magic.

To most burghers in Aventuria, *magic* means the mages and alchemists of the magical academies that attract wealthy students and generate fear over their arcane research, which can sometimes appear bizarre and dangerous to the ignorant.

There might be a kernel of truth in the things common folk believe about illusionists and soothsayers, but magic is much more complex than most people could imagine. Elven tribes see magic as a natural part of their being and the world around them. With few exceptions, dwarves reject magic and view it as a tool of the hated dragons.

Spells and Rituals

The ways of magic are manyfold and fascinating. Rarely is one manifestation of arcane energy similar to another. Throughout the centuries, mortals have discovered two primary methods to control this power: spellcasting (see page 254) and ritual casting (see page 259). Most magic users cast spells, which are quick and may be cast with little preparation despite normally requiring complex formulas and magical gestures. Ritual casting is much harder and often takes hours or days to complete but produces effects that are much stronger than those of spells. Rituals can summon forth creatures from other Spheres or create powerful artifacts.

The basic rules for spells and ritual casting are identical to those used for other skills, and you improve them the same way. But there is one major difference: when casting spells, the number of SP remaining is much more important than with other skills, since the effect of many spells depends on QL.

Arcane Energy

Unlike skills, magic spells require the expenditure of *arcane energy* (AE), which is also sometimes called astral energy. Arcane energy flows through everything that is magical. From its power, wonderful things are born.

Every spellcaster has access to a limited amount of AE. The more powerful the spell, the more AE the spellcaster uses to form its arcane pattern. Spellcasters recover AE naturally, usually regaining 1D6 AE during each Regeneration Phase by drawing magical energy from the surrounding world. Certain advantages and special abilities can increase the amount of AE regained per Regeneration Phase (see page 339). If a spell costs more AE than a spellcaster has available at the moment, the spell check automatically fails.

To bind magical power in a permanent way (by creating magical artifacts, for example), spellcasters must infuse an object with some of their power. By doing so, they lose a small amount of their AE permanently. This is called spending *permanent AE* (see page 261).

Properties

Magic produces many different effects. Some elves can turn invisible or walk on sand without leaving a trace, while mages can throw lances of fire at enemies and use other displays of magic to fill opponents with terror. Long ago, mages studying the different magical Traditions discovered that there was order in chaos. They began to classify magic in a systematic way, organizing spells into *properties* based on similarities and mechanisms of effects. Every spell has an associated property.

This section describes the most familiar and most commonly encountered properties. Other properties do exist, but their use is comparatively rare or almost unknown (such as the property *Temporal*). We discuss these rare properties in future supplements.

Property Checks

Optional Rule

Like skill checks, magic checks for spells use three attributes. But instead of memorizing or writing down all those attributes, you can make a property check that uses the attributes associated with the property of a spell, similar to skill group checks (see page 184). The following table lists each property's associated attributes, which you use for property checks.

This optional rule makes the game a little less complex.

Property Checks

Property	Property Check
Anti-Magic	COU/SGC/CHA
Clairvoyance	COU/SGC/INT
Demonic	COU/INT/CHA
Elemental	COU/SGC/CHA
Healing	SGC/INT/DEX
Illusion	SGC/INT/CHA
Influence	COU/INT/CHA
Object	SGC/INT/DEX
Spheres	COU/CHA/CON
Telekinesis	SGC/DEX/STR
Transformation	SGC/INT/CON

Properties in Detail

Anti-Magic
This property consists of different methods to suppress or interrupt spells. You can absorb, reflect, or interrupt damaging spells. You can also preemptively create anti-magic zones. Such zones make it more difficult to cast spells with certain properties.

Clairvoyance
With this property you can improve the senses or even create new senses for a short time.

Demonic
This property allows one to summon and deal with undead creatures, ghosts, and other demonic forces, and also to create diseases. Casting spells with this property is forbidden in most civilized regions of Aventuria, or is at least cause for suspicion.

Elemental
Spells with this property allow the creation and manipulation of the six elements (fire, water, air, ore, humus, and ice). Spells with this property typically influence elemental conditions like temperature or aggregate phase, or create light or darkness.

Healing
Spells with this property cure wounds, diseases, and poisonings, as well as maiming and other negative physical conditions. They also strengthen the body, improving performance for a short time.

Illusion
This property fools the senses by influencing sight, hearing, smell, taste, and even touch. You can find special rules for illusion magic on page 258.

Influence
To influence the minds of humans and animals requires spells with this property. Mental communication is possible, as are different forms of mental control and domination.

Object
These spells are enchantments cast upon objects. With this property, you can anchor a spell in an object and manipulate that object's size and shape, although you cannot move objects or change their aggregate phase or other elemental attributes.

Spheres
This property describes the manipulation of Limbo, the billowing, gray non-space between the Spheres. You can travel through Limbo, and also summon creatures and objects from other Spheres.

Telekinesis
Spells with this property use kinetic force to move, pin, spin, bend, or break targeted beings or objects.

Transformation
Transformation spells can change your body or the bodies of other living creatures. These spells can be *directed*, to give a body a new shape, or *undirected*, to damage it. They only work on objects or beings with living, organic bodies—golems, undead, demons, elementals, and so on are unaffected. Spells with this property do not transform equipment, only living bodies. You can find specific rules for transformation magic on page 258.

Basic Terms of Magic

- *Arcane Energy (AE)*: Arcane Energy is a spellcaster's magical power. Only beings with the advantage *Spellcaster* can use this energy. Each magical action, like casting a spell or ritual, costs a certain amount of AE.

- *Cantrips*: The simplest kind of magic, with the most basic effects. You cast them intuitively and quickly (see page 286).

- *Casting Time*: The time a spellcaster needs to cast a spell, from as little as a few actions to as long as several hours or more (see pages 256 and 261).

- *Distractions*: Interruptions while casting a spell, such as suffering damage or seeing something terrifying, may break your concentration and cause you to abort the spell. Some actions, such as Dodge, cause you to abort your spell automatically. To maintain concentration, you must make a *Self-Control (Ignore Distractions)* check, applying any modifiers (see page 257).

- *Duration*: The amount of time a spell remains in effect. Some spell effects last only briefly, while others last a long time or require the expenditure of additional AE to remain in effect (see pages 256 - 258).

- *Enchantments*: a general term for cantrips, spells, and rituals (see page 285), including all magical effects that result from spellcasting.

- *Magical Tradition*: The art of using magic developed in several independent ways in Aventuria. These methods, collectively called *Traditions*, differ in their understanding of magic, their origins, their effects, their practical application of spells, and the artifacts they use (see page 274).

- *Property*: All magical effects have properties. Each spell has only one property. These properties generally define specific types of magic, like Telekinesis or Transformation (see above).

- *Property Knowledge:* If you want to be especially well versed in a type of magic (a property), you can purchase the appropriate *Property Knowledge*, which grants particular experience with the traits and theory of the property (see page 285).

- *Range:* This is the maximum distance that can exist between spellcasters and their targets during the time it takes to cast the spell. If the target goes beyond this distance at any time during the casting, the spell fails (see below).

- *Rituals:* Rituals take much longer to cast than spells—some even require days—but their effects can be much more powerful (see page 259).

- *Ritual Modifications:* Rituals can be changed to some degree, to fit certain situations. Depending on the ritual, it is possible to shift the ritual time, range, and AE cost, and also receive a bonus or penalty to the magic check (see page 260).

- *Spell Modifications:* Like rituals, spells can be changed to fit certain situations. Depending on the spell, you can dispense with vocal incantations and physical gestures, shift the casting time, range, and AE cost, and receive a bonus or penalty to the magic check (see page 250).

- *Spells:* Most magical effects are spells, which you learn like skills. Spells require incantations and gestures to complete, and almost always take time to cast.

- *Spirit (SPI):* All creatures possess an innate protection against supernatural influences that affect their mind. Some spells apply the target's Spirit as a penalty to the magic check (see pages 257 and 261).

- *Sustain:* You must sustain some spells once they are cast. If the spellcaster wants to cast other spells (or liturgical chants and ceremonies) while sustaining a spell, these suffer a penalty (see page 257).

- *Target Category:* Many spells affect only a certain type of target. Some affect everything within a zone[•], others affect general targets (such as *Objects* or *Living Creatures*) or more specific targets (such as *Intelligent Creatures* or *Undead*). If the spell's target isn't in the appropriate category, the spell fails (see *1. Determining Target*, below).

- *Toughness (TOU):* Spirit is how the mind resists manipulation, but Toughness is how the body protects itself from transformation or other negative effects of spells. Some spells apply the target's Toughness as a penalty to the magic check (see pages 257 and 261).

Spellcasting

Example: An ugly argument about the result of an imman game angers a reveler who threatens to give Mirhiban a thrashing. Mirhiban decides to scare him away with the spell Horriphobus. *The thug is sitting on the opposite side of the table, well within the spell's maximum range of 8 yards. She chooses a spell modification (see* page 255*) to increase the casting time from 2 actions to 4 actions, giving the* Horriphobus *check a bonus of 1.*

As Mirhiban starts intoning the incantation, the thug looks at her in irritation and throws a tankard of ale at her head. She thinks that her spell's success is more important than any bump she might get and decides not to dodge. If she had dodged, she would have been forced to abort her spell.

Mirhiban receives a painful knock on the head, but her player succeeds with the Self-Control (Ignore Distractions) *check, so Mirhiban can continue casting her spell. At the end of the casting time, Mirhiban's player makes a magic check for the spell with a bonus of 1 for the increased casting time and a penalty of 1 for the thug's Spirit. She succeeds in casting the spell, and has 7 SP remaining. This equates to a QL of 3, which has the effect of scaring the brutish thug almost to death. He receives two levels of the condition* Fear *and recoils in terror.*

Guild mages believe that magical effects arise from force of will, which isn't as easy to achieve as most mages would prefer. Casting a spell requires several steps.

1. Determine Target[••]

When determining a spell's target, keep several things in mind.

- Is the target of the spell within range? Spells have limited range because a spellcaster's AE must find its way to the target. For spells with a range other than Touch, you must be able to see the target for the entire casting time. Also, the target must remain within range for the entire casting time. If you do not meet these requirements, the spell fails automatically.

- Does the target match the spell's target category? In other words, does the spell affect that kind of creature or object? Some spells only affect objects, while others only affect living creatures, plants, or

[•] We describe zones in more detail under each spell. Usually a spell affects a spherical area. Individual spell descriptions give a radius of effect, as applicable.

[••] You can cast a spell on only one target at a time, unless the spell's description states otherwise.

Steps for Casting Spells

1. Determine Target
Determine if the nominated target is within range of the spell and matches the target category.

2. Choose Spell Modifications
Spell modifications are optional. They change the rules of the spell in some categories. Unless stated otherwise, you can choose from the following spell modifications: *Reduce Casting Time*, *Increase Casting Time*, *Increase Range*, *Reduce Cost*, *Force*, and *Omit Gestures and Incantations*.

3. Perform the Casting
The spellcaster performs the necessary gestures and incantations for the appropriate number of actions.

4. Make the Check
Make a skill check to see if the casting succeeds.

5. Subtract AE
If the spell succeeds, subtract the appropriate number of AE from your supply. If the spell fails, you generally pay only half the usual cost in AE. Exceptions are explained below.

6. Determine Effect
If the spell succeeds, apply the spell's effect.

Target Categories (Examples)

Creatures
- Living Creatures
- Intelligent Creatures (humans, elves, ogres)
  - Animals (wolves, ducks, elephants)
  - Plants (trees, hobgoblins)
  - Fungi (purulent toadstools, giant puffballs)
  - Supernatural Creatures
    - Fairies (flower fairies, nymphs)
    - Chimeras (harpies, gargoyles)
    - Dragons (tatzelwurms, giant wyverns)
    - Daimonids (white harriers)

- Non-living
  - Undead (mummies, zombies)
    - Ghosts (haunts, will-o'-the-wisps)
    - Mindless (zombies, skeletons)
    - Vampires
    - Ensouled (revenants)
  - Demons (Heshthotim, Gotongis)
  - Elementals (djinn, elemental spirits)
  - Golems (homunculi, walking chests)

- Objects
  - Mundane Objects (stones, chairs)
  - Magical Objects (artifacts, mages' staves)
  - Blessed Objects (sun-scepters, Rondra's Crests)

intelligent creatures. If the target doesn't match the proper category, the spell fails automatically.

Example: Mirhiban wants to cast Horriphobus *on a thug. The thug is a human, or more generally, a creature, and thus belongs to the appropriate category. His range is only 4 yards from Mirhiban, well within the spell's maximum range of 8 yards. If the thug suddenly runs further than 8 yards from Mirhiban while she is casting her spell, the spell fails.*

2. Choose Spell Modifications

Skilled spellcasters can modify spells to fit the current circumstances.

A number of spell modifications are possible, such as enhancing or shortening a spell's duration, or using more (or fewer) points of AE to change a spell's effects, or omitting gestures or incantations. The number of spell modifications you can choose depends on your skill rating (SR) with the spell.

You can use one spell modification for every 4 full points of that spell's SR. For example, if you have SR 4 in a spell, you can use one spell modification. You can use two if your SR is 8, three at SR 12, and so on. The check for the spell receives a bonus or penalty depending on the modification.

Example: Mirhiban is in no hurry to scare the thug who is threatening her. She chooses a modification to increase the casting time of the spell Horriphobus *from 2 actions to 4 actions, giving a bonus of 1 to the check for* Horriphobus.

The Iron Ban

When carrying or wearing items made of iron, spellcasters suffer a negative effect on their ability to cast spells and regenerate AE. Spellcasters suffer a penalty of 1 to casting spells for every 2 full pounds of iron they carry (exception: see Iron-Attuned Aura, page 167). Also, for every 2 full pounds of iron carried for more than an hour, spellcasters recover one less point of AE in their next Regeneration Phase.

Spell Modifications for Casting Time, Range, and AE Cost

To keep things simple, we sort modifications for spells into categories of *casting time*, *range*, and *AE cost*. Spellcasters can choose modifications to reduce or increase casting time, increase a spell's maximum range, reduce a spell's AE cost, or *force* a spell (gain a bonus to the check), usually by shifting the increment of the relevant category. It's not possible to shift a category by more than one increment (see the table *Increments for Spell Modifications*). For example, a spell with a casting time of 4 actions could be shifted either to a casting time of 2 actions or 8 actions, but not to 1 action or 16 actions. The same applies to range and AE cost.

Modifications have some restrictions, as follows.

- You cannot reduce a spell's range.
- You cannot increase the range of a spell with a normal range of *Self*. Spellcasters can cast these spells only on themselves.
- For spells with a duration of *Sustained*, the AE cost of sustaining the spell for the specified time interval is given in the spell's description, under *AE Cost*. Reducing the basic AE cost of the spell also reduces the AE cost of sustaining the spell. Note that the AE cost of a spell can never be less than 1 AE per time interval.
- You can combine different spell modifications as desired, but you cannot use a particular modification more than once during the same casting attempt.
- You cannot choose modifications for spells from an unfamiliar Tradition.

> This counts for a mage's staff, but not an elf's iama (soul instrument) or a witch's broom, and a familiar even less so. It must be a Tradition artifact for which the mage spent permanent AE during a binding ritual.

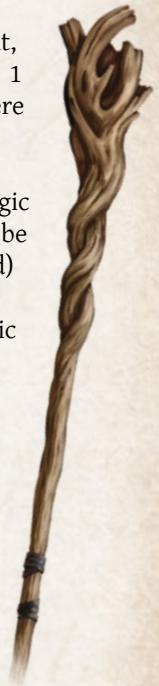
The table *Increments for Spell Modifications* shows the increments for each category. Note: for spells with a range of Touch, it is sufficient to touch the target's clothing unless stated otherwise in the spell's description. Touch can include touching with a Tradition artifact, as long as the spellcaster spent permanent AE to obtain the artifact.

Increments for Spell Modifications

Casting Time	1 action	2 actions	4 actions
Range	Touch	4 yards	8 yards
Cost	1 AE	2 AE	4 AE
Casting Time	8 actions	16 actions	32 actions
Range	16 yards	32 yards	64 yards
Cost	8 AE	16 AE	32 AE

Summary of Spell Modifications

- **Force**
  Increase AE cost by one increment, magic check receives a bonus of 1 (cannot be used for certain spells, where indicated)
- **Reduce Cost**
  Reduce AE cost by one increment, magic check suffers a penalty of 1 (cannot be used for certain spells, where indicated)
- **Increase Range**
  Increase range by one increment, magic check suffers a penalty of 1.
- **Omit Gestures and Incantations**
  Magic check suffers a penalty of 2 for each one omitted.
- **Increase Casting Time**
  Increase casting time by one increment, magic check receives a bonus of 1.
- **Reduce Casting Time**
  Reduce casting time by one increment, magic check suffers a penalty of 1.



Example: Mirhiban cannot control her burning curiosity about what her friends in the room next door are doing, and she decides to use the spell Penetrizzel *to find out. Her curiosity makes her hasty, and since she has spent many AE over the past few days, she wants to lower the spell's cost. Fortunately, she has a rating of 9 in* Penetrizzel*, so she can choose two spell modifications. She chooses* Reduce Cost *and* Reduce Casting Time*. Instead of 4 AE to cast and 2 AE per minute to sustain, the spell costs 2 AE to cast and 1 AE per minute to sustain. Also, casting the spell takes only one action instead of two. The spell check suffers a total penalty of 2 (-1 for* Reduce Cost*, -1 for* Reduce Casting Time*).*

3. Perform the Casting

Most magical Traditions require casters to make certain gestures, intone special incantations, and concentrate to form and weave the spell's matrix during casting. The time it takes to do so is called the *casting time*. Each spell

description includes its required casting time. Casting a spell that takes more than 1 action to cast is considered a long action (see *Long Actions*, page 227).

Example: Mirhiban must intone the incantation for her spell and make the appropriate magical gestures (which isn't exactly inconspicuous, of course). Because she chose to reduce the casting time, she must intone for only 1 action.

Incantations and Gestures
Spellcasters are dependent on certain requirements when casting their spells. Spellcasters must not only have the necessary number of AE available and keep the target in range of the spell, they must also intone the incantation and perform magical gestures. Depending on the Tradition, these incantations and gestures can vary. Guild mages use complex hand gestures and Bosparano formulas*, whereas elves usually weave their incantations into songs or conversation. If a spellcaster cannot intone the incantation or make the necessary gestures, perhaps because of bindings or because of a need to remain inconspicuous, omitting the incantation or gestures incurs a penalty of 2 each.

* Depending on the mage's origin and Tradition, a spell's incantation could be intoned in Ancient Tulamidya or another language instead of Bosparano.

Long Actions and Distractions
Spells require full concentration while casting, as casters must direct and shape spells by pure will.

While concentrating on a spell, whether casting or sustaining it, a spellcaster cannot do much else. This means that spells that take longer than 1 action to cast are considered *long actions* (see page 228). If the caster's concentration is interrupted, the spells fails (and costs only half the normal amount of AE).

Of course, the spellcaster can always choose to break concentration and take another action, in which case the spell fails (the caster still pays half of the AE cost as if the spell failed due to a lapse in concentration).

Pain and distractions can make it particularly hard to concentrate. To ignore disturbances and sustain your spell under such conditions, make a *Self-Control (Ignore Distractions)* check, with any appropriate penalties.

Examples of Disturbances

Situation	Penalty
Tapping the spellcaster on the shoulder	+3
Casting spells on a rocking ship	+/-0
Casting a spell while in free-fall	-3
Spellcaster suffers damage:	- damage suffered / 3 (minimum of 1)

Example: While casting her spell, Mirhiban has a tankard thrown at her head. She thinks that the spell is more important than taking damage and doesn't dodge. The thrown object deals 4 DP. Mirhiban's player must make a check using Self-Control (Ignore Distractions) *with a penalty of 1 (4 / 3 = 1.33, rounded down to 1). If the check succeeds, Mirhiban continues casting her spell. If the check fails, her spell aborts (it fails and she must pay the AE cost for a failed spell).*

4. Make the Check
Make the skill check for the spell. In some cases, you apply the target's Spirit or Toughness as a penalty, such as when you want to control a creature's mind or transform its body. For some spells, you must declare in advance how many AE you want to use.

Spells from unfamiliar Traditions suffer a penalty of 2.

Example: At the end of the combat round, the spell is cast and Mirhiban's player must make a magic check. She suffers a penalty of 1 for the reduced casting time, and another penalty of 1 for the thug's Spirit. Mirhiban's player must make the check using Courage/Intuition/Charisma, with a skill rating of 9. She rolls against the attributes 12/13/14, which become 10/11/12 after applying the penalty of 2, and gets an 8, 13, and 10. Two rolls succeed, but she must devote 2 SP to bring the second roll down to 11. She succeeds with 7 SP remaining.

Sustain Spells
Most spells are cast, take effect, and then end. However, spellcasters may supply certain spells with additional AE to sustain their effect. Sustaining a spell demands some, but not all, of your attention, so all checks for spells/rituals and liturgical chants/ceremonies suffer a penalty of 1 per sustained spell or liturgical chant.

Critical Successes and Botches
As with other skill checks, casting a spell can result in a critical success or a botch. Critical successes often have stronger effects than usual. Depending on the spell, you can add 1D6 to the SP. In addition, the spell only costs half the normal amount of AE.

Magical botches are usually unpleasant and can be extremely dangerous. To determine the botch's effect, roll 2D6 on the following table.

Botch Table for Spells

Result (2D6)	Effect
2	The spellcaster's mind switches bodies with the nearest creature larger than a rat for 1D6 days.
3	A minor spirit stalks the spellcaster for 1D6 days (see page 170).
4	The spell affects a different, random target instead, as determined by the GM.
5	The spellcaster turns into a small animal of the GM's choosing for 1D6 hours.
6	All remaining AE leaves the spellcaster's body and manifests as a rain of colorful sparks, illusionary butterflies, and small rainbows. The spellcaster regenerates this AE in the usual way.
7	The spellcaster loses the ability to use AE for 1D6 days.
8	The spellcaster suffers a throbbing headache and a level of the condition *Stupor* for 1D6 days.
9	All remaining AE leaves the spellcaster's body and jumps to the next closest magically talented being. This being receives the spellcaster's full AE, which can even raise the recipient's AE level above the normal maximum. The spellcaster regenerates this AE in the usual way.
10	The spellcaster cannot speak for 1D6 days.
11	All of the spellcaster's hair takes on a bright color, but grows back in its original color.
12	An ethereal voice speaks from out of thin air, saying "Never do that again!"

5. Subtract AE

Pay the AE cost for the spell. Remember that you can choose a modification to reduce the cost of most spells, as described above. If the spell fails, you must still spend half the AE required for a successful casting.

If you try to cast a spell that is sustainable, and the check fails, you still must pay the spell's basic AE cost + the AE cost for the first time interval (as listed in the spell's description, under *AE Cost*).

Example: Mirhiban's Horriphobus *spell normally costs 8 AE. If the spell doesn't work (either because she aborts the casting or fails her magic check, for example), she pays 4 AE instead, which is half of the normal cost.*

6. Determine Effect

If the check is successful, convert any remaining SP into QL and determine the exact effect. See the description of the spell for details.

A spell's *duration* is the length of time the spell remains in effect. You cannot normally end a spell's effect before this time elapses.

Example: Mirhiban's player has 7 SP left after the check, which translates into a QL of 3. The Horriphobus *spell causes 2 levels of* Fear *at QL 3. The thug doesn't have many choices here, since this is more than just a mild fright!*

Stacked Spell Effects

Spell effects do not stack. If more than one supernatural effect (such as spells, alchemical elixirs, miracles, or liturgical chants) has the same effect on a person or object, only the strongest phenomenon takes effect. If two spells raise a person's Strength by 2 points and 3 points, respectively, the character's Strength is only raised by 3. This is also true when the effects originate from different supernatural sources.

Special Rules for Spellcasting

Transformation Rules

Most spells that affect creatures assume that the target in question is the size of a human being. Of course, you can cast your spells on rabbits and tatzelwurms as well. Spells with the property Transformation that change the whole body, like *Salander*, use the following rule of thumb. If the target weighs up to half as much as a human (assume the average human weighs about 175 pounds), the spell costs only half the AE. If the target is up to twice as heavy, the spell costs twice the AE. If it weighs up to three times as much, the cost triples, and so on. You don't suffer a penalty when turning a mammoth into a horse, but the spell is very, very costly. In any event, the cost of the spell can't fall below half of the original cost.

Illusion Rules

Illusions use a number of special rules, as follows.

- Illusions aren't real and don't have any weight. They cannot affect physical objects or cause damage. You cannot climb illusionary ladders, and illusionary umbrellas don't protect you from rain.
- Illusions cannot think. They do not react independently to their surroundings. An illusionary door cannot close when somebody nears, and without direction, an illusionary warrior can't attack anybody.

- Spellcasters must concentrate on illusions that are supposed to change over time. You need cast an unchanging sound or smell only once for it to persist for the spell's duration, but you must concentrate to vary an illusory melody or make an illusory ball jump around wildly. For movements or sounds that repeat, like a ball bouncing up and down or a series of sounds, you must concentrate on the illusion until the sequence repeats.
- It is possible to recognize an illusion for what it is, because illusions often contain small mistakes, random color changes, or incorrect reflections. To spot an illusion, make a competitive check of *Perception (Notice)* against the spell. If you suspect that you might be looking at an illusion, you receive a bonus of 1.
- Illusions cannot create light.
- Illusions can be neither hot nor cold.

A list of known Aventurian spells appears on page 301.

Casting Rituals

Unlike spellcasting, which is relatively quick, many Traditions use rituals, mostly to summon creatures from other Spheres, create powerful artifacts, or produce a variety of impressive magical effects. Basically, rituals are slow spells that use the same rules.

Rituals take much longer to perform, but have several advantages—multiple spellcasters can take part in a ritual to support each other, magical or holy places can have a stronger effect on casting rituals, and spellcasters can spend more time building up magical power to create more powerful effects.

Example: The mage Mirhiban has learned that there is a demonic creature lurking in an old ruin. She is an experienced mage who knows that magical weapons can hurt demons. She asks her companion Geron if she could enchant his saber to improve his chances against the creature from the Netherhells. She wants to use the ritual Spellblade Spiritspear *to bind magical power into the saber.*

In preparation, she rents a room in a tavern, prepares it for casting the ritual, and dons the proper mage's robe. She takes time to get everything right, as the ritual takes 16 hours to perform. After hours of concentrating and weaving magical threads, Mirhiban is tired and exhausted, but successfully casts the ritual. The saber resonates with magical power for a few days.

1. Determine Target

To cast a ritual, choose a place and a time to begin and nominate the ritual's target, keeping the following in mind.

- Is the ritual's target within range? Rituals have a limited range because the AE of the spellcaster must find its way to the target. If you cannot touch the target, you must be able to see it during the entire ritual time. Also, the target must remain within range for the entire ritual time. If these requirements are not met, the ritual fails.
- Does the target belong to the correct target category? Can the ritual be cast on that type of creature or object? Some rituals must be cast on *Objects*, for example, while others affect only *Demons* or *Elementals*. It the target belongs to the wrong category, the ritual fails.

Place, Time, and Clothing

Choosing the right place and time can help with casting a ritual. Also helpful is a ritual space that is known to the spellcaster, or a place that is perceived as holy or powerful by the spellcaster's Tradition (for example, a druidic stone circle). A ritual can be much more difficult to perform when cast in a random place (or worse, an *unsuitable* place).

Normally, preparing a ritual space is part of the actual ritual. The spellcaster must clean the place (spiritually and otherwise) and adorn it with holy and magical fetishes and signs before casting of the ritual can begin. Exactly how this is achieved varies greatly

An example of an unsuitable place would be one where magic is forbidden. A temple of Praios is probably a wholly unsuitable location for casting a magical ritual.

Steps for Casting Rituals

1. Determine Target
The spellcaster determines the target, and checks if it is within range and belongs to the target category.

2. Choose Ritual Modifications
Ritual modifications are optional. They can change some of the rules of the ritual. Unless otherwise stated, you can choose from the following ritual modifications: Reduce Ritual Time, Increase Ritual Time, Increase Range, Reduce Cost, and Force.

3. Perform the Casting
Employ the gestures, speak the incantations, and spend the time needed to cast the ritual.

4. Make the Check
Make the skill check for the ritual.

5. Subtract AE
If the ritual succeeds, pay the ritual's cost in AE. If the ritual isn't successful, spend the appropriate amount of AE (usually, half the spell's normal cost in AE).

6. Determine Effect
If the ritual succeeds, apply the effect.

from Tradition to Tradition, but the effect is the same. Preparing a ritual space typically takes 4 hours.

The phase of the moon is an important consideration for many guild mages (as a symbol of Mada, the goddess of magic) and also for the feared shamans of the coal pelts (as a sign of Tairach, the orcish blood god). Most days of the month (and thus most phases of the moon) are neutral and bring no bonuses or penalties. Sometimes, however, the phase of the moon does bring a bonus (full or new moon) or a penalty (for example, the ritual requires a full moon, but tonight's moon is a waning crescent). The same goes for the presence (or absence) of certain constellations in the night sky.

Using proper tools, such as incense, summoning materials, and other arcane supplies, can grant a bonus to the check. These items are much more expensive than the fetishes and signs needed to prepare a ritual space and can be used only once for casting a ritual (at a cost of about 50 silverthalers). Wearing the proper clothing (such as a specially embroidered mage's robe or the pelt of a certain animal) can also be helpful.

Example: Mirhiban doesn't know the area and cannot easily find another mage to help cast the ritual. She must cast the ritual alone. She is in a hurry and can't wait for the right phase of the moon. At least she has the proper clothes (a mage's robe) in her trunk, giving a bonus of 1. She spends 4 hours cleansing the ritual space with incense and marking it with mystical runes.

The target category for the ritual Spellblade Spiritspear *is* Objects*, which means Mirhiban can cast the ritual on the saber. She places it in the middle of her ritual space, well within the ritual's range.*

Modifiers for Ritual Checks

Ritual Space	
Sanctum or magical place	+1
Unsuitable ritual space	–3
Time	
Correct moon or constellation (moon mostly full or new; constellation visible)	+1
Improper constellation	–1
Tools	
Proper tools	+1
Appropriate ritual clothing	+1

2. Choose Ritual Modifications

Skilled spellcasters can apply *modifications* to rituals to fit the current situation.

By choosing ritual modifications, spellcasters can increase or reduce the ritual time, or increase or reduce the ritual's AE cost. The number of ritual modifications you may choose depends on your SR with the ritual. You can choose one ritual modification for every 4 full points of SR in that ritual. For example, a spellcaster who knows a ritual at SR 4 can choose one ritual modification. At SR 8 the spellcaster can choose two modifications, three at SR 12, and so on. Bonuses and penalties for the ritual check depend on the modifications you choose, if any.

Example: Mirhiban chooses to increase the ritual time. The ritual Spellblade Spiritspear *normally takes 8 hours, but she performs it over an impressive 16 hours, for which she receives a bonus of 1.*

Ritual Modifications for Ritual Time, Range, and AE Cost

Rituals are much more costly than spells and take much longer to perform, which is why ritual modification increments differ from those used for spells. All other rules for spell modifications apply. Like spell modifications, most ritual modifications are sorted into categories of *ritual time*, *range*, and *AE cost*. Spellcasters may choose to *force* a ritual (gain a bonus), reduce or increase ritual time, extend a ritual's range, or reduce a ritual's cost, usually by shifting the increment of the relevant category. It's not possible to shift a category by more than one increment (see the table *Increments for Ritual Modifications* on page 261). For example, a ritual with a ritual time of 2 hours could be shifted either to a casting time of 30 minutes or 8 hours, but not to 5 minutes or 16 hours. The same applies for range and cost.

Ritual modifications have the following restrictions.

- It is not possible to reduce a ritual's range.
- You cannot increase the range of rituals with an unmodified range of *Self*. Spellcasters can cast these rituals only on themselves.
- For rituals with effects that can be sustained, reducing the basic AE cost of the ritual also reduces the AE cost of sustaining the ritual. Note that the AE cost can never be less than 1 AE per time interval.
- A spellcaster can combine ritual modifications as desired, but can never apply a particular modification more than once during a single ritual casting attempt.
- You cannot choose modifications for rituals from an unfamiliar Tradition.

The following table shows increments for ritual modifications. Note that for rituals with a range of Touch, it is sufficient to touch the clothes of the target, unless the ritual's description says otherwise.

Increments for Ritual Modifications

Ritual Time	5 minutes	30 minutes	2 hours
Range	Touch	4 yards	8 yards
AE Cost	8 AE	16 AE	32 AE
Ritual Time	8 hours	16 hours	32 hours
Range	16 yards	32 yards	64 yards
AE Cost	64 AE	128 AE	256 AE

Summary of Ritual Modifications

- **Force**
  Increase cost by one increment, magic check receives a bonus of 1 (cannot be used for certain rituals, where indicated)
- **Reduce Cost**
  Reduce cost by one increment, magic check suffers a penalty of 1 (cannot be used for certain rituals, where indicated)
- **Increase Range**
  Increase range by one increment, magic check suffers a penalty of 1.
- **Increase Ritual Time**
  Increase ritual time by one increment, magic check receives a bonus of 1.
- **Reduce Ritual Time**
  Reduce ritual time by one increment, magic check suffers a penalty of 1.

3. Perform the Casting

Casting rituals takes much more effort than casting spells. Some magical Traditions use dance and song, others use meditation, step sequences, or formulae to focus and channel arcane energy. All of these methods require concentration and time, which is called the *ritual time*. Each ritual lists the required ritual time. Unlike with spells, you cannot forgo a ritual's gestures and incantations.

Example: Mirhiban begins to meditate, reciting the incantation over and over to shape her arcane energy and make it flow into the saber's metal blade. Weaving complex magical threads to enchant the weapon is a difficult task that requires her full concentration.

The Art of Repetition

Rituals that take longer than 2 hours to cast may be cast over several days instead. Simply perform the ritual for at least 2 hours a day over several consecutive days, until you reach the total ritual time. No one may enter the ritual space between casting sessions, as doing so disturbs the arcane patterns that are forming within.

If someone does disturb the ritual space in this fashion, the ritual fails and the spellcaster must pay the AE cost for a failed ritual (see *Subtract AE*, below).

4. Make the Check

After the required ritual time, the spellcaster makes a ritual skill check, in some cases applying the target's Spirit or Toughness as a penalty (such as when trying to control a target creature's mind or transform its body).

For some rituals, you must declare in advance how many AE you plan to use. Rituals from unfamiliar Traditions suffer a penalty of 2.

Example: After 16 long hours the ritual is cast and Mirhiban's player must make the ritual check using SGC/INT/DEX, with a skill rating of 8. The check receives a bonus of 1 for the proper ritual clothing and another bonus of 1 for increasing the ritual time. The saber is made from metal, leading to a penalty of 2 (see page 268). This means the bonuses and penalties cancel each other out. Mirhiban's player rolls against her attributes of 14/13/11 and gets 17, 13, and 8. She uses 3 SP to adjust the first roll, keeping 5 SP.

5. Subtract AE

Spend the AE needed for the ritual, as adjusted for modifications, if any. If the ritual fails, the spellcaster must still spend half the normal AE for the ritual.

Example: When cast on a sword, the basic cost for the ritual Spellblade Spiritspear *is 20 AE. The saber fits the ritual's category (it is a sword). Mirhiban has 42 AE available, which is more than enough to enchant the saber.*

Permanent Loss of AE

Some rituals allow you to imbue an object with magic permanently or semi-permanently. To do so, you must spend permanent AE to prevent the item from losing its power. These AE are subtracted from your maximum AE total and do not regenerate, though you can buy them back at a cost of 2 AP per AE (for more information, see *Chapter 12: Detailed Rules*, page 352).

Size and AE Cost

Most rituals that affect creatures assume that the target is the size of a human being. Of course, you can cast certain rituals on goats and oxen as well. For rituals that affect a creature's body, use the following rule of thumb: if the target is up to half as heavy as human (we're talking a human that weighs about 175 pounds), the ritual costs only half the usual number of AE. If the target is up to twice as heavy, double the AE cost. If it is up to three times as heavy, triple the cost, and so on. The spell check

does not suffer a penalty, but you can see that it gets more expensive to cast rituals on larger creatures.

6. Determine Effect

If the check is successful, convert the remaining SP to QL and determine the exact effect. See the ritual's description for details.

A ritual's effect lasts the amount of time listed under its duration. A spellcaster cannot terminate a ritual's effects prematurely.

Example: Mirhiban keeps 7 SP to determine QL for her ritual. The demon hunt can begin.

Special Rules for Ritual Casting

Rituals are typically used to create magical artifacts or summon creatures from other Spheres.

Summoning

Calling djinns or creatures from other Spheres is an ancient art. Knowledge of summoning demons goes back for millennia. Even though djinns and demons are completely different types of creatures, an experienced spellcaster can make use of them as servants in similar ways. For a selection of summonable creatures, see *Chapter 13: Bestiary*, page 355-359.

The Art of Demon Summoning

Demons! Most Aventurians fear to even whisper the word. It stands for chaos, destruction, death, and, most horrifically, the loss of one's soul. People say demons live in the Seventh Sphere, which is made of pure Chaos. Some spellcasters don't just summon these creatures to Dere, they also know how to bend demons to their will and use them as tools. It's probably no surprise that demon summoning is forbidden in many places. At the very least, most people are intensely suspicious of demon summoners.

Summoning Magic

To summon creatures from the Seventh Sphere, you need several enchantments that build on each other: *Invocatio Minima*, *Invocatio Minor*, and *Invocatio Maior*.

Invocatio Minima is the simplest and weakest spell and only summons a handful of the substance of the Netherhells (mainly slime, acid, sulfurous vapors, or liquid fire).

The next level of summoning is the ritual *Invocatio Minor*, which summons lesser demons. Lesser demons are comparatively weak yet nevertheless terrifying opponents. Those practiced in dealing with lesser demons might also know the ritual *Invocatio Maior*. This ritual allows the summoning of the more dangerous beings from the Seventh Sphere—demons with up to five horns (the number of horns a demon possesses is an indication of that demon's power—the greater the number, the more powerful the demon).

Learning the Art of Summoning

To learn the ritual *Invocatio Minor*, you need SR 10 in *Invocatio Minima*. To learn *Invocatio Maior*, you need SR 12 in *Invocatio Minor*.

The Art of Elemental Calling

Most Aventurians have heard of elemental beings but know them only as djinn that work wonders in fairy tales and legends. In some stories, djinn are benign and kind; in others, they are angry and demanding, or cold and aloof.

Legends aside, some Aventurian spellcasters know the ancient art of calling djinn and other elemental beings and asking for their service.

Elementals are beings made from the six Aventurian elements (fire, water, air, ore, humus, and ice). Each elemental belongs to one element, and is made from one element alone. Stories say that citadels made of each element are scattered across the Third Sphere, and from these fortresses, the Elemental Lords reign over all the powers of their respective elements.

Calling Magic

Calling elements is possible with several enchantments that build on each other: *Manifesto*, *Elemental Servant*, and *Call Djinn*.

Manifesto is the simplest and weakest spell and summons just a handful of a certain element. It produces simple manifestations, such as a small flame, a pebble, or a hunk of ice.

The next level of calling is the ritual *Elemental Servant*, used to call forth a simple elemental.

Those practiced in dealing with lesser elementals might also be schooled in the ritual *Call Djinn*, which allows casters to summon the powerful djinn themselves.

Learning the Art of Calling

To learn the ritual *Elemental Servant*, you need SR 10 in *Manifesto*. To learn *Call Djinn*, you need SR 12 in *Elemental Servant*.

Invocation

1. Preparation
Summoning and calling rituals start with preparations. Demon summoners must draw a summoning circle plus some additional circles of protection and warding (see page 265) to keep the demon at a distance. You can eschew these protective measures (to save time, for example), but most experienced demonologists would advise against doing so.

To call an elemental, you must have a certain amount of its element on hand. For an elemental spirit, you need only a small campfire, a kettle of water, or a few pounds of humus. Djinn require (and expect) a conflagration or something similar.

Example: Mirhiban wants to summon a djinni of fire. To do so, she needs the ritual Call Djinn. *Mirhiban has SR 12 in the ritual. She prepares several fire pits to contain the enormous flames needed to call the djinni.*

2. Casting the Magic
The ritual skill check suffers a penalty equal to the invocation difficulty of the demon or elemental (invocation difficulty measures the difficulty of summoning a particular creature). You can choose to apply modifications from the general description of rituals (see page 260). All modifications are cumulative.

Example: Mirhiban has chosen a neutral place with no bonus, but a favorable constellation hangs in the sky, granting her a bonus of 1. The djinni of fire has an invocation difficulty of -3. The check suffers a total penalty of 2 (1-3 = -2).

3a A Successful Check
The summoner can use the QL of a successful check to improve the abilities of the creature being called. These improvements reduce the QL for services the creature will render (see below).

Improving Summoned Creatures
Instead of spending your QL for services, you can chose improvements for the summoned being from the following chart. You can only take each improvement once. For sample stats for demons and elementals, see *Chapter 13: Bestiary*, page 355-359.

Improvements for Summoned Creatures	
Offensive Improvement	+2 AT, +4 DP
Defensive Improvement	+2 PA, +2 PRO, +10 LP
Speed Improvement	+2 MOV, +2 DO
Magical Improvement	SR of all known spells +4
Resistance Improvement	+2 Spirit and Toughness. Attacks with magical weapons do half damage (halve the damage points first, and then subtract PRO).
Mental Improvement	Raise Mental attributes by 2. This has no effect on secondary stats.
Physical Improvement	Raise Physical attributes by 2. This has no effect on secondary stats.

Example: Mirhiban wants to give her djinni of fire an Offensive Improvement and a Defensive Improvement, giving up 2 QL for services. The Djinni receives +2 AT, +4 DP (for the Offensive Improvement), +2 PA, +2 PRO, and +10 LP (for the Defensive Improvement). She only gets 2 additional services plus the service she receives for the successful check (12 SP = QL 4; subtracting 2 QL for two improvements leaves only two QL for additional services).

3b. A Failed Check
A spellcaster who fails a ritual must pay half the AE, as with any other enchantment. If you were trying to call an elemental, failure has no additional consequences. If you were trying to summon a demon, the GM rolls secretly on the following chart (if you botched the summoning, add 15 points to the result).

Failed Demon Summoning

1D20	
1-14	Nothing happens. No demon appears.
15-18	A large amount of material from the Netherhells manifests in the summoning circle.
19-21	The demon appears but is not under the summoner's control.
22-23	An uncontrolled demon (chosen by the GM) with the same or a lesser number of horns appears.
24-25	An uncontrolled demon (chosen by the GM) with 1D3 additional horns appears.
26-27	A pillar of flame shoots from the summoning circle, possibly igniting objects in the area.
28-29	A cloud of poisonous gas spreads out from the summoning circle and does 1D6 DP (ignoring PRO) per CR when inhaled.
30-32	The desired demon appears and pretends to be under the summoner's control at first, but pursues its own agenda sooner or later. It remains in the Third Sphere until the next sunset.
33+	Nothing happens immediately, but the summoner has somehow attracted an archdemon's attention. The archdemon could reveal itself in dreams, offer a pact, or simply view the spellcaster as a toy for its sadistic pursuits.

Example: Mirhiban's player makes the modified skill check for Call Djinn. The skill check is successful and Mirhiban does not need to spend a single SP. She keeps all of her 12 SP and gets a QL of 4.

4. Services
If the summoning succeeds, the desired creature appears and is ready to render services to the caster, within the scope of its abilities. The number of services is limited. Each creature must render at least one service. For each QL of the summoning, the creature must perform an additional service. Staying in the Third Sphere costs services, as well—in general, you lose one remaining service each sunrise thereafter (exceptions are noted below). When all services are expended, the creature disappears and returns to wherever it came from. Note that some creatures don't perform every type of service, as specified in their descriptions.

By using a free action, summoners can make the creatures they summoned abort a service immediately. While awaiting orders, a summoned creature follows its summoner around and stays within shouting distance.

Example: Mirhiban has a QL of 4, so she could receive 4 additional services. Adding the service she receives for the successful check, she has a total of 5 services available. One service is lost upon each sunrise, the necessary expenditure to convince the creature to stay.

Services of Summoned Creatures

Labor
Until the next sunrise, the summoned creature performs simple labor within the limits of its mental and physical capabilities, such as trying to work out the fine print in a trade agreement, or carrying items or people (including the summoner) from one place to another.

Advise
The creature advises the summoner within the limits of its mental capabilities. This can take the form of suggesting a course of action, offering playing tips for a game of boltan, or helping with a riddle. Remember that demons and elementals are not omniscient.

Use Ability
The creature uses one of its abilities (or spells it knows) on its summoner's behalf.

Combat
The creature attacks a single target, using all the tools at its disposal unless instructed otherwise. Creatures defend themselves when attacked. Directing a creature to attack more than one enemy uses up 2 of its services (at least). The creature stops fighting after, at most, 1 hour. Extended travel, if any, is subtracted from the fighting time.

Espionage
The creature pursues and watches a target chosen by the summoner, returning after a time specified by the summoner to report what it has seen. The creature will not spy for longer than 1 day per service.

Search
The creature searches for an object or character known personally to the summoner. The duration of the search depends on distance traveled. A good hiding place or confusing terrain might prolong the time, as well. A gotongi (a flying demon) or a flying elemental can search an area of 2 square miles in about 1 hour. After that, the summoner must spend another service.

Guard
The creature guards an object or person. If an unauthorized person touches the object or attacks the character being guarded, the creature protects it with everything at its disposal. The creature will not guard something for longer than 1 year. This circumvents the requirement of spending 1 service per sunrise. This activity requires at least 2 services, but otherwise uses up all services gained by the summoning. The creature's guard duty ends after the first combat.

Example: First, Mirhiban asks the djinni to burn through a wooden door. This is a Labor service. Behind the door, Mirhiban finds a group of three guards. She asks the djinni for the task Combat, and directs it to attack all three enemies. This uses up all the remaining services, so it is the last thing Mirhiban can ask from the djinni. Note that she needed at least two services to choose Combat.

Protective and Warding Circles

Most Aventurian magical Traditions have developed ways to keep magical creatures away from a place, or to bind them there. These methods, called *protective circles* and *warding circles*, are well known among guild mages, especially summoners (who use them mainly for self-protection during summoning rituals) and anti-magic specialists.

A warding circle imprisons a creature within the drawn space, whereas a creature cannot enter a protective circle to get at whatever exists within.

1. Drawing a Circle
Typical circles are drawn with magical chalk, have a diameter of 3 yards, and are decorated with a variety of arcane signs and glyphs dictated by the type of creature the circles affect. To draw a circle, make a check using *Drawing & Painting (Draw Magical Signs).* This requires 15 minutes. To save time, some spellcasters use carpets or other floor coverings embroidered or engraved with magical signs, so they don't have to draw them every time.

2. Activating a Circle
Spellcasters must have the special ability *Magical Signs* to activate a circle. Once completed, the circle is imbued with AE during a short, 5-minute ritual of activation, at which point the spellcaster channels the stated amount of AE into the circle. If the circle is drawn properly, the spellcaster doesn't need to make another check to imbue it with AE. When the ritual is over, the circle remains active until the next sunrise. If the lines of the circle are smudged or otherwise removed, the circle's effect ends immediately.

Limitations of Protective and Warding Circles
Protective and warding circles are powerful tools for restricting the movement of magical beings. This does not mean that they are unable to act, as the circles don't block spells or other magical abilities, nor even simple thrown items.

An imprisoned creature cannot touch the circle, but there is a danger that the delicate signs could be smudged by spells or items left lying around. For that reason, some summoners engrave protective and warding circles in stone, filling the engravings with moonsilver and arcanium, and then activating them only when needed.

Types of Protective and Warding Circles
Over the centuries, people have developed protective and warding circles against many different types of beings. We describe some of the most common here. Circles are not effective against the high-ranking servants of the archdemons or the masters of the elements.

Characters can draw protective or warding circles by learning the appropriate Protective/Warding Circle special ability.

Protective or Warding Circle Against Elementals
AE Cost: 4 AE
Protective Circle: Elementals and minor spirits cannot enter the circle.
Warding Circle: The first elemental that comes within 7 yards of the circle is drawn into it and cannot leave it for the duration.
AP Value: 5 adventure points

Protective or Warding Circle Against Djinn
AE Cost: 8 AE
Protective Circle: Djinn cannot enter the circle.

Warding Circle: The first djinni that comes within 7 yards of the circle is drawn into it and cannot leave it for the duration.
AP Value: 15 adventure points

Protective or Warding Circle Against Lesser Demons
AE Cost: 4 AE
Protective Circle: Lesser demons cannot enter the circle.
Warding Circle: The first lesser demon that comes within a distance of 7 yards of the circle is drawn into it and cannot leave it for the duration.
AP Value: 10 adventure points

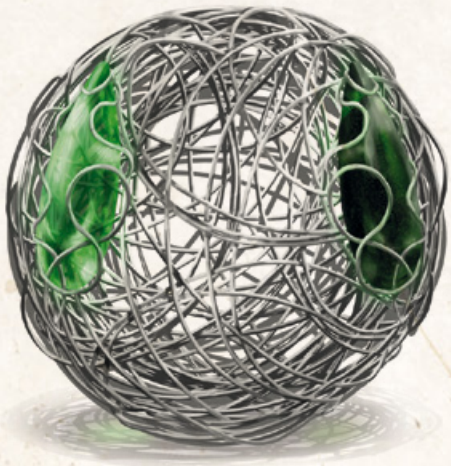
Protective or Warding Circle Against Horned Demons
AE Cost: 8 AE
Protective Circle: Horned demons with up to 5 horns cannot enter the circle.
Warding Circle: The first horned demon with up to 5 horns that comes within 7 yards of the circle is drawn into it and cannot leave it for the duration.
AP Value: 15 adventure points

Artifact Magic

Aventurian legends tell of many powerful and mysterious artifacts, usually the legendary weapons of heroes. In fact, many spellcasters (such as the artifact mages of the Dragon's Egg Academy of Khunchom) focus on creating such enchanted tools. Few of these artifacts are weapons—most are rings, bracelets, and other jewelry.

Types of Artifact Magic

There are two types of artifacts: spell-imbued items and magical weapons. The first often takes the form of jewelry or common tools you create with the ritual *Arcanovi*. The second type are weapons enchanted with the ritual *Spellblade* and used most often against demons and other magical beings. Of course, you can create a combination of both. It is not uncommon to enchant magical weapons with an *Arcanovi* after the fact, in order to imbue them with a spell.



In all cases, the creator must bind permanent AE into the object to give it a long-lasting magical matrix.

Magical Artifacts

To bind a spell into an item, you need the ritual *Arcanovi*. The penalty of the check and the cost in AE depend on the spell, the method used to bind the spell to the item, and the enchanted item itself. You cannot bind a ritual with *Arcanovi*.

To activate a stored spell, you usually need to use a free action and intone a key word or make a specific gesture. Activating the artifact requires a magic check for the stored spell, rolling against attributes of 14 and a SR equal to the SP of the stored spell. The spell takes effect in the next combat round. If the spell has a variable duration, you must declare the duration before enchanting the item. The same goes for spells with variable costs (you must decide which AE cost to use before enchanting the item).

The three types of artifact are *spell storage* artifacts, *recharging* artifacts, and *permanent* artifacts. Spells cast from spell storage artifacts have a short duration and are used up after the duration ends. Recharging artifacts regain their powers slowly by themselves. Permanent artifacts are legendary magical items that never diminish in power.

Even if you bind a spell into an item, it is never considered a magical weapon for purposes of fighting demons and other creatures that are immune to non-magical weapons.

Example: Carolan has found a magical ring that is enchanted with the spell Armatrutz. *Carolan receives additional protection after intoning the key word. The effect starts in the round after the rogue speaks the key word with a free action. Activating the artifact requires a roll against attributes of 14, with a SR equal to the SP of the* Armatrutz *spell imbued within the artifact.*

Spell Storage Artifacts

For the simplest variant of artifact creation, you simply bind one or more spells to an item. You must first prepare the object with the ritual *Arcanovi* and then anchor the spell within it. You must cast the spell directly after casting *Arcanovi*. If you want to anchor the same spell more than once, you must pay the AE more than once. The ritual check for *Arcanovi*, as well as the spell check, suffer a penalty of 1 per additional spell activation. You cannot use spell modifications on the spell. One-tenth of the arcane points spent on *Arcanovi* and the spell are lost permanently when casting the spell. Note that they are

considered part of the AE cost, not in addition to it (if a spell costs you 40 AE, you only spend 40 AE, but 4 of those are lost permanently).

If one of the checks fails, the entire enchantment fails (in which case you do not lose permanent AE). No artifact can contain more than 7 charges.

Example: Mirhiban wants to anchor three uses of the spell Psychostabilis *to a bracelet. Her player makes the ritual check for* Arcanovi *with a penalty of 3. She states that she wants each activation of the spell to have a duration of 20 minutes. After rolling, she has 7 SP left.*

She must spend 16 AE for Arcanovi*, plus 24 AE (8 per spell, x 3 charges) for* Psychostabilis*, for a total of 40 AE. Note that Mirhiban loses a tenth of that amount, 4 AE, permanently. The bracelet now contains three charges of* Psychostabilis *with 7 SP and a per-spell duration of 20 minutes.*

Self-charging Artifacts

Creating self-charging artifacts with *Arcanovi* is much more difficult. These artifacts can draw AE from their surroundings to cast the spells bound to them, again and again. The penalty for the *Arcanovi*'s ritual check and the spell check differs depending on the recharging time of the artifact (day, week, or month). Checks also cost more AE based on how often the artifact recharges. Apart from that, creating self-charging artifacts is the same as creating spell storage artifacts.

Only witches' circles, mage's organizations, and similar groups have enough members to create large artifacts, which cost many more AE than a single spellcaster can supply.

Artifacts you can activate every day are extremely rare and expensive. Usually only experienced ritual groups create such artifacts because of the enormous AE requirement.

Costs and Penalties

Recharge Time	Penalty	Cost
One Month	Arcanovi -1, cast spell -1	AE cost of the spell multiplied by 5
One Week	Arcanovi -2, cast spell -2	AE cost of the spell multiplied by 10
One Day	Arcanovi -3, cast spell -3	AE cost of the spell multiplied by 25

Example: Mirhiban wants to create a magical ring that contains a Penetrizzel *spell and regains its charge—a self-charging artifact. She only wants one* Penetrizzel *in the artifact. The Arcanovi and the spell check for the* Penetrizzel *each suffer a penalty of 2, because she decides the artifact is supposed to regain its charge every week. Finally, she wants the* Penetrizzel *to have a duration of 2 time intervals.*

*The basic AE cost is 16 (*Arcanovi*) +4 (basic cost of the* Penetrizzel*) + 6 (time interval of the* Penetrizzel *x 3) = 26 AE. Since she wants the artifact to recharge each week, she would multiply the cost by 10, for a total of 260 AE, a tenth of which (26) would be spent permanently. Mirhiban will need help.*

Permanent Artifacts

Permanent artifacts challenge even the great masters of artifact magic. They can allow a spell to remain in effect for enormous lengths of time, in some cases centuries or millennia. Some permanent artifacts even permit interruption of the spell's effect until the owner wishes it to continue. Some mages speculate that the creation of such artifacts requires a spell called *Infinitum*, which stems from the school of Temporal magic. If true, that spell is known by very few Aventurian spellcasters.

Example: The creation of permanent artifacts is a well kept secret of the artifact mages. Few mages living today can create such wonders. Examples of permanent artifacts include the elven airships, the ancient Gates to Limbo, and the legendary Dark Eyes.

Artifact Size

An artifact's size influences its enchantment. Small objects, like buttons or earrings, cannot store more than a single spell of improvement cost A. If the object is very small, the check for the *Arcanovi* suffers an additional penalty of 2 as well.

Magical Weapons

To imbue a weapon with magical power (to fight against demons, for example), you need the ritual *Spellblade*. A weapon thus enchanted is considered a magical weapon for the duration of the ritual. *Spellblade* does not have any additional effects.

If you want to enchant a weapon permanently, you need certain rare special abilities (look for these in upcoming supplements).

Example: Geron needs a magical weapon to fight a demon, and has Mirhiban cast Spellblade *on his sword. Mirhiban achieves 7 SP with her ritual. The sword will be considered magical for seven days.*

Material

In theory, you can imbue spells in any object. In fact, many spellcasters like to enchant simple copper rings, wooden spoons, and other everyday items. It is known that many materials are especially well suited to enchantment, while others do not work so well.

Iron and steel are much harder to enchant than the materials mentioned above. Ritual checks for *Arcanovi* and *Spellblade* suffer a penalty of 2 for objects that are at least 50% iron or steel in composition.

Some metals, like the so-called *amulet metal* (an alloy of arcanium, moonsilver, and quicksilver) can grant a bonus to the check and reduce the AE cost. Similarly, some jewels are especially well suited for different types of spells. For example, rubies are useful for anchoring spells that create fire or increase strength, and agate can better support healing spells.

Some exotic materials, like alicorn, ambra, and certain rare plants, are helpful, too.

- Spending an additional 100 silverthalers for suitable materials can lower the cost of permanent AE by one point. You cannot reduce the permanent AE cost by more than half.

- As an alternative, using the proper material can grant a bonus of 1 for the *Arcanovi* ritual check.

If your project fails, the materials are used up.

Unwanted Side Effects

Sometimes the process of creating an artifact has harmful side effects, especially with more complex artifacts or artifacts enchanted by an apprentice while training.

When the *Arcanovi* ritual check has a QL of no more than 1, the GM secretly rolls on the following table.

Side Effects

1D20 + Skill Points	
1-2	A spirit moves into the artifact. This can be (roll 1D6) a demon (1), an elemental (2-3), or a ghost (4-6). It's possible that the spirit can enter the artifact after even weeks or months have passed.
3	The artifact is strangely light, weighing only a third of the expected amount.
4	The artifact is strangely heavy, weighing three times the expected weight.
5	The artifact becomes rigid and loses all flexibility.
6	The artifact becomes as soft and flexible as hemp rope.
7	The artifact attracts cats.
8	After activating the artifact, the spell takes 2 CR to kick in.
9	When activated, the artifact exudes a strong smell of onions or sulfur.
10	The artifact's color rubs off and leaves stains that are hard to remove.
11	You can activate the artifact only at night.
12	The artifact activates only half of the time (1-3 on 1D6). The charge is used only when you must make a check for the spell.
13	When activated, the artifact emits a clear, chirping sound. It provokes reptiles, including intelligent ones, in an area of about one square mile.
14	After a year and a day, the artifact turns into some kind of food (chosen by the GM).
15	The artifact activates whenever it is shaken, like when jostled on a cart or a horse.
16	The artifact bursts into flame after a year and a day.
17	After a year and a day, roll 1D6. A horned demon (1-3) or a djinni (4-6) appears, seizes the artifact, and vanishes again.
18	Owning the artifact has a negative effect on the owner, who is plagued by fears of loss and tries to protect the artifact from enemies, both real and imagined.
19-23	There is no additional effect.

Magical Analysis

Magical analysis allows a hero to analyze the powers of a newly-obtained magical item, or to learn more about a magical creature or a spell that has been cast on a creature or object. Magical analysis requires a successful *Magical Lore (appropriate application)* check. The check's QL determines what the hero learns about the object,

creature, or spell, as shown in the following examples. The result that the hero can achieve via magical analysis is limited, as follows.

- The hero must have clairvoyance spells, liturgical chants, or the special ability *Analyst* to perform a magical analysis. Without at least one of these, the analysis reveals nothing.

- Even without clairvoyance spells or liturgical chants, the special ability *Analyst* grants a result of QL 1 for the magical analysis.

- Certain clairvoyance spells and liturgical chants can increase the QL, as described in the relevant spell or liturgical chant. QL gained from different spells and liturgical chants are not cumulative—if you cast multiple spells or liturgical chants during the same analysis to increase the QL, only the single best result applies. The special ability *Analyst* increases the maximum QL that you can achieve for the *Magical Lore* check by 1.

- If using the spell *Analyze Arcane Structure*, the maximum QL that the hero can achieve on the *Magical Lore* check is equal to the QL of the spell *Analyze* (see page 214). Other spells that garner QL do not stack with the spell *Analyze*.

Examples of Information Gained Via Magical Analysis

Quality Level	Artifact/Creature/Spell
QL 1	Rough estimate of SP (more or less than 10 SP)/Determine creature (demon, elemental, ghost)/ Rough estimate of SP (more or less than 10 SP)
QL 2	More precise estimate of SP (to within 3 SP)/more precisely determine creature (lesser demon, air elemental, bound soul)/More precise estimate of SP (to within 3 SP)
QL 3	Type of artifact (spell storage, recharging, permanent)/Improvements made to the creature/Property of the spell
QL 4	Tradition of the artifact's creator/ Tradition of the summoner/Tradition of the spellcaster
QS 5	Explanation of the effect/Service that the creature is performing/Spell modifications that are in use
QS 6	Artifact's side-effects/special information about the creature (such as who summoned it)/Special information about the spell, side-effects due to botches

Prices of Magical Artifacts

Only rarely can one buy an artifact in the markets of Aventuria. There simply aren't enough customers who have enough interest (and enough money) to buy them. For those reasons, few spellcasters bother to create artifacts, and most of those who do will work only on commission. If one comes up for sale, use the following rule of thumb for pricing—in addition to the value of the item itself, the buyer must pay for both the AE used to create the item *and* for the AE that are permanently bound into the artifact.

- Raise the price by 10 silverthalers for each point of AE spent, and by 100 silverthalers for each permanent point of AE spent.
- In addition, adjust the price according to the spell's improvement cost—spells from category A cost three-quarters of the normal price, category B costs the normal price, and category C costs one-and-a-half times the normal price.
- Each QL of the spells inside an artifact (not including *Arcanovi* or *Spellblade*) adds 50 silverthalers to the final cost (after adjusting for the improvement cost).

Examples of Magical Artifacts

Bracelet of Willpower

Description: This engraved golden bracelet is a typical common artifact. It is enchanted to protect its wearer from all kinds of mental influence. You activate it by turning it around your wrist.

Effect: Spell storage with three *Psychostabilis* (SP 9, duration 20 minutes) spells; activate by turning the bracelet

Cost: 40 AE, 4 additional permanent AE

Price: 1,050 silverthalers

Firn Blade

Description: A firnelven spellweaver enchanted this light, slender saber to help family members in their fight against the creatures of the Black Ice.

Effect: The saber has been enchanted with *Spellblade* and will count as a magical weapon for the next 80 years.

Cost: 100 AE, 5 additional permanent AE

Price: 1,680 silverthalers

Pain Hammer

Description: The striking surfaces of this brutal-looking warhammer are shaped like crude skulls. It is said that it was fashioned in the demonic forges of Yol-Ghurmak. When last seen, it was in the hands of an orcish bandit captain who, according to rumor, took it from a mercenary of the Shadowlands.

Effect: Spell storage with four *Corpofesso* (each SP 9). Trigger the spell by intoning the key words 'Xarfai's

Law' and touching the target. The hammer is not considered a magical weapon.
Cost: 80 AE, 8 additional permanent AE
Price: 3,170 silverthalers

Spider Gloves
Description: With these gloves, the hero can climb walls without any problem.
Effect: Recharging artifact with *Spiderwalk* (SP 9, 10 minutes). Takes one week to recharge. Trigger by rubbing the back of the hand.
Cost: 96 AE, 10 additional permanent AE
Price: 1,620 silverthalers

Special Magical Rules

Alchemy

Contrary to popular belief, much of the art of alchemy does not deal with mixing wondrous elixirs or making gold. Instead, it concerns creating quite mundane items like dyes, soap, and perfumes. However, for many adventurers, a healing potion or arcane potion created by skillful hands can mean the difference between success and failure, or even life and death. For that reason, this section covers mainly the creation of elixirs and potions.

Creating an Elixir

To brew an elixir, the alchemist needs three things: a formula, ingredients, and a laboratory.

The Formula
Most alchemists keep their formulas secret, especially the more valuable ones. For that reason, you need either good connections to an experienced alchemist, or a full purse to hand over to get those formulas. Alchemical formulas are trade secrets that must be purchased as special abilities.

The Ingredients
Alchemists have a reputation for gathering weird things from all corners of Aventuria, and with good reason. Besides different herbs and extracts of plants and animals, alchemists often seek rare metals and earths, jewels, and many curious items like the stones from dragon stomachs, brine from Unau, or the hair of a blind man. Because they must travel long distances to get their ingredients, many alchemists also trade in spices, fragrances, and delicacies from foreign countries. It helps make the trips more worthwhile.

The Alchemical Laboratory
There are three levels of laboratories that contain the equipment you need for creating alchemical tinctures and elixirs.

The basic level is the *archaic laboratory*, which consists mostly of rustic tools you can find in most better-equipped kitchens. Shamans and witch doctors from many primitive peoples use such laboratories to mix poisons. An archaic laboratory costs 200 silverthalers. You can carry it in a trunk, if necessary.

The *witch kitchen*, used only by witches, is better equipped. It includes all the important tools you need for alchemy, but is limited if a formula calls for high temperatures, vacuum, or other unusual conditions. A fully equipped witch kitchen costs 1,000 silverthalers. You can transport it on a cart.

A true *alchemist's laboratory* offers everything an alchemist needs to carry out more complex processes. It costs 5,000 silverthalers and cannot be easily transported, as ovens, vacuum chambers, and other items are usually built out of brick with substantial fittings.

Alchemical Brewing in Detail

1. Preparing the Ingredients
Often, to create an elixir of reasonable quality, the most challenging task in alchemical brewing is finding the right ingredients. In some cases, this requires its own adventure. We provide examples of ingredients for every elixir to help stimulate ideas.

Higher quality elixirs require more expensive ingredients. Even masters of alchemy cannot create an excellent elixir from second-rate ingredients. The ingredients' qualities and the associated costs are given in six levels. With ingredients of level 1, you can create elixirs of level 1.

This low level of ingredients is popular with alchemical apprentices, who can economically experiment with brewing. With ingredients of level 2, you can create elixirs of up to level 2, and so on. The highest level of ingredients is level 6, with which you can create elixirs of the highest quality.

Descriptions for each elixir include the cost of its ingredient levels.

2. Brew the Potion
To follow a formula, mix the ingredients, and brew an elixir correctly, make an *Alchemy* check with a penalty equal to the elixir's *brewing difficulty*.

Brewing difficulty, as the term implies, represents the challenge of creating an elixir. It is either a bonus or a penalty to the *Alchemy* check, as noted in each potion's description.

Alchemists with magical talent can gain a bonus to their *Alchemy* check by letting part of their AE flow into the potion while it is brewing. This requires mixing crushed mandrake root into the elixir (see page 345). Spending 4 AE gains a bonus of 1, and spending 8 AE gains the maximum bonus of 2.

Brewing takes time and attention, so alchemists cannot brew more than one elixir per day. To brew a potion, you obviously need to know the formula. Many alchemical formulas are *trade secrets* (see page 187).

Brewing Check Modifiers	
Laboratory rated one level lower than needed	–3
Laboratory rated two levels lower than needed	impossible
Laboratory rated one level higher than needed	+1
Laboratory rated two levels higher than needed	+2
Infusion with AE	+1 per 4 AE used, no more than +2
Brewing Difficulty	various

3. Determine the Potion's Quality
Alchemists do not automatically know the quality of a potion they have created. Unlike QL for most other skills, potion quality depends both on the *Alchemy* check's SP and the ingredients to determine the brew's maximum QL. The GM makes a hidden *Alchemy* check (see page 384) for the player. If the check is successful, the GM determines the elixir's QL in secret and notes the result.

If the check fails, the ingredients are destroyed and something bad may occur—roll on the table *Consequences of Failed Brewing Checks* (see below). In case of a botch, add 5 to the roll. The Quality Level table is reproduced here for convenience.

Quality Levels

Skill Points	Level
0-3	1
4-6	2
7-9	3
10-12	4
13-15	5
16+	6

Example: Rowena has a witch kitchen and wants to brew a healing potion. A healing potion of QL 4 is sufficient, so she buys ingredients of level 4 and starts brewing. She adds 8 AE to gain a 2-point bonus to her check. The GM makes the skill check in secret and gets 12 SP, for a QL of 4. Note: even if the GM had rolled a higher QL, the potion's quality couldn't have been any higher because Rowena used level 4 ingredients.

Consequences of Failed Brewing Checks

Roll: 1D20, +5 for a botch	
1-8	Nothing happens.
9-10	The brew clumps and turns into a sticky, black goo. Cleaning the laboratory takes 1D6 hours.
11-12	Minor deflagration! A cloud of sticky drops rains down on the alchemist's tools. Cleaning the laboratory takes 1D6 days. Only vinegar removes the sticky substance.
13-14	Major deflagration! A violent fire destroys some laboratory equipment worth one-tenth of the laboratory's total value.
15	Odor! A heinous smell permeates the laboratory.
16	Obscured! Dense, green smoke fills the laboratory and proves difficult to clear out.
17	Scalded! The brew splashes into the alchemist's face, causing 1D6 damage.
18	Backfire! The brew splashes into the alchemist's face and affects the alchemist with a QL of 3.
19	Nothing happens... for a while. After a few hours, unnoticed spills burst into flame and set the room on fire.
20	Life! The brew turns into an amorphous green mass that comes to life and tries to escape.
21	Gone! The brew contracts with an audible plopping sound and vanishes into Limbo, taking everything it touches with it (this can include any person holding the potion in hand).
22	Poisonous gas! Fumes inflict 1D6 DP (ignoring PRO) per CR when inhaled.

23	Small explosion! Everybody within 4 yards takes 2D6 DP. Also, the blast destroys some laboratory equipment worth one-quarter of the laboratory's total value.
24	Large explosion! Everybody within 6 yards takes 4D6 DP. Also, the blast destroys some laboratory equipment worth half of the laboratory's total value. Roof beams, floorboards, and such may be set ablaze.
25	Consumed! The brew starts eating through everything in its way, including the table, the floor, and the ground beneath the laboratory. In the worst case scenario, this might even cause a small volcanic eruption after several days.

*Example: Rowena fails to create the healing potion. Her player rolls on the table for alchemical consequences for a failed brewing/*Alchemy *check, and gets an 18. It could have been worse, and at least Rowena gets some LP back (even though the attempt failed, the potion splashes in her face and takes effect with a QL of 3).*

Analysis of Alchemical Elixirs

Heroes often find elixirs and potions of unknown origin and quality. It's an alchemist's job to analyze such elixirs and determine their effect and quality. This analysis requires an *Alchemy* check with a penalty equal to half the potion's brewing difficulty, as well as any other modifiers that apply. If the check is successful, the alchemist identifies the potion. A QL of 2 or higher reveals its quality, too. Elixirs are not used up by analysis.

Modifiers for Analysis	
Half of the brewing difficulty as given for the formula	
Access to archaic laboratory only	–2
Access to witch kitchen only	+/–0
Alchemical laboratory available	+1
Formula of the elixir is known	+1

Examples of Alchemical Elixirs

Many different formulas have identical or similar effects. Each potion's description includes typical ingredients, the cost per ingredient level, the necessary laboratory, and the brewing difficulty (used as a penalty for the *Alchemy* check). Elixirs and potions take effect at the beginning of the next CR after consumption, unless noted otherwise in the potion's description.

Stacked Alchemical Effects

If more than one supernatural effect (such as spells, alchemical elixirs, miracles, or liturgical chants) has the same effect on a person or object, only the strongest phenomenon applies. If two spells raise a person's Strength by 2 points and 3 points, respectively, the character's Strength only increases by 3. This is true whether the effects stem from the same or different supernatural sources.

Antidote

The antidote potion works against most weaker poisons, such as the venom that snakes and scorpions use to paralyze or kill their prey. It does not serve against very strong poisons, which are often alchemical themselves.

Typical Ingredients: alicorn, belmart leaves, black lotus, cinnabar, menchal juice, poison fang of a sand viper, retsina, stork or ibis eggs, tourmaline, tulmadron

Cost Per Ingredient Level: 40 silverthalers per level

Laboratory: Witch kitchen

Brewing Difficulty: -1

Quality Levels

1: Cures poison up to level 1.
2: Cures poison up to level 2.
3: Cures poison up to level 3.
4: Cures poison up to level 4.
5: Cures poison up to level 5.
6: Cures poison up to level 6.

Healing Potion

The healing potion is a hero's best friend. The bases of most healing potions are curative herbs, like single-berry or wirsel leaf. A healing potion can bring a person back from the brink of death (see page 340), just like the spell *Balsam* or a *Blessing of Healing*.

Typical Ingredients: agate, gold dust, healing herbs (single-berry, wirsel leaf), hematite, lizard tails, malachite, morning dew, stork or ibis eggs

Cost per Ingredient Level: 40 silverthalers per level

Laboratory: Archaic laboratory

Brewing Difficulty: +/-0

Quality Levels

1: Heals 1D3 LP at ingestion.
2: Heals 1D6 LP at ingestion.
3: Heals 1D6+2 LP at ingestion.
4: Heals 1D6+4 LP at ingestion.
5: Heals 1D6+6 LP at ingestion.
6: Heals 1D6+8 LP at ingestion.

Love Potion

Even though the love potion cannot create true love, it remains popular with young people who wish to catch the eye of a member of the opposite sex. Older people often seek to strengthen passionate arousal instead. Sometimes couples ingest the potion together to intensify their pleasure.

Typical Ingredients: amethyst, beaver testicles, cock's comb, Fire of Prem, garnet, ilmen leaves, kekeyatonba, mandrake, pollen of the Creeping Death, rose oil, rose quartz, strawberries, tabashir, velvet breath, whale penis bone

Cost of the Ingredient Levels: 55 silverthalers per level

Laboratory: Witch kitchen

Brewing Difficulty: -1

Quality Levels

1: Increases the user's passionate arousal.
2: The user feels friendly towards the first person seen after ingesting the potion.
3: As #2, plus the user feels strong passionate arousal for the next hour.
4: As #3, plus the user feels strong romantic feelings and passionate desire for the first person seen after ingesting the potion.
5: As #4, plus the user falls in love for a day with the first person seen after ingesting the potion.
6: As #5, plus the user falls in love for a week with the first person seen after ingesting the potion.

Magical Potion

Spellcasters like to use the refreshing effect of magical potions to regain their lost AE. An important ingredient for the magical potion is kairan reed, which grows at the Nine-Eye Lake.

Typical Ingredients: alicorn, blood of magical creatures, carbuncle gem, diamond dust, dragon's tears, kairan reed, mandrake, meteoritic iron, Mindorium powder, orichalcum, snow from the 1st of Hesinde, thonnys, topaz

Cost Per Ingredient Level: 55 silverthalers per level

Laboratory: Alchemical laboratory

Brewing Difficulty: -2

Quality Levels

1: Regenerates 1D3 AE upon ingestion.
2: Regenerates 1D6 AE upon ingestion.
3: Regenerates 1D6+2 AE upon ingestion.
4: Regenerates 1D6+4 AE upon ingestion.
5: Regenerates 1D6+6 AE upon ingestion.
6: Regenerates 1D6+8 AE upon ingestion.

Potion of Invisibility

Invisibility can be quite advantageous, but making the whole body invisible can take some time. The duration of the effect depends on the potion's QL. The same goes for the time it takes for the user to become invisible or visible again. Usually, subjects turn invisible from outside to inside. First hair and skin disappear, then flesh, and finally the bones. The reverse is true when becoming visible again.

Typical Ingredients: blood of an invisible man, celestine, chameleon scales, crystal glass, diamond, ghost flight, mandrake, shavings of a failed mage's staff, smoking brown oil, spider webs, morning dew, wormwood

Cost Per Ingredient Level: 55 silverthalers per level

Laboratory: Witch kitchen

Brewing Difficulty: -2

Quality Levels

1: The user is invisible for 1 minute. The transformation takes 10 minutes.
2: The user is invisible for 3 minutes. The transformation takes 5 minutes.
3: The user is invisible for 5 minutes. The transformation takes 2 minutes.
4: The user is invisible for 10 minutes. The transformation takes 1 minute.
5: The user is invisible for 15 minutes. The transformation takes 30 seconds.
6: The user is invisible for 20 minutes. The transformation takes 15 seconds.

Potion of Will

People sometimes imbibe potions of will to protect their minds from suggestions and other influences. This potion is especially popular with nobles and merchants who must conduct important negotiations.

Typical Ingredients: amethyst, Bosparanian wood, coconut, diamond, fire slick, granite, griffon feathers, hairs from a dwarf's beard, magnetite, quicksilver, thonnys, Unau brine

Cost Per Ingredient Level: 55 silverthalers per level

Laboratory: Alchemical laboratory

Brewing Difficulty: -2

Quality Levels

1: Spirit is improved by 1 for 5 minutes.
2: Spirit is improved by 2 for 10 minutes.
3: Spirit is improved by 2 for 15 minutes.
4: Spirit is improved by 2 for 20 minutes.
5: Spirit is improved by 3 for 15 minutes.
6: Spirit is improved by 3 for 30 minutes.

Transformation Elixir

This elixir allows the user to change into the shape of an animal chosen when the potion was brewed. The duration of the effect depends on the potion's QL. Transformation takes some time and is quite painful. While transforming, the user suffers one level of the condition *Pain*. While in this animal's shape, users keep their mental attributes but receive the beast's physical attributes and abilities. Nobody has yet discovered an alchemical formula to transform someone into a supernatural creature or a creature larger than a human.

Typical Ingredients: agate, alcohol, egg or embryo of the chosen animal, emerald, flowers of the morning-thorn bush, heart's blood of were-creatures, kairan reed, lapis lazuli, mouse milk, nine-eye blood, quicksilver
Cost Per Ingredient Level: 55 silverthalers per level
Laboratory: Witch kitchen
Brewing Difficulty: -2
Quality Levels
1: The user transforms for 1 minute. The transformation takes 10 minutes. Fingers, ears, or toes do not completely transform.
2: The user transforms for 2 minutes. The transformation takes 5 minutes.
3: The user transforms for 5 minutes. The transformation takes 2 minutes.
4: The user transforms for 10 minutes. The transformation takes 1 minute.
5: The user transforms for 15 minutes. The transformation takes 30 seconds.
6: The user transforms for 20 minutes. The transformation takes 15 seconds.

Weapon Balm
It is easier to hurt creatures like demons and elementals by using magical weapons instead of those of simple steel. Enchanted weapons are rare and very expensive, so weapon balm is popular among travelers. Applied to a weapon, weapon balm imbues it with magical energy for a short time. Applying weapon balm takes 5 CR.
Typical Ingredients: ashes from griffon feathers, bear grease, Brabakan vitriol, cave dragon scales, emerald, Horush pips, river water, silver dust, topaz
Cost Per Ingredient Level: 65 silverthalers per level
Laboratory: Alchemical laboratory
Brewing Difficulty: -2
Quality Levels
1: The weapon is magical for 5 minutes.
2: The weapon is magical for 15 minutes.
3: The weapon is magical for 2 hours and inflicts +1 DP.
4: The weapon is magical for 8 hours and inflicts +1 DP.
5: The weapon is magical and unbreakable for a day, and inflicts +1 DP.
6: The weapon is magical and unbreakable for a week, and inflicts +1 DP.

Magical Traditions

Through the millennia, mages have developed many kinds of magic to cast spells. Each kind differs in incantations and gestures, but also in philosophy. Guild mages perceive magic as a science, a discipline to analyze and diagram. Their magic uses precise hand gestures and incantations spoken in Bosporano. Aventurian witches view their magic as a gift of Satuaria, daughter of the old earth goddess Sumu. Witches cast their spells with emotion, and few spells look alike. Elves are creatures of magic who consider their spells part of their being. Often they cast spells without even thinking about it—magic is as natural to them as eating or sleeping.

For these reasons, spells from different Traditions can be very different in appearance and application. It may be possible to learn a spell from an unfamiliar Tradition, but you would suffer a penalty of 2 and could not use modifications on the spell. If one guild mage teaches an elven spell to another guild mage, it still counts as an elven spell (from an unfamiliar Tradition) and thus incurs all attendant disadvantages.

About Staff Enchantments, Curses, and Elf Songs
The magical Traditions each offer something unique, as follows.

- Mages can use staff enchantments. Staff enchantments are SA with a fixed cost in AP.
- Witches can learn curses. Curses have a SR, and you improve them (at an improvement cost of B) just like any other skill. Just as with spells, they start out as inactive skills that you must activate (purchase), as usual.
- Elves can learn magical songs. All magical songs have their own SR and improvement costs, and you improve them just like any other skill. They start out as inactive skills that you must activate (purchase), as usual.

Learning a Tradition
Studying a Tradition takes great effort. Merely learning and internalizing the basic philosophies and theories of a Tradition takes years of commitment. All spellcasters need the training supplied by a Tradition to use their arcane powers in a meaningful way. It is especially difficult to learn a Tradition later in life because adults find it more difficult to realign their view of themselves and the world.

The Tradition of the Guild Mages

Members of the Aventurian mage guilds have reputedly gathered secret knowledge concerning all areas of life. Whether it is astronomy, philosophy, spherology, or alchemy, the common burgher expects a respected mage to be a scholar in all areas. In fact, studying magic at an academy necessitates learning many subjects, but a mage's core pursuit is always the study of magic, its variations, and the art of guiding and shaping magical energies. The results are refined into formulas and models that are written down in complex theoretical treatises.

Unlike spellcasters from most other magical Aventurian Traditions, guild mages study magic without any religious or mystical preconceptions. This makes exchanges between them and elves very difficult. Guild mages are scientists who are often respected but sometimes viewed with distrust. They are free to exercise their arts as long as they obey the law. For this reason, they carry signs of their status with pride. Such signs include mage's staves, academy sigils (usually tattooed on their palms), and elaborately embroidered robes.

Most academies (and their alumni) and most students of private mentors belong to one of the three great magic guilds—the *Alliance of the White Pentagram*, the *Great Gray Guild of the Mind*, and the *Brotherhood of the Knowing*.

The Alliance of the White Pentagram is often simply called the White Guild. Its members worship the Twelvegods and give special honor to Hesinde, who grants them the gift of magic. White Guild members teach the populace to lead a just and lawful life, and that everyone has a role to fill in an orderly society. This practice makes them especially popular with the rulers of the great realms. White Guild members refuse to deal with demons and necromancy and are prepared to fight undead and creatures of the Netherhells at any time. Members of the White Guild usually focus on anti-magic, clairvoyance, healing, and certain combat spells.

The Great Gray Guild of the Mind (known simply as the Gray Guild) stands for research and science, and also an open-minded use of magic and the rules that govern it. Several different philosophies come together beneath the Guild's roof. Alchemists and spellcasters from other Traditions mingle freely with the Gray Guild's mages, and the Guild is accepting of most kinds of magic. For that reason, the Gray Guild looks less like an established institution and more like a patchwork assembly.

The Brotherhood of the Knowing (also known as the Black Guild) is a loose gathering of magical academies that focus upon demon summoning, necromancy, and the domination of others. Many members are individualists who follow the credo 'Knowledge is power' and take advantage of the guild's lack of structure and its libertarian rules to conduct research into more questionable branches of magic. It should come as no surprise that mages of the Black Guild, who are also called 'Mages of the Left Hand,' are met with distrust and even open hostility in many places.

Special Ability: Tradition (Guild Mage)

- A spell cast in the guild mage's Tradition requires line of sight to the target, magical gestures, and a magical incantation intoned openly and obviously.
- Guild mages can choose one spell from an unfamiliar Tradition during Hero Creation. They can then cast this spell as if it were a spell from the mage's own Tradition. Translating a spell in this manner takes a great deal of effort and can be achieved only at an academy.
- Guild Mage spells can be written down in spell books and scrolls. Mages can then learn the spell from this written source without the assistance of a tutor.
- Guild mages can create and use special guild mage Tradition artifacts (like mage's staves).
- The primary attribute of this Tradition is Sagacity.

Requirements: Advantage Spellcaster
AP Value: 155 AP

Tradition Artifacts of the Guild Mage

Mage's Staff

Upon graduation, all guild mages receive the sigil of their academy and their mage's staff. This iconic symbol of their social standing is part of their mages' accoutrements and is often ornately decorated. Besides being a symbol of standing, the mage's staff can be a powerful ritual item. The *Binding of the Staff* makes the item into a true mage's staff, allowing it to be enchanted with several complex rituals to improve its utility. The number and power of staff enchantments you can cast depends on the staff's volume. The mage bound to the staff (who must also be the one to infuse it with enchantments) is the only one who can activate the staff's enchantments.

Typically, the staff enchantment ritual is cast in a room in a mage's academy that has undergone several hours of special preparation. With a few days' effort, some other magical place (such as a convergence of ley lines) can be made suitable for a staff enchantment ritual. If the requirements are met, casting the staff enchantment ritual is not too much work, and the mage doesn't need to make a check. In game terms, staff enchantments are special abilities—activating a staff enchantment does not require a skill check.

Some staff enchantments build on other staff enchantments. For example, *Sword of Flame* can be cast only on a staff that already has *Eternal Flame* cast upon it. Once you cast a staff enchantment on a staff, it can never be removed.

You can cast multiple staff enchantments on a staff, but you normally cannot use more than one at the same time (though *Binding of the Staff* is one exception). If you turn your staff into a rope using *Adept's Rope*, you cannot also set it ablaze using *Eternal Flame*. The two Focus enchantments (*Power Focus* and *Property Focus*) are also exceptions. More than one focus can be active at the same time, including at the same time as other staff enchantments.

If a staff enchantment's effect is not permanent, activating it requires 1 action. Also, activating certain staff enchantments costs you AE. For purposes of resolving anti-magic effects, staff enchantments are considered spells with a QL of 2. A mage can abort a staff enchantment immediately by spending a free action.

Size and Volume
A staff's enchantment capacity is measured in *volume* points, which are generally proportional to the staff's physical dimensions. Each special ability bound to the staff takes up a certain number of *volume points*. If you do not have enough volume points left, you can no longer bind staff enchantments into the staff. Staves typically have 18 volume points.

Staff Enchantments in Detail

The cost in permanent AE that you must spend to bind the staff appears under *Binding Cost* in the staff enchantment's description. *AE Cost* is the cost you must pay whenever you activate the staff enchantment. The *property* of the staff enchantment is important when resolving anti-magic countermeasures.

Binding of the Staff

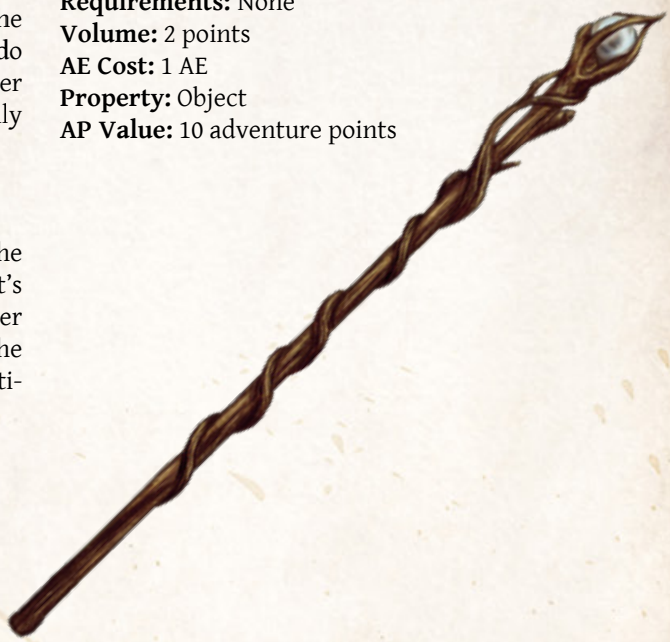
Effect: The *Binding of the Staff* is the first staff enchantment cast on a mage's staff and serves to bind the staff to the mage. In addition, it renders the staff unbreakable, even though the wood retains its flexibility. Only a directed anti-magic spell, an *Ignifaxius* spell, or an elemental fire burning hotter than a dragon's breath can destroy it. The staff is a magical weapon that cannot be enchanted with rituals like *Arcanovi* or other spells. A mage can possess only one staff at a time. Binding a staff has a one-time cost of 2 permanent AE. The mage can try to break the connection to a staff in order to bind a new one. After a mage's death, the staff loses all permanent AE and all of its magic after 24 hours.

> If you want your mage to have already cast this enchantment and bought back the permanent AE spent to create the staff, this special ability costs 14 AP.

Requirements: None
Volume: 0 points
Binding Cost: 2 permanent AE
Property: Object
AP Value: 10 adventure points

Adept's Rope

Effect: You transform the staff into an indestructible, 10-yard-long rope. When thrown, the rope coils itself around objects. As long as you touch the rope, you can tie and untie knots with a thought, taking 1 action each. You cannot use this effect to bind persons who aren't suffering the state *immobilized*. If you let go of the rope, it turns back into a staff.
Requirements: None
Volume: 2 points
AE Cost: 1 AE
Property: Object
AP Value: 10 adventure points



Double Measure

Effect: The staff can double its length without losing girth. The effect ends when the mage lets go of the staff or wills the effect to end. This enchantment makes a short staff into a medium reach weapon. Similarly, a medium staff becomes a long reach weapon (and requires *Polearms* to wield), while a long reach staff lengthens so much that you can no longer use it as a weapon.
Requirements: None
Volume: 2 points
AE Cost: 1 AE
Property: Object
AP Value: 5 adventure points

Eternal Flame

Effect: You can set one end of the staff ablaze with just a thought. It burns like a torch, and the fire is as bright and hot as a natural fire, but it does not consume the staff. *Eternal Flame* has no real benefit in combat. The effect ends automatically after one hour, or if the mage suffers the state *unconscious*.
Requirements: None
Volume: 2 points
AE Cost: 1 AE
Property: Elemental
AP Value: 10 adventure points

Attacking with Eternal Flame does not automatically inflict the state of *burning*. Only the GM decides if clothes or other items catch fire.

Power Focus

Effect: Spend one less AE on every spell as long as you have the staff in hand. Apply this reduction after calculating all other modifiers. You cannot reduce the cost to less than 1 AE. You do not save any AE when the staff is acting as a *Sword of Flame*, an *Eternal Flame*, a torch, or anything else other than a mage's staff. You must hold the staff in hand to use this enchantment.
Requirements: None
Volume: 6 points
AE Cost: None
Property: Object
AP Value: 30 adventure points

A transformed staff doesn't count as 'in hand.'

Property Focus

Effect: Choose a property to be aided by the focus. Checks for spells with this property then receive a bonus of 1. You can cast more than one property focus (for different properties) on a staff. You don't get the bonus when the staff is acting as a *Sword of Flame*, an *Eternal Flame*, a torch, or anything else other than a mage's staff. You must hold the staff in hand to use this enchantment.
Requirements: Power Focus, appropriate Property Knowledge
Volume: 8 points
AE Cost: None
Property: As chosen
AP Value: 35 adventure points

Staff Apportation

Effect: You can call the staff to magically come to you. It flies with a Movement of 15 along the shortest possible route and dodges obstacles. The staff smashes through windows but can be held back by walls of wood or stone. You do not need to see your staff to use *Staff Apportation*.
Requirements: None
Volume: 3 points
AE Cost: 1 AE
Property: Telekinesis
AP Value: 15 adventure points

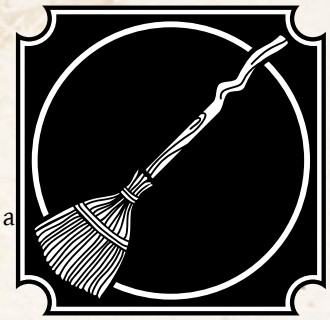
Sword of Flame

Effect: This turns the staff into a hotly burning flame weapon, in the shape of either a long sword or, in some cultures, a scimitar. The *Sword of Flame* is a magical weapon and does extra damage to creatures susceptible to fire. It does 1D6+7 DP but otherwise uses all other stats for a long sword. The staff must be at least one yard long to become a *Sword of Flame*.

As with Eternal Flame, attacking with the Sword of Flame does not automatically cause the state *burning*. Only the GM decides if clothing or other items catch fire.

You can use the *Sword of Flame* in two ways, as follows.
1. You can wield it like a normal sword with the combat technique Swords. If you botch, the sword turns back into a mage's staff. This use costs 1 AE per round.
2. You can make it fly and fight using telekinesis. You use the combat technique Swords and your attack stat for attacks. It moves with Movement 8. You must concentrate to control the sword. Making the *Sword of Flame* fly in a coordinated way is a *long action* (see page 228). If the sword ever moves more than 32 yards away from you, the effect ends and the sword reverts to a staff. This activation costs 2 AE per round.
To grab a flying *Sword of Flame*, make a successful attack with *Brawling* and the special ability Grapple (the sword has *Feat of Strength* 10 with 14 in all attributes, and PA equal to half of its AT).
Requirements: Eternal Flame and Power Focus
Volume: 7 points
AE Cost: 3 AE, then 1 or 2 AE per combat round
Property: Elemental
AP Value: 35 adventure points

The Tradition of the Witches



The Children of Satuaria, colloquially called witches and warlocks, are member of a millennia-old cult devoted to that goddess, daughter of the earth goddess Sumu. Unlike guild mages, witches prefer to keep their talents secret. The Church of Praios persecutes them in some regions, even for the slightest suspicion. Most witches are organized in secret sisterhoods, covens, or circles, and meet once a year at hidden places to celebrate and honor Satuaria. Most live in rural areas and serve as herbal doctors and midwives when needed but spend the rest of their time focusing on the healing arts and nature. A few witches do live in the larger cities of Aventuria where, as fortune tellers or traders, they influence the fate of the populace. Emotions dominate their magic. The stronger the emotion burns within them, the less trouble they have shaping their magic. Some people fear them because, in a cold rage, some witches have been known to throw curses at evil-doers. Many witches are accompanied everywhere by familiars (usually cats, toads, or ravens), with which they have strong emotional and magical connections. Most witches are women, who outnumber their male counterparts by about 9-to-1.

Special Ability: Tradition (Witch)

- Spells in the witch's Tradition require line of sight and mostly inconspicuous gestures and incantations.
- Witches must have contact with the ground (but they do not have to go barefoot; wearing shoes while standing on the ground or on a floor is permitted). Spellcasting suffers a penalty of 1 per yard of distance from the ground, with a maximum penalty of 8. While over large bodies of water, the surface of the water counts as ground. Buildings, towers, and bridges also count as ground.
- When witch spells fail, witches must pay one third the AE (not half the AE, as with mages).
- When witches feel strong emotions befitting the spell, they receive a bonus of at most 2 points. When their feelings are artificially dampened (with ilmen leaf, for example), or when they cast spells in contradiction to their feelings, they suffer a penalty of no more than 2.
- Witches can work themselves into a frenzy of emotion for one or two combat rounds to gain a bonus of 1 per round, up to a maximum of 2. This requires concentration (see page 285) and a free action.
- Witches can bind familiars, learn curses, and create Satuarian Tradition artifacts (such as flying instruments).
- The primary attribute of this Tradition is Charisma.

Requirements: Advantage Spellcaster
AP Value: 135 AP

Familiars

Most witches choose an animal that has been with them since they were children and with which they have a profound connection. This connection grows stronger as the witch's magic touches the familiar, building a magical bond between them that is as strong as their friendship. A familiar's death is a grievous loss that injures the witch's very soul. It's commonly known that, in the past, some good-natured herb women turned into vengeful furies who spread death and destruction across the land after their familiars were killed by farmers. When a familiar dies, the witch must wait one month to bind a new one. Witches can be bound to only one familiar at a time.

While witches can choose familiars from many kinds of animals, this book includes rules only for cats, toads, and ravens (see pages 361-362).

Bonuses for Familiars
+10 LP
+1 PRO
+1 SPI
+1 TOU
15 AE

Special Ability: Connection to Familiar

Witches can use this special ability to create a strong emotional and magical connection with a familiar. If purchased during hero creation, a witch can start the game with a bound familiar. In certain cases, spellcasters from other Traditions can bind familiars, too. The GM has the final say.
Requirements: Tradition Witch (maybe other Traditions)
AP Value: 20 adventure points

Stats for Familiars
Familiars are impressive specimens of their kind, being smarter, more resilient, and much more rational. Thus, their physical and mental attributes are 1 point higher than usual for the species. They receive +10 LP, +1 PRO, and a bonus of 1 to Spirit and Toughness. Familiars know several magical *tricks* and have 15 AE. They regenerate LP and AE in the same manner as heroes.

Familiars receive their own AP (a quarter of the amount the witch receives for adventures; these are not subtracted from the witch's AP), which they can use to improve their attributes, skills, LP, and AE, just like heroes. They can also improve their combat technique (such as *bite* for the cat, or *beak* for the raven) with an improvement cost of C. They might even learn combat special abilities, at the GM's discretion.

All familiars receive the familiar tricks *Conversation* and *Witch Sense* for free.

Sample familiars are on page 361.

Familiar's Tricks

Familiars can learn a number of semi-magical tricks, which they use by spending AE. They learn these tricks inherently—the witch's presence is not required. The familiar does not need a skill check to use a trick, but activating the trick requires an action and the expenditure of AE. When resolving things such as anti-magic, tricks count as spells with a QL of 1.

Tricks in Detail

Animal Senses

Effect: The familiar lends a special kind of perception to its witch, depending on the kind of animal. Cats grant a level of *Darksight* and *Exceptional Sense (Hearing),* ravens grant *Exceptional Sense (Sight),* and toads grant *Exceptional Sense (Smell). Animal Senses* works just like the appropriate advantage.
The familiar must maintain touch contact for the enhanced perception to remain in effect.
Animal Types: All
AE Cost: 1 AE per 5 minutes
Duration: Upkeep
Property: Clairvoyance
AP Value: 10 adventure points

Camouflage

Effect: The familiar acquires the color of its surroundings and blends in with the background. Checks for *Stealth (Hide)* receive a bonus of 2. *Camouflage* remains in effect only as long as the animal does not move.
Animal Types: Toads
AE Cost: 1 AE per 5 minutes
Duration: Upkeep
Property: Transformation
AP Value: 10 adventure points

Conversation

Effect: The familiar imparts images, feelings, and experiences to the witch via telepathy as long as both of them maintain physical contact. Familiars can understand human language to a certain degree, enabling human-like conversation wherein the witch speaks aloud and the familiar gives telepathic answers.
Animal Types: All
AE Cost: 1 AE per 10 minutes
Duration: Upkeep
Property: Influence
AP Value: All familiars know this trick by default.

Curse Bringer

Effect: The familiar can deliver a curse from the witch to the chosen target (see page 281). It does so by moving within seven yards of the target and staring at it. Once the curse is delivered, the familiar transfers the witch's *words* to the target telepathically. These words hint at the curse's effects and mention the requirements for lifting the curse, and must be issued by the witch as part of the casting.
Animal Types: All
AE Cost: 1 AE
Duration: Immediate
Property: Depending on the curse
AP Value: 15 adventure points

First Among Equals

Effect: The familiar can intimidate other animals of its kind and drive them off, as long as they are not larger than the familiar.
Animal Types: All
AE Cost: 3 AE
Duration: Half an hour
Property: Influence
AP Value: 5 adventure points

Locate Item

Effect: The familiar can find an item that has belonged to the witch for a substantial time or one with which she has an emotional connection. Typically, the witch uses the familiar trick *Conversation* to convey the object's description to the familiar. If the item is within seven miles, the familiar can determine in which direction it must go to find the item, but does

not necessarily know the best way to reach it, or even exactly where it is.
Animal Types: All
AE Cost: 1 AE
Duration: Half an hour
Property: Clairvoyance
AP Value: 10 adventure points

Mood Sense

Effect: The familiar can perceive a person's emotions and moods and describe them to the witch. Two witches can conduct a limited, quiet conversation in this way via familiars. The GM can grant a bonus of 1 to *Empathy* checks dealing with the affected person.
Animal Types: All
AE Cost: 1 AE per 5 minutes
Duration: Upkeep
Property: Clairvoyance
AP Value: 20 adventure points

Steal Power

Effect: The familiar can steal regeneration from a person whom it watches sleep. If the familiar can watch the target for an entire Regeneration Phase, it steals any life points that the target recovers, taking them all for itself. It then adds these points to its own total (up to its maximum amount—any surplus LP are lost). While being watched, the target has nightmares about the familiar. Familiars cannot steal AE or KP.
Animal Types: All
AE Cost: 3 AE
Duration: Upkeep
Property: Healing
AP Value: 15 adventure points

Toad Strike

Effect: The toad uses all its AE to deliver a magical attack dealing many small wounds to the target. Toad strike inflicts 2D6+2 damage. Armor does not protect against this familiar's trick.
Animal Types: Toads
AE Cost: All AE, at least 8 AE
Duration: Immediate
Property: Transformation
AP Value: 25 adventure points

Toad Venom

Effect: The toad does not secrete the typical toad venom, but instead secretes a magical skin poison that makes warts grow on anyone who touches it. The warts lasts for three days.
Animal Types: Toads
AE Cost: 3 AE
Duration: 5 combat rounds
Property: Transformation
AP Value: 10 adventure points

Unseen Watcher

Effect: The familiar becomes the witch's eyes and ears, and the witch perceives what it perceives. To maintain contact, the witch must close both eyes and concentrate on the familiar. This connection is one-way only—the witch cannot give commands to the familiar. The connection's range is seven miles. If the familiar is injured during this time, the witch suffers the same damage. Experiencing a familiar's death traumatizes the witch.
Animal Types: All
AE Cost: 1 AE per 10 minutes
Duration: Upkeep
Property: Influence
AP Value: 35 adventure points

Witch Sense

Effect: The familiar can determine the direction to its witch, at any distance. Only divine intervention and anti-magic against Clairvoyance can interrupt or block this connection.
Animal Types: All
AE Cost: 1 AE
Duration: Half an hour
Property: Clairvoyance
AP Value: All familiars know this trick.

The Witch's Broom

It is no secret that witches fly through the night on brooms. To do so, they must use *flying balm*, which they create as part of a group effort in a large ritual held at an annual Witches' Night. Witches can use wooden objects coated in this balm as *flying instruments* for a year. This can include not only brooms but also walking sticks, footstools, shields, and even barrels. Older witches, those with homes, or those simply desirous of comfort, prefer to use rocking chairs, tables, or other furniture.

A witch's flying instrument can carry only 50 extra pounds of weight (in addition to the witch), but flies at 50 miles per hour. Each hour of flight costs 1 AE. There are no checks necessary for slow and careful flight, but complicated maneuvers, flying at high speeds (40 to 50 miles per hour), or flying in combat require a check using the skill *Flying*. A failed skill check does not necessarily lead to a crash, but the maneuver fails.

Anti-magic telekinesis makes a broom hard to control and causes it to lose altitude until the witch is forced to land. The instrument's flying magic effect has a QL of 2 for purposes of resisting anti-magic.

The flying instrument itself is not magical and cannot be used as a magical weapon. You can detect flying balm on an object through the use of the spell *Odem Arcanum* or other form of magical analysis. Flying instruments are not indestructible and take damage just like other items of the same mundane type and material.

Flying Balm

Witches turn brooms or other wooden items into flying instruments by covering them with *flying balm*. Witch covens create flying balm only during annual Witches' Night gatherings, because it requires the assistance of many witches. Flying balm made at such a gathering is then shared among those in attendance.

Rules: This special ability allows witches to brew flying balm during the annual Witches' Night, and then use objects that have been covered in the balm. Flying balm turns a wooden object as large as a table into a controllable flying instrument for a period of one year. Flying balm does not change the form, stability, or weight of the item, and the item can be controlled only by the witch who selected the object and applied the balm. Each witch receives only enough flying balm to treat one flying instrument, and the balm must be applied during the Witches' Night gathering. Witches who lose their flying instruments must wait until the next Witches' Night to replace them.

Requirements: Tradition Witch

AP Value: 15 adventure points

Curses

Witches are universally and rightly feared for their curses. Hail, impotence, and dead livestock are just some of the afflictions common folk dread from angered witches. Most witches cast curses to punish evil doers or to take revenge for injuries, either real or imagined. Curses take full effect after one day. Curses are only taught by witches to other witches, and they are considered spells in all other respects. Curses have an improvement cost of B.

The Way of Cursing

Normally, witches throw curses at their targets directly. Witches can receive bonuses for emotional casting, as with any other witch spell. Most curses have a casting time of 1 action. Curses have a range of no more than 64 yards, but if casting a curse immediately is not practical, witches can have their familiars deliver it instead. That ritual takes one hour, after which the familiar sets out to find the target. The familiar then transfers the curse using the familiar's trick *Curse Bringer* (see page 279).

Witches can also cast curses over great distances without seeing their targets, but need a lock of hair, a drop of blood, or some other part of the target's body to do so. This kind of curse can be cast only at midnight, when the target is sleeping. The target learns how to get rid of the curse via dreams.

No matter how a curse is cast, it takes effect after 24 hours.

Making the Check and Lifting the Curse

You cannot use modifications on curses like you can with spells. Also, Spirit and Toughness protect the target with only half their normal values. The casting time for curses is 1 action, but speaking a curse aloud can take more time. In such cases, the GM determines the casting time. Each curse has its own skill rating. All other basic rules for skills apply.

A target can lift a curse by doing as the witch demands. Of course, this is possible only if the witch has made demands. If not, the curse can end prematurely if the witch spends 3 AE to revoke it, or if the witch dies. Liturgical chants and anti-magic could help, too.

Curses in Detail

Bad Luck

Check: SGC/INT/CHA (modified by Spirit)

Targets botch on a result of 19 or 20, not just on a 20. For skill checks, two results of 19 or higher are a botch. In addition, targets tend to break objects, stumble over obstacles, forget appointments, or say rude or inappropriate things. The GM has the final say.

AE Cost: 7 AE

Duration: QL x 3 in days

Property: Influence

Barrenness

Check: INT/DEX/CON (modified by Toughness)
Effect: The target, whether a person or an animal, becomes infertile for the duration of the spell.
AE Cost: 14 AE
Duration: QL x 3 in weeks
Property: Transformation

Eat Gravel!

Check: SGC/INT/DEX (modified by Toughness)
Effect: Solid food touched by the target turns to stone or another inedible substance named by the witch when casting the curse. Common substances are wood, fog, or slime. It is not possible to turn food into precious metals or other valuables. The substance turns back into food after 5 minutes, as long as the target does not touch it again. Trying to eat with a funnel or tongs can lead to suffocation as stones become lodged in the throat. This curse has no effect on soup, milk, or other liquids.
AE Cost: 14 AE
Duration: QL x 3 in days
Property: Object

Grow Warts

Check: INT/DEX/CON (modified by Toughness)
Effect: Thick warts grow on the target's face and hands over the course of several minutes. The advantage *Good Looks* is negated for the duration, and the cursed person suffers one level of the disadvantage *Ugly*.
AE Cost: 7 AE
Duration: QL x 3 in days
Property: Transformation

Hail Storm

Check: COU/INT/CHA
Effect: A severe hail storm strikes an area of QL x 20,000 square yards. Depending on the region, it could be a blizzard or sand storm instead. Such storms ruin harvests, tear the roofs off of houses, and cause 2D6 points of damage per 5 minutes to unprotected animals and persons.
AE Cost: 21 AE
Duration: QL x 15 in minutes
Property: Elemental

Lumbago

Check: INT/DEX/CON (modified by Toughness)
Effect: The target suffers sudden, intense pain in the back or head (witch's choice). The target receives a level of the condition *Pain*.
AE Cost: 14 AE
Duration: QL x 3 in hours
Property: Transformation

Paralyze Tongue

Check: SGC/INT/CHA (modified by Toughness)
Effect: This curse numbs the target's tongue and lips so they cannot articulate any speech for the duration of the spell. This curse has a negative effect on casting spells. The cursed person also drools and suffers the disadvantage *Mute* (see page 173).
AE Cost: 14 AE
Duration: QL x 3 in hours
Property: Influence

Pestilence

Check: COU/CHA/AGI (modified by Toughness)
Effect: The target contracts a disease that is known to the witch. The disease's Level cannot be higher than the curse's SR. After infection, the disease runs its normal course, but is no longer contagious. You cannot choose to inflict a magical disease such as Duglum's Plague.
AE Cost: Disease level in AE
Duration: While the disease runs its course, but no more than QL x 3 in days.
Property: Demonic

Prey!

Check: SGC/INT/CHA (modified by Spirit)
Effect: The target's scent attracts all manner of carnivorous animals, which view the target as easy prey. Domesticated animals can be calmed with an *Animal Lore* check with a penalty equal to the curse's SP, but wild animals cannot be dissuaded. This smell, which only animals can perceive, is so strong that wild animals can detect the target from several miles away.
AE Cost: 14 AE
Duration: QL x 3 in days
Property: Influence

Steal Sleep

Check: SGC/INT/CHA (modified by Spirit)
Effect: The target cannot sleep. If sleep does come for a few moments, nightmares wake the target at once. It is not possible to benefit from Regeneration Phases while suffering from this curse. The target behaves like other people who have been kept awake for a long time—namely, becoming agitated and irritable—and begins to hallucinate after a few days (the target suffers a level of *confusion* every two days without sleep; this state fades when the target gets some normal sleep again).
AE Cost: 14 AE
Duration: QL x 3 in days
Property: Influence

The Tradition of the Elves

There's probably no race more infused with magic than the elves. Born with it in their blood, elves view magic and spellcraft as a natural part of their surroundings and nothing more than an unconscious aspect of their lives. Singing and music are often harmonious accompaniments to elven spellcasting, though not all elven songs or melodies involve magic, nor does every elven spell require song.

Most elven families know magical songs and use them to create subtle but powerful magical effects, often involving the entire family.

Special Ability: Tradition (Elf)

- Spells from the elven Tradition require magical gestures and line of sight to the target. In addition, the spellcaster must sing or speak any necessary formula.
- Spells from the elven Tradition last twice the stated duration when cast by an elf.
- Elves can learn and use elven magical songs (elves meet the prerequisite of *Two-Voiced Singing*).
- The primary attribute of this Tradition is Intuition.

Requirements: Advantage Spellcaster
AP Value: 125 AP

Elven Magical Songs

It's an elvish quirk to create some rituals as songs or melodies. These songs are taught within the family and can differ greatly from those of other families. Each family's magical songs share basic, unchangeable melodies, which allow elves to determine the origin and ancestry of other elves simply by listening to their music. You can use magical songs if you have the special ability *Two-Voiced Singing*, so spellcasters of other races often cannot sing them with the required perfection.

Elven Magical Songs in Detail

Magical songs are essentially rituals. For that reason, all rules for rituals apply to magical songs, except that special garments are not required, and you cannot use any spell modifications with songs. All other basic rules for skills apply.

To use magical songs, characters need the application *Two-Voiced Singing* for the skill *Singing* and must make a skill check. Each magical song has its own SR.

To enhance their songs, elves can make a check using either *Singing (Two-Voiced Singing)* or *Music (appropriate application)* before making the check for the song (as mentioned in each song's description). Each QL with this check gives the elf 1 SP for the check with the magical song.

Magical Melody

Check: COU/INT/CHA
Effect: Elves who play this melody undisturbed for an hour fall into a trance-like state in which they become attuned to the arcane currents of their surroundings. When they awaken from this half-hour trance, all of their checks for spells and rituals receive a bonus (+1 for QL 1 to 3, or +2 for QL 4 to 6) until the next sunrise.
Skill: Music or Singing
AE Cost: 8 AE
Property: Healing
Improvement Cost: B

Melody of Artistry

Check: INT/INT/CHA
Effect: Checks with craft skills made by elves singing the *Melody of Artistry* receive a bonus equal to the ritual's QL.
Skill: Singing
AE Cost: 4 AE per hour
Property: Healing
Improvement Cost: B

Song of Friendship

Check: INT/CHA/CHA
Effect: Two elves who play the *Song of Friendship* together forge a solid bond of companionship. This can happen only once during an elf's lifetime. The song consists of three stanzas, each lasting one hour, and which must be played on three consecutive days simultaneously by both participants. Elves connected by this song feel each other's presence and can perceive each other's strong emotions over great distances. They can cast the spell *Balsam* on each other even if they have spent all of their AE (in such cases, they can use the spell to transfer LP from one to the other, as needed).
Skill: Music
AE Cost: 4 AE per hour, 1 permanent AE for the last stanza
Property: Influence
Improvement Cost: A

Song of Memory

Check: SGC/INT/INT
Effect: Elves play this song to accurately recall a memory of something that happened long ago. The spellcaster must play for 5 minutes for each year that the event lies in the past. In addition, they must play for a length of time equal to the duration of the event that they wish to recall.
Skill: Music
AE Cost: 1 AE per 5 minutes
Property: Influence
Improvement Cost: A

Song of Peace

Check: COU/INT/CHA
Effect: After five minutes of playing, the song creates a zone of peace (QL x 3 yards radius) around the elf. As long as the elf continues to play, animals and intelligent creatures lose all interest in using violence against each other or the elf. Resisting this feeling of peace requires a *Willpower* check with a penalty equal to the *Song of Peace's* QL x 2. You can still defend yourself while affected by the *Song of Peace*. It does not affect unnatural creatures such as undead, demons, elementals, or golems.
Skill: Music
AE Cost: 2 AE per 5 minutes
Property: Influence
Improvement Cost: A

Song of Sorrow

Check: COU/INT/INT
Effect: By weaving questions into this song, elves can learn if a good friend is well or sick (or even dead), or perhaps fearing imminent death, or instead happy and content. This song confers general impressions—it cannot transmit clear thought images. The farther the friend is from the singer, the longer the song takes to sing. The elf must sing for five minutes per 100 miles of distance.
Skill: Singing
AE Cost: 2 AE per 5 minutes
Property: Clairvoyance
Improvement Cost: A

General Magical Special Abilities

This section contains a selection of magical special abilities. You can purchase magical special abilities only if you have the advantage *Spellcaster*. Like all special abilities, they have requirements and cost AP. In addition to general magical special abilities, there are special abilities for each of the magical Traditions as well as staff enchantments, curses, witches' flying instruments, familiars and their binding rituals, and magical elven songs.

For general special abilities, see page 214. For combat special abilities, see page 246. For karma special abilities, see page 321.

Forbidden Gates

You can substitute life points for arcane energy.
Rules: You can use LP instead of AE to cast spells. You must spend at least 1 AE per spell. Doing so is very painful and requires a successful *Self-Control* check. If the check fails, so does the spell (and like any failed spell, you must pay half the normal cost). You must pay for spells with AE first, and can only draw from LP when too few AE remain to pay for the spell.
Requirements: COU 12
AP Value: 10 adventure points

Hide Aura

This advantage allows spellcasters to hide their magical aura, making it difficult or impossible to perceive their magical gift using clairvoyance spells or other forms of supernatural perception.
Rules: While using this ability, your magical talent remains completely hidden from undirected magical perception. Hiding from directed attempts to determine if you have magical abilities requires a successful *Willpower* check. Checks for liturgical chants or clairvoyance spells cast on a character for this purpose suffer a penalty equal to one-third of the character's *Willpower* check SP (at least 1). You can neither cast spells nor sustain cast spells while cloaking your aura. You can combine *Hide Aura* with the advantage *Hidden Aura*. Using this special ability requires 1 action, and it can be temporarily halted by the spellcaster (this also requires one action). Turning off *Hide Aura* inflicts one level of the condition *Confusion* on the spellcaster. The effect ends when the spellcaster deactivates *Hide Aura*, falls asleep, or receives the condition *Unconscious*.
Requirements: COU 13, INT 13
AP Value: 20 adventure points

Magical Signs

You learn protective and warding circles and magical glyphs, and can draw them correctly.

Rules: You receive the new application *Draw Magical Signs* for the skill *Painting & Drawing*. For more about protective and warding circles, see page 265.

Requirements: DEX 12

AP Value: 20 adventure points

Property Knowledge

As you expand your knowledge of a certain magical property (see page 252), you gain a deeper understanding for that kind of magic.

Rules: *Property Knowledge* must be purchased for a specific property (Influence, Healing, and so on). You must have *Property Knowledge* of a specific property to improve a spell with that property above SR 14. In addition, you can use modifications on activated spells from an unfamiliar Tradition which have that property. To purchase *Property Knowledge* for a specific property, you must know three spells with that property at a SR of 10 or higher, and must spend time studying the peculiarities of the property (for example, by conducting research at an academy that specializes in the property, or by finding a tutor experienced in the property). Once you purchase *Property Knowledge* for a specific property, there are no special limitations for improving spells with that property other than the usual maximum for skills (see page 351).

These enchantments can be spells, rituals, elven songs, witch curses, or other active magical abilities with the appropriate property.

Requirements: Primary attribute of the Tradition 15, 3 enchantments with the property at SR 10 or higher.

AP Value: 10 adventure points for the first *Property Knowledge*, 20 adventure points for the second, 40 adventure points for the third.

Strong Cantrips

The hero's cantrips are especially strong or effective.

Rules: Your cantrips have a QL of 2 instead of 1.

Requirements: Advantage Spellcaster

AP Value: 2 adventure points

Summary of Magical Special Abilities

Special Ability	Requirements	AP Value
Forbidden Gates	COU 12	10 AP
Hide Aura	COU 13, INT 13	20 AP
Magical Signs	DEX 12	20 AP
Property Knowledge	Primary attribute 14, 3 enchantments with the right property 10	10 AP for the first Property Knowledge, 20 AP for the second, 40 AP for the third.
Strong Cantrips	None	2 AP

Aventurian Enchantments

The three types of enchantments are *spells*, *cantrips*, and *rituals*. Spells are basically normal skills. Cantrips are minor magical effects that every spellcaster can learn, and their strength is minimal. Rituals are special spells that take an especially long time to prepare and cast, but basically work just like spells.

Duration, Sustaining Spells, and Concentration

Most spells simply take effect and then end, but some can be made to last longer (be *sustained*) for as long as you are willing or able to spend the required amount of AE. For that reason, we list applicable spell costs as two values. The first value is the cost for casting the spell, the second is what you must pay per time interval when you wish to sustain the spell. You can decide after each time interval whether or not to spend more AE to sustain a spell.

Sustaining a spell requires concentration, and all checks for spells/rituals and liturgical chants/ceremonies suffer a penalty of 1 per sustained spell or liturgical chant. If the check fails, you must pay AE equal to the spell's basic cost + the cost for the spell's first time interval.

Some spells and liturgical chants grant a bonus of 1 to mundane skill checks for as long as they are sustained. Since an additional penalty would negate this effect, skills do not suffer this penalty when enhanced by these particular spells and chants.

Some spells require full concentration for the entire duration, because you must control the spell with your will. A spellcaster who concentrates this intensely finds it difficult to take any other actions and therefore suffers a penalty (see above).

Tradition
All cantrips are available to all magical Traditions.

Cantrips

The most basic form of spellcasting is the cantrip, a minor spell that even an unskilled spellcaster can use. They are mainly weak manifestations of their property and not nearly as effective as true spells. Nevertheless, they can be quite useful in the right situation.

Cantrip use is usually the first sign that a child has magic potential. Teachers of all magical Traditions keep an eye out for peasant boys or goose girls who know strange tricks that can't otherwise be explained by luck or dexterity. You can invent your own cantrips if it helps create the type of mage you want to play. Discuss significant changes with your GM.

Rules for Cantrips
Cantrips are minor spells that always have a QL of 1. They cost 1 AE and have a casting time of 1 action. You do not need to make a check to cast cantrips. Each cantrip costs 1 adventure point, and you purchase them as special abilities. You cannot use modifications on cantrips.

Cooldown
The spellcaster lowers the temperature of a small amount of liquid (one cup at most) by 18 degrees F/10 degrees C.
Range: Touch
Duration: Immediate
Target Category: Objects
Property: Elemental

Firefinger
A small flame appears about a half an inch above your finger and burns for up to 5 minutes. This cantrip protects the hand from the heat of the flame.
Range: Self
Duration: 5 minutes
Target Category: Intelligent Creatures
Property: Elemental

Fragrance
You smell like perfume or another pleasant scent for 5 minutes.
Range: Self
Duration: 5 minutes
Target Category: Intelligent Creatures
Property: Illusion

Hand Warmer
This cantrip stabilizes and maintains the temperature of an item held in the hand. Like its name implies, this cantrip is often used to make a temporary hand warmer out of a warm rock (taken from near a cooking fire, for example). The selected item must be fist-sized or smaller.
Range: Touch
Duration: 5 minutes
Target Category: Objects
Property: Elemental

> Technically, you could use this cantrip to keep a chunk of ice cold in your hand, but that is not what it is meant for.

Lucky Fingers
The spellcaster can pick a desired item from a vast number of objects by chance. It's possible to draw a certain card in a card game, draw exactly the coin desired from a pouch, or choose the right key from a ring with dozens. The spellcaster must know the desired item and it must be present.
Range: Self
Duration: Immediate
Target Category: Objects
Property: Clairvoyance

Rainbow Eyes
Your eye color changes for 5 minutes. You can create unnatural colors, if desired.
Range: Self
Duration: 5 minutes
Target Category: Intelligent Creatures
Property: Illusion

Serpent Hands
The bones in your hand and fingers become unusually flexible, allowing you to force them through tight openings. The effect lasts for 5 minutes.
Range: Self
Duration: 5 minutes
Target Category: Intelligent Creatures
Property: Transformation

Signature
A permanent glyph or symbol appears on an inanimate object of your choice. You must touch the object to use this cantrip. The symbol looks as if painted, and it can be cleaned away. You can make only one symbol (such as a pictogram) appear at a time.
Range: Touch
Duration: Immediate
Target Category: Objects
Property: Object

Siren Call

A small animal (like a dove or a squirrel) is curious and moves closer to you. The effect lasts 5 minutes.
Range: 4 yards
Duration: 5 minutes
Target Category: Animals
Property: Influence

Snap

This produces a short telekinetic surge with a range of 4 yards. You can use it to move small objects (like flipping a dish from a table, for example). It is not strong enough to break a glass bottle, but it is enough for a slap.
Range: 4 yards
Duration: Immediate
Target Category: Objects and Creatures
Property: Telekinesis

Stay Dry

This cantrip protects you and your clothes from getting wet in rain or snow. You cannot dry wet clothes with *Stay Dry*.
Range: Self
Duration: 5 minutes
Target Category: Objects and Intelligent Creatures
Property: Elemental

Ventriloquism

This cantrip produces a single word or other quiet sound that appears to originate at most 8 yards away from the spellcaster.
Range: 8 yards
Duration: 1 action
Target Category: Zone
Property: Illusion

Spells

The following spells are a selection of the most well known Aventurian formulas. Spells use all rules for skills described in *Chapter 2: Basic Rules*, as well as all supplementary material for spells presented in this chapter.

Analyze Arcane Structure

Most mages who specialize in Clairvoyance spells need *Analyze* to observe an object or creature's magic and make deductions about its type or effect.
Check: SGC/SGC/INT
Effect: This spell reveals whether an object or creature is magical, and if so, it also reveals details about the object or creature's arcane structure. This information can be useful for a magical analysis. When performing a magical analysis, the maximum number of QL you can normally achieve with the Magical Lore (appropriate application) check is equal to the QL of the *Analyze* spell. For example, a spellcaster who gets a result of 3 QL with *Analyze* can usually achieve no more than 3 QL in the Magical Lore check (exception—see the special ability Analyst on page 214). Similarly, with a QL of 4 in *Analyze*, the spellcaster can normally achieve at most a QL of 4 in the Magical Lore check for the analysis, and so on. For more about conducting magical analyses, see page 268.
Casting Time: 32 Actions
AE Cost: 16 AE
Range: Touch
Duration: Immediate
Target Category: Creatures, Objects
Properties: Clairvoyance
Tradition: General
Improvement Cost: C

Armatrutz

The *Armatrutz* covers your skin with magical armor. This armor does not encumber you, and its effect stacks with other armor worn on the body.
Check: SGC/INT/DEX
Effect: Your skin hardens without losing flexibility, providing a natural protection that adds to any armor worn on the body, without raising encumbrance. You must decide how many additional points of PRO you want before casting the spell, up to a maximum of 3 points.
Casting Time: 1 Action
AE Cost: 4 AE for PRO 1, 8 AE for PRO 2, 16 AE for PRO 3 (you cannot use a modification on this spell's cost)
Range: Self
Duration: QL x 3 in minutes
Target Category: Creatures
Property: Healing
Traditions: General
Improvement Cost: C

Axxeleratus

The spell *Axxeleratus* gives the target the speed of a jungle cat, granting much faster movement. This gives advantages in combat, as noted below.

Check: SGC/INT/DEX

Effect: Accelerates the target's movements supernaturally, granting +1 Defense, Movement x 2, and Initiative base stat x 2. Also, in combat, the target's opponents suffer a penalty of 2 to their defenses.

Casting Time: 1 Action

AE Cost: 8 AE

Range: Touch

Duration: QL x 5 in combat rounds

Target Category: Living Creatures

Property: Healing

Traditions: Elf

Improvement Cost: B

Balsam Salabunde

The classic healing spell that allows you to mend wounds by laying on hands.

Check: SGC/INT/DEX

Effect: The target recovers a number of LP equal to the AE spent on the spell. You can spend as much AE as you have SR in the spell. The healing occurs in six minutes, but each QL reduces the healing time by 1 minute.

If you start casting the spell during the time period defined by a mortally wounded character's Constitution, you can save that character's life (see *Life-Saving Measures and Death* in *Chapter 12: Detailed Rules*, on page 340). If the spell is interrupted, the patient survives only for the number of combat rounds that remain, as described there.

Casting Time: 16 Actions

AE Cost: 1 AE per LP, minimum of 4 AE (you cannot use a modification on this spell's cost)

Range: Touch

Duration: Immediate

Target Category: Intelligent Creatures

Property: Healing

Traditions: General

Improvement Cost: B

Bannbaladin

Mainly elves use this spell of friendship. They use it to greet strangers and make them peaceful, but spellcasters from other Traditions use this spell for mental domination.

Check: COU/INT/CHA (modified by Spirit)

Effect: This friendship spell, which was developed by the elves, creates feelings of sympathy and friendship toward the caster. The exact effects depend on the target's feelings for the caster beforehand, but basically the connection between target and caster improves by one level per QL (minimum of one level). If the target and caster don't already know each other, the starting level is usually somewhere between 4 (Dislike) and 6 (Sympathy), though advantages like *Good Looks* and disadvantages like *Prejudice* can also affect this first impression.

Level 1: The target hates the spellcaster.

Level 2: The target is the spellcaster's enemy.

Level 3: The target despises the spellcaster.

Level 4: The target has some mild dislike for the spellcaster.

Level 5: The target feels neutral about the spellcaster.

Level 6: The target feels some sympathy towards the spellcaster.

Level 7: The target feels trust and friendship for the spellcaster.

Level 8: The target feels strong loyalty towards the spellcaster.

Level 9: The target is smitten with the spellcaster (but won't die for the relationship). *Bannbaladin* has no effect on the target's memory. When the spells ends, the target remembers feelings and actions. The target might even notice the spell while it's in use, but this has no effect on the target's new attitude. Your actions can affect the target's attitude towards you.

Casting Time: 4 Actions

AE Cost: 8 AE

Range: 4 yards

Duration: QL x 3 in minutes

Target Category: Intelligent Creatures, Supernatural Creatures

Property: Influence

Traditions: General

Improvement Cost: B

Blinding Flash

This spell confuses and overwhelms the target's senses (sight, mainly), so that the target has trouble perceiving its surroundings.

Check: COU/INT/CHA (modified by Spirit)

Effect: The target suffers one level of the condition *Confusion*.

Casting Time: 1 Action

AE Cost: 4 AE

Range: 8 yards

Duration: QL in combat rounds

Target Category: Living Creatures

Property: Influence

Traditions: General

Improvement Cost: B

Breathe Water

This spell allows elves to breathe both in the air and underwater.

Check: SGC/INT/CON

Effect: The target can breathe underwater for 1 minute per QL and extend the time with additional AE.

Casting Time: 8 Actions
AE Cost: 4 AE (casting) + 2 AE per 5 minutes
Range: Touch
Duration: Sustained
Target Category: Living Creatures
Property: Transformation
Traditions: Elf
Improvement Cost: B

Cat Eyes

This spell lets you see in the darkness as well as a cat. It is mainly employed by witches of the Sisterhood of the Beauties of the Night to see in the dark.

Check: SGC/INT/CON
Effect: This spell increases the eyes' light sensitivity, letting the target see much better in darkness. Reduce darkness-related visibility penalties by 1 per QL (see page 348). The spell has no effect in complete darkness.
Casting Time: 4 Actions
AE Cost: 2 AE (casting) + 1 AE per 10 minutes
Range: Self
Duration: Sustained
Target Category: Creatures
Property: Transformation
Traditions: Witch
Improvement Cost: A

Corpofesso

Corpofesso causes the target pain. This spell was developed as a non-lethal combat spell to disable enemies rather than kill them.

Check: SGC/INT/CON (modified by Toughness)
Effect: The target suffers painful muscle weakness, receiving the condition *Pain* for the duration of the spell.
QL 1: 1 level of *Pain*, for one combat round
QL 2: 1 level of *Pain*
QL 3: 2 levels of *Pain*
QL 4: 3 levels of *Pain*
QL 5: 4 levels of *Pain*
QL 6: 4 levels of *Pain* for twice the normal duration
Casting Time: 2 Actions
AE Cost: 16 AE
Range: 8 yards
Duration: QL x 2 in combat rounds
Target Category: Living Creatures
Property: Transformation
Traditions: Guild Mage
Improvement Cost: C

Disruptivo

An anti-magical formula that makes spells harder to cast within a defined area. This spell was invented as a training aid to make tests more difficult for magical apprentices.

Check: COU/SGC/CHA
Effect: This basic anti-magic spell impairs all kinds of magic in a radius of QL x 2 yards around the spellcaster. It does so by issuing vibrations that disrupt surrounding arcane patterns, imposing a penalty (based on QL—see below) on all checks for spells and rituals either cast in the area or taking effect there. *Disruptivo* affects your own spells, as well. Before casting, you must declare whether the zone will move with you or remain stationary.
QL 1: Penalty -1
QL 2: Penalty -2
QL 3: Penalty -3
QL 4: Penalty -4
QL 5: Penalty -5
QL 6: Penalty -6
Casting Time: 8 Actions
AE Cost: 8 AE (casting) + 4 AE per 5 minutes
Range: Self

Duration: Sustained
Target Category: Zone
Property: Anti-Magic
Traditions: General
Improvement Cost: B

Duplicatus

Duplicatus is a famous illusion spell that creates animated duplicates. Most spellcasters use *Duplicatus* during combat, to make it more difficult for enemies to identify their real targets.

Check: SGC/INT/CHA

Effect: The spellcaster creates one or more illusory duplicates of the target that move synchronously with that individual, appearing to blend into the target and split off again. The number of duplicates depends on QL. You can create fewer duplicates than allowed, if desired.

QL 1: 1 duplicate, for 2 combat rounds
QL 2: 1 duplicate
QL 3: 2 duplicates
QL 4: 3 duplicates
QL 5: 4 duplicates
QL 6: 4 duplicates for twice the normal duration

It is not easy to determine which image is the original target creature, and close combat attacks, ranged attacks, and spells stand a good chance of hitting a duplicate instead. If an attack does hit the target, it must be parried or dodged. *Duplicatus* does not block area effect attacks. You can read more about illusion spells and spotting illusions on page 258.

Casting Time: 2 Actions
AE Cost: 4 AE per duplicate (2 AE, total, if the spell check fails).
Range: Touch
Duration: QL x 3 in combat rounds
Target Category: Living Creatures
Property: Illusion
Traditions: Guild Mage
Improvement Cost: C

Hit Chance

Number of Duplicates	Chance to Hit the Spellcaster
1 Duplicate	50% (1-10 on 1D20)
2 Duplicates	33 % (1-7 on 1D20)
3 Duplicates	25 % (1-5 on 1D20)
4 Duplicates	20 % (1-4 on 1D20)

Eagle Eye

This spell is the reason people think the elves have supernatural senses.

Check: SGC/INT/DEX

Effect: Raise the skill *Perception* for the duration of the spell by QL +3 of the spell.

Casting Time: 2 Actions
AE Cost: 4 AE (casting) + 2 AE per 5 minutes
Range: Self
Duration: Sustained
Target Category: Creatures
Property: Healing
Traditions: Elf
Improvement Cost: B

Fighting Stick

This spell, known mainly to witches, gives a broom or other wooden stick the semblance of life.

Check: SGC/DEX/STR

Effect: The target broom or other staff attacks a target of your choice at a distance of up to 8 yards (after casting the spell, both target and broom can move farther away from the witch). The broom is *unbreakable* for the duration of the spell and is considered a magical weapon that makes 1 attack per combat round. It cannot use combat maneuvers. Its stats are INI 12+1D6, AT 10 (+QL), DP 1D6+3, MOV 12. If the broom kills its target before the duration expires, or the enemy somehow flees, it attacks another target at random within 16 yards (this might even be the caster). If no target is within range at that time, the spell ends. To grab the broom, you must make a successful attack with *Brawling* and the special ability Grapple (the broom/staff has PA equal to half its AT, *Feat of Strength* 10, and 14 in all relevant attributes).

Casting Time: 2 Actions
AE Cost: 4 AE (casting) + 2 AE per combat round
Range: 16 yards
Duration: Sustained
Target Category: Objects
Property: Telekinesis
Traditions: Witch
Improvement Cost: B

Fulminictus

This combat spell hits the target automatically—no dodge or parry is possible.

Check: SGC/INT/CON (modified by Toughness)

Effect: The target's aura is harmed and its body suffers a series of small physical inner wounds. The spell inflicts 2D6 + (QL x 2) damage. Armor does not protect against this spell. The spell hits its target automatically, and the target cannot dodge or parry.

Casting Time: 1 Action
AE Cost: 8 AE (you cannot use a modification on this spell's cost)
Range: 8 yards
Duration: Immediate
Target Category: Living Creatures
Property: Transformation
Traditions: Elf
Improvement Cost: C

Gardianum

Gardianum protects against offensive magic by surrounding the caster with an invisible dome that absorbs damaging spells.

Check: COU/SGC/CHA

Effect: This spell creates an invisible dome around you that can absorb magical attacks originating from without. The spell actually creates a sphere, but since spellcasters are usually standing on the ground when using this spell, it functions more like a dome. This dome has a radius of 3 yards and a strength of AE + QL x 3. *Gardianum* absorbs points of spell damage equal to the dome's strength, on a point for point basis, until the dome's strength is reduced to zero (at which time it collapses). The dome does not ward off magical beings or magical weapons. Unabsorbed damage is dealt to the spellcaster in the normal way. The dome moves with the spellcaster, and protects everybody within its radius.

Casting Time: 1 Action

AE Cost: At least 4 AE (you cannot use a modification on this spell's cost)

Range: Self

Duration: 5 minutes

Target Category: Zone

Property: Anti-Magic

Traditions: Guild Mage

Improvement Cost: B

Gaze Into the Mind

The classic spell for reading another person's thoughts.

Check: COU/SGC/INT (modified by Spirit)

Effect: You can read the target's mind. You can see what the target is thinking at the moment, but cannot search through memories. The target can notice that something is amiss by making a *Perception* check with a penalty equal to the spell's QL. If successful, the target can then make a *Willpower* check (with a penalty equal to the spell's QL) to send out thoughts filled with misleading information, useless trivia, inner monologues, or song.

Casting Time: 4 Actions

AE Cost: 8 AE (casting) + 4 AE per 30 seconds

Range: 4 yards

Duration: Sustained

Target Category: Intelligent Creatures, Supernatural Creatures

Property: Clairvoyance

Traditions: General

Improvement Cost: C

Glow Sphere

This is probably the most well known spell in Aventuria. *Glow Sphere* creates a small spherical light that floats just above the palm of your hand.

Check: COU/SGC/CHA

Effect: The spell creates a small, floating ball of light. You must declare in advance whether the light will remain stationary or follow you around. You also must choose the light's color. The light's brightness depends on QL. You can reduce the brightness, but only by one level. The light's radius varies depending on its brightness.

QL 1: The light is as bright as a candle.

QL 2: The light is as bright as a torch.

QL 3: The light is as bright as a campfire.

QL 4: The light is bright enough to illuminate a 15'x15' room.

QL 5: The light is bright enough to illuminate a large hall.
QL 6: The light is blindingly bright. People find it almost impossible to look at directly.
Casting Time: 1 Action
AE Cost: 2 AE (casting) + 1 AE per hour
Range: 8 yards
Duration: Sustained
Target Category: Zone
Property: Elemental
Traditions: General
Improvement Cost: A

Harmless Shape

In the past, many witches lived in fear of angry village mobs and agents of the Inquisition. With *Harmless Shape*, they were able to cloak themselves in the illusion of an innocent child or other harmless creature, in order to escape their pursuers' wrath.
Check: SGC/INT/CHA
Effect: You take the shape of an inconspicuous person (such as a servant or beggar) that does not attract attention at the current location. The illusion changes your appearance and voice, but does not grant knowledge of things like languages or appropriate behavior. This spell does not hide larger objects or familiars. The spell itself picks the shape automatically—the caster cannot choose which appearance to take. For more about illusion spells and spotting illusions, see page 258.
Casting Time: 4 Actions
AE Cost: 8 AE (casting) + 4 AE per 5 minutes
Range: Self
Duration: Sustained
Target Category: Creatures
Property: Illusion
Traditions: Witch
Improvement Cost: B

Hawk Eye

Ranged combatants use this spell to be more precise and deadly with their ranged attacks. This spell is the reason behind the legendary elven accuracy with bows.
Check: COU/SGC/INT
Effect: The spell's recipient gains a mental connection to the attack's target. The recipient's next ranged attack receives a bonus equal to the spell's QL.
Casting Time: 2 Actions
AE Cost: 4 AE
Range: Touch
Duration: Until the next shot, but no longer than QL x 2 combat rounds
Target Category: Living Creatures
Property: Clairvoyance
Traditions: Elf
Improvement Cost: B

Horriphobus

Horriphobus influences the mind, making targets experience terrible nightmares and become fearful. In many cases, targets flee in terror.
Check: COU/INT/CHA (modified by Spirit)
Effect: You appear to the target to be a frightening figure from its nightmares. The strength of the effect depends on the spell's QL:
QL 1: 1 level of *Fear*, for 2 combat rounds
QL 2: 1 level of *Fear*
QL 3: 2 levels of *Fear*
QL 4: 3 levels of *Fear*

QL 5: 4 levels of *Fear*
QL 6: 4 levels of *Fear* for twice the normal duration
Casting Time: 2 Actions
AE Cost: 8 AE
Range: 8 yards
Duration: QL x 3 in minutes
Target Category: Living Creatures
Property: Influence
Traditions: Guild Mage
Improvement Cost: B

Ignifaxius

A lance of flame shoots from your fingertips.
Check: COU/SGC/CHA
Effect: The flame flies in a straight line towards the target. You don't have to use another action to aim once you cast the spell—aiming is included in the casting time.
The target suffers 2D6 + (QL x 2) damage points, applying the target's PRO as usual. This spell counts as a ranged attack from a missile weapon and can be blocked or dodged. Shields struck by *Ignifaxius* suffer structure damage. If the opponent doesn't defend, the lance of flame hits automatically. Flammable targets are set ablaze on a roll of 1-3 on 1D6.
Casting Time: 2 Actions
AE Cost: 8 AE (you cannot use a modification on this spell's cost)
Range: 16 yards
Duration: Immediate
Target Category: all
Property: Elemental
Traditions: Guild Mage
Improvement Cost: C

Invocatio Minima

This is a simple spell that calls up a small amount of demonic essence. Black magicians and demon summoners must master this practice spell before they can learn to summon real demons.
Check: COU/CHA/CON
Effect: The spell manifests a handful of substance from the Netherhells (2 ounces of substance per QL—mostly slime, acid, sulfurous vapors, or liquid fire). Summoners cannot choose which substance appears—the GM determines the result.
Casting Time: 4 Actions
AE Cost: 4 AE
Range: 1 yard
Duration: Immediate
Target Category: Objects
Property: Spheres
Traditions: Guild Mage, Witch
Improvement Cost: A

Manifesto

This spell calls forth a small amount of an element. Elementalists must master this practice spell before they can learn to call forth elementals.
Check: COU/SGC/CHA
Effect: The spell manifests a handful of the desired element (2 ounces of substance per QL—simple manifestations, such as a small flame, a pebble, or a hunk of ice). Elementalists learn this spell early in their education, in order to master the basics of calling without having to bother actual elementals.
Casting Time: 4 Actions
AE Cost: 4 AE

Range: 1 yard
Duration: Immediate
Target Category: Objects
Property: Elemental
Traditions: General
Improvement Cost: A

Manus Miracula

This is a variation of the spell *Motoricus*. It is mainly considered a practice spell for students rather than a serious spell for use during adventures.

Check: SGC/DEX/STR

Effect: You can push, turn, shape, and bend objects at a distance (of QL yards) as if you were touching them with your hands. You can lift at most 2 pounds. For skill checks (such as when making clay figurines or painting with a brush held up by telekinesis), all linked physical attributes have a value of QL +7 (this can exceed the limit imposed by your stats—see page 39). The application of force is punctual but rather slow, so you cannot use this spell to attack or parry.

Casting Time: 2 Actions
AE Cost: 4 AE (casting) + 2 AE per 5 minutes
Range: Self
Duration: Sustained
Target Category: Creatures
Property: Telekinesis
Traditions: General
Improvement Cost: A

Motoricus

The classic telekinesis spell, sufficient for most applications of such magic.

Check: SGC/DEX/STR

Effect: You can pick up and move inanimate objects with your mind. Items move at a maximum speed of QL +2 yards per action, and may not weigh more than QL x 40 pounds. You must spend 1 AE per 10 pounds of weight. Other objects resting on or attached to the moving item add to its total weight. The object moves sluggishly and cannot be used to attack or parry. To prevent an item from being moved by *Motoricus*, whether by grabbing or pushing it, make a check using *Feat of Strength (Dragging & Pulling)*.

Casting Time: 2 Actions
AE Cost: At least 4 AE (casting) + half of this amount per 5 minutes (you cannot use a modification on this spell's cost)
Range: 8 yards
Duration: Sustained
Target Category: Objects
Property: Telekinesis
Traditions: General
Improvement Cost: B

Oculus Illusionis

This spell creates optical illusions. Variants of the spell affect other senses.

Check: SGC/INT/CHA

Effect: You can create illusions that confuse sight. You can create moving, three-dimensional objects, but they affect only the visual sense. For more details, see *Rules for Illusions* on page 258.

Casting Time: 4 Actions
AE Cost: 4 AE (casting) + 2 AE per 5 minutes
Range: 8 yards
Duration: Sustained
Target Category: Zone
Property: Illusion
Traditions: Guild Mage
Improvement Cost: B

Odem Arcanum

As one of the most basic of all Tradition spells, *Odem* allows you to perceive magic.

Check: COU/SGC/INT

Effect: Finds active magic on items or people. Enchanted objects and other sources of magic give off a red shimmer when examined with *Odem*. It can also increase the effectiveness of an *Analyze spell* or a magical analysis (see pages 268 and 299). Depending on the AE of the target, the check can suffer a penalty or receive a bonus. The spellcaster can examine only one creature or object within range, not everything that happens to be in view. The spellcaster receives information or bonuses based on QL.

QL 1: Is there magic present?
QL 2: The maximum QL you can achieve with the magical analysis check rises by 1.
QL 3: Receive a bonus of 1 on the check for the *Analyze spell* cast subsequently on the same target.
QL 4: Receive a bonus of 2 on the check for the *Analyze spell* cast subsequently on the same target.
QL 5: The maximum QL you can achieve with the magical analysis check rises by 2.
QL 6: Receive a bonus of 3 on the check for the *Analyze spell* cast subsequently on the same target. Bonuses to maximum QL or *Analyze* are not cumulative. Also, the hero receives only the highest bonus of each type. For example, a result of QL 4 for *Odem* grants an *Analyze* bonus of 2 (not 3) and the maximum QL for magical analysis rises by 1. Similarly, a result of QL 6 for *Odem* grants an *Analyze* bonus of 3 (not 6), and the maximum QL for the magical analysis rises by 2 (not 3).

Casting Time: 2 Actions
AE Cost: 4 AE
Range: 8 yards
Duration: 1 minute
Target Category: Creatures, Objects
Property: Clairvoyance

Traditions: General
Improvement Cost: A

Check Modifiers for Odem

Situation	Modifier
Per 3 permanently bound AE	+1
Per 10 effective AE	+1
Minor spirits, undead, and so on	-1
Elementals, lesser demons	+1
Djinn, horned demons with up to 5 horns	+2

Paralysis

This spell effectively turns a living creature to stone.
Check: SGC/INT/CON (modified by Toughness)
Effect: The target's body stiffens and hardens. If the paralysis is complete (Level IV), the body transforms into a nearly indestructible substance without changing weight. A body transformed this way cannot be injured by non-magical weapons, fire, or falls. Those affected cannot move, feel, or hear anything, but can see within their field of vision. This spell delays the effects of poisons and diseases, granting more time to obtain treatment.
QL 1: 1 level of *Paralysis*, for 2 combat rounds
QL 2: 1 level of *Paralysis*
QL 3: 2 levels of *Paralysis*
QL 4: 3 levels of *Paralysis*
QL 5: 4 levels of *Paralysis*
QL 6: 4 levels of *Paralysis,* for twice the normal duration
Casting Time: 2 Actions
AE Cost: 8 AE
Range: 8 yards
Duration: QL x 2 in minutes
Target Category: Living Creatures
Property: Transformation
Traditions: Guild Mage
Improvement Cost: B

Penetrizzel

This spell allows the spellcaster to see through walls or other objects.
Check: COU/SGC/INT
Effect: You can see through 10 inches of solid matter per QL. Materials that interrupt magic can impose a penalty on the spell check (iron imposes a penalty of -1, Kosh basalt imposes a penalty of -4). *Penetrizzel* cannot see through magical objects. Darkness or fog has its normal effect on your vision.
Casting Time: 2 Actions
AE Cost: 4 AE (casting) + 2 AE per minute
Range: Self
Duration: Sustained
Target Category: All
Property: Clairvoyance
Traditions: Guild Mage
Improvement Cost: B

Placidity

Witches can calm any animal and prevent it from attacking.
Check: COU/INT/CHA (modified by Spirit)
Effect: The affected animal becomes peaceful and even allows the spellcaster to touch it. This spell only affects mundane animals.
Casting Time: 2 Actions
AE Cost: 4 AE
Range: 8 yards
Duration: QL x 3 in minutes
Target Category: Animals
Property: Influence
Traditions: Witch
Improvement Cost: A

Powerful Greed

This witch's spell creates extreme longing for a certain object or action. The suggestion is quite strong and fills the target with a desire to satisfy these cravings.
Check: COU/INT/CHA (modified by Spirit)
Effect: Targets of this spell feel immense cravings for an object or action named by the spellcaster. They do anything to obtain it short of endangering their own life and health. For the duration of the spell, the target receives the negative trait *Avarice* (see page 174).
Casting Time: 2 Actions
AE Cost: 8 AE
Range: Touch (you cannot use a modification on this spell's range)
Duration: QL x 15 in minutes
Target Category: Living Creatures
Property: Influence
Traditions: Witches
Improvement Cost: B

Psychostabilis

This spell protects you from domination or transformation magic. It's especially common in protective artifacts.

Check: SGC/INT/DEX
Effect: This spell aids in resisting mental manipulation by improving your Spirit stat by QL/2.
Casting Time: 8 Actions
AE Cost: 4 AE (casting) + 2 AE per 10 minutes
Range: Touch
Duration: Sustained
Target Category: Living Creatures
Property: Healing
Traditions: General
Improvement Cost: B

Respondami

This spell lets you dominate a target's mind to force them to speak the truth.

Check: COU/INT/CHA (modified by Spirit)
Effect: The target must answer QL questions truthfully. The questions must have an answer of either yes or no. When asked other questions, the target can remain silent. The target must understand your language, and if the target does not understand what you are saying, no answer is possible. The target remembers what was said while the spell was in effect.
Casting Time: 2 Actions
AE Cost: 8 AE
Range: Touch
Duration: QL x 15 in minutes
Target Category: Living Creatures
Property: Influence
Traditions: Guild Mage
Improvement Cost: B

Salander

This spell turns a living creature into a smaller living creature. This spell is especially popular as a kind of curse.

Check: SGC/INT/CON (modified by Toughness)
Effect: This spell turns one living thing into another, but the new form must be smaller and lighter. The target cannot be transformed into a magical or supernatural creature. If the change is extreme (a mammoth turned into a mouse, for example), the check suffers a penalty of up to 3. The spell can turn the target only into a creature known to the spellcaster.

The target's mental capacities and memories remain more or less intact, but the target must use the physical abilities of the new shape. Life points and natural PRO stay the same—in other words, you cannot turn a hulking orc chieftain into a dandelion and then easily uproot him. Also, *Salander* does not transform equipment. When the spell duration ends, the target retains only dim memories of the time spent as an animal or plant. For more details about transformations, see *Rules for Transformations*, on page 258.
Casting Time: 8 Actions
AE Cost: 16 AE
Range: Touch
Duration: QL x 3 in hours
Target Category: Living Creatures
Property: Transformation
Traditions: Guild Mage
Improvement Cost: C

Satuaria's Splendor

This beauty spell is the reason behind many witches' legendary beauty.

Check: SGC/INT/CON
Effect: This spell causes subtle physical changes to make you more attractive. The spell improves hair and skin, whitens the teeth, and changes your features to fit an ideal of beauty or physical perfection.
Checks using *Seduction (Flirting, Romantic Arts)* and *Fast-Talk (Flattering)* receive a bonus equal to the QL. Other social skills can get the bonus, too, depending on the situation. The transformation has no effect on creatures with standards of beauty that differ from those of the spellcaster.
Casting Time: 4 Actions
AE Cost: 8 AE
Range: Self
Duration: QL x 3 in hours
Target Category: Creatures
Property: Transformation
Traditions: Witch
Improvement Cost: B

Silentium

This spell creates a zone of absolute silence. It's a helpful tool for thieves, and particularly useful when you need to silence an enemy spellcaster.

Check: SGC/DEX/STR
Effect: This spell creates a spherical zone in which no sound can be made or heard. The zone's radius is QL x 3 yards, with the spellcaster at the center. You must declare before casting the spell whether the zone will move with you or remain in place. In the latter case, you cannot move more than QL x 3 yards away from the zone, or else the spell effect ends immediately.
Casting Time: 8 Actions

AE Cost: 4 AE (casting) + 2 AE per 5 minutes
Range: Self
Duration: Sustained
Target Category: Zone
Property: Telekinesis
Traditions: Elf
Improvement Cost: B

Somnigravis

This spell makes the target sleepy.
Check: COU/INT/CHA (modified by Spirit)
Effect: The target is overcome by fatigue. A target that suffers the condition *Stupor* at level IV falls asleep and only wakes from intense noise, persistent shaking, or similar stimulus, before the spell ends. If not disturbed, the target sleeps until waking naturally.
QL 1: 1 level of *Stupor*, for 1 combat round
QL 2: 1 level of *Stupor*
QL 3: 2 levels of *Stupor*
QL 4: 3 levels of *Stupor*
QL 5: 4 levels of *Stupor*
QL 6: 4 levels of *Stupor* for twice the normal duration
Casting Time: 2 Actions
AE Cost: 8 AE
Range: 8 yards
Duration: QL x 3 in minutes
Target Category: Living Creatures
Property: Influence
Traditions: Elf
Improvement Cost: B

Spider Walk

Witches with this spell can climb smooth walls with few or no handholds, or even crawl along the ceiling without difficulty.
Check: SGC/INT/CON
Effect: Your hands and feet stick to even the smoothest of surfaces. You can climb slick rock faces and walls and even stick to the ceiling. However, this spell does not change your weight—if you climb a wall covered in plaster, the strain might tear the plaster free and cause you to fall. You must hold on with at least three limbs when using *Spider Walk*, but you can use one less limb for each 2 QL of the spell (minimum of one limb).
Casting Time: 4 Actions
AE Cost: 4 AE (casting) + 2 AE per 5 minutes
Range: Self
Duration: Sustained
Target Category: Living Creatures
Property: Transformation
Traditions: Witch
Improvement Cost: A

Traceless

It is said that elves leave no footprints, and perhaps this spell accounts for those tales.
Check: SGC/DEX/STR
Effect: You do not leave any traces as you move through terrain. You do not bend grass, and you leave no footprints on soft ground. You do not even leave much of a scent for others to follow. *Tracking* checks to find or follow the spellcaster's trail suffer a penalty equal to the QL.
Casting Time: 4 Actions
AE Cost: 4 AE (casting) + 2 AE per 5 minutes

Range: Self
Duration: Sustained
Target Category: Creatures
Property: Telekinesis
Traditions: Elf
Improvement Cost: B

Toad Jump

This spell allows witches to jump much higher and farther than normal. Unsurprisingly, this spell is used mainly by witches from the Sisterhood of the Daughters of the Earth.
Check: SGC/INT/CON
Effect: The target can make one supernaturally enhanced jump. Increase the jump's length by QL+3 yards, and increase the jump's height by QL in yards, as desired. The rules for jumping are on page 349.
Casting Time: 2 Actions

AE Cost: 2 AE
Range: Touch
Duration: Immediate
Target Category: Living Creatures
Property: Transformation
Traditions: Witch
Improvement Cost: A

Transversalis

This spell allows you to teleport short distances. This movement occurs through Limbo, though the spellcaster perceives nothing of the trip.
Check: COU/CHA/CON
Effect: You can teleport yourself plus at most QL x 10 pounds of equipment (such as clothes and weapons) to a different location. The closer you wear this equipment to the body, the greater the chance that it travels with you (clothing stands the best chance). Anything you bring along either travels with you in one piece or stays behind—it is not torn or damaged. The GM has the final say. You must have visited the target location prior to attempting the trip, or at least be able to see it currently (if you have not visited the location previously but can see it when you cast the spell, the check suffers a penalty of 2). In either event, the target location can be no further than QL x 3 miles from the caster.
Casting Time: 8 Actions
AE Cost: 8 AE + 1 AE per mile (you cannot use a modification on this spell's cost)
Range: Self
Duration: Immediate
Target Category: Objects, Creatures
Property: Spheres
Traditions: Guild Mage
Improvement Cost: C

Visibili

This spell turns the target invisible, but with one drawback—the target's clothes remain visible.
Check: SGC/INT/CON
Effect: The target turns invisible in 20 - (QL x 3) combat rounds, with the target's body slowly becoming more and more transparent until it completely disappears. *Visibili* affects only the target; clothes and equipment remain visible. Substances that remain in the body for more than 20 seconds become invisible, too. Substances that leave the body become visible after 20 seconds. While the spell remains in effect, the target receives the state *invisible* (see page 36).
Casting Time: 4 Actions
AE Cost: 8 AE (casting) + 4 AE per 5 minutes
Range: Touch
Duration: Sustained
Target Category: Living Creatures
Property: Transformation
Traditions: Elf
Improvement Cost: B

Wall of Fog

This spell creates fog that streams from your palms and then spreads out. It is used mainly by elves to confuse or intimidate enemies who enter their homes.

Check: COU/SGC/CHA

Effect: You create an area of dense fog that wind cannot move. The spell creates 200 cubic yards of fog per AE, and you can shape the fog cloud as you wish, forming a compact ball, a drawn-out ribbon, or even the shape of a dragon, if desired. The fog creates a visibility penalty of 2 (see page 348).

Casting Time: 2 Actions

AE Cost: At least 4 AE (you cannot use a modification on this spell's cost)

Range: 16 yards

Duration: QL x 15 minutes; after that time, the fog dissipates

Target Category: Zone

Property: Elemental

Traditions: Elf

Improvement Cost: C

Witch's Bile

This allows the caster to produce enchanted corrosive saliva that can cause opponents great pain, but is usually not enough to kill.

Check: SGC/INT/CON

Effect: Your saliva immediately turns into a corrosive acid that does 1D6 + (QL) damage points to a target you spit at within 3 yards. This acid does not harm the caster. You do not have to use another action to spit after casting the spell (spitting is included in the casting time). If the opponent doesn't defend, the spitting attack hits automatically. Spitting counts as a ranged attack with a missile weapon and can be blocked or dodged. PRO reduces damage as per the normal combat rules. *Witch's Bile* inflicts structure damage on shields and other items it hits.

Casting Time: 1 Action

AE Cost: 4 AE (you cannot use a modification on this spell's cost)

Range: Self

Duration: Immediate

Target Category: Creatures

Property: Transformation

Traditions: Witch

Improvement Cost: B

Witch's Claws

Some witches, mainly those belonging to the Sisterhood of the Beauties of the Night, can turn their fingernails into dangerous, sharp claws that can inflict serious damage when brawling.

Check: SGC/INT/CON

Effect: Sharp claws grow on both of your hands. They do 1D6+3 DP in close combat and use the combat technique Brawling. Witches using these claws are considered unarmed when brawling. *Witch's Claws* are considered a magical weapon.

Casting Time: 1 Action

AE Cost: 4 AE

Range: Self

Duration: QL x 3 in minutes

Target Category: Creatures

Property: Transformation

Traditions: Witch

Improvement Cost: A

Rituals

Arcanovi

A ritual used in enchanting artifacts.
Check: SGC/INT/DEX
Effect: You can find more information about enchanting artifacts on page 266.
Ritual Time: 8 hours
AE Cost: 16 AE
Range: 8 yards
Duration: Immediate
Target Category: Blessed Objects, Mundane Objects
Property: Object
Traditions: General
Improvement Cost: D

Call Djinn

A ritual to call powerful djinns.
Check: COU/CHA/CON
Effect: A djinni of the chosen element appears. For details about calling and dealing with djinn, see *The Art of Elemental Calling*, on page 262.
Ritual Time: 8 hours
AE Cost: 32 AE
Range: 8 yards
Duration: Immediate
Target Category: Elementals
Property: Spheres
Traditions: Guild Mage
Improvement Cost: C

Elemental Servant

A ritual to call elemental spirits.
Check: COU/CHA/CON
Effect: An elemental of the chosen element appears. For details about calling and dealing with elementals, see *The Art of Elemental Calling*, page 262.
Ritual Time: 30 minutes
AE Cost: 16 AE
Range: 8 yards
Duration: Immediate
Target Category: Elementals
Property: Spheres
Traditions: Guild Mage
Improvement Cost: B

Invocatio Maior

A ritual to call powerful horned demons.
Check: COU/CHA/CON
Effect: A major demon, with at most 5 horns, appears. The ritual check suffers a penalty equal to the demon's invocation difficulty. For details about summoning and dealing with demons, see *The Art of Demon Summoning*, on page 262.
Ritual Time: 8 hours
AE Cost: 32 AE
Range: 8 yards
Duration: Immediate
Target Category: Demons
Property: Spheres
Traditions: Guild Mage, Witch
Improvement Cost: C

Invocatio Minor

A ritual to call lesser demons.
Check: COU/CHA/CON
Effect: A lesser demon appears. The ritual check suffers a penalty equal to the demon's invocation difficulty. For details about summoning and dealing with demons, see *The Art of Demon Summoning*, on page 262.
Ritual Time: 30 minutes
AE Cost: 16 AE
Range: 8 yards
Duration: Immediate
Target Category: Demons
Property: Spheres
Traditions: Guild Mage, Witch
Improvement Cost: B

Spellblade Spiritspear

This ritual turns mundane weapons into magical weapons.
Check: SGC/INT/DEX
Effect: You can use this ritual to bind AE into a weapon so it is considered a magical weapon. The AE cost of the ritual depends on the weapon's size. You can increase the duration to QL x 30 years by multiplying the AE cost of the ritual by 5. Note: 1/20 of the AE cost of the ritual is permanent AE (for more about permanent AE, and regaining AE spent in this manner, see page 352).
Ritual Time: 8 hours
AE Cost: Depends on the weapon (you cannot use a modification on this ritual's cost)

Range: 8 yards
Duration: QL in days
Target Category: Objects
Property: Object
Traditions: General
Improvement Cost: C

Cost Depending on Size

Example Size	Cost
Daggers, Fencing Weapons, Short Swords	10 AE
Chain Weapons, Impact Weapons, Swords	20 AE
Two-Handed Weapons	35 AE

Enchantments

Cantrip	Range	Duration	Target Category	Property
Cooldown	touch	immediate	Objects	Elemental
Firefinger	self	5 minutes	Intelligent Creatures	Elemental
Fragrance	self	5 minutes	Intelligent Creatures	Illusion
Hand Warmer	touch	5 minutes	Objects	Elemental
Lucky Fingers	self	immediate	Objects	Clairvoyance
Rainbow Eyes	self	5 minutes	Intelligent Creatures	Illusion
Serpent Hands	self	5 minutes	Intelligent Creatures	Transformation
Signature	touch	immediate	Objects	Object
Siren Call	4 yards	5 minutes	Animals	Influence
Snap	4 yards	immediate	Objects and Creatures	Telekinesis
Stay Dry	self	5 minutes	Objects and Intelligent Creatures	Elemental
Ventriloquism	8 yards	1 action	Zone	Illusion

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Spell	Check	Casting Time	AE Cost	Range	Duration	Target Category	Property	Tradition	Improvement Cost
Analys Arcane Structure	SGC/SGC/INT	32 actions	16 AE	touch	immediate	Creatures, Objects	Clairvoyance	General	C
Armatrutz	SGC/INT/DEX	1 action	4 AE for PRO 1, 8 AE for PRO 2, 16 AE for PRO 3 (cost cannot be modified)	self	QL x 3 minutes	Creatures	Healing	general	C
Axxeleratus	SGC/INT/DEX	1 action	8 AE	touch	QL x 5 combat rounds	Creatures	Healing	Elf	B
Balsam Salabunde	SGC/INT/DEX	16 actions	1 AE per LP, at least 4 AE (you cannot modify the cost)	touch	immediate	Intelligent Creatures	Healing	general	B
Bannbaladin	COU/INT/CHA (modified by SPI)	4 actions	8 AE	4 yards	QL x 3 minutes	Intelligent Creatures, Supernatural Creatures	Influence	general	B
Blinding Flash	COU/INT/CHA (modified by SPI)	1 action	4 AE	8 yards	QL in combat rounds	Creatures	Influence	general	B
Breathe Water	SGC/INT/DEX	8 actions	4 AE (casting) + 2 AE per 5 minutes	touch	sustain	Living Creatures	Transformation	Elf	B
Cat Eyes	SGC/INT/CON	4 actions	2 AE (casting) + 1 AE per 10 minutes	self	sustain	Creatures	Transformation	Witch	A
Corpofesso	SGC/INT/CON (modified by TOU)	2 actions	16 AE	8 yards	QL x 2 combat rounds	Creatures	Transformation	Guild Mage	C
Disruptivo	COU/SGC/CHA	8 actions	8 AE (casting) + 4 AE per 5 minutes	self	sustain	Zone	Anti-Magic	general	B
Duplicatus	SGC/INT/CHA	2 actions	4 AE per duplicate (2 AE, total, if the spell check fails)	touch	QL x 3 combat rounds	Creatures	Illusion	Guild Mage	C
Eagle Eye	SGC/INT/DEX	2 actions	4 AE (casting) + 2 AE per 5 minutes	self	sustain	Creatures	Healing	Elf	B
Fighting Stick	SGC/DEX/STR	2 actions	4 AE (casting) + 2 AE per combat round	16 yards	sustain	Objects	Telekinesis	Witch	B
Fulminictus	SGC/INT/CON (modified by TOU)	1 action	8 AE (you cannot modify the cost)	8 yards	immediate	Creatures	Transformation	Elf	C
Gardianum	COU/SGC/CHA	1 action	at least AE (you cannot modify the cost)	self	5 minutes	Zone	Anti-Magic	Guild Mage	B

Gaze Into the Mind	COU/SGC/INT (modified by SPI)	4 actions	8 AE (casting), 4 AE per 30 seconds	4 yards	sustain	Intelligent Creatures, Supernatural Creatures	Clairvoyance	general	C
Glow Sphere	COU/SGC/CHA	1 action	2 AE (casting) + 1 AE per hour	8 yards	sustain	Zone	Elemental	general	A
Harmless Shape	SGC/INT/CHA	4 actions	8 AE (casting) + 4 AE per 5 minutes	self	sustain	Creatures	Illusion	Elf	B
Hawk Eye	COU/SGC/INT	2 actions	4 AE	touch	Until the next shot, at most QL x 2 combat rounds	Creatures	Clairvoyance	Elf	B
Horriphobus	COU/INT/CHA (modified by SPI)	2 actions	8 AE	8 yards	QL x 3 minutes	Living Creatures	Influence	Guild Mage	B
Ignifaxius	COU/SGC/CHA	2 actions	8 AE (you cannot modify the cost)	16 yards	immediate	all	Elementals	Guild mage	C
Invocatio Minima	COU/CHA/CON	4 actions	4 AE	1 yard	immediate	Objects	Spheres	Guild Mage, Witch	A
Manifesto	COU/SGC/CHA	4 actions	4 AE	1 yard	immediate	Objects	Elemental	general	A
Manus Miracula	SGC/DEX/STR	2 actions	4 AE (casting) + 2 AE per 5 minutes	self	sustain	Creatures	Telekinesis	general	A
Motoricus	SGC/DEX/STR	2 actions	at least 4 AE (casting) + half of the amount in AE per 5 minutes (you cannot modify the cost)	8 yards	sustain	Objects	Telekinesis	general	A
Oculus Illusionis	SGC/INT/CHA	4 actions	4 AE (casting) + 2 AE per 5 minutes	8 yards	sustain	Zone	Illusion	Guild Mage	B
Odem Arcanum	COU/SGC/INT	2 actions	4 AE	8 yards	1 minute	Creatures, Objects	Clairvoyance	general A	
Paralysis	SGC/INT/CON (modified by TOU)	2 actions	8 AE	8 yards	QL x 2 minutes	Creatures	Transformation	Guild Mage	B
Penetrizzel	COU/SGC/INT	2 actions	4 AE (casting) + 2 AE per 5 minutes	self	sustain	all	Clairvoyance	Guild Mage	B
Placidity	COU/INT/CHA (modified by SPI)	2 actions	4 AE	8 yards	QL x 3 minutes	Animals	Influence	Witch	A
Powerful Greed	COU/INT/CHA (modified by SPI)	2 actions	8 AE	touch (you cannot modify range)	QL x 15 minutes	Creatures	Influence	Witch	B

Psychostabilis	SGC/INT/DEX	8 actions	4 AE (casting) + 2 AE per 10 minutes	touch	sustain	Living Creatures	Healing	general	B
Respondami	COU/INT/CHA (modified by SPI)	2 actions	8 AE	8 touch	QL x 15 minutes	Living Creatures	Influence	Guild Mage	B
Salander	SGC/INT/CON (modified by TOU)	8 actions	16 AE	touch	QL x 3 hours	Living Creatures	Transformation	Guild Mage	C
Satuaria's Splendor	SGC/INT/CON	4 action	8 AE	self	QL x 3 hours	Creatures	Transformation	Witch	B
Silentium	SGC/DEX/STR	8 actions	4 AE (casting) + 2 AE per 5 minutes	self	sustain	Zone	Telekinesis	Elf	B
Somnigravis	COU/INT/CHA (modified by SPI)	2 actions	8 AE	8 yards	QL x 3 minutes	Living Creatures	Influence	Elf	B
Spider Walk	SGC/INT/DEX	4 actions	4 AE (casting) + 2 AE per 5 minutes	self	sustain	Living Creatures	Transformation	Witch	A
Toad Jump	SGC/INT/CON	2 actions	2 AE	touch	immediate	Living Creatures	Transformation	Witch	A
Traceless	SGC/DEX/STR	4 actions	4 AE (casting) + 2 AE per 5 minutes	self	sustain	Creatures	Telekinesis	Elf	B
Transversalis	COU/CHA/CON	8 actions	8 AE + 1 AE per mile (you cannot modify the cost)	self	immediate	Objects, Creatures	Spheres	Guild Mage	C
Visibili	SGC/INT/CON	4 actions	8 AE (casting) + 4 AE per 5 minutes	touch	sustain	Living Creatures	Transformation	Elf	B
Wall of Fog	COU/SGC/CHA	2 actions	at least 4 AE (you cannot modify the cost)	16 yards	QL x 15 minutes, after that the fog dissipates	Zone	Elemental	Elf	C
Witch's Bile	SGC/INT/CON	1 action	4 AE (you cannot modify the cost)	self	immediate	Creatures	Transformation	Witch	C
Witch's Claws	SGC/INT/CON	1 action	4 AE	self	QL x 3 minutes	Creatures	Transformation	Witch	A

Ritual	Check	Ritual Time	AE Cost	Range	Duration	Target Category	Property	Tradition	Improvement Cost
Arcanovi	SGC/INT/DEX	8 hours	16 AE	8 yards	immediate	Blessed Objects, Mundane Objects	Objects	general	D
Call Djinn	COU/CHA/CON	8 hours	32 AE	8 yards	immediate	Elementals	Spheres	Guild Mage	C
Elemental Servant	COU/CHA/CON	30 minutes	16 AE	8 yards	immediate	Elementals	Spheres	Guild Mage	B
Invocatio Maior	COU/CHA/CON	8 hours	32 AE	8 yards	immediate	Demons	Spheres	Guild Mage, Witch	C
Invocatio Minor	COU/CHA/CON	30 minutes	16 AE	8 yards	immediate	Demons	Spheres	Guild Mage, Witch	B
Spellblade Spiritspear	SGC/INT/DEX	8 hours	depends on the weapon (you cannot modify the cost)	8 yards	SP in days	Objects	Object	General	C

Chapter 11: Works of the Gods

"You die when your gods die. You live by them."
—Antoine de Saint-Exupéry

"The Twelve are eternal. They are the drops of blood shed by Los, the rulers and defenders of humanity, the bulwark against the chaos of the Seventh Sphere and the insinuations of the Nameless One.

Without them, we humans would be defenseless, would perish in our ignorance and find no peace in death. The barbarian peoples of the Novadi, the orcs, and the Forest Folk do not honor the Twelve, and see what they have become: they rule only deserts, steppes, and mosquito-infested jungles.

If their gods are powerful, why do they provide their followers with such lands? You can see the ministry of the Twelve in those who have anointed themselves in their service. Witness, the Blessed Ones of Peraine perform miracles in the name of their benign goddess, healing the sick and bringing the rain.

Have you ever witnessed a miracle of the god of the Novadi? How would you, for he is nothing more than a carven idol. The same goes for the other creatures revered by the barbarians.

The Twelve are eternal."

— from a new edition of the Breviary of the Guidance of the Twelvegods, *with comments by Brother Lightbringer, modern*

This chapter discusses the works of Blessed Ones, the priests of the various gods of Dere. The gods grant their priests the power to focus and guide karmic energy, which, like spellcasters, they can use to perform miraculous deeds. But Blessed Ones do not draw their strength from the unrestricted arcane energy of Dere, they receive it from the patron to whom they have sworn their lives. Unlike spellcasters, Blessed Ones are not necessarily born with their gifts. Only those who devote themselves to a god's teachings and seek consecration may enter the service of a Church and receive the higher mysteries, the only condition being the god's acceptance of the servant as a Blessed One.

Liturgical Chants, Ceremonies, Miracles, and Great Miracles

Blessed Ones of Aventuria have been using ritualized forms of god-given powers for centuries. We call these powers *liturgical chants* (see page 308) and *ceremonies* (see page 312). Rules-wise, both work similarly to other skills, and you use and improve them in the same way. As with spells, SP and QL influence the effects, durations, and other aspects of liturgical chants. Also, Blessed Ones can choose modifications to alter their liturgical chants and ceremonies in a manner similar to the method used by spellcasters for their spells.

Priests of the gods can also work miracles. For more about this much less formal use of karmic energy, see page 315.

Great miracle is the term for direct divine intervention, which is usually very powerful. Characters must pray in order to receive great miracles, but the gods rarely grant them (see page 315).

Karmic Energy and Karma Points

Much like spellcasters, who use arcane energy to fuel their spells, Blessed Ones use karmic energy, a resource granted by the gods to perform liturgical chants and ceremonies. We measure this energy in *karma points* (KP). The more powerful the liturgical chant's effect, the more KP it costs to perform. Blessed Ones normally recover 1D6 spent KP per Regeneration Phase. Certain advantages and special abilities grant additional KP recovery per Regeneration Phase. A liturgical chant fails if it costs more KP than the Blessed One has available at the moment.

Limited Karma

Optional Rule

Unlike magic, which is an ever-flowing spring, the gods hand out KP directly and more sparingly.

Gods do not always deny KP to Blessed Ones for making mistakes or failing to adhere to Church rules, but sometimes, in cases of severe infractions, a god settles on blocking the offender's KP regeneration as a punishment. Until the god is satisfied, the Blessed One is unable to recover KP.

The GM decides whether a Blessed One punished in this manner can regain the god's trust by doing penance. Redemption depends on the Blessed One's actions, the crime, and the circumstances.

This optional rule makes the game a little more complex.

Aspects and Aspect Knowledge

Many Blessed Ones of the Twelvegods specialize in an *aspect* of their god, in harmony with their personality or religious beliefs. Liturgical chants and ceremonies belong to one or more divine aspects. Blessed Ones who study one aspect more than the others can learn the special ability Aspect Knowledge and receive some advantages with related liturgical chants. Aventuria's most common and well-known aspects are as follows.

Aspects in Detail

Aspects of Praios

Praios, lord of the gods, the supreme of the Twelvegods, represents law, order, and justice. He is the embodiment of the light of the sun and the banishment of dark magic. His Blessed Ones and servants represent truth and fight against demons and the influence of the Nameless One. People fear the Church's Inquisition and also the Order of the Banishing Ray, a gathering of fanatical and fundamental laymen who take the interpretation of the laws of Praios more seriously than do most Blessed Ones. Praios is the chief god of the Middenrealm, and believers refer to the sun as Praios' disc or sometimes Praios' Eye, to show that the god watches over his believers during the day. Praios' holy animal is the griffon, a creature that is half lion and half eagle.

Anti-Magic

If you want to protect creation from dangerous magic, you follow this aspect. You receive the tools to fight black magicians, demons, and other magical dangers.

Order

Blessed Ones of Praios are popular judges and advocates. If you want to bring Praios' law and order to the world, you follow this aspect of the lord of the gods.

Aspects of Rondra

The goddess Rondra represents courage, bravery, and combat. She is the goddess of warriors, knights, and anyone who protects the weak and helpless. She is also known as the Lady of the Storm. Lightning and thunder are as much her symbols as is the sword. In the past, people prayed to Rondra as a goddess of war, but war is mainly the domain of her son, Kor, the god of mercenaries. Rondra prefers single combat to the wild chaos of war. Her holy animal is the lioness.

Shield

Blessed Ones of Rondra shield and protect the weak and the defenseless. If you follow this aspect, you devote

yourself to training for combat and protecting those who cannot defend themselves.

Storm
Rondra's fury is legendary. Her dark moods send storms and thunder raging across the firmament. Blessed Ones following this aspect focus on offensive tactics and direct manifestations of Rondra's nature.

Aspects of Boron

At first glance, the god of death offers little to revere. However, Boron stands not just for calm but also for the salvation of the soul after death. Most people pray to him as the god of dreams. Every human sleeps and dreams and wants to be spared from nightmares. The god hates the looting of the dead as much as he reviles the undead, and his Blessed Ones work tirelessly to destroy these disgusting creatures wherever they find them. Boron's holy animal is the raven.

Death
Blessed Ones of Boron who concentrate on this aspect deal with the care of the dying, the protection of necropoleis and Boron yards (the Aventurian term for cemeteries), and combating undeath and those who wish to disturb the peace of death.

Dream
Blessed Ones of this aspect focus on ministering to those who are confused and wounded in the soul. They are familiar with hallucinogenics and sleeping drugs, and the interpretation of dreams.

Aspects of Hesinde

Hesinde is the goddess of knowledge and magic in the Alveranian pantheon. Her Blessed Ones collect, archive, and protect books, magical artifacts, and works of art. They are respected scholars who are versed in many subjects and like to offer advice to people. It is said they guard secrets such as the Philosopher's Stone and the mysteries of dragons. Hesinde's holy animal is the serpent.

Magic
Magic flows through all of Aventuria. Blessed Ones following this aspect focus on researching its varieties and its dangers. They know much about magical phenomena and creatures from other Spheres.

Knowledge
Gatherers, teachers, and keepers of knowledge follow this aspect. These Blessed Ones are tutors and librarians, and also researchers who focus on the history of Aventuria, foreign countries, or the wonders of nature.

Aspects of Phex

Phex is the god of traders and thieves. Many Aventurian cities host public temples to Phex, and the Blessed Ones encountered here follow the aspect of commerce and help people conduct business transactions or plan mercantile expeditions. However, for every public temple, a secret temple of Phex exists nearby, a place where thieves and other rogues meet to ask for blessings or impress the fox god with their skills in thievery and burglary. It is in these secret places that Blessed Ones of Phex learn skills such as climbing and purse-cutting. At night, they roam city alleyways, always seeking challenges in the name of their god. Phex's holy animal is the fox.

Commerce
Whenever large bags of ducats change hands, wherever there is buying and selling, wherever goods are offered, people ask the advice of Blessed Ones of Phex who follow this aspect. Of course, Phex's Blessed Ones ask for an appropriate donation for their lord in return.

Shadow
Cunning, deception, and darkness are the best friends of Blessed Ones who follow this aspect. They do not give in to their greed and instead look for challenges, using their tools for theft, larceny, and pranks.

Aspects of Peraine

Benign Peraine is the goddess of healing and agriculture. It is mainly farmers who pray to her, for good harvests. The Church of Peraine is particularly widespread in the Middenrealm and Arania, but despite its influence, it does not seek worldly power. Many Blessed Ones of Peraine are masters of healing. For that reason, the wounded and the diseased often gather at temples of Peraine. Peasants welcome her Blessed Ones, for they help work the fields and bless the ground to create good harvests. Peraine's holy animal is the stork.

Healing
Some of the best healers, anatomists, and midwives in Aventuria are Blessed Ones who follow this aspect of Peraine. They are familiar with many ailments and know how to cure them.

Agriculture
The common folk have a special love for Blessed Ones of Peraine, who bless fields, tend to livestock, and make the hard lives of peasants and shepherds a bit easier.

Basic Terms of Divine Works

- *Aspects*: Similar to spell properties. A Blessed One receives some benefits for knowing both an Aspect Knowledge and the liturgical chants that belong to that aspect (see page 306).
- *Blessed Traditions:* Each Church and religion has a canon of liturgical chants and ceremonies that define the faith. Blessed Ones can learn only the chants of their Tradition and the general liturgical chants and ceremonies that are available to all Blessed Ones. In theory, it is possible to learn *about* an unfamiliar Tradition, but the Blessed One could never use that Tradition's liturgical chants (see page 322).
- *Blessings:* A blessing is the Blessed equivalent of a cantrip. It's a basic tool for Blessed Ones that is easy to perform but has limited effect. Believers in the Twelvegods primarily know the *12 Blessings*, which they all learn as part of their educations (see page 320).
- *Ceremonies:* Ceremonies are the Blessed equivalent of magic rituals—at their core, ceremonies are liturgical chants, but they usually take more time to perform and have a much stronger effect.
- *Duration:* The time that a liturgical chant or ceremony remains in effect. Some take effect immediately and end quickly, while others last for some time.
- *Karma Points (KP)*: mystical energy that gods grant to their Blessed Ones, enabling them to perform liturgical chants and rituals, and to pray for miracles (see page 306).
- *KP Cost:* the amount of KP a Blessed One must pay to use a chant or ceremony. Costs can vary depending on success or failure.
- *Liturgical Chant*: Most karmic effects are the result of liturgical chants. Just like mages and their spells, Blessed Ones must activate chants before they may improve them (see page 352).
- *Liturgical/Ceremonial Modifications:* Liturgical chants and ceremonies can be altered to fit certain situations. Depending on the chant or ceremony, you can choose modifications for liturgical time, range, and KP cost, and even eliminate the need to perform gestures and intone prayers, collectively gaining a bonus or incurring a penalty as a result (see pages 309 and 313).
- *Liturgical/Ceremonial Time*: The time it takes to perform a liturgical chant or ceremony. This can be a few actions or many hours (see pages 310 and 313).
- *Miracles:* Short prayers with relatively minor effects (see page 315).
- *Range:* The target must remain within this distance while the Blessed One performs the chant. If the target moves outside this range, the liturgical chant fails (see below). For chants that affect areas or *zones*, the zone's radius or diameter appears in the liturgical chant's description.
- *Spirit (SPI):* All creatures possess some protection against supernatural influences that affect their minds. If directed to do so by a specific liturgical chant or ceremony, apply the target's Spirit as a penalty to the Blessed One's liturgical check (see pages 311 and 314).
- *Target Category:* Many liturgical chants affect only certain types of targets. Some affect everything in a zone, while others affect individual targets (such as *Objects* or *Living Creatures* only) or more specific targets (like *Undead* or *Intelligent Creatures* only). If the target of the liturgical chant does not belong to the appropriate category, the chant fails (see page 309).
- *Toughness (TOU):* Besides protecting against poisons and certain negative effects of spells (such as transformation), Toughness also aids in protecting against liturgical chants. If directed to do so by a specific liturgical chant or ceremony, apply the target's Toughness as a penalty to liturgical checks (see pages 311 and 314).

Casting Liturgical Chants

Example: Brother Hilbert is traveling with his companions when a robber band ambushes the heroes from behind. The heroes win the short skirmish that follows and drive off the robbers. Hilbert tends to his friends' wounds and performs a liturgical chant, the Blessing of Healing. Liturgical chants work basically like spells. Hilbert's player must make a skill check to see whether the chant succeeds and determine how well it works.

1. Determine Target

First you must nominate the liturgical chant's target. Normally you must be able to see the target, and it must remain within a certain range. In some cases you must touch the target, while in others you can use the liturgical chant only on yourself.

- The target must stay in range for the entire liturgical time. If the Blessed One becomes unable to see the target, or the target leaves the liturgical chant's range, the liturgical chant fails automatically.
- The target must match the target category. You cannot use all liturgical chants on all types of targets.

Steps for Casting Liturgical Chants

1. Determine Target
Nominate the target of the liturgical chant and determine whether it is within range of the effect and belongs to the chant's target category.

2. Choose Liturgical Modifications
Choose modifications, if desired. Liturgical modifications allow you to change some of the rules of the liturgical chant. Unless stated otherwise, you can choose from the following liturgical modifications: *Reduce Liturgical Time*, *Increase Liturgical Time*, *Increase Range*, *Reduce KP Cost*, *Force*, or *Omit Prayers and Gestures*.

3. Perform the Casting
The Blessed One performs the necessary gestures and prayers for the required number of actions.

4. Make the Skill Check
After taking the last action required for the liturgical chant, the player makes a skill check with the liturgical chant.

5. Subtract Karma Points
If the liturgical chant succeeds, subtract the appropriate number of KP from the Blessed One's supply. If the liturgical chant is not successful, subtract half the cost.

6. Determine Effect
If the liturgical chant succeeds, apply its effects.

Target Categories
Type (Examples)
Creatures
- Living Creatures
  - Intelligent Creatures (humans, elves, ogres)
  - Animals (wolves, ducks, elephants)
  - Plants (trees, hobgoblins)
  - Fungi (purulent toadstools, giant puffballs)
  - Supernatural creatures
    - Fairies (flower fairies, nymphs)
    - Chimeras (harpies, gargoyles)
    - Dragons (tatzelwurms, giant wyverns)
    - Daimonids (white harriers)
- Non-living
  - Undead (mummies, zombies)
    - Ghosts (haunts, will-o'-the-wisps)
    - Mindless (zombies, skeletons)
    - Vampires
    - Ensouled (revenants)
  - Demons (Heshthotim, Gotongis)
  - Elementals (djinn, elemental spirits)
  - Golems (homunculi, walking chests)

- Objects
  - Mundane object (stones, chairs)
  - Magical object (artifacts, mage's staves)
  - Blessed object (sun-sceptres, Rondra's Crests)

Most chants only affect specific target categories. For example, some liturgical chants affect only *Objects*, while others affect only *Living Creatures*, *Plants*, or *Intelligent Creatures*.

Example: Hilbert's player must first determine if his injured friend, Layariel, can benefit from the Blessing of Healing. The chant's target category is Living Creatures—no problem there—but the range for the liturgical chant is Touch, so Hilbert must be in physical contact with Layariel to use the liturgical chant.

2. Choose Liturgical Modifications

Blessed Ones can alter their liturgical chants to a certain degree, for example, by reducing the time chants take to perform, or increasing the range to hit targets that are farther away. You can also choose to *force* the chant (gain bonuses to the skill check), or omit prayers and gestures.

Some modifications help adapt liturgical chants to the situation or create more extraordinary effects. The Blessed One can choose one liturgical modification for every 4 full points of SR in that chant. For example, a Blessed One who knows a liturgical chant at SR 4 can choose one liturgical modification, two at SR 8, three at SR 12, and so on. Whether the check for the liturgical chant receives a bonus or penalty depends on the chosen modifications.

Example: The party of heroes does not have much time. The escaped robbers will soon return with reinforcements, but Hilbert insists on treating Layariel with a Blessing of Healing *to help her regain her lost strength. Hilbert has SR 12 with the liturgical chant* Blessing of Healing*, and can therefore choose up to three liturgical modifications. The normal liturgical time is 16 actions, but he does not have that much time. He chooses to reduce the liturgical time by one increment, to 8 actions. It would be useful to reduce the liturgical time even further, but he cannot do that—he can shift each category only once. Also, as stated in the description of the chant, he cannot reduce the KP cost of the* Blessing of Healing*. Since he made one modification, he will suffer a penalty of 1 on the check, but he feels skilled enough to try anyway.*

Liturgical Modifications for Liturgical Time, Range, and KP Cost

To keep things simple, we sort modifications for liturgical chants into categories of *liturgical time*, *range*, and *KP cost*. Depending on the liturgical chant, you can choose modifications to reduce or increase the liturgical time, increase the range, or reduce the cost. You cannot shift a category by more than one increment (see the table *Increments of Liturgical Modifications*, below).

Some restrictions apply to liturgical modifications, as follows.

- You cannot reduce a liturgical chant's range.
- Liturgical chants with a normal range of Self affect only the Blessed One. You cannot increase the range of a chant with a range of Self.
- The costs of sustaining liturgical chants for the time intervals given in their descriptions appear under **KP Cost**. The costs can never be lower than 1 KP per time interval.
- You can combine liturgical modifications as desired, but cannot choose the same type of modification more than once during a single casting attempt.

The table *Increments* of *Liturgical Modifications* gives the increments for each category. Note that for a range of Touch, it's enough to touch the clothes of the target (unless stated otherwise).

Increments of Liturgical Modifications

Liturgical Time	1 action	2 actions	4 actions
Range	Touch	4 yards	8 yards
KP Cost	1 KP	2 KP	4 KP
Liturgical Time	8 actions	16 actions	32 actions
Range	16 yards	32 yards	64 yards
KP Cost	8 KP	16 KP	32 KP

Summary of Modifications for Liturgical Chants

- **Force**
  Increase cost by one increment, liturgical check receives a bonus of 1 (cannot be used for certain liturgical chants, as indicated)
- **Reduce Cost**
  Reduce KP cost by one increment, liturgical check suffers a penalty of 1 (cannot be used for certain liturgical chants, as indicated)
- **Increase Range**
  Increase range by one increment, liturgical check suffers a penalty of 1.
- **Increase Liturgical Time**
  Increase liturgical time by one increment, liturgical check receives a bonus of 1.
- **Reduce Liturgical Time**
  Reduce liturgical time by one increment, liturgical check suffers a penalty of 1.
- **Omit Prayers and Gestures**
  Liturgical check suffers a penalty of 2 for each omitted.

3. Perform the Casting

Most Blessed Ones must employ certain gestures and prayers to perform liturgical chants, and must be able to concentrate for the entire time in order to focus their divine power. The number of actions necessary to perform each liturgical chant is called the *liturgical time*. Liturgical chants that take more than 1 action to perform are considered *long actions* (see Long Actions, page 228).

Example: As with any liturgical chant, Hilbert must perform gestures and intone a prayer for the liturgical chant to work. This takes time.

Prayers and Gestures

Blessed Ones must adhere to certain restrictions when performing liturgical chants. They must have the necessary number of KP available, they must keep the target of the ritual within range for the entire casting time, and they must intone a prayer and make the necessary gestures. Prayers and gestures vary, depending on the Church. For Blessed Ones of Rondra, this might take the form of drawing their weapons and charging into combat with a roar; for Blessed Ones of Phex, this tends to resemble a negotiation with their god. If unable to speak or make the necessary gestures, perhaps because of being tied up or having to hide, the omission of prayers and gestures incurs a penalty of up to 4.

Long Actions and Distractions

Blessed Ones must concentrate to guide and shape liturgical chants with their will. As long as they must focus on a liturgical chant, whether casting or sustaining, they cannot do much of anything else. Therefore, liturgical chants that take more than 1 action to perform are considered *long actions*. If anything interrupts the Blessed One's concentration, the liturgical chant fails (and costs the appropriate amount of KP for the failure).

Of course, a character can always choose to break concentration and take a different action, in which case the liturgical chant fails (and costs the appropriate amount of KP for a failed liturgical chant). Pain and distractions make it very hard to concentrate. To ignore such disturbances and cast or sustain a chant under these conditions, make a check using the skill *Self-Control (Ignore Distractions)* with the appropriate penalty.

Example: So far, Hilbert has not had further trouble. But life would be too easy if everything always went the way we wanted it to. A daring squirrel, drawn by the acorns Hilbert is carrying in his pack, jumps at the Blessed One and distracts him while he tries to perform a liturgical chant. Hilbert's player must make a check using Self-Control (Ignore Distractions) *to remain focused.*

Examples for Distractions

Situation	Penalty
Tapped on the shoulder	+3
Casting liturgical chants on a heaving ship	+/0
Casting a liturgical chant while in free fall	-3
Blessed One suffers damage:	- damage suffered / 3 (minimum of 1)

4. Make the Check

After you take the necessary number of actions for the chant, make the liturgy check (this is a skill check) to see if the chant succeeds. Apply any penalties for distractions or for Spirit or Toughness (which affect some liturgical chants if the target is a living creature and the liturgical chant influences the mind or transforms the body).

Example: Hilbert's player was successful with his check using Self-Control (Ignore Distractions) *and Hilbert ignored the squirrel (it escaped with the acorns). Now it's time for a skill check. Hilbert's player must roll against the three attributes linked to the liturgical chant* Blessing of Healing *(COU/INT/CHA). First he must determine how many KP he wants to spend. He decides on 8 points and rolls against the three attributes. He rolls lower than the first two attributes despite the penalty of 1, but must spend 5 SP to adjust his roll for CHA, and succeeds.*

5. Subtract Karma Points

Spend the appropriate amount of KP for the liturgical chant. If desired, you can choose a modification to change the cost of the liturgical chant. If the liturgical chant fails, the Blessed One must still spend half the normal amount of KP. If you attempt a sustainable chant, and the check fails, you must spend the basic cost + the cost for the first time interval (listed in the liturgical chant description under KP cost).

Example: Hilbert must subtract 8 KP from his supply. If the check had failed, Hilbert would have subtracted half the chant's normal cost from his KP without gaining anything.

Permanent Loss of Karma Points

Certain actions (creating sacred artifacts, for example) require the character to spend *permanent KP*. Subtract these points from your maximum KP permanently—they do not regenerate. You can buy back permanent KP for 2 adventure points per KP point spent in this manner (see *Chapter 12: Detailed Rules*, page 352).

No Botches for Liturgical Chants?

Optional Rule

In the past, karmic currents were driven by the order of the gods. Nowadays it is more difficult to channel karma, and it is possible for mortals to suffer chaotic effects (that is, botches) while using KP. Various Churches and cults blame this change on an event of cosmic proportion called the Starfall, the origin of which they do not fully understand.

Botches were extremely rare before the Starfall. Each group can decide whether to use botches for liturgical chants (in effect choosing their preferred degree of the order of the gods).

Allowing botches for liturgical chants makes the game a little more complex.

Size and KP Cost

Most liturgical chants that affect creatures assume that the target is the size of a human being. Of course, you can cast some of these chants on goats and oxen as well. For liturgical chants that affect a creature's body, use the following rule of thumb: if the target weighs up to half as much as a human (assuming a human of about 175 pounds), the liturgical chant costs only half the KP. If the target is up to twice as heavy, double the KP cost. If it is up to three times as heavy, triple the cost, and so on. The skill check does not suffer a penalty, but casting liturgical chants on large creatures is more expensive.

6. Determine Effect

If the check is successful, convert the remaining SP to QL as usual and compare them with the description of the liturgical chant to determine its precise effect.

Example: Hilbert spent 8 KP, so Layariel receives 8 LP.

Stacking Liturgical Effects

If more than one supernatural power (such as spells, alchemical elixirs, miracles, or liturgical chants) has the same effect on a person or object, only the strongest phenomenon applies. If two spells raise a person's Strength (by 2 points and 3 points, respectively), the person's strength only increases by 3. This is also true when the effects stem from different supernatural sources.

Ceremonies

Liturgical chants are not the only tools available to Blessed Ones. Most Churches and cults also use ceremonies, which take much more time and preparation but are still basically liturgical chants and use the same rules.

Place and Time
Casting at the ideal time, or in an appropriate place, can aid in casting a ceremony.

Example: Brother Hilbert is visiting a village and wants to offer his thanks for the villagers' hospitality. He prepares a Field Blessing to give them a good harvest.

1. Determine Target

Before casting a ceremony, you must choose a time and place and name the ceremony's target, keeping several things in mind.

- Is the target of the ceremony within range? Ceremonies have a limited range because the karmic energy of the Blessed One must find its way to the target. If you cannot touch the target, you must be able to see it during the entire ceremonial time (the time it takes to cast the ceremony). Also, the target must remain in range for the entire ceremonial time. If these requirements are not met, the ceremony fails automatically.

- Does the target belong to the correct target category? Can the ceremony be cast on the target creature or object? Some ceremonies can be cast only on objects, while others affect only demons or elementals (see page 309). If the target belongs to the wrong category, the ceremony fails.

Example: A Field Blessing *works on plants. Hilbert chooses some seeds from a barrel to be the ceremony's target. The range of Sight is no problem.*

Determine Bonuses and Penalties for the Ceremony Check
Place and time can influence the ceremony's check, as follows. Ceremonies are easier to cast in temples or other places holy to that ceremony's associated god. Temples dedicated to other gods from the same pantheon, like the Twelvegods, can give bonuses, too. Penalties can arise from temples of the Nameless One, anti-sanctums of archdemons, and temples or sites that are holy to opposing gods.

The liturgical year is made up of 12 months of 30 days each, and each month is associated with one of the Twelvegods.

Steps for Casting Ceremonies

1. Determine Target
Determine if the target is within range of the ceremony and belongs to the target category.

2. Choose Modifications for Ceremonies
If the target is within range and belongs to the correct category, you can try to cast the ceremony (and choose ceremonial modifications, if desired). As with chants, ceremonial modifications can change some of the rules of the ceremony.

Unless stated otherwise, you can choose from the following ceremony modifications: Reduce Ceremonial Time, Extend Ceremonial Time, Improve Range, Reduce KP Cost, and Force.

3. Perform the Casting
Perform the necessary gestures and prayers for the time needed to cast the ceremony.

4. Make the Check
Make the skill check for the ceremony.

5. Subtract Karma Points
If the ceremony is successful, subtract the appropriate number of KP from the Blessed One's supply. If the ceremony isn't successful, you must still pay half the ceremony's KP cost.

6. Determine Effect
If the ceremony is successful, apply the effect.

It is easier to cast ceremonies linked to a certain god during that particular god's month. Ceremonies also receive casting bonuses on their gods' holy days. The last five days of the year (which belong to the Nameless One and are therefore called *Nameless Days*) impose a penalty when casting other gods' ceremonies.

Bonuses and Penalties for Ceremonial Checks Place*	
Sanctum of the god	+2
Temple of the god (sacred ground)	+1
Sanctum or temple of a god outside the god's pantheon	-1
Sanctum or temple of an opposing god	-2
Anti-Sanctum of an archdemon	-3
Anti-Sanctum or temple of the Nameless One	-4
Anti-Sanctum of the dark twin of the god	-5

*Only one place modifier applies.

Time**	
Month of the god	+1
Holiday of the god	+2
Nameless Days	-5

**Only one time modifier applies.

Other	
Using a Tradition artifact of the Church (sun-sceptre, Rondra's Crest) that has had the liturgical chant *Blessed Object* applied to it	+1

Example: Hilbert casts the ceremony during the month of Peraine, gaining a bonus of 1. Casting it in a temple of Peraine, if possible, would grant an additional bonus of 1, for an overall bonus of 2.

2. Choose Modifications

Like liturgical chants, you can choose modifications for ceremonies to alter ceremonial time, range, or KP cost, or to gain a bonus to the check (*Force*).

Example: Hilbert is willing to increase the cost of the ceremony because an embarrassing failure would cast his goddess Peraine in a bad light. He spends 32 KP instead of 16 KP and receives a bonus of 1.

Ceremony Modifications for Ceremonial Time, Range, and KP Cost

Ceremonies are much more expensive and much more time consuming than liturgical chants, and therefore use different step increments for modifications. All other rules for modifications apply. As with liturgical chants, we sort ceremony modifications into categories of *ceremonial time*, *range*, and *KP cost*. Depending on the ceremony, you can reduce or increase the ceremonial time, increase the range, or reduce the KP cost by shifting the increment in the appropriate category. It is not possible to adjust a category by more than one increment in either direction.

Ceremony modifications have the following restrictions.

- You cannot reduce a ceremony's range.
- Ceremonies with a normal range of Self only affect the Blessed One. You cannot increase the range of a ceremony with a range of Self.
- The effects of some ceremonies can be sustained. The KP cost of sustaining ceremonies for the time intervals given in their descriptions appears under **KP Cost**. If you reduce the basic cost of the ceremony, reduce the cost for sustaining the ritual as well. The cost can never fall below 1 KP per time interval.
- You can combine ceremony modifications as desired, but cannot apply the same type of modification more than once during a single casting attempt.

Category increments are as given in the following table. For ceremonies with a range of Touch, it's enough to touch the clothes of the target, unless stated otherwise.

Ceremonial Modification Increments

Ceremonial Time	5 minutes	30 minutes	2 hours
Range	Touch	4 yards	8 yards
KP Cost	8 KP	16 KP	32 KP
Ceremonial Time	8 hours	16 hours	32 hours
Range	16 yards	32 yards	64 yards
KP Cost	64 KP	128 KP	256 KP

Summary of Modifications for Ceremonies

- **Force**
  Increase cost by one increment, ceremonial check receives a bonus of 1 (cannot be used for some ceremonies, where indicated)
- **Reduce Cost**
  Reduce KP cost by one increment, magic check suffers a penalty of 1 (cannot be used for some ceremonies, where indicated)
- **Increase Range**
  Increase range by one increment, ceremonial check suffers a penalty of 1.
- **Increase Ceremonial Time**
  Increase ceremonial time by one increment, ceremonial check receives a bonus of 1.
- **Reduce Ceremonial Time**
  Reduce ceremonial time by one increment, ceremonial check suffers a penalty of 1.

3. Perform the Casting

Each ceremony requires its own casting technique and prayers, all of which require time and concentration. The time required to cast a ceremony is called its *ceremonial time*, and is indicated clearly in the description for each ceremony. Unlike liturgical chants, you cannot forgo the necessary gestures and prayers.

Example: Hilbert must take the time needed to cast the Field Blessing *and plant the seeds (in this case, two hours).*

The Art of Repetition

Ceremonies that take more than 2 hours to perform may be cast over several days, by repeating the ceremony for at least 2 hours each day over several consecutive days until you accumulate the required casting time. No one may enter the ceremonial space between casting sessions, so as not to disturb the developing karmic patterns. If someone does enter the space during this time, the ceremony fails and you must pay the KP cost for a failed ceremony (see below).

4. Make the Check

At the end of the ceremonial time, make a skill check for the ceremony. If the goal is to control a creature's mind or transform its body, apply the target's Spirit or Toughness as a penalty, as indicated in the ceremony's description. In some cases, the hero must declare in advance how many KP will be used to cast the ceremony.

Example: to make the skill check, Hilbert's player rolls against Courage, Sagacity, and Intuition. Using a modification to increase the KP cost garners an additional bonus, and he succeeds with the check with no trouble.

Critical Successes and Botches

As with other skill checks, casting a ceremony can result in a critical success or a botch. Critical successes usually impart stronger effects—you can add 1D6 to the resulting SP, if it helps with that particular ceremony. In addition, the ceremony costs half the normal amount of KP.

Karmic botches are unpleasant and can be extremely dangerous. Roll 2D6 on the *Botch Table for Ceremonies and Chants* to determine the botch's effect.

Botch Table for Ceremonies and Chants

2	All flammable materials are set ablaze in an area of 2D6 square yards (does not affect creatures or the Blessed One's clothes).
3	The liturgical chant has the opposite effect (*Banish Darkness* creates darkness, a *Blessing of Healing* causes injury instead, and so on).
4	The liturgical chant targets someone or something else randomly, as determined by the GM.
5	The Blessed One suffers strange visions and nightmares for 1D6 days.
6	A gaze into another Sphere is so intimidating that the Blessed One suffers 3 levels of the condition *Fear* for the day.
7	The Blessed One loses the ability to use KP for 1D6 days.
8	The Blessed One receives 4 levels of *Rapture*.
9	The Blessed One suffers 3 levels of *Confusion* for the day and talks nonsense that cannot be remembered later.
10	The Blessed One can't speak for 1D6 days.
11	The Blessed One suffers a stigma for the day.
12	The Blessed One's feet become rooted to the ground, restricting movement and causing the Blessed One to suffer the state *bound* for 1D6 minutes.

Divine Mission and Egotism

Optional Rule

As a GM, you can allow a Blessed One's behavior to influence liturgical checks. By upholding the ideals of their Churches, Blessed Ones can receive a bonus of 1. On the other hand, Blessed Ones who often violate their moral codes should suffer a penalty of as much as 5.

This optional rule makes the game a little more complex.

5. Subtract Karma Points

Spend the KP needed for the ceremony. Remember that you can choose a modification for the cost of the ceremony. If the ceremony fails, you spend only half the normal amount of KP. If the check for a sustainable effect fails, use the basic cost + the cost of the first time interval to calculate the points lost.

Example: Hilbert spends 32 KP. It would have normally been 16, but he raised the ceremony's cost to gain a bonus for the check.

6. Determine Effect

If the ceremony succeeds, determine the ceremony's exact effect. See the ceremony's description for further details (descriptions of Aventurian ceremonies start on page 331).

Example: The field will produce a good harvest, and the peasants will speak of their gratitude to Hilbert for many seasons.

Special Karma Rules

Rapture

Whenever you spend KP, you gain *Rapture*. Every 10 KP you spend to perform miracles, liturgical chants, or ceremonies gives a level of the condition *Rapture* (see page 33). These KP must all be spent in the same 24-hour period to induce *Rapture*.

Rapture decreases at a rate of 1 level per hour unless you spend more KP during this time.

Blessed Ones can spend KP solely to induce *Rapture*, if desired. Hermits and other holy persons sometimes use this method to become especially close to their god while in isolation. Every 10 KP you spend in this fashion in one 24-hour period grants a level of *Rapture*.

Miracles

Miracles are minor divine effects that Blessed Ones invoke through short prayers. Blessed Ones can spend 4 KP to add 2 to the SR of a skill that is favored by their god (see page 316), but must spend these KP immediately prior to making the skill check or taking the action. Invoking a miracle is a free action, but if you cannot then use the skill for any reason, the extra SR are lost.

You can use miracles for combat techniques, too. In this case, the Blessed One receives +2 AT or +2 PA for the combat technique. Ranged combat techniques receive a bonus of +2 to RC.

Great Miracles

The Mystery of Kha—the Law of the World—forces the gods to refrain from meddling in the affairs of mortals. Nevertheless, gods sometimes hear the pleas of their believers. In most cases gods only answer the prayers of their Blessed Ones, but stories tell of pious peasants who were answered by Peraine, and of humble knights who received aid from Rondra.

Great Miracles are extremely rare. The GM always has the final say about their effect, and decides what a deity is prepared to do for a Blessed One or a believer, depending on the situation. No mortal should receive a Great Miracle more than once.

Blessed Ones do not need to spend KP to invoke Great Miracles. Deities pay this cost themselves.

Blessed and Sanctified Objects

Certain liturgical chants and ceremonies can infuse mundane items with divine power.

- The simplest method is to use the liturgical chant *Bless Object*. Normally, Blessed Ones only bless materials needed for liturgies, like seeds (used for liturgical chants of Peraine) or *tharf* (a holy wine used in the Church of Rahja).
- Liturgical tools and ritual weapons (like sun-scepters or Rondra's Crests) can be made sacred with *Sanctify Object*. They are not just tools to honor the Blessed One's god, they also grant a bonus of 1 to ceremonies.
- Temples and other holy sites are *sacred ground*. Ceremonies receive a bonus of 1 when performed on sacred ground.

> Weapons are never blessed. Items that are typically blessed include oils (which the Blessed Ones of Boron use in the performance of Last Rites), a substance called star dust (which is useful to Blessed Ones of Phex), or seeds (which are useful to Blessed Ones of Peraine).

Brother Hilbert

The Archdemons of Aventuria

The following table lists the Archdemons, their individual aspects, and their common aliases, and also indicates which deity of the pantheon of the Twelvegods they oppose. The gender of each archdemon is given in parentheses (*m* or *f*) after its name. Archdemons (and their lieutenants) have servants almost everywhere, though their worshipers are far fewer in number and usually remain hidden until ready to put their masters' plans into action. For more information about archdemons and their servants, see the supplement *The Aventuria Almanac*.

Archdemon	Aspects	Alias	Opposed to
Blakharaz (m)	torture, darkness, revenge	Tyakra'Man	Praios
Belhahar (m)	bloodlust, perfidiousness, carnage	Xarfai	Rondra
Charyptoroth (f)	sea monsters, storms, rough seas	Gal'k'Zuul	Efferd
Lolgramoth (m)	restlessness, unrest, disloyalty	Thezzphai	Travia
Thargunitoth (f)	nightmares, necromancy, undead	Tiakoal	Boron
Amazeroth (m)	illusions, deceit, madness	Iribaar	Hesinde
Belshirash (m)	mercilessness, cold, relentlessness	Belshirash	Firun
Azfuloth (f)	chaos, chimeras, transformation	Calijnaar	Tsa
Tasfarelel (m)	money, greed, envy	Zholvar	Phex
Mishkara (f)	disease, bad harvests, infertility	Belzhorash	Peraine
Agrimoth (m)	dark crafts, twisted elements, corrupted wilderness	Widharcal	Ingerimm
Belkelel (f)	orgies, perversion, selfishness	Dar-Klajid	Rahja

No Blessed One will bless or sanctify an item or area without serious thought. Only items and places pleasing unto the god are chosen, and only true believers will ever receive them.

Demons and Sacred Objects

- Demons find the presence of blessed and sacred materials unpleasant. They avoid them because direct contact has an effect like acid on the bodies they manifest in the Third Sphere (see page 341).
- Blessed materials are destroyed after 3 CR of direct contact with a demon.
- Sacred weapons do normal damage to a demon. Weapons sanctified by the god directly opposed to the demon do double damage (multiply the damage by 2 before subtracting PRO).
- Demons can enter holy ground but usually avoid doing so. Demons suffer 1D6 DP (ignoring PRO) per minute on sacred ground. On twice-sanctified ground, they suffer 1D6 DP (ignoring PRO) per 10 CR. Traversing ground sanctified by the god directly opposed to the demon inflicts double damage.

A sacred weapon causes damage either as a weapon or as a sacred item (but not both) depending on how it is used. Touching a demon's brow with a Rondra's Crest does 1D3 DP in the first combat round, 1D3+1 in the second, and so on. When used as a weapon, however, it does the normal DP for a Rondra's Crest.

Desecration

Temples, liturgical materials, and sacred objects can be violated and desecrated by exposure to repeated or extreme actions opposed to the object's god. If people break the law in a temple of Praios again and again, or lie and cheat in its halls, or kill a Blessed One there in a ritualistic way, the temple is desecrated and no longer considered sacred ground. The same goes for sacred objects. If you use a sacred Rondra's Crest to fight without honor or slay an innocent person, the weapon loses its sanctity. The GM has the final say.

Blessed Traditions

The following Traditions for Blessed Ones are special abilities. You must take one if you purchase the advantage Blessed. Each description lists special rules, favored skills that receive a bonus while in *Rapture*, and details of that Tradition's Moral Code for the disadvantage Principles.

Tradition of the Church of Praios

Blessed Ones of the *lord of the gods* serve justice and order. They help people against the machinations of the servants of archdemons and oppose any action of the Nameless One or his followers. Their liturgical chants focus on seeking the truth or fighting unholy creatures.

Several philosophical currents in the Church of Praios deal with the topic of magic in different ways. Conservative congregants within the Church oppose all uses of magic, while the more moderate congregants maintain that white magic can be pleasing unto Praios.

Worship of Praios is centered in the Middenrealm. The *City of Light*, a gigantic and magnificent building complex that serves as the Church's greatest sanctum, is in Gareth.

The Church of Praios is organized into Light Realms administered by high-ranking Blessed Ones.

The *Envoy of Light,* the highest ranking Blessed One of Praios, oversees the affairs of the Church and also commands several Orders, such as the *Sun Legion*. The *Order of the Banishing Ray* is a famous (or infamous, depending on your point of view) organization that is comprised entirely of fanatical followers of the sun god.

Special Ability: Tradition (Church of Praios)

- When magic is used against Blessed Ones of Praios, their effective Spirit improves by 1.
- Blessed Ones of Praios receive a bonus of 2 (instead of 1) for the liturgical modification *Force*.
- Blessed Ones of Praios must adhere to their Church's moral code (Principles)—see below. You must take this disadvantage if you want to play a Blessed One of the Church of Praios.
- **Favored Skills:** *Empathy, Etiquette, Intimidation, Law, Magical Lore, Orienting, Persuasion, Religions, Sphere Lore, Willpower*
- The primary attribute of the Tradition is Sagacity.

Prerequisites: Advantage Blessed One
AP Value: 130 AP

Ranks in the Church of Praios

Rank	Title
Novice	Lightsearcher
Acolyte	Lightreverer
Priest	Lightbringer
Archpriest	Lightbearer
Praetor	Lightkeeper
Archpraetor	Enlightened
Metropolite	Guardian of Order
Patriarch/Matriarch	Envoy of Light

Moral Code of the Blessed Ones of Praios

Obedience: You must follow the orders of all those above you in the hierarchy of the Church.
Conspicuousness: You must never hide.
Protection of Law and State: You must defend the lands and structures of the Twelvegods, and enforce their laws.
Banish Magic: Magic (black magic, especially) must be banished. White magic might be acceptable under the right circumstances. Mages must adhere to the laws of their guilds.
Mission: Spread the faith in the lord of the gods and his siblings to all corners of Dere.

The Tradition of the Church of Rondra

The head of the Church of Rondra is called the *Sword of Swords*. This Blessed One sees to the well-being of communities of the faithful that have been subjected to war and combat. Nobles honor Rondra as their patron.

Protecting believers and temples is the first priority of the goddess' Blessed Ones, and many sacrifice themselves in combat against unholy powers.

They dedicate themselves to the eternal fight and the improvement of swordcraft and other combat techniques. Only able-bodied followers are worthy enough to one day join the goddess in paradise.

The Church of Rondra organizes itself into domains, and includes several Orders that honor saints or focus on special tasks or obligations.

Moral Code of the Blessed Ones of Rondra

Defense of Faith: You must defend the faith.
Chivalry: You must not use crossbows in combat, and must always behave honorably.
Responsibility: Your main duties are to protect believers, sanctums, and the temples of the Twelvegods.
Single Combat: When forced to fight, you must try to engage in single combat, the most honorable of all types of combat.
Mastery of the Sword: You must strive to learn all arms and master them.

Special Ability: Tradition (Church of Rondra)

- **No Fear:** Characters with this advantage ignore the effects of the highest level of *Fear* they gain, and instead suffer the effects of the next lower level (they are still incapacitated at Level IV). For example, a Blessed One of Rondra with three levels of *Fear* suffers the effects of only Level II.
- The Blessed One receives a new use for *Self-Control (Stay Conscious)*, as follows: Blessed Ones of Rondra incapacitated by conditions can still make one attack or defense per combat round if they succeed at a *Self-Control (Stay Conscious)* check.
- Blessed Ones of Rondra must adhere to their Church's moral code (Principles)—see below. You must take this disadvantage if you want to play a Blessed One of the Church of Rondra.
- **Favored Skills:** all close combat techniques, *Body Control, Feat of Strength, Religions, Riding, Self-Control, Warfare*
- The primary attribute of this Tradition is Courage.

Prerequisites: Advantage Blessed One
AP Value: 150 AP

Ranks in the Church of Rondra

Rank	Title
Novice	Page of the Goddess
Acolyte	Lionknight
Priest	Squire of the Goddess
Archpriest	Knight of the Goddess
Praetor	Swordbrother/Swordsister
Archpraetor	Red Counselor
Metropolite	Guardian of Order
Patriarch/Matriarch	Sword of Swords

The Tradition of the Church of Boron

Blessed Ones of Boron care for those who must bury relatives and friends and wish to pay their final respects. They also tend to Boron yards (cemeteries) and guard the peace of the dead. Their sworn enemies are ghost summoners and necromancers.

The Church of Boron suffered a schism long ago: the Al'Anfan sect, located in southern Aventuria, now honors Boron as First among the Twelvegods. The other faction, which is based in Punin but extends throughout central and northern Aventuria, is less extreme in its beliefs.

Blessed Ones of Boron usually spend their time traveling throughout the land, assisting with burying the dead and fighting evil necromancers.

They receive support from the Order of the Golgarites, an organization pleasing unto Boron that consists of knights who dress in black plate armor.

Special Ability: Tradition (Church of Boron)

- **Used to the Darkness:** Reduce the effect of darkness visibility modifiers by one level (treat Level II like Level I, and so on). Note that you still cannot see in total darkness.
- Blessed Ones of Boron inflict double damage against undead opponents (roll for damage, multiply the result by two, and then subtract PRO).
- Blessed Ones of Boron must adhere to their Church's moral code (Principles)—see below. You must take this disadvantage if you want to play a Blessed One of the Church of Boron.
- **Favored Skills:** *Astronomy, Carousing, Empathy, Intimidation, Religions, Self-Control, Sphere Lore, Stealth, Treat Disease, Treat Poison, Treat Soul, Treat Wounds, Willpower*
- The primary attribute of this Tradition is Courage.

Prerequisites: Advantage Blessed One
AP Value: 130 AP

Ranks in the Church of Boron

Rank	Title
Novice	Novice (in Almada, "Little Raven")
Priest	Servant of the Raven
Archpriest	Interpreter of Bishdariel/Golgari
Praetor	Guardian of the Raven
Archpraetor	Silent One (Provost)
Patriarch/ Matriarch	Raven of Punin (Punin Rite) (in Al' Anfa, Patriarch/Matriarch)

Moral Code of the Blessed Ones of Boron

Burial: Every corpse must be buried. You must see to it that the dead rest in peace.
Silence: Silence is a virtue. You should never speak without reason.
Dream: Study the world of dreams. In it, you can find the will of Boron.

The Tradition of the Church of Hesinde

Gathering and protecting knowledge is the holy duty of the Blessed Ones of Hesinde, whom one encounters mainly in the Lands of the Tulamydes and the Horasian Empire. They maintain impressive archives and journey to discover long forgotten mysteries and secure dangerous magical artifacts.

The largest library of the Church is located in the city of Kuslik, which also houses the Church's First Blessed One (the *Magister of Magisters*), who leads the Church with her harmony-inspiring wisdom. Within the Church, two major factions struggle for dominance—one teaches that knowledge should be locked away and protected, while the other teaches that knowledge should be disseminated far and wide and used by all in a way that is pleasing unto the gods.

Special Ability: Tradition (Church of Hesinde)

- Blessed Ones of Hesinde receive a bonus of 1 for Perception checks to spot illusions.
- **Clear Mind:** The Blessed One ignores the highest level of the condition *Confusion, suffering the next lowest level instead* (treat *Confusion II like Confusion I*, and so on). Level IV still causes incapacitation.
- Blessed Ones of Hesinde must adhere to their Church's moral code (Principles)—see below. You must take this disadvantage if you want to play a Blessed One of the Church of Hesinde.
- **Favored Skills:** *Alchemy, Animal Lore, Astronomy, Geography, History, Law, Magical Lore, Math, Mechanics, Myths & Legends, Perception, Persuasion, Plant Lore, Religions, Sphere Lore, Willpower*
- The primary attribute of the Tradition is Sagacity.

Prerequisites: Advantage Blessed One
AP Value: 130 AP

Moral Code of the Blessed Ones of Hesinde

Gathering of Knowledge: Gather artifacts, books, and other knowledge, which is precious in the eyes of the goddess.
Eternal Study: You must always seek knowledge and wisdom.
Beauty: The world is beautiful. You must honor and enhance this beauty.

Ranks in the Church of Hesinde

Rank	Title
Novice	Scholar
Acolyte	Consortis
Priest	Mentor
Archpriest	Magister
Praetor	High Tutor
Archpraetor	Archmagister
Metropolite	Keeper of Knowledge
Patriarch/Matriarch	Magister of Magisters

The Tradition of the Church of Phex

The god of thieves has very individualistic Blessed Ones. Many are thieves and burglars who wish to sacrifice their most valuable treasures to Phex and challenge their skills every night. Other Blessed Ones of Phex are traders who care for other traders, assist with or record contracts, or organize caravans.

Blessed Ones of Phex do nothing without receiving a service in return. The highest-ranking Blessed One of the Church is called *The Moon*. Not even the Blessed Ones of Phex know the identity of the one who holds this title.

Moral Code of the Blessed Ones of Phex

Quid Pro Quo: For each service, you must demand a service in return.
Stealth: You should carry out your plans in secret.
Challenge: The greater the challenge, the greater the glory. You must seek challenges and face them.

Special Ability: Tradition (Church of Phex)

- When using FtP to reroll a check (no matter how many dice you actually reroll), the player of a Blessed One of Phex can keep the better result.
- The performance of ceremonial spells takes the form of haggling with Phex. Blessed Ones receive +1 to the check when they sacrifice 5 silverthalers per Improvement Level of the ceremony (5 silverthalers for a ceremony with an Improvement Cost of A, 10 for a cost of B, and so on).
- Blessed Ones of Phex must adhere to their Church's moral code (Principles)—see below. You must take this disadvantage if you want to play a Blessed One of the Church of Phex.
- **Favored Skills:** *Astronomy, Climbing, Disguise, Fast-Talk, Gambling, Gaukelei, Law, Math, Perception, Pick Locks, Pickpocket, Religions, Stealth, Streetwise, Trade*
- The primary attribute of the Tradition is Intuition.

Prerequisites: Advantage Blessed One
AP Value: 150 AP

Ranks in the Church of Phex

Rank	Title
Novice	Gray One/Little Fox
Acolyte	Shadow
Priest	Moonshadow
Archpriest	Nightshadow
Praetor	Steward Vicar
Head of Church	The Moon

The Tradition of the Church of Peraine

The Blessed Ones of Peraine are renowned as peaceful masters of the healing arts who are willing to help the needy. Experts at treating poisoning and diseases, many Blessed Ones of Peraine have prevented outbreaks of the plague and saved whole villages from extinction. They are famous for their healthy pragmatism and willingness to put aside differences of faith and provide care even for people who do not believe in the Twelvegods. Blessed Ones of Peraine aid Aventurian peasants enthusiastically, and help with the sowing and harvesting of grains, healing herbs, and other produce.

Special Ability: Tradition (Church of Peraine)

- When administering *Minor Healing Blessings*, recipients receive 2 LP instead of 1.
- **Resistant to Disease:** Even if a disease check against the Blessed One is successful, the disease inflicts its milder progression. If the check fails, the Blessed One does not catch the disease.
- Blessed Ones of Peraine must adhere to their Church's moral code (Principles)—see below. You must take this disadvantage if you want to play a Blessed One of the Church of Peraine.
- **Favored Skills:** *Animal Lore, Carousing, Empathy, Fishing, Myths & Legends, Persuasion, Plant Lore, Religions, Treat Disease, Treat Poison, Treat Soul, Treat Wounds, Willpower*
- The primary attribute of the Tradition is Intuition.

Prerequisites: Advantage Blessed One
AP Value: 110 AP

Moral Code of the Blessed Ones of Peraine

Help: Help those who are in need.
Sacrifice: Work hard and avoid sloth.
Initiative: Seek those who are in need. Do not waste the gifts of the goddess.
Healing: Learn the arts of healing.

Ranks in the Church of Peraine

Rank	Title
Novice	Servant of the Goddess
Acolyte	Servant of Grains
Priest	Master of Harvests
Praetor	Guardian of Seeds
Archpraetor	Steward of the Land
Patriarch/Matriarch	Servant of Life

General Karma Special Abilities

Here we describe some karma special abilities. You can purchase them with AP as long as you meet the prerequisites. You can choose the following special abilities only if the hero is sanctified and has the advantage Blessed. Note that this section includes special abilities for Blessed Ones from each of the Traditions.

For general special abilities, see page 214. For combat special abilities, see page 246. For general magical special abilities, see page 284.

Aspect Knowledge

Blessed Ones with this special ability gain a deeper understanding of an aspect. You can purchase Aspect Knowledge for a chosen aspect (see page 306) as well as for Aspect Knowledge (general), which applies to liturgical chants with the aspect of "general." Only Blessed Ones with this special ability can improve their liturgical chants beyond SR 14. Once you purchase Aspect Knowledge, your only special limitation for improving liturgical chants is the normal stat-related maximum for skills (see page 351).

Prerequisites: Primary attribute of the Tradition 15, three liturgical chants and ceremonies of the appropriate aspect with SR 10.

AP Value: 15 adventure points for the first Aspect Knowledge, 25 adventure points for the second, and 45 adventure points for the third.

Focus

The hero is harder to distract while casting liturgical chants or ceremonies. Checks using *Self- Control (Ignore Distractions)* receive a bonus of 1.

Prerequisites: COU 13

AP Value: 8 adventure points

Strength of Faith

Lesser demons cannot touch or attack the Blessed One as long as the Blessed One remains motionless and concentrates.

Prerequisites: COU 15

AP Value: 10 adventure points

Strong Blessings

Your blessings are especially strong.

Rules: Your blessings have a QL of 2 instead of 1.

Prerequisites: Advantage Blessed One

AP Value: 2 adventure points

Aventurian Liturgical Chants

Blessed Ones have access to five types of divine power: Blessings, Liturgical Chants, Ceremonies, Miracles, and Great Miracles. Blessings are minor manifestations with limited effects, similar to mages' cantrips. Liturgical chants work basically the same as other skills. Ceremonies are special liturgical chants that take much longer to cast but otherwise work the same way.

Miracles are quick prayers that are rather expensive, not very flexible, and grant limited effects, but can deliver salvation in the nick of time. Great Miracles are pleas made directly to the gods themselves. Whether a god answers such a plea is up to the GM. Blessed Ones cannot cast Great Miracles, they can only pray for them.

Duration, Sustaining Liturgical Chants, and Concentration

Most liturgical spells simply take effect and then end, but some can be *sustained* for as long as the Blessed One is willing or able to supply the required amount of KP. For that reason, the KP cost for chants appears as two values, where applicable. The first value is the cost for casting the chant, the second is the cost the Blessed One must pay per time interval when desiring to sustain the chant's effect. You can decide after each time interval whether you wish to spend KP to sustain a chant. If the liturgical check fails, you pay must pay KP equal to the chant's basic KP cost + the KP cost of its first time interval, if any.

Blessed Ones must concentrate to sustain chants, and all checks for liturgical chants suffer a penalty of 1 per chant thus sustained.

Some liturgical chants require full concentration for the entire duration because the Blessed One must shape the chant using force of will. Blessed Ones who must concentrate this intensely find it difficult to take any other actions and therefore suffer penalties (see below).

Summary of Karma Special Abilities

Special Ability	Prerequisites	AP Value
Aspect Knowledge	Primary Attribute 14, 3 liturgical chants or ceremonies with the right aspect 10	15 adventure points for the first, 25 adventure points for the second, 45 adventure points for the third Aspect Knowledge.
Focus	COU 13	8 adventure points
Strength of Faith	COU 14	10 adventure points
Strong Blessings	none	2 adventure points

Tradition

Here we list the Blessed Tradition to which the liturgical chant belongs. Normally, Blessed Ones cannot use liturgical chants from Traditions other than their own. However, if a blessing's *aspect* is "general," all Blessed Traditions have access to a version of that liturgical chant.

Blessings

All Blessed Ones have access to a number of everyday liturgical chants with which to aid believers and demonstrate the power of their gods. Blessings are minor liturgical chants that cost very little in terms of KP but are nevertheless very useful in certain situations.

Rules for Blessings

Blessings are essentially minor spells that you cast automatically (you do not need to make a check). Blessings always have a QL of 1, cost 1 KP, and have a liturgical time of 1 action. Learning a blessing costs 1 AP (treat them as special abilities). You cannot use chant/ceremony modifications with blessings.

The following blessings are in use in one form or another in almost all Churches and cults. For that reason, these blessings have generic names.

Birth Blessing

Blesses and welcomes newborns into the community of believers and protects them against kidnapping by kobolds, fairies, and lesser demons for the duration of the blessing (as long as 12 years—see below). You can cast this blessing up to 12 days after a child's birth. If you wait longer to cast the blessing, it has no effect.

Range: Touch
Duration: In the congregation of the Twelvegods, it lasts through the child's 12th year of life
Target Category: Intelligent Creatures
Aspect: General

Drink Blessing

Those who consume the blessed drink feel refreshed. This blessing neutralizes poisons up to Level 2 and eliminates all other contaminants from a drink. The blessing affects two pints of liquid (enough for one person).

Range: Touch
Duration: Immediate
Target Category: Objects
Aspect: General

Fire Blessing

A small flame appears on the tip of your index finger. It is bright enough to illuminate a room, and is sufficient to light a candle. The flame does not hurt you (but you can be hurt by fires lit with the *Fire Blessing*). The flame burns as brightly as a normal candle (see page 376).

Range: Self
Duration: 5 minutes
Target Category: Intelligent Creatures
Aspect: General

Food Blessing

Blessed food is tasty and nutritious. This blessing neutralizes poisons up to Level 2 and eliminates all other contaminants from the food. The blessing affects food equivalent to one portion for one person.

Range: Touch
Duration: Immediate
Target Category: Objects
Aspect: General

Grave Blessing

You bless a dead person's grave. Anyone wishing to exhume the body or damage the grave must make a *Willpower (Face Threats)* check with a penalty of 1. Failure means the person gets a bad feeling and refrains from damaging the grave. Necromantic spells and rituals targeting the grave's occupant suffer a penalty of 1 as long as the body remains within its consecrated grave.

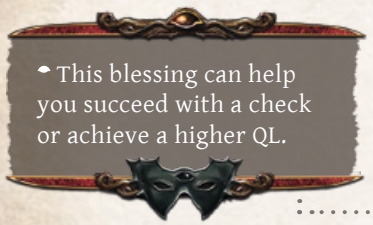
Range: Touch
Duration: 12 months
Target Category: Zone
Aspect: General

Harmony Blessing

Recipients experience positive feelings for the rest of the day. Anything that causes the condition *Fear* suffers a penalty of 1.

Range: Touch
Duration: 12 hours
Target Category: Intelligent Creatures
Aspect: General

Luck Blessing



Once during the duration of the blessing, the target experiences a bit of luck. Examples include adding 1 SP after making a skill check, in order to achieve a higher QL.

Range: Touch
Duration: 12 hours
Target Category: Intelligent Creatures
Aspect: General

Minor Healing Blessing

The recipient gains 1 LP. A person can receive this blessing only once per day.

Range: Touch
Duration: Immediate
Target Category: Intelligent Creatures
Aspect: General

Minor Protection Blessing

This protection blessing can ward off unholy creatures. It can stop the following types of creatures: undead (mindless) and demons (lesser demons). While preparing the blessing, you must decide which of the two types of creatures it will repel. The named type of creature cannot enter the blessed area for the duration of the blessing. If the creature is forced to enter the area, it tries to leave at once. The *Minor Protection Blessing's* zone has a maximum radius of 4 yards, but can be smaller. The protective zone is stationary and does not move with you. If persons in the zone move to the edge of the zone to attack creatures lurking there in melee, the creatures can attack as well.

Range: 4 yards
Duration: 4 combat rounds
Target Category: Zone
Aspect: General

Oath Blessing

You help somebody swear a binding oath. Recipients must swear the oath voluntarily, after which they perceive it as binding. The *Oath Blessing* can be broken by making a *Willpower* check with a penalty of 1.

Range: 4 yards
Duration: 1 year
Target Category: Intelligent Creatures
Aspect: General

Strength Blessing

The recipient feels no exhaustion and can reroll one die when making a single *Self Control (Stay Conscious)* check (as if using an Aptitude). A person can receive only one *Strength Blessing* per day.

Range: self
Duration: 12 combat rounds
Target Category: Intelligent Creatures
Aspect: General

Wisdom Blessing

Recipients of this blessing enjoy newfound wisdom. They can focus better on solving problems, and can reroll one die when making a single check using a Knowledge skill. A person can receive only one *Wisdom Blessing* per day.

Range: Touch
Duration: 12 hours
Target Category: Intelligent Creatures
Aspect: General

The 12 Blessings
As novices, Blessed Ones of the Twelvegods learn a number of blessings. These are known collectively as the 12 Blessings. Each of the Twelvegods granted one blessing to the community of Churches as a sign of solidarity. The 12 Blessings include the aforementioned *Birth Blessing* (Tsa), *Drink Blessing* (Efferd), *Fire Blessing* (Ingerimm), *Food Blessing* (Travia), *Grave Blessing* (Boron), *Harmony Blessing* (Rahja), *Minor Healing Blessing* (Peraine), *Minor Protection Blessing* (Rondra), *Luck Blessing* (Phex), *Oath Blessing* (Praios), *Strength Blessing* (Firun), and *Wisdom Blessing* (Hesinde).

This basic package, which every Blessed One of the Twelvegods must learn, costs 12 AP (Blessed Ones of the Twelvegods must purchase this package during hero creation).

Liturgical Chants

This section presents a selection of well-known Aventurian prayers and liturgical chants. They use all rules for skills described in *Chapter 2: Basic Rules*, as well as all relevant additional rules presented in this chapter.

Banish Darkness

With this liturgical chant, you can call the light of the sun to illuminate a room.
Check: COU/SGC/CHA
Effect: Bright light shines forth from your hand. The light's intensity varies with QL. The light is considered sunlight.
QL 1: The light is as bright as a candle.
QL 2: The light is as bright as a torch.
QL 3: The light is as bright as a campfire.
QL 4: The light is bright enough to illuminate a room of about 5 square yards.
QL 5: The light is bright enough to illuminate a large hall.
QL 6: The light is blindingly bright and almost impossible to view directly.
Liturgical Time: 1 action
KP Cost: 4 KP (casting) + 2 KP per minute
Range: Self
Duration: Sustained
Target Category: Living Creatures
Traditions: Praios (Order)
Improvement Cost: A

Banish Disease

Blessed Ones of Peraine use this liturgical chant to cure targets suffering from diseases.
Check: SGC/INT/CHA
Effect: This liturgical chant cures diseases. The maximum disease level that can be cured is equal to the QL. If the QL is not great enough to cure the disease, the liturgical chant fails. *Banish Disease* cures the symptoms of a disease, but does not heal damage already suffered (conditions, loss of LP, and so on).
Liturgical Time: 16 actions
KP Cost: 2 KP per disease level (you cannot use a modification on this chant's cost)
Range: Touch
Duration: Immediate
Target Category: Living Creatures
Traditions: Peraine (Healing)
Improvement Cost: B

Banish Fear

Blessed Ones of Boron use this blessing to calm frightened people.
Check: INT/CHA/CHA
Effect: This liturgical chant removes one level of the condition *Fear* per QL.
Liturgical Time: 2 actions
KP Cost: 8 KP
Range: Touch
Duration: Immediate
Target Category: Intelligent Creatures
Traditions: Boron (Dream)
Improvement Cost: B

Banish Light

Blessed Ones of Boron can cast an area into darkness.
Check: COU/SGC/CHA
Effect: This liturgical chant creates a sphere of darkness around the Blessed One with a diameter of QL x 3 yards. Anyone inside the sphere suffers a visibility penalty equal to the QL (see *Visibility* on page 348). Natural and magical light sources cannot penetrate the sphere or provide illumination within. However, if another Blessed One uses a chant to create light within, the higher QL determines whether the sphere contains light or darkness (like a competitive check). This effect is all or nothing—the sphere is not lit by a dim, mixed light. You do not suffer any penalties from the darkness you create. Before casting, you must declare whether the sphere will move (with you at its center) or remain stationary if you walk away.
Liturgical Time: 4 actions
KP Cost: 16 KP (casting) + 8 KP per 5 minutes
Range: Self
Duration: Sustain
Target Category: Zone
Tradition: Boron (Death and Dream), Phex (Shadow)
Improvement Cost: B

Banish Poison

Blessed Ones of Peraine use this liturgical chant to heal targets that have been poisoned.

Check: SGC/INT/CHA

Effect: *Banish Poison* neutralizes one poison. The maximum poison level it can treat is equal to the chant's QL. If the QL is not high enough to neutralize the poison, the liturgical chant fails.

Liturgical Time: 4 actions

KP Cost: 2 KP per poison level (you cannot use a modification on this chant's cost)

Range: Touch

Duration: Immediate

Target Category: Living Creatures

Traditions: Peraine (Healing)

Improvement Cost: B

Bless Object

This liturgical chant blesses an object.

Check: COU/INT/CHA

Effect: This chant blesses materials used for church services (such as oil for Blessed Ones of Boron, seeds for Blessed Ones of Peraine, or star dust for Blessed Ones of Phex). These items are not *sanctified*, only blessed (see pages 309 and 312).

Liturgical Time: 4 actions

KP Cost: 4 KP

Range: Touch

Duration: QL x 3 hours

Target Category: Objects

Traditions: General

Improvement Cost: B

Blessing of Healing

Blessed Ones of Peraine use this liturgical chant to heal wounded targets.

Check: SGC/INT/CHA

Effect: The target recovers a number of LP equal to the KP spent on the chant. You can use as many KP as you have SR in the chant. The healing occurs in five minutes. If you start performing this chant during the time period defined by a mortally wounded character's Constitution, you can save that character's life (see *Life-Saving Measures and Death* in *Chapter 12: Detailed Rules* on page 340). If the liturgical chant is interrupted, the target survives only for the number of CR that remain.

Liturgical Time: 16 actions

KP Cost: 1 KP per LP, at least 4 KP (you cannot use a modification on this chant's cost)

Range: Touch

Duration: Immediate

Target Category: Intelligent Creatures, Supernatural Creatures

Traditions: Peraine (Healing)

Improvement Cost: B

Blinding Ray

Praios, the god of order, can punish enemies by withdrawing order from reality, thus confusing them. Blessed Ones use this liturgical chant to blind an opponent for a short time.

Check: COU/SGC/INT (target's Spirit as a penalty)

Effect: The target is blinded and suffers a level of the condition *Confusion*.

Liturgical Time: 1 action

KP Cost: 4 KP

Range: 8 yards
Duration: QL in combat rounds
Target Category: Living Creatures
Traditions: Praios (Anti-Magic and Order)
Improvement Cost: B

Decipher Text

You can read texts composed in languages and scripts that are unknown to you or otherwise illegible.
Check: SGC/SGC/INT
Effect: The amount of text you can read depends on the QL. For each QL, you can read five pages of a tome printed or handwritten in a common or 'standard' font size.
Liturgical Time: 8 actions
KP Cost: 4 KP
Range: Self
Duration: QL x 3 minutes
Target Category: Intelligent Creatures
Traditions: Hesinde (Knowledge)
Improvement Cost: A

Divine Guidance

This liturgical chant helps Blessed Ones find a nearby item that can help solve a problem, provided such an object exists.
Check: SGC/INT/INT
Effect: There must be an appropriate item in range. It might be a hidden key for a chest, a note with clues, or an improvised tool that proves useful. If the item is hidden with magic or divine power, you cannot find it using this liturgical chant. The item cannot be more than (QL) yards away from you.

> This liturgical chant can even find items in secret hiding places. Sometimes you find the item directly, and sometimes the item's hiding place is revealed to you by a ray of light, a sound, or seemingly by coincidence.

Liturgical Time: 4 actions
KP Cost: 8 KP
Range: Self
Duration: Immediate
Target Category: Intelligent Creatures
Traditions: General
Improvement Cost: A

Divine Sign

You ask your god for a sign.
Check: INT/INT/CHA
Effect: The sign manifests as rolling thunder issuing from a cloudless sky (Rondra), the bill-clattering call of a stork (Peraine), or a brief moment of absolute silence (Boron). People perceive the divine sign within a zone of radius QL x 10 yards. The GM can grant you a bonus to *Persuasion* checks if you include the sign in your oration.
Liturgical Time: 4 actions
KP Cost: 4 KP
Range: 4 yards
Duration: QL x 3 in combat rounds
Target Category: Zone
Traditions: General
Improvement Cost: A

Encourage

Blessed Ones of Rondra use this liturgical chant in battle to encourage heroism in others.
Check: COU/INT/CHA
Effect: The target becomes more confident and brave, and receives bonuses based on the QL. All bonuses are cumulative (for example, at QL 3, the target receives COU +2 and AT +1).
1 QL: +1 COU
2 QL: +1 AT
3 QL: +1 COU
4 QL: +1 AT
5 QL: +1 COU
6 QL: +1 SPIRIT
Liturgical Time: 4 actions
KP Cost: 8 KP
Range: Touch
Duration: QL x 3 minutes
Target Category: Intelligent Creatures, Supernatural Creatures
Traditions: Rondra (Storm)
Improvement Cost: B

Enforce Honor

You can use this liturgical chant to force an opponent to behave with honor in combat.
Check: COU/INT/CHA (target's Spirit as a penalty)
Effect: 'Honor' in this case means that the target holds to *your* principles. Depending on the culture and its interpretation, this can mean that the target gives an opponent the chance to pick up a dropped weapon, does not attack after an opponent suffers a botch, does not attack from behind, does not use poison, and so on.
Liturgical Time: 4 actions
KP Cost: 8 KP
Range: 8 yards
Duration: QL x 3 minutes
Target Category: Intelligent Creatures
Traditions: Rondra (Shield and Storm)
Improvement Cost: B

Fall Into Nothing

Blessed Ones of Phex use this liturgical chant to survive falls from great heights.
Check: COU/INT/AGI

Effect: The Blessed One can ignore 3 yards' worth of falling damage per QL.
Liturgical Time: 1 action
KP Cost: 8 KP
Range: Self
Duration: QL x 3 combat rounds
Target Category: Intelligent Creatures
Traditions: Phex (Shadow)
Improvement Cost: A

Minor Banishing Ray

Blessed Ones of Praios use *Minor Banishing Ray* as a weapon against demons. Powerful Blessed Ones can cast the legendary *Smiting Banishing Ray*, but can do so only under the open sky (from which the ray originates). *Minor Banishing Ray* is much weaker and more limited, but it can be used against demons anywhere.
Check: COU/INT/CHA
Effect: The *Minor Banishing Ray* inflicts 2D6 + (QLx2) DP (ignoring PRO) against demons, and inflicts double damage against demons specifically from the realm of Blakharaz. Targets cannot defend against *Banishing Rays*, which hit automatically. *Minor Banishing Ray* can be cast even if the sky cannot be seen, since it originates from the demon it is supposed to destroy rather than from above.
Liturgical Time: 2 actions
KP Cost: 8 KP (you cannot use a modification on this chant's cost)
Range: 16 yards
Duration: Immediate
Target Category: Demons
Traditions: Praios (Anti-Magic)
Improvement Cost: B

Minor Undead Ban

Blessed Ones of Boron use this liturgical chant to fight the undead and grant them peace. It affects their bodies directly, making them wither to dust.
Check: COU/COU/CHA (target's Toughness as a penalty)
Effect: *Ban* inflicts 2D6 + (QLx2) DP (ignoring PRO) against an Undead target. The *Ban* hits automatically, and the target cannot defend.
Liturgical Time: 1 action
KP Cost: 4 KP (you cannot use a modification on this chant's cost)
Range: 8 yards
Duration: Immediate
Target Category: Undead
Traditions: Boron (Death)
Improvement Cost: B

Moon's Gaze

This liturgical chant increases the eyes' sensitivity to light, allowing the Blessed One to see much better in the dark.
Check: SGC/SGC/INT
Effect: Reduce visibility penalties due to darkness by QL -1 levels (at least 1 level). This liturgical chant has no effect in complete darkness. For more about Visibility, see pages 249 and 348.
Liturgical Time: 4 actions
KP Cost: 2 KP (casting) + 1 KP per 10 minutes
Range: Self
Duration: Sustained
Target Category: Intelligent Creatures
Traditions: Phex (Shadow)
Improvement Cost: A

Moonsilver Tongue

The Blessed One appears trustworthy and can more easily influence others.
Check: SGC/INT/CHA
Effect: The Blessed One receives bonus of QL-1 (at least 1 point) for the skills *Fast-Talk* and *Commerce (Haggling)*.
Liturgical Time: 1 action
KP Cost: 8 KP
Range: Self
Duration: QL x 3 minutes
Target Category: Intelligent Creatures
Tradition: Phex (Commerce)
Improvement Cost: A

Pain Tolerance

You feel no pain.
Check: COU/INT/CON
Effect: The Blessed One can ignore the effects of the condition *Pain* up to level IV (but is still incapacitated at level IV).
Liturgical Time: 1 action
KP Cost: 8 KP
Range: Self
Duration: QL x 3 combat rounds
Target Category: Intelligent Creatures
Traditions: Rondra (Shield)
Improvement Cost: C

Peaceful Aura

It is common knowledge that most people would never attack a Blessed One. Perhaps this liturgical chant is the reason why.

Few people would attack Blessed Ones in the lands of the Twelvegods, as they are viewed as representatives of the gods.

Check: COU/INT/CHA
Effect: Opponents must make checks with *Willpower (Face Threats)* to attack you (and must get a QL higher than the liturgical chant's QL to do so). If they fail their check, they cannot attack. If they succeed, their attack suffers a penalty equal to the QL of the liturgical chant. This liturgical chant only protects the caster. As long as the liturgical chant remains in effect, the Blessed One cannot make attacks (close or ranged combat) or initiate other offensive actions against opponents, but can support companions.
Liturgical Time: 1 action
KP Cost: 8 KP
Range: Self
Duration: QL x 3 combat rounds
Target Category: Intelligent Creatures
Traditions: Hesinde (Magic and Knowledge), Peraine (Healing and Agriculture)
Improvement Cost: B

Place of Calm

This liturgical chant dampens all sounds in the area.
Check: COU/SGC/INT
Effect: Dampens all sounds in the zone of effect. The zone's radius is QL x 3 yards. Apply a penalty equal to the QL to checks using *Perception (Notice)* to notice soft sounds such as whispers. The zone is stationary. Sounds from within do not leave the zone, and sounds entering the zone are muted.
Liturgical Time: 8 actions
KP Cost: 4 KP
Range: 4 yards
Duration: QL x 3 hours
Target Category: Zone
Tradition: Boron (Dream)
Improvement Cost: A

Plant Growth

Blessed Ones of Peraine use this liturgical chant to enhance a plant's growth.
Check: SGC/INT/CHA
Effect: This liturgical chant makes a bush-sized or smaller plant grow to its normal mature size at a supernaturally fast rate. For each QL, the plant grows 30% faster than normal.
Liturgical Time: 16 actions
KP Cost: 8 KP
Range: Touch
Duration: 1 year
Target Category: Plants
Traditions: Peraine (Agriculture)
Improvement Cost: A

Protection from Magic

Blessed Ones use this liturgical chant to protect themselves from magic.
Check: COU/INT/CHA
Effect: You receive a bonus of QL -1 to Spirit and Toughness (at least 1) versus magical effects.
Liturgical Time: 4 actions
KP Cost: 8 KP (casting) + 4 KP per 10 minutes
Range: Self
Duration: Sustained
Target Category: Intelligent Creatures
Traditions: Praios (Anti-Magic), Hesinde (Magic)
Improvement Cost: C

Protect the Defenseless

Blessed Ones of Rondra can draw an attacker's wrath upon themselves, thus protecting others from harm.

Check: COU/INT/CHA (target's Spirit as a penalty)

Effect: You can challenge a combatant that attacks (or wants to attack) a defenseless person. The target ignores the original victim and attacks you instead.

Liturgical Time: 1 action
KP Cost: 8 KP
Range: 16 yards
Duration: QL x 3 minutes
Target Category: Intelligent Creatures
Traditions: Rondra (Shield)
Improvement Cost: B

Quicksilver

This liturgical chant makes the Blessed One as quick as a fox.

Check: INT/INT/AGI

Effect: You become quicker and faster, gaining bonuses based on QL. These bonuses are cumulative (for example, with QL 5, you receive AGI +3, MOV +1, and DO +1, and so on). Improving AGI sometimes affects *damage thresholds* for weapons using AGI, so you might do more damage with some weapons (see page 255).

1 QL: +1 AGI
2 QL: +1 MOV
3 QL: +1 AGI
4 QL: +1 DO
5 QL: +1 AGI
6 QL: +1 MOV

Liturgical Time: 2 actions
KP Cost: 8 KP
Range: Self
Duration: QL x 3 minutes
Target Category: Intelligent Creatures
Traditions: Phex (Shadow)
Improvement Cost: B

Raven Call

Blessed Ones of Boron can call ravens, which their god considers holy.

Check: COU/SGC/INT

Effect: You call up to QL x 3 ravens within a radius of QL x 3 miles. The birds trust you. You can use one of these birds to transport or deliver a small item like a ring a distance of up to QL x 3 miles. Normally these ravens can find their destination automatically. The maximum number of ravens you can call is limited to the number of ravens in the area.

Liturgical Time: 16 actions
KP Cost: 8 KP
Range: QL x 3 miles (you cannot use a modification on this chant's range)
Duration: QL x 3 hours
Target Category: Animals
Tradition: Boron (Death and Dream)
Improvement Cost: A

See Magic

You can use this liturgical chant to either spot active magic on items or people, or assist with a magical analysis (see *Magical Analysis* on page 268).

Check: SGC/INT/INT

Effect: The AE of the target can give a bonus or penalty for the check. The Blessed One can examine only one creature or object within range, not everything that happens to be in view. The Blessed One gains knowledge or bonuses based on QL (provided the Blessed One understands the magic being studied).

QL 1: Is there magic present?
QL 2: The maximum QL for the magical analysis check increases by 1.
QL 3: Receive a bonus of 1 on the check for the ritual *Analys* (or similar liturgical chant) cast subsequently on the same target.
QL 4: Receive a bonus of 2 on the check for the ritual *Analys* (or similar liturgical chant) cast subsequently on the same target.
QL 5: The maximum QL for the magical analysis check increases by 2.
QL 6: Receive a bonus of 3 on the check for the ritual *Analys* (or similar liturgical chant) cast subsequently on the same target.

Bonuses to maximum QL or *Analys* (or similar liturgical chant) are not cumulative. Also, the hero receives only the highest bonus of each type. For example, a result of QL 4 for *See Magic* grants an *Analys* (or similar liturgical chant) bonus of 2 (not 3) and the maximum QL for magical analysis increases by 1. Similarly, a result of QL 6 for *See Magic* grants an *Analys* (or similar liturgical chant) bonus of 3 (not 6), and the maximum QL for the magical analysis increases by 2 (not 3).

Liturgical Time: 2 actions
KP Cost: 4 KP
Range: 8 yards
Duration: 1 minute
Target Category: Creatures, Objects
Traditions: Praios (Anti-Magic), Hesinde (Magic)
Improvement Cost: A

Check Modifiers for See Magic	
Per 3 permanently bound AE	+1
Per 10 working AE	+1
Minor Spirits, Undead, and so on	+1
Elementals, lesser demons	+1
Djinn, horned demons with up to 5 horns	+2

Serpent Staff

The Blessed One throws a staff, stick, or other wooden item on the ground where it turns into a venomous serpent.
Check: COU/SGC/INT
Effect: The serpent protects the Blessed One to the best of its ability. If the serpent dies, it turns back into the item. The serpent is considered *blessed* (see page 309).
Liturgical Time: 2 actions
KP Cost: 8 KP
Range: 4 yards
Duration: QL x 3 minutes
Target Category: Objects
Traditions: Hesinde (Magic)
Improvement Cost: B

Serpent Tongue

The Blessed One can speak with serpents.
Check: COU/SGC/INT
Effect: The serpent language sounds just like hissing to other listeners. When roleplaying these conversations, remember that serpents have animal intelligence and do not perceive the world as humans do.
Liturgical Time: 8 actions
KP Cost: 8 KP
Range: 4 yards
Duration: QL x 3 minutes
Target Category: Animals (serpents only)
Tradition: Hesinde (Magic and Knowledge)
Improvement Cost. A

Sleep

This liturgical chant's target is overcome with exhaustion and falls into a slumber pleasing unto Boron.

Staff Serpent
Size: 5 to 6 feet
Weight: 5 to 7 pounds
COU 16 **SGC** 11 **INT** 11 **CHA** 10
DEX 6 **AGI** 11 **CON** 4 **STR** 4
LP 12 **INI** 14+1D6 **DO** 6
PRO 1 **SP** 1 **TOU** -3 **MOV** 2
Bite: AT 15 DP 1D6 (+poison)* RE short **Actions**: 1
Special Abilities: none
Skill: Perception 7, Stealth 10, Willpower 7
Size Category: small
Type: Animal
Loot: Staff
Combat Behavior: The serpent defends the Blessed One until death.
Escape: see Combat Behavior
Special Rules:
*) Venom
Level: 5
Type: Weapon Poison, Venom
Effect: one-time damage of 1D6 DP (ignoring PRO), 2 levels of *Pain*/1 level of *Pain*
Start: 2 CR
Duration: 30 minutes/15 minutes
For more about poisons, see page 341.

Check: SGC/INT/CHA (modified by Spirit)
Effect: The liturgical chant inflicts levels of the condition *Stupor* on the target, based on the QL. A target that reaches Level IV falls asleep and only wakes if exposed to loud noises, shaking, or similar disturbances. If not disturbed, the sleep continues until the target wakes naturally.
QL 1: 1 level of *Stupor*, for 1 CR
QL 2: 1 level of *Stupor*

QL 3: 2 levels of *Stupor*
QL 4: 3 levels of *Stupor*
QL 5: 4 levels of *Stupor*
QL 6: 4 levels of *Stupor* for twice the normal duration
Liturgical Time: 2 actions
KP Cost: 8 KP
Range: 8 yards
Duration: QL x 3 minutes
Target Category: Intelligent Creatures
Traditions: Boron (Dream)
Improvement Cost: B

Starshine

This chant makes an object appear more valuable and of higher quality than it actually is.
Check: SGC/INT/CHA
Effect: You can sell an item for a price that is QL x 10% higher. Suspicious buyers can spot the deception by making a competitive check using *Perception (Search)* with a penalty of QL +2.
Liturgical Time: 2 actions
KP Cost: 8 KP
Range: 8 yards
Duration: QL x 15 minutes
Target Category: Objects
Tradition: Phex (Commerce)
Improvement Cost: A

Truth

This liturgical chant forces a person to speak the truth.
Check: COU/SGC/INT (target's Spirit as a penalty)
Effect: The target must answer your questions truthfully for the duration of this liturgical chant. Targets are aware of everything they say while under the chant's effect.
Liturgical Time: 8 actions
KP Cost: 16 KP
Range: Touch
Duration: QL x 3 minutes
Target Category: Intelligent Creatures
Traditions: Praios (Order)
Improvement Cost: C

Without a Sound

You can move as silently as a cat.
Check: INT/INT/AGI
Effect: *Stealth (Sneak)* checks receive a bonus equal to the QL.
Liturgical Time: 4 actions
KP Cost: 4 KP (casting) + 2 KP per minute
Range: Self
Duration: Sustained
Target Category: Intelligent Creatures
Traditions: Phex (Shadow)
Improvement Cost: B

Wondrous Communication

You temporarily gain the ability to speak and understand a language that is normally unfamiliar to you.
Check: SGC/SGC/INT
Effect: You receive levels (based on QL) in the language you need for the current conversation. You need not be familiar with the language to use this chant.
1-2 QL: Language level 1
3-4 QL: Language level 2
5-6 QL: Language level 3
Liturgical Time: 2 actions
KP Cost: 8 KP
Range: self
Duration: QL x 3 hours
Target Category: Creatures
Tradition: Hesinde (Knowledge), Phex (Commerce)
Improvement Cost: B

Ceremonies

Exorcism

This ceremony banish demons and ghosts possessing a victim or object. *Exorcism* can only banish creatures that have taken control of an object or a victim's body.
Check: COU/INT/CHA (modified by the creature's Spirit)
Effect: A successful *Exorcism* chant banishes the demon or ghost from the person or object and sends it back to the Netherhells or the Realms of the Dead.
Ceremonial Time: 8 hours
KP Cost: 32 KP
Range: 4 yards
Duration: Immediate
Target Category: Demons, Ghosts
Tradition: General, Praios (Anti-Magic), Boron (Dream)
Improvement Cost: B

Field Blessing

Blessed Ones of Peraine use the Field Blessing to make an agricultural field more fertile.
Check: COU/SGC/INT
Effect: You walk across a freshly seeded field and bless the crops. This ceremony affects an area of up to QL x 1,000 square yards. The Blessed One must be able to see the center of the chosen area of effect while performing the ceremony. It makes blessed crops more resistant to disease and vermin, and hampers the growth of unwanted plants. *Field Blessing* does not protect plants from external influences like droughts, floods, or hailstorms.
Ceremonial Time: 2 hours
KP Cost: 16 KP
Range: Sight
Duration: One growth cycle (between 6 and 12 months)
Target Category: Plants
Tradition: Peraine (Agriculture)
Improvement Cost: B

Fog Body

Your body turns to fog.

Check: SGC/INT/CHA

Effect: Your body turns to fog, but your clothes and equipment do not. Mundane, magical, and blessed weapons cannot damage this fog. Spells with the property Transformation have no effect on the fog. If there is a breeze, you can move with a MOV of 4. If there is a slight headwind, you must make a Willpower check or else drift away. If there is a strong headwind, you are carried with it, unable to resist. You can still perceive your surroundings with all five senses while in fog form. Your body remains in fog form for the duration of the chant.

Ceremonial Time: 30 minutes

KP Cost: 16 KP

Range: Self

Duration: QL x 10 minutes

Target Category: Intelligent Creatures

Traditions: Phex (Shadow)

Improvement Cost: B

Lion Shape

This ceremony turns you into a lion or lioness, animals that Rondra considers holy.

Check: COU/SGC/INT

Effect: You turn into a lion of your character's gender. Clothes and equipment do not transform. While in your animal shape, you keep your mental attributes but otherwise receive all the physical attributes and abilities of a lion. You can add QL x 2 points to the physical attributes of the lion. You cannot use supernatural powers like spells or liturgical chants as long as you remain in lion shape. The lion is considered *blessed* (see page 309).

Ceremonial Time: 30 minutes

KP Cost: 16 KP

Lion

Size: 5 to 7 feet long (not including tail); 3 to 4 feet high at the shoulder

Weight: 260 to 400 pounds

Mental Attributes (as the Blessed One)

DEX 9 **AGI** 14 **CON** 16 **STR** 16

LP (as the Blessed One) **INI** 14+1D6 **DO** 7

PRO 0 **SPI** (as the Blessed One) **TOU** -3 **MOV** 12

Bite: AT 15 DP 1D6+6 RE short

Paws: AT 14 DP 1D6+3 RE short

Actions: 1

Size Category: medium

Type: Animal

Additional Advantages: Darksight I, Exceptional Sense (Smell)

Range: Self

Duration: QL x 3 hours

Target Category: Living Creatures (the Blessed One)

Tradition: Rondra (Shield, Storm)

Improvement Cost: B

Sacred Armor

Blessed Ones of Rondra can strengthen themselves and their armor.

Check: COU/INT/CHA

Effect: Your armor becomes *sanctified*. If demons attack you, they suffer 1D3 DP (ignoring PRO) for each successful attack they make against you, because they must touch you or your armor (see page 355).

Ceremonial Time: 30 minutes

KP Cost: 16 KP

Range: Self

Duration: QL x 15 in minutes

Target Category: Intelligent Creatures

Traditions: Rondra (Storm)

Improvement Cost: B

Sanctify Object

Blessed Ones use this basic ceremony to *sanctify* an object.

Check: SGC/INT/CHA

Effect: You usually sanctify liturgical items or a ritual weapon like a sun-scepter or a Rondra's Crest, infusing them with the divine power of the god. Only items that are carefully chosen and pleasing unto the gods are sanctified, and then they are given only to true believers. If the sanctified object is a weapon, treat it as a sacred weapon. Normally the object cannot weigh more than 8 pounds, but the object can be an additional 2 pounds heavier per QL. *Sanctify Object* is mainly used to create Raven's beaks (for Blessed Ones of Boron), sun-scepters (for Blessed Ones of Praios), and Rondra's Crests (for Blessed Ones of Rondra).

Ceremonial Time: 2 hours

KP Cost: 16 KP, 2 of them permanent (you cannot use a modification on this ceremony's cost)

Range: 4 yards

Duration: Permanent

Target Category: Objects

Traditions: General

Improvement Cost: C

Blessings (general)
Birth Blessing
Drink Blessing
Fire Blessing
Food Blessing
Grave Blessing
Harmony Blessing
Luck Blessing
Minor Healing Blessing
Minor Protection Blessing
Oath Blessing
Strength Blessing
Wisdom Blessing

Liturgical Chants by Tradition

General
Bless Object
Divine Guidance
Divine Sign

Boron
Banish Fear
Banish Light
Minor Undead Ban
Place of Calm
Raven Call
Sleep

Hesinde
Decipher Text
Peaceful Aura
Protection from Magic
See Magic
Serpent Staff
Serpent Tongue
Wondrous Communication

Peraine
Banish Disease
Banish Poison
Blessing of Healing
Peaceful Aura
Plant Growth

Phex
Banish Light
Fall into Nothing
Moon's Gaze
Moonsilver Tongue
Quicksilver
Starshine
Without a Sound
Wondrous Communication

Praios
Banish Darkness
Blinding Ray
Minor Banishing Ray
Protection from Magic
See Magic
Truth

Rondra
Enforce Honor
Encouragement
Pain Tolerance
Protect the Defenseless

Ceremonies by Tradition

General
Exorcism
Sanctify Object

Boron
Exorcism

Peraine
Field Blessing

Phex
Fog Body

Praios
Exorcism

Rondra
Lion Shape
Sacred Armor

The 12 Blessings

Blessing	Range	Duration	Target Category	Aspect
Birth Blessing	touch	in the congregation of the Twelvegods, through 12th year of life	Intelligent Creatures	general
Drink Blessing	touch	immediate	Objects	general
Fire Blessing	self	5 minutes	Intelligent Creatures	general
Food Blessing	touch	immediate	Objects	general
Grave Blessing	touch	12 months	Zone	general
Harmony Blessing	touch	12 hours	Intelligent Creatures	general
Luck Blessing	touch	12 hours	Intelligent Creatures	general
Minor Healing Blessing	touch	immediate	Intelligent Creatures	general
Minor Protection Blessing	4 yards	4 combat rounds	Zone	general
Oath Blessing	4 yards	1 year	Intelligent Creatures	general
Strength Blessing	self	12 minutes	Intelligent Creatures	general
Wisdom Blessing	touch	12 hours	Intelligent Creatures	general

Liturgical Chant	Check	Liturgical Time	KP Cost	Range	Duration	Target Category	Tradition	Improvement Cost
Banish Darkness	COU/SGC/CHA	1 action	4 KP (casting) +2 KP per minute	self	sustain	Living Creatures	Praios (Order)	A
Banish Disease	SGC/INT/CHA	16 actions	2 KP per disease level (cannot modify)	touch	immediate	Living Creatures	Peraine (Healing)	B
Banish Fear	INT/CHA/CHA	2 actions	8 KP	touch	immediate	Intelligent Creatures	Boron (Dream)	B
Banish Light	COU/SGC/CHA	4 actions	16 KP (cast) + 8 KP per 5 minutes	self	sustain	Zone	Boron (Death and Dream), Phex (Shadow)	B
Banish Poison	SGC/INT/CHA	4 actions	2 KP per poison level (cannot modify)	touch	immediate	Living Creatures	Peraine (Healing)	B
Bless Object	COU/INT/CHA	4 actions	4 KP	touch	QL x 3 hours	Objects	general	B
Blessing of Healing	SGC/INT/CHA	16 actions	1 KP per LP, at least 4 KP (cannot modify)	touch	immediate	Intelligent Creatures, Supernatural Creatures	Peraine (Healing)	B
Blinding Ray	COU/SGC/INT (SPI as penalty)	1 action	4 KP	8 yards	QL in combat rounds	Living Creatures	Praios (Anti-Magic and Order)	B
Decipher Text	SGC/SGC/INT	8 actions	4 KP	self	QL x 3 minutes	Intelligent Creatures	Hesinde (Knowledge)	A
Divine Guidance	SGC/INT/INT	4 actions	8 KP	self	immediate	Intelligent Creatures	general	A
Divine Sign	INT/INT/CHA	4 actions	4 KP	4 yards	QL x 3 in combat rounds	Zone	general	A
Encourage	COU/SGC/INT	4 actions	8 KP	touch	QL x 3 minutes	Intelligent Creatures, Supernatural Creatures	Rondra (Storm)	B
Enforce Honor	COU/SGC/INT (SPI as penalty)	4 actions	8 KP	8 yards	QL x 3 in minutes	Living Creatures	Rondra (Shield and Storm)	B
Fall Into Nothing	COU/INT/AGI	1 action	8 KP	self	QL x 3 combat rounds	Intelligent Creatures	Phex (Shadow)	A
Minor Banishing Ray	COU/INT/CHA	2 actions	8 KP (cannot modify)	16 yards	immediate	Demons	Praios (Anti-Magic)	B
Minor Undead Ban	COU/COU/CHA (TOU as penalty)	1 action	4 KP (cannot modify)	8 yards	immediate	Undead	Boron (Death)	B
Moon's Gaze	SGC/SGC/INT	4 actions	2 KP (casting) 1 KP per 10 minutes	self	sustain	Living Creatures	Phex (Shadow)	A

Moonsilver Tongue	SGC/INT/CHA	1 action	8 KP	self	QL x 3 minutes	Intelligent Creatures	Phex (Commerce)	A
Pain Tolerance	COU/INT/CON	1 action	8 KP	4 self	QL x 3 combat rounds	Intelligent Creatures	Rondra (Shield)	C
Peaceful Aura	COU/INT/CHA	1 action	8 KP	self	QLx3 CR	Intelligent Creatures	Hesinde (Magic and Knowledge), Peraine (Healing and Agriculture)	B
Place of Calm	COU/SGC/INT	8 actions	4 KP	4 yards	QL x 3 hours	Zone	Boron (Dream) A	
Plant Growth	SGC/INT/CHA	16 actions	8 KP	touch	1 year	Plants	Peraine (Agriculture)	A
Protection from Magic	COU/INT/AGI	4 actions	8 KP (casting) + 4 KP per 10 minutes	self	sustain	Living Creatures	Praios (Anti-Magic), Hesinde (Magic)	C
Protect the Defenseless	COU/INT/CHA (SPI as penalty)	1 action	8 KP	16 yards	QL x 3 minutes	Living Creatures	Rondra (Shield)	B
Quicksilver	INT/INT/AGI	2 actions	8 KP	self	QL x 3 minutes	Intelligent Creatures	Phex (Shadow)	B
Raven Call	COU/SGC/INT	16 actions	8 KP	QL x 3 miles (cannot modify)	QL x 3 hours	Animals	Boron (Death and Dream)	A
See Magic	SGC/INT/INT	2 actions	4 KP	8 yards	1 minute	Living Creatures, Objects	Praios (Anti-Magic)	A
Serpent Staff	COU/SGC/INT	2 actions	8 KP	4 yards	QL x 3 minutes	Objects	Hesinde (Magic)	B
Serpent Tongue	COU/SGC/INT	8 actions	8 KP	4 yards	QL x 3 minutes	Animals (serpents only)	Hesinde (Magic and Knowledge)	A
Sleep	SGC/INT/CHA (SPI as penalty)	2 actions	8 KP	8 yards	QL x 3 minutes	Intelligent Creatures	Boron (Dream)	B
Starshine	SGC/INT/CHA	2 actions	8 KP	8 yards	QL x 15 minutes	Objects	Phex (Commerce)	A
Truth	COU/SGC/INT (SPI as penalty)	8 actions	16 KP	touch	QL x 3 minutes	Living Creatures	Praios (Order)	C
Without a Sound	INT/INT/AGI	4 actions	4 KP (casting) +2 KP per minute	self	sustain	Living Creatures	Phex (Shadow)	B
Wondrous Communication	SGC/SGC/INT	2 actions	8 KP	self	QL x 3 hours	Living Creatures	Hesinde (Knowledge), Phex (Commerce)	B

Ceremony	Check	Ceremonial Time	KP Cost	Range	Duration	Target Category	Tradition	Improvement Cost
Exorcism	COU/INT/CHA (SPI as penalty)	8 hours	32 KP	4 yards	immediate	Demons, Ghosts	general, Praios (Anti-Magic), Boron (Dream)	B
Field Blessing	COU/SGC/INT	2 hours	16 KP	Sight	one growth cycle (6 to 12 months)	Plants	Peraine (Agriculture)	B
Fog Body	SGC/INT/CHA	30 minutes	16 KP	self	QL x 10 minutes	Intelligent Creatures	Phex (Shadow)	B
Lion Shape	COU/SGC/INT	30 minutes	16 KP	self	QL x 3 in hours	Living Creatures (only the Blessed One)	Rondra (Shield, Storm)	B
Sacred Armor	COU/INT/CHA	30 minutes	16 KP	self	QL x 15 minutes	Intelligent Creatures	Rondra (Storm)	B
Sanctify Object	SGC/INT/CHA	2 hours	16 KP, 2 permanent (cannot modify)	4 yards	permanent	Objects	general	C

Chapter 12: Detailed Rules

"To believe yourself brave is to be *brave; it is the only essential thing."*
—Mark Twain

"The dwarves await a new Age of Heroes. The Bird of Light proclaimed only a few years ago that the previous Age had ended and we now live in the Karmakortheon, the turn of eras, the Time Between Ages..

I do not know if this is true. And if it is, who can say which gods will reign supreme in the next Age? I feel that things are changing. The shards of the Demon Crown fall or disappear. The orcs and their Aikar have new evils in mind. The oracles predict something will happen, soon.

The evidence is there... We know the result of the quest for the Holy Light of Quanion. We all watched and prayed as the last Heptarch, Haffax, waged war on Empress Rohaja. And let us never forget our greatest loss—the Staff of Oblivion, the holiest artifact of our Church—and the contributing role played by the folk of Punin.

So much has occurred in such a short time. It is as if a celestial game of boltan is coming to an end and the gods are revealing their best cards to strengthen their positions. O Boron, what is happening? Why do you show me these terrible images in my dreams?"

—Amir Honak, Patriatrch of Al'Anfa to a close friend, 1037 after the Fall of Bosparan

In this chapter we describe additional rules, like recovering life points and healing wounds, rules about movement, and damage from things like fire, poison, or falling.

Only some of these rules are optional. Most of them expand on the basic game rules, the use of skills, combat, magic, and the works of the gods.

Social Status

Most Aventurian societies organize themselves in hierarchies. For example, many primitive cultures are led by chiefs or shamans. They are followed in importance by the best warriors or hunters, then by gatherers and farmers, and lastly, by children (and in some cultures, slaves).

The modern high cultures of Aventuria have developed a much more complex system for delineating social ranking, including three levels of nobility. The aristocracy includes royal or imperial families and the highest-ranking regional rulers. Nobles are counts and barons, who rule settlements or vast stretches of land. Lesser Nobles are lords, knights, and small landowners, who often deal with local administration and make up a large portion of imperial military power, especially in the Middenrealm.

Beneath the nobles, there are the common folk—patricians, free burghers, and peasants.

Beneath them, socially, toil serfs and slaves (those who have lost their freedom through debt bondage or punishment, or who are themselves the children of serfs and slaves). Some of these unfortunates can earn respect and wealth, but they cannot make decisions in a legal sense. Slaves, where they still exist, are simply property.

Rules for Social Status

Social status is divided into five levels. In descending order, they are Aristocracy, Noble, Lesser Noble, Free, and Not Free (serfs or slaves).

> To clarify, it does not matter how many levels of social status lie between two people—the one with the higher level receives a bonus of 1. Whether a free burgher talks to a lesser noble or a king, the higher-ranking person receives a maximum bonus of 1 for social standing.

Characters that do not have the advantage Noble or the disadvantage Not Free are considered Free by default. The following table gives examples for each social level.

In cases of direct interaction, people of higher rank receive a bonus of 1 for certain skill checks involving people of lower rank. This applies to checks using *Etiquette*, *Fast-Talk*, *Intimidation*, *Persuasion*, and *Seduction (Flirting)*. Heroes receive this bonus when rank is important to the situation, such as during negotiations or anytime it is beneficial to present oneself in a positive light.

Social Status

Level	Rank	Example
Level 1	Not Free	plantation slave, serf, gladiator, convict
Level 2	Free	burgher, trader, free peasant
Level 3	Lesser Noble	lord, knight, squire
Level 4	Noble	baron, count
Level 5	Aristocracy	duke, king, emperor

A higher social status can lead to trouble, too.

You can receive a penalty to *Streetwise* or *Commerce (Haggling)* when dealing with people of lower rank. Few crooks would be willing to help a noble, and traders expect a full purse when dealing with people of high social status.

> TTreat Blessed Ones and mages as Level 3 (like lesser nobles) in this system.

Blessed Ones and guild mages do not generally adhere to this system, having their own rules of social behavior and their own legal status.

Noblesse Oblige

Noble rank in and of itself does not sway the masses. Only when you flaunt your noble origins can you expect to be treated with respect. People expect a certain demeanor and style of dress from nobles.

In the Middenrealm, knights (lesser nobles) are expected to travel on horseback, wear decent clothes decorated with a coat of arms, and carry at least a sword or another weapon befitting their status. In fact, with the blossoming of knighthood under Empress Rohaja, the expectations for nobles are higher. Knights who do not emphasize their rank with the expected measure of splendor are soon called country squires or misers. If it is not possible to recognize social status, whether due to rude demeanor or shabby appearance, nobles do not receive the listed bonuses or penalties.

Country Squires and Impostors

Uncouth demeanors do not make nobles less noble, but they cannot expect treatment befitting their rank when wearing shabby clothes and going about on foot. Their reputations begin to suffer when others learn that they cannot or do not want to maintain the expected standards

of living. With respect to the rules, such individuals are treated as if of lower rank. Impoverished knights might not hear this openly from their fellow knights, but they quickly learn that their peers do not treat them with the same respect as knights who come to court riding more prestigious destriers, bearing fine armor, and billeting in splendorous tents. It is no wonder that many nobles prefer going into debt rather than admit they can no longer afford the trappings befitting their social status.

On the other hand, even slaves can acquire money, but they are not supposed to flaunt it or dress above their social status. Doing so might bring serious consequences. In primitive cultures, an affectation of social climbing can lead to ritual combats and other challenges intended to prove the offender worthy (or, more likely, *unworthy*) of the new rank. In more civilized regions, the wearing of clothes unbefitting one's rank can be a criminal offense. Burghers or peasants pretending to be barons should expect serious punishment—after all, they are upsetting the order pleasing unto Praios.

Regeneration Phase

A hero's health can suffer through combat, poison, falls, magic, and many other causes. Of course, adventurers want their LP to heal as quickly as possible, so they can be ready for action and not fear dying from the next sword slash. Similarly, spellcasters and Blessed Ones want to restore their AE and KP and get back to the quest. The magical nature of Dere's atmosphere helps Aventurians recover much faster than is possible on Earth, as you will see.

Heroes who lose LP, AE, or KP can try to recover these missing points during *Regeneration Phases*.

- A Regeneration Phase is a period of rest and sleep that lasts at least 6 hours.
- Characters can attempt to benefit from at most two Regeneration Phases per day.
- Basic regeneration restores 1D6 points. Players roll once for each point type, apply all modifiers for their heroes' current situations, and add the sum to their respective totals. Treat negative results as 0.
- Heroes cannot possess or accumulate more points than their current maximum stats in LP, AE, or KP.
- Where Regeneration Phases are concerned, rest means *rest*. If the location the characters chose for resting up is noisy, wet, or cold, divide all regeneration rolls in half. If the situation is especially bad, such as trying to rest while exposed to a storm or bound to the back of a horse, the character gains nothing from the Regeneration Phase.
- Heroes suffering the states of *poisoned* or *diseased* cannot benefit from Regeneration Phases while the poison or disease remains in effect. However, heroes do benefit from healing herbs employed against poisons or diseases or those administered to help regenerate LP.

Situation	Regeneration
Basic regeneration for 6 hours of sleep	1D6 LP/AE/KP
Poor campsite, failed *Survival (Find Campsite)* check	-1 LP/AE/KP
Interruption of nightly rest (e.g. dog watch•, nighttime disturbance)	-1 LP/AE/KP
Lengthier interruption of nightly rest (e.g. sentry duty, night ambush)	-2 LP/AE/KP
Hero is diseased/poisoned	No regeneration of LP
Good accommodations (single room in an inn)	+1 LP/AE/KP
Bad surroundings (wet, cold)	Halve regeneration of LP/AE/KP
Terrible surroundings (extremely bad weather)	No regeneration of LP/AE/KP
Per 2 full pounds of iron carried on the body (see Iron Ban, page 255)	-1 AE

• Dog watch is an old naval term for a two-hour guard shift mounted between 4 pm and 8 pm.

Example: Layariel is injured in combat and loses 15 of her 28 life points. Fortunately, she can rest after the fight and manages to get six hours of sleep. Her player rolls 1D6 for this Regeneration Phase, getting a 4. Layariel regains 4 LP for that Regeneration Phase. After resting, Layariel continues on her travels. She arrives at a town later that same day, rents a room in an inn, and gets some more sleep. Her player can make a second regeneration roll and even receives a bonus of 1 because of the good accommodations. The roll is a 6, so Layariel regenerates 7 (6 + 1) more LP. At the end of the day, she has regained 11 of the 15 LP she lost in battle less than 18 hours earlier.

Weaker Regeneration
Optional Rule

Magic infuses the very air of Dere, conferring remarkably fast healing on the living. Even serious wounds and broken bones heal in an extremely short time. On Earth, a human with two broken legs would be stuck in bed long after an Aventurian farmer with the same injury had healed and returned to work in the fields.

If you prefer more realism in your game, you can discard all bonuses to LP regeneration and say that inhabitants of Dere can regenerate only 1D3 LP per Regeneration Phase.

This optional rule does not change the complexity of the game.

Healing

A hero's life is risky and often punctuated with cuts, burns, or other wounds. To heal these maladies, heroes have two options.

- First, let wounds heal naturally, using the rules for Regeneration Phases. In addition, healing herbs and the skill *Treat Wounds (Enhance Healing)* can improve regeneration. This is a simple check—success adds QL to the number of LP gained during the character's next Regeneration Phase. Treating wounds takes 15 minutes.

- The second option is to use a Blessed Ones' KP, healing magic (such as the spell *Balsam*), or alchemical healing potions to restore a number of LP immediately.

Life-Saving Measures and Death

Characters are mortally wounded and in danger of dying when their LP fall to 0 or less. This can be mitigated by treatment of wounds.

- The mortally wounded character can be saved if treatment begins within a number of combat rounds equal to the wounded character's Constitution.

- If a mortally wounded character does not receive treatment within this time limit, the character dies.

- If a character's LP fall to 0 or less, and magical healing is not available, death can be prevented by a successful *Treat Wounds (Stabilize)* check with a penalty equal to half the amount that the mortally wounded character's LP have dropped below 0. This treatment, called *stabilizing*, takes 15 minutes. If successful, the stabilized patient's LP immediately rise to 1. If the check fails and no supernatural help (spells, potions, and so on) is forthcoming, the character dies.

- If something interrupts the stabilizing treatment and no supernatural help is forthcoming, the patient survives only for the number of combat rounds remaining in the treatment time limit, as determined above.

- If a character's LP total ever drops below zero by an amount equal to or greater than the character's Constitution stat, the character dies immediately.

Damage Sources

In addition to combat, Aventurian heroes can receive damage (or even die) from poisons, diseases, falls, fire, and many other causes. This section lists some of these harmful situations and describes how your character can deal with them.

Falling Damage

Heroes who fall from roofs, the tops of rock walls, or horseback should expect to suffer bruises, sprains, or wounds of a more serious nature.

- For each yard a character falls, roll 1D6 damage and apply the following modifiers. Treat negative results as a result of 0.
- To reduce the damage received from falling, make a *Body Control (Jumping)* check. Each QL reduces the falling damage by 2 DP.
- Armor can sometimes help prevent falling damage. The GM has the final say.

Note: you can technically interrupt this check for certain legitimate reasons, such as to unpack bandages or other supplies. Just to be clear, these activities are an integral part of the check, and don't count as major interruptions.

Falling Damage

Type	Example	Damage
Soft ground	Hay, mud, snow, water	–1 to –4 DP
Normal ground	Dry dirt, crates	+/–0
Hard ground	Rocks, marble, nasty splinters	+1 to +4 DP
Fall from a horse		As a fall from a height of 2 yards (6 feet)
Fall from a horse (galloping)		As a fall from a height of 3 yards (9 feet)

Example: Geron falls a distance of five yards. The GM rolls 5D6 for damage, adding 2 DP because the ground is very hard, for a total of 17 DP. Luckily, Geron's player manages to keep 10 SP by making a Body Control (Jumping) *check to reduce the damage. With 4 QL, Geron suffers only 9 DP (17-8 = 8)..*

Fire and Acid Damage

Fire and acid cause burns on contact. The amount of damage characters suffer from fire or acid depends on exposure time and the degree of exposure. The rules distinguish between small areas of the body (such as hands or feet), large areas (such as legs or torsos), and the entire body. Characters affected by fire or acid suffer damage every combat round until clear of the threat.

In the case of a particularly intense fire (such as from a forge) or an especially potent acid (such as Aqua Regia, which can dissolve even gold), double the amount of damage suffered.

Burning Damage

Living creatures do not combust easily. Aventurian clothes might smolder and burn eventually, but do not easily burst into flame.

It's a different story when living creatures are doused in flammable liquids. In such cases, they suffer the state of *burning* (see page 35).

To extinguish a fire, make a successful *Body Control* check. This check does not suffer a penalty when the fire affects only a small area of the body. For large areas, the check suffers a penalty of 1. If the person is completely engulfed in flame, the check suffers a penalty of 2. You can make a new check every combat round.

A helper can make the check on behalf of a burning person. Only one check per burning person per combat round is possible. You can also extinguish a fire using water, sand, or other materials. The GM determines how long it takes to make such an attempt and whether it requires a check.

The same rules apply when a character gets doused in acid, but you need an appropriate amount of water or other substance to dilute or neutralize the acid. Without such diluting substances, you cannot make a *Body Control* check to get clear of the acid.

Fire and Acid Damage

Type	Damage
Small Surface	1D3 DP per CR (ignoring PRO)
Large Surface	1D6 DP per CR (ignoring PRO)
Whole Body	2D6 DP per CR (ignoring PRO)
Intense Heat or Strong Acid	Double DP

Suffocation Damage

The following rules for suffocation damage apply when a character has trouble getting enough air, such as from drowning, choking, or being trapped for too long in an airtight chamber.

> You start taking damage sooner when drowning, due to inhaling water.

- Suffer a level of the condition *Stupor* after every 25 CR
- Suffer 1D6 DP (ignoring PRO) per CR after (CON) minutes.

Slow Death

While suffocating, characters slowly fall unconscious (gain a level of the condition *Stupor* after every 25 CR).

If you do not get enough air to breathe, you take 1D6 DP (ignoring PRO) per CR and perish after (CON) minutes.

Poisons

When heroes are poisoned, the GM makes a *poison check* based on the poison's level. A poison's three linked attributes each have a value of (10 + poison's Level), and the poison's SR is equal to its Level.

The poison check uses either the victim's Spirit or Toughness as a penalty, depending on the poison. If the poison check is successful, the poison takes effect. If the poison check fails, the poison's effects are lessened—use the effects listed after the slash under the poison's *Effect*, and the duration listed after the slash under *Duration*.

One dose of poison is enough for a medium-sized creature. Against larger creatures, you must use more poison as determined by their size. You cannot apply poison to a weapon during combat. A poisoned character gains the state of *poisoned*.

Poisons: Definition of Terms

Level: The poison's Level.

Type: *Weapon* poisons must enter the bloodstream via damage. *Ingestion* poisons can be applied as weapon poison or ingested with food. *Inhalation* poisons must be inhaled. A simple touch is sufficient for *contact* poisons. Other poison types include *animal venom*, *plant poison*, *alchemical poison*, and *mineral poison*.

Resistance: Use Spirit or Toughness as a modifier for the poison.

Effect: The poison's effects. A degraded poison causes the effects listed after the slash (see *Preserving Poisons*, below).

Start: When does the poison take effect? How much time passes before symptoms appear? Poisons normally apply their effects at the beginning of the relevant combat round.

Duration: How long do the poison's symptoms last? Degraded poisons use the time listed after the slash (see *Preserving Poisons*, below).

Cost: Price for one dose, in silverthalers.

Short Term Effectiveness of Weapon Poisons

You must apply a weapon poison to the weapon shortly before combat, as this kind of poison does not stick to weapons very well or remain effective for long. Weapon poison takes effect the first time the target fails to defend against a successful hit and suffers damage. However, if the poisoned weapon does not pierce the target's PRO with the first hit, subsequent hits automatically fail to deliver poison, too. In any event, weapon poison does not stick to a weapon for more than five attacks.

You can use weapon poison only on bladed or stabbing weapons. Blunt weapons such as maces do not cause wounds that allow weapon poison to get into the bloodstream. You cannot apply weapon poison to a weapon during combat.

Preserving Poisons

Poisons do not remain potent forever. As a rule of thumb, a poison's toxicity lessens after three months. This weakened poison causes the effect listed after the slash under the poison's *Effect*, and uses the duration listed after the slash under the poison's *Duration*. Poisons lose their potency entirely after six months and become harmless, no matter how well preserved.

Treat Poison

You can use the skill *Treat Poison* (with a penalty equal to the poison's level) to identify a poison by its symptoms and to apply the proper antidote (see page 344).

Arax

Distilled spider venom.

Level: 3

Type: weapon poison, animal venom

Resistance: Toughness

Effect: 2 levels of *Paralysis* / 1 level of *Paralysis*

Start: 10 minutes

Duration: 1 day / 12 hours

Cost: 100 silverthalers

Kelmon

A poison extracted from a carnivorous plant and used for hunting.

Level: 2

Type: Contact or weapon poison, plant poison

Resistance: Toughness

Effect: 4D6 DP (ignoring PRO), 4 levels of *Paralysis* / 2D6 DP (ignoring PRO), 1 level of *Paralysis*

Start: 5 combat rounds

Duration: 30 minutes / 15 minutes

Cost: 300 silverthalers

Tulmadron

A poison extracted from mineral sources.

Level: 4

Type: Ingestion or weapon poison, mineral poison

Resistance: Toughness

Effect: 1D6 DP (ignoring PRO) per combat round, hallucinations (1 level *Confusion*), pain (2 levels of *Pain*) / 1D3 DP (ignoring PRO) per combat round; light pain (1 level of *Pain*)

Start: 20 combat rounds

Duration: 50 combat rounds / 25 combat rounds

Cost: 1,250 silverthalers

Wurara

A poison extracted from hell herb.

Level: 2

Type: Ingestion or weapon poison, plant poison

Resistance: Toughness

Effect: 1D6 (ignoring PRO) per hour, mental delusions (2 levels of *Confusion*) / 1D3 DP (ignoring PRO) per hour, mild mental delusions (1 level of *Confusion*)

Start: 3 combat rounds

Duration: 4 hours / 2 hours

Cost: 100 silverthalers

Example: Rowena is hit by a weapon poisoned with wurara. She suffers 3 points of damage from the weapon and the weapon poison enters her bloodstream. The GM makes a poison check against an effective attribute value of 12 (10 + poison level 2). The SR of the poison is 2. Rowena's Toughness lowers the value from 12 to 10, but the check is successful nevertheless. The strong poison takes effect. Rowena suffers 1D6 DP (ignoring protection) per hour and gains 2 levels of Confusion.

Disease

The rules for disease work similarly to those for poison. When a character contracts an infection, the GM makes a *disease check* based on the disease's Level. The disease's three linked attributes each have a value of (10 + disease's Level), and the disease's SR is equal to its Level. Depending on the disease, apply a penalty of either the victim's Spirit or Toughness (as indicated under *Resistance*).

If the disease check is successful, the disease takes effect. If the disease check fails, the disease takes hold weakly and its symptoms are lessened (apply the effects listed after the slash under the disease's *Damage*, and use the duration listed after the slash under *Duration*).

Common, everyday illnesses include *dullskull* (the common cold) and bloody phlegm (the flu). Under poor conditions, either of these can develop into *blue wheeze* (pneumonia).

Symptoms set in after a period called the *incubation time* (the time between infection and the onset of symptoms). Characters suffering from illness or disease also gain the state of *diseased* (see page 35).

Diseases: Definition of Terms

Level: The disease's level.

Progress: The disease's progress, in detail.

Resistance: Depending on the disease, apply Spirit or Toughness as a penalty to the disease roll.

Incubation Time: After infection, how much time passes before symptoms appear?

Damage: The damage caused by the disease. If the disease check fails, apply the effects listed after the slash.

Duration: The duration of the disease. If the disease check fails, use the duration listed after the slash.

Cause: What causes the disease? The GM rolls 1D20 to see if a character gets infected. If the infection check succeeds, the GM makes a disease check to determine the severity of the infection, as described above.

Treatment: Methods known to lessen the disease's progress or relieve symptoms.

Cure: Known remedies for the disease.

Treat Disease

You can use the skill *Treat Disease* (with a penalty equal to the disease's level) to help a patient survive a disease. A successful check means the character diagnoses the disease from its symptoms and recalls the proper treatments and cures (see page 211).

Swift Difar

Level: 1

Progress: swift difar, also known as bowel cramps, is an exhausting disease characterized by diarrhea.

Resistance: Toughness

Incubation Time: 1 day

Damage: 1D3 DP (ignoring PRO) per day, exhaustion (1 level of the condition *Stupor*) / 1 DP (ignoring PRO) per day

Duration: 4 days / 2 days

Cause: Spoiled food (1-16 on 1D20, or 80%), sustained lack of hygiene (1 on 1D20, or 5%), close proximity to an infected person (1-5 on 1D20, or 25%).

Treatment: Bed rest, home remedies, and drinking plenty of water reduce the duration by 1 day.

Cure: –

Lutanas

Level: 3

Progress: The patient suffers anxiety, breathlessness, and fear.

Resistance: Spirit

Incubation Time: 2 days

Damage: 1D6 DP (ignoring PRO) per day, anxiety (1 level of the condition *Fear* per 6 hours) / 1 DP per day, 1 level of *Fear*

Duration: 7 days / 3 days

Cause: Being bitten by an infected person (1-6 on 1D20, or 30%)

Treatment: Psychological treatment, *Treat Soul* with a penalty equal to the disease's level, reduce *Fear* by 1 level per QL

Cure: If the disease check is successful and the disease takes full effect, ingestion of lulany pollen in potion form lessens the disease's effect (apply the effects listed after the slash under *Damage*). If the disease check fails, the disease is cured at once.

Rapid Mania

Level: 5

Progress: Strong, uncontrollable twitching for the first day, then fits of unprovoked anger and indiscriminate rage. Frenzy and coma set in on the second day.

Resistance: Spirit

Incubation Time: 3 days

Damage: 1D3 DP (ignoring PRO) and strong, shaking palsy (1 level of the condition *Paralysis*) for the first day. Willpower checks against the Negative Traits Vengeance and Short Temper suffer a penalty of 5. After the second day, frenzy (the hero temporarily gains the Negative Trait Short Temper and the disadvantage Frenzy; if the hero already has Short Temper, Willpower checks to avoid Frenzy suffer a penalty of 2); coma (1 level of the condition *Stupor* per 3 hours) / 1 DP per day (ignoring PRO), shaking palsy (1 level of *Paralysis*), and Willpower checks for the Negative Traits Vengeance and Short Temper fail automatically.

Duration: 7 days/3 days

Cause: Temple sacrilege (1 on 1D20, or 5%), temple sacrilege against Hesinde (1-4 on 1D20, or 20%)

Treatment: Intercessions by Blessed Ones (especially those of Hesinde), placing the patient in restraints.

Cure: Lulany pollen as a potion. If the disease check is successful and the disease takes full effect, ingestion of lulany pollen in potion form lessens the disease's effect (apply the effects listed after the slash under *Damage*). If the disease check fails, the disease is cured at once.

Swamp Fever

Level: 3

Progress: Swamp fever, also known as Brabak sweat, causes hallucinations, panic, and then, after a few hours of restless half-sleep, fever attacks which peak on the third day and then begin to wane. The patient remains unconscious most of the time.

Resistance: Toughness

Incubation Time: 1 day

Damage*: 1D6 DP (ignoring PRO) and 3 levels of the condition *Fear* (see page 32) for the 1st day, 2D6 DP (ignoring PRO) for the 2nd day, 3D6 DP (ignoring PRO) for the 3rd day, 2D6 DP (ignoring PRO) for the 4th day, and 1D6 DP (ignoring PRO) for the 5th day. The patient suffers one level of *Stupor* every 3 hours. If the disease check fails, the effects are the same, but the disease ends sooner.

* Yes, the patient still suffers the same damage each day if the disease check fails, but the disease goes away sooner, which means less damage is suffered overall.

Duration: 5 days/3 days

Cause: Bites from pests (1 on 1D20, or 5%), mosquito bites (1 on 1D20, or 5%), providing care for someone who is infected (1 on 1D20, or 5%).

Special: A character can contract swamp fever only once in a lifetime. After that, the character should purchase the advantage Immunity (Swamp Fever) with AP.

Treatment: Bedrest and caring for the fever (1DP less per day).

Cure: Chew fresh (or dried and soaked) donf stalks (lessens duration by 2 days).

Zorganpox

Level: 5

Progress: Pale, pea-sized poxes appear on the whole body the first day. After that, the poxes turn red and are accompanied by increasing fever, nausea, and weakness. The poxes swell with purulent liquid and break open on the 13th day, to the accompaniment of strong fever. If the infected survives, the poxes heal but leave scars.

Resistance: Toughness

Incubation Time: 13 days

Damage: 1D6 DP (ignoring PRO) per day after the third, weakness (3 levels of the condition *Stupor*; see page 34). 2D6 DP (ignoring PRO) on the 13th day / 1D6 DP (ignoring PRO) per day after the third, weakness (2 levels of *Stupor*).

Duration: 13 days / 5 days

Cause: Considered a curse sent by the Nameless One. Casual contact with the infected (1-2 on 1D20, or 10%), caring for the infected (1-10 on 1D20, or 50%).

Special: You can contract zorganpox only once in your life. Afterwards, the character should purchase the advantage Immunity (Zorganpox) with AP. The resulting scars lower appearance by one level (from normal to Ugly I, from Good Looks II to Good Looks I, and so on).

Treatment: Bedrest and caring for the fever (1DP less per day). Gulmond tea reduces the damage taken on the 13th day to 1D6 DP (ignoring PRO).

Cure: Covering the pox with xordai decoction. If the disease check is successful and the disease takes full effect, applying the decoction lessens the disease's effect (apply the effects listed after the slash under *Damage*). If the disease check fails, the disease is cured at once.

Example: Mirhiban eats spoiled food. The GM determines that she catches swift difar (1-16 on 1D20) and makes a disease check. The disease has an attribute value of 11 (10 + 1 for the disease's level = 11), with SR equal to the disease level of 1. Mirhiban has a poor Toughness, so the GM applies a penalty of 2 (meaning the disease check receives a bonus of 2). Nevertheless, the check fails, so after the incubation time, Mirhiban suffers the disease's lesser effects.

Healing Herbs

Many remedies for bleeding, poison, and disease can help heroes recover life points. There are also healing herbs that neutralize poisons, cure diseases, or have any of a number of special effects. The following are a small selection of the most useful and common healing herbs.

Healing Herbs: Definition of Terms

Search Difficulty: This modifies the check using *Plant Lore (Healing Herbs)* when heroes look for healing herbs. They must perform a search, and find the plant if successful (although the GM determines if a plant is present in an area).

Identification Difficulty: To identify a plant correctly, make a check using *Plant Lore (Healing Herbs)*. Each plant has its own modifier for this check. If you already know the plant you are looking for, you do not have to make this check (it is only important when you want to know what you have found).

Uses: The doses of plant material you find with a search check. You find a certain amount for each QL. The levels are separated by slashes. For example, 1/2/4/6/8/10 means that you find 4 doses of the plant with a QL of 3. Each dose is enough for one person.

Effect: Describes the herb's effect. Effects of healing herbs do not stack; for each Regeneration Phase, you gain the effect of only the first healing herb you use. The same goes for ingesting more than one dose of the same herb (unless otherwise stated in the individual plant's description).

Cost: The price is given as two values. The first is the price of enough raw, unprocessed herb to make one dose. The second is the price of one dose prepared by an alchemist or herb dealer.

Preservation of Herbs
Tracking how long a particular herb remains efficacious would involve too much bookkeeping on the part of the GM and players. Instead, assume that any healing herb lasts only for three months, no matter how well you dry, preserve, or otherwise process it for prolonged storage.

Axorda Tree
The axorda tree, which grows to a height of 120 feet, can only be found on Maraskan at altitudes above 3,000 feet. And even there, it is rare. The tree itself can be used as lumber or firewood, but if you cook its bark in a certain way, you can create xordai decoction, which can heal zorganpox.
Search Difficulty: -3
Identification Difficulty: 0
Uses: 1/1/1/1/2/2
Effect: Cure for zorganpox (see page 344)
Cost: 16/80 silverthalers, but only when there is no pressing need (during an outbreak of Zorganpox, the plant is worth its weight in gold).

Donf
This healing herb, which stands about 3 feet tall, usually grows in swamps and meadows. Its finger-thick stalk ends in a single purple flower. To preserve the flower, you dry it or put it into alcohol.
Search Difficulty: 0
Identification Difficulty: +3
Uses: 1/1/2/2/3/3
Effect: Cure for swamp fever (see page 344)
Cost: 2/4 silverthalers

Leechfright
Leechfright helps staunch minor bleeding, and is especially useful for fending off the creature from which it derives its name. Salves made from leechfright are a standard part of every traveler's equipment while in the jungles of Maraskan. Leechfright grows everywhere, from Lowangen to Selem.
Search Difficulty: 0
Identification Difficulty: 0
Uses: 4/4/5/5/5/6
Effect: Repels parasites
Cost: 4/12 silverthalers

Gulmond
The leaves of the gulmond shrub produce a stimulant that is popular for staying awake. This shrub grows in northern steppes and forests. Its palm-sized, succulent leaves have the strongest effect. Chew when fresh, or dry and brew into a tea.
Search Difficulty: -2
Identification Difficulty: 0
Uses: 2/2/3/3/3/4
Effect: One dose allows you to ignore the effects of two levels of *Stupor* for 12 hours. However, if you reach Level IV, you are still incapacitated.
Cost: 6/6.2 silverthalers

Lulany
The lulany flower grows in shaded areas of the dense forests of central Aventuria. Its red leaves help treat indigestion as well as fits of rage. The plant blooms all summer long and is considered an important cure for lutanas and rapid mania.
Search Difficulty: 0
Identification Difficulty: +1
Uses: 1/1/1/1/2/2
Effect: Cure for lutanas and rapid mania (see page 343).
Cost: 5/10 silverthalers

Mandrake
Sometimes called Madragora. Mandrake is a root that resembles a humanoid body. It is rare, but can grow

almost anywhere. According to legend, mandrake grows where somebody has suffered a violent death.
Search Difficulty: -3
Identification Difficulty: -2
Uses: 1/1/1/1/1/1
Effect: Mandrakes are used mainly for alchemy (see page 271).
Cost: 3/5 silverthalers

Wirsel Herb
The greenish-white leaves of the grass-like wirsel herb are common to steppes and meadows, but it is difficult to distinguish from other grasses. As a poultice or tea, wirsel herb can heal wounds.
Search Difficulty: -1
Identification Difficulty: -2
Uses: 3/3/3/4/4/5
Effect: recover one additional LP for the next Regeneration Phase, per dose; no more than 3 LP per Regeneration Phase.
Cost: 2/2.2 silverthalers

Heat and Cold

Describing the Aventurian climate falls mainly in the category of gaming atmosphere, although practically speaking, a mild summer's day is nicer for heroes than drenching rain. But if the heroes want to trudge across the icy north or ply the desert sand of the Khôm, the climate itself can be more hazardous than a Firun's bear or a band of desert raiders. For all cases of extreme cold and agonizing heat, use the following rules.

Extreme Cold
The open spaces of the Far North have killed many travelers who underestimated the dangers posed by extreme cold. A winter morning of hoar frost and thin layers of ice on puddles can be quite unpleasant when you aren't wearing proper clothes, but stepping out into a blizzard in Netherhellish cold can mean a quick trip to the Halls of the Gods.

To represent this, we distinguish four levels of Cold in the following chart, each causing different stages of hypothermia. As summarized in the *Cold Chart*, characters receive one level of *Hypothermia* as directed at each Cold Level (see table) until they reach Level IV, at which point they might freeze to death. Simply put, if *Cold Level* minus *cold protection* plus *other modifiers*[•] is greater than 0, the character suffers Hypothermia. The higher the level, the faster the effects become deadly.

Protection from Hypothermia
The simplest way to protect against hypothermia is to wear layers of warm, loose-fitting clothing. Clothes fit into three categories. Thick woolen clothes and similar light winter articles reduce the Cold Level by 1. If, in addition, you wear a fur coat with a hat and gloves (or similar thick clothes), reduce the Cold Level by 2 (with clothes like that, you should be able to survive a cold winter night in Weiden).

The Nivese, who live in the far north, invented the *anorak* to survive the extreme cold of their homeland. An anorak is an extremely warm, draft-proof jacket sewn from the skins of seals or karans (reindeer-like grazers). Nivese usually combine it with padded boots, padded pants, and underclothes to form a solid garb that defies the brutal temperatures encountered on the northern steppes (this reduces the Cold Level by 3).

Wet clothes (caused by falling through the ice, for example) lose their protection against the cold, and in fact actually *raise* the Cold Level by 1 until both clothes and wearer are dry once again. Strong winds raise the Cold Level by 1, and blizzards raise it by 2. The Cold Level cannot go above IV for practical reasons—a character stranded in such a storm without protection dies quickly.

Cold Chart

Cold Level	Intervals of Hypothermia
Level I	10 to 0 degrees Celsius (50 to 32 degrees F.)/1 Hypothermia Level per 5 hours
Level II	0 to –25 degrees Celsius (32 to 13 degrees F.)/1 Hypothermia Level per hour
Level III	–25 to –50 degrees Celsius (13 to –58 degrees F.)/1 Hypothermia Level per 10 minutes
Level IV	–50 degrees Celsius and colder/1 Hypothermia Level per minute

Cold Level Modifiers	
Thick, woolen clothing	-1
Protective winter clothes with hat and gloves	-2
Anorak and draft-proof, padded clothes	-3
Wind	+1
Blizzard	+2
Wet	+1, no protection from clothes

• Clothes can provide protection from the cold, but they are not cold-proof. In extremely low temperatures, they cannot guarantee your survival.

Hypothermia Levels

Hypothermia Level	Effect
Level 1	*Paralysis* +1, *Confusion* +1
Level 2	*Confusion* +1
Level 3	*Paralysis* +2, *Confusion* +1
Level 4	Unconsciousness, apparent death, loss of 1D6 LP per minute

Recovering from Hypothermia
A hero suffering from hypothermia sheds only one Hypothermia Level per Regeneration Phase in warm and dry surroundings.

Example: Arbosh leaves his hut on a mild winter's day to go hunting. He is wearing warm clothes befitting the weather. His clothes lower the Cold Level by 1 and thus negate the Cold Level of 1 due to the weather. Arbosh can remain outside without suffering harm. Unfortunately, he does not notice the weather changing.

After a short while, the temperature drops to freezing and a storm blows up. Fortunately, he finds shelter beneath the roots of a downed tree, but the cold still reaches him, inflicting a Cold Level of 2. His clothes are not enough to stave off the cold completely, so he suffers the effects of Cold Level 1 (2 – 1). He is forced to remain in this rough shelter and begins to suffer the first level of Hypothermia *after 5 hours. The cold makes his muscles shiver uncontrollably—his teeth begin to chatter, and his head starts to swim. In game terms, he suffers one level of* Paralysis *and one level of* Confusion.

As it turns out, he must stay put until the evening hours, a total of 10 hours, so he suffers the second level of Hypothermia, gaining another level of Confusion. *He stops shivering and a paradoxical feeling of warmth begins to spread throughout his body. Arbosh is in danger of freezing to death without realizing it. He tries his luck in the blizzard and sets out to find his way home, enduring Cold Level III (2 Cold Levels for the ambient temperature, plus 2 levels for the blizzard, minus 1 level for his simple woolen clothes). As he fights his way through the snowy chaos, he suffers one level of Hypothermia every 10 minutes. If he does not find a warm haven within 40 minutes, he will black out and probably freeze to death.*

Extreme Heat

Those who underestimate the Khôm Desert risk a slow, parched death. Heat and thirst can rob heroes of their minds and even of their lives. People traveling through jungles or deserts face the additional problem of the searing sun or, mainly in the jungles of the south, oppressive humidity.

To represent these harsh circumstances in game terms, we distinguish between four *Heat Levels*. As summarized in the *Heat Chart*, Heat Levels inflict varying degrees of *Hyperthermia* and thirst. Characters receive one level of Hyperthermia (see table) as directed at each Heat Level until Level IV, at which point they risk dying from heatstroke or dehydration. Simply put, if *Heat Level* minus *water supply* plus *other modifiers* is greater than 0, the character suffers hyperthermia. And the higher the value, the faster this can happen.

Protection from Hyperthermia and Thirst
Besides appropriate clothes and head coverings, heroes traveling in jungles or deserts need to drink enough water to withstand the agonizing heat.

If able to drink at least two pints of water per day, reduce the Heat Level by 1. If able to drink five pints of water per day, reduce the level by 2. If 10 pints of water are available per person per day, reduce the Heat Level by 3. This way, characters undertaking minimal levels of activity can bear temperatures of up to 131 degrees Fahrenheit (55 degrees Celsius) without harm.

Rowena

If characters must exert themselves physically, raise the Heat Level by 1. If exposed to the sun, raise the Heat Level by 1. Furthermore, oppressive jungle climates do not help—raise the Heat Level by 1 while in high humidity.

Heat Chart

Heat Level	Intervals for Hyperthermia
Level I	33.8 to 95 degrees Fahrenheit (1 to 35 degrees Celsius)/1 Hyperthermia Level per day
Level II	95 to 113 degrees Fahrenheit (35 to 45 degrees Celsius)/1 Hyperthermia Level per 18 hours
Level III	113 to 131 degrees Fahrenheit (45 to 55 degrees Celsius)/1 Hyperthermia Level per 12 hours
Level IV	131 degrees Fahrenheit and more/1 Hyperthermia Level per 6 hours

Heat Level Modifiers	
Drink at least 2 pints water per day	-1
Drink at least 5 pints water per day	-2
Drink at least 10 pints water per day	-3
Hard physical labor	+1
Exposed to the sun	+1
Humid jungle climate	+1

Hyperthermia Levels

Hyperthermia Level	Effect
Level I	*Stupor* +1, *Confusion* +1
Level II	*Stupor* +1
Level III	*Stupor* +1, *Confusion* +1
Level IV	*Stupor* +1, loss of 1D6 LP per hour

Recovering from Hyperthermia
Heroes suffering hyperthermia can die of dehydration. They need time to recover, which also takes rest, cooling, and water. Characters achieving these conditions remove one level of hyperthermia per hour.

Example: Tjalva travels through the desert. She has some water (five pints), but the temperature is above 122 degrees Fahrenheit (50 degrees Celsius). She reduces the Heat Level by 2 and only suffers one level of Stupor *and one level of* Confusion *that day, but her overall chances look bad. She needs more water. At least she has a hat to cover her head and is not fully exposed to the sun, which would raise the Heat Level even higher.*

Visibility

Visibility is important in many situations. With sufficient light and no obstructions, you do not suffer any visibility penalties. Darkness, fog, and thick foliage can impose one or more levels of visibility restriction. In the worst case (Level 4), you cannot see anything at all. The GM decides if visibility penalties affect any other skill checks, based on the situation. In some cases, visibility might not have any effect, while in others (mostly in cases of complete darkness or sudden blindness), skill checks are not even possible.

Carrying and Lifting Capacity

A hero can carry STR x 4 pounds without trouble. Every additional 8 pounds imposes one level of the condition *Encumbrance* (see page 32). Humans, elves, and dwarves can lift and carry up to STR x 20 pounds for a short time. With a successful *Feat of Strength (Lifting)* check, they can lift an additional QL x 10 pounds.

Strategic Movement

Most heroes must travel on foot, unless mounts or vehicles are available. The number of miles one can cover in a day depends on the mode of transport.

Use the following examples when estimating travel times in your campaign. These examples assume good roads, calm waters, and no complications. Rough terrain and raging seas reduce travel rates accordingly.

Visibility Modifiers

Level	Effect	Examples	Modifiers
Level 1	Slight visibility restriction	light foliage, morning fog	-1 to skills/-1 AT/-1 defense/-2 RC
Level 2	Target's shape visible	fog, moonlight	-2 to skills/-2 AT/-2 defense/-4 RC
Level 3	Target is barely visible	dense fog, starlight	-3 to skills/-3 AT/-3 defense/-6 RC
Level 4	Target invisible	blind, dense smoke, complete darkness	-4 to skills/halve close combat AT; defense and RC only with a roll of 1 on 1D20; no defense against RC

Strategic Movement

Type	Distance Covered per Travel Day
Foot march	20 miles
Coach Ride	25 miles
Horseback	30 miles
Sea Voyage	60 miles

Note: an Aventurian mile (a "Middenmile") is equivalent to 1,094 yards.

Chases

If you do not want to role play chases combat round by combat round, do the following. First, determine the terrain through which the chase will lead. Is it typical, open terrain with few obstacles (like a field with a low fence, or a city's alleyways), or is it difficult and twisting terrain (like a forest with thick undergrowth, or a bazaar full of people, carts, and stalls)? Terrain modifies the rate of Movement, as shown in the following table.

Terrain of the Chase

Type of Terrain	Effective MOV	Examples
Open Terrain	MOV x 2	Open space, race track
Normal Terrain	MOV	Pasture, alleyway
Difficult Terrain	MOV/2	Forest, crowded bazaar

This method uses a rule similar to that for cumulative checks, but instead of collecting 10 QL, the chaser collects skill points (SP) instead. The SP total that the chaser must collect starts out equal to the initial distance (in yards) between the pursuer and the pursued. Both sides make *Body Control (Running)* checks, adding their effective MOV values to their SR. After each roll, the pursuer adds any SP to those collected so far, while the quarry adds any SP to the total that the pursuer must accumulate.

The check interval for chases is one CR. Unless the GM says otherwise, chases end after five CR at most• (5 CR is the maximum number permitted when using this method). If the pursuer does not accumulate the required SP by then, the quarry escapes.

Example: Geron is searching for a dwarven spy in the narrow tunnels of an abandoned mine. When Geron catches sight of his prey, the dwarf is 15 yards away and watching Geron from a hiding place behind a boulder.

The dwarf starts to run, and Geron gives chase. Initially, to catch the spy, Geron must collect 15 SP (stemming from the 15 yards separating the two). The tunnels are full of rubble and slick stones, and the GM rules that the terrain is Difficult. *Geron's MOV is 8, but due to the difficult terrain, his effective MOV is halved, so he can add 4 to his SR. Geron's player makes his first check using* Body Control (Running). *He is successful and keeps 7 SP, collecting nearly half the amount he needs (7 of 15).*

Next, the GM makes a Body Control (Running) *check for the dwarven spy, who normally has a MOV of 6. Accounting for the difficult terrain, the dwarf's effective MOV is half of 6, or 3, so the GM applies 3 additional points to his SR in* Body Control. *The GM makes the dwarf's* Body Control (Running) *check and is successful, with 4 points left over. Geron must gather 12 more SP, not 15 as in the beginning. In other words, he has gained some ground, but he still has a hard chase ahead.*

• We chose a limit of five CR to speed up play by not requiring too many checks for any given chase.

High and Long Jumps

For some heroes, jumping lava flows, icy crevices, or urban canyons can be a daily occurrence. If you want to make a high jump or long jump, make a *Body Control (Jumping)* check. Dwarves jump half as far.

Long Jump: Attempting a *running long jump* of up to three yards is an unmodified check. Checks suffer a penalty of 1 for each additional yard of distance. Characters can jump up to eight yards at most. Checks are not needed for jumps shorter than three yards.

High Jump: Attempting a *running high jump* up to one yard in height is an unmodified check. The check suffers a penalty of 1 for each additional half yard. Heroes can jump four yards high at most (with arms outstretched to catch onto something). Checks are not needed for jumps of less than one yard in height.

If you make a *standing jump* of either kind, the check suffers an additional penalty of 2. For dwarves, divide these heights/widths in half.

Structural Damage

Sometimes heroes want to damage or break objects. Just as characters have life points, objects have *structure points*. Heroes can remove structure points with weapon damage in order to destroy objects.

To destroy an object, simply roll the appropriate damage and subtract it from the object's structure points. When the total reaches 0 structure points, the item is destroyed. This could mean that you demolish the item, or that you create a large hole in it, for example. Sometimes you cannot use a weapon to destroy an object—a knife cannot demolish a castle wall, and an arrow cannot smash a door to splinters. The GM has the final say.

Attacking an inanimate object takes 1 action but does not require an attack roll. We simply assume that heroes can hit unmoving objects within their reach.

Exact Distance
Optional Rule

Normally, jumps require a simple Body Control check. To determine exactly how far a character travels after a running jump, use the following calculation. The base length of the jump is a number of yards equal to one-half of MOV minus ENC (do not round). High Agility improves a running long jump's length—every point of Agility higher than 10 adds another 10 inches to the distance. You may also try to improve the jump's length with a *Body Control (Jumping)* check, gaining 10 inches per skill point.

In summary, total running long jump distance = (MOV/2 – ENC) yards, + 10 inches per point of AGI over 10, + 10 inches per SP from *Body Control (Jumping)*. If you make a standing long jump, halve the total distance.

If it is important to know how high a hero can jump (to catch onto the top of a wall, for example), use the following rule: the basic height of the running high jump is a number of inches equal to Movement multiplied by 5. High Agility can improve a high jump's height—each point of Agility above 10 adds another five inches. You may also try to improve the high jump's height with a *Body Control (Jumping)* check, gaining five inches per SP.

In summary, total running high jump distance = (MOV x 5) inches, + 5 inches per point of AGI over 10, + 5 inches per SP from *Body Control (Jumping)*.

This optional rule makes the game a little more complex.

Examples for Structural Damage

Object	Structure Points
Vase	1
Window	2
Chair	10
Table	20
Thin wooden wall	30
Barrel	50
Human-sized marble statue	80
Solid wooden door	80
Simple brick wall	100
Ship plank	200
Grouted stone wall	1,000
Door of a dwarven safe	2,000

Experience

Characters develop over the course of their lives. Warriors practice with their weapons, spellcasters conduct research into unknown magic, and rogues pick up new tricks for plying their trades.

In *The Dark Eye*, heroes improve their abilities with *adventure points* (AP) awarded by the GM to players for undertaking quests. This chapter explains which abilities you can improve and the AP costs for doing so.

Improvements

Players can improve their characters' abilities with the AP they collect over time. You usually spend AP between adventures, but it sometimes makes sense to spend them during an adventure, such as when a character studies intensely or visits a tutor to brush up on existing knowledge or learn new skills. We do not want to give rules for every possible way to spend AP. The GM must decide when it is allowed, based on the situation.

Improvements and AP Cost

Ability	AP Cost
Attribute	see Cost Chart (E)
Skill	see Cost Chart (A-D)
Combat Technique	see Cost Chart (B-D)
Life Point	see Cost Chart (D)
Arcane Energy	see Cost Chart (D)
Karma Point	see Cost Chart (D)
Advantage	depending on the advantage
Disadvantage	depending on the disadvantage
Special Ability	depending on the special ability
Cantrip	1 AP
Blessing	1 AP
Spell/Ritual	see Cost Chart (A-D)
Liturgical Chant/ Ceremony	see Cost Chart (A-D)

Cost Chart
Skill or Combat Technique

	Improvement Cost				
	A	B	C	D	E
Activation at 0	1	2	3	4	–
1-12	1	2	3	4	15
13	2	4	6	8	15
14	3	6	9	12	15
15	4	8	12	16	30
16	5	10	15	20	45
17	6	12	18	24	60
18	7	14	21	28	75
19	8	16	24	32	90
20	9	18	27	36	105
21	10	20	30	40	120
22	11	22	33	44	135
23	12	24	36	48	150
24	13	26	39	52	165
25	14	28	42	56	180

Maximum Stat or Maximum Increase

You cannot raise every stat as much as you wish. Some stats and SR have an upper limit which you cannot exceed through improvements, as follows.

- Combat techniques can rise no higher than their primary attribute plus 2.
- Heroes can increase LP by an amount equal to their Constitution, at most.
- Spellcasters and Blessed Ones can add no more AE or KP than their primary attribute.
- Skill ratings are restricted by attributes. The upper limit of SR is the highest linked attribute plus 2.
- You cannot normally improve the SR of spells or liturgical chants above 14 unless you have the appropriate special ability Property Knowledge or Aspect Knowledge for that spell or liturgical chant (see page 285 and 321).
- You cannot spend AP to improve Spirit, Toughness, Dodge, or Initiative, but you can improve them indirectly by improving the relevant attributes or by purchasing certain special abilities.
- FtP can be modified only by the advantage Luck and the disadvantage Bad Luck.

Maximum Stat or Maximum Increase	
LP	CON
AE	Primary Attribute
KP	Primary Attribute
Skills	Highest linked attribute plus 2
Combat Technique	Primary Attribute plus 2
Spells and Rituals (without Property Knowledge)	14
Liturgical Chants and Ceremonies (without Aspect Knowledge)	14

Possible Effects Due to Attribute Improvement	
COU	KP, Spirit, Initiative, Attack
SGC	AE, KP, Spirit
INT	AE, KP, Spirit, Initiative
CHA	AE, KP
DEX	Ranged Combat
AGI	Dodge, Parry, Damage Bonus
CON	LP, Toughness
STR	Toughness, Parry, Damage Bonus

Improving Attributes

All attributes cost 15 AP, up to a value of 14. Each point above 14 costs more AP. For example, a value of 15 costs 30 AP, a value of 16 costs 45 AP, and so on.

Improving Skills

To improve a skill, you use the improvement chart, just like during hero creation. You can improve skills only if they are activated (they have a rating of at least 0). Normal (mundane) skills are always considered activated.

Inactive skills (which in this case means new spells and liturgical chants) must be activated before they can be used or improved. You must pay the appropriate AP cost to activate new skills, as indicated in the Improvement Chart. Newly activated skills receive a starting SR of 0. To improve spells or liturgical chants above a rating of 14, you must possess the appropriate Property Knowledge or Aspect Knowledge.

Improving Combat Techniques

Improving combat techniques works like improving skills. To raise a combat technique by one point, pay the cost indicated on the Improvement Chart. Note that all combat techniques are considered active at character creation, and all start with a combat technique value of 6, unless otherwise indicated.

Learning and Improving Spells
You can learn and improve spells based on their improvement cost. To learn a new spell, spellcasters need to find a tutor who can teach the spell. Some magical societies, such as the mage guilds, have found ways to convey spell theory in a written form that allows it to be learned by others. Mage guilds and other teachers ask for coin or services for teaching spells and purchasing spell theories.

Spellcasters from a certain Tradition usually learn new spells from teachers who are themselves of the same Tradition. A witch may want to learn from a mage, but this is not always possible. The GM has the final say, but in any case, doing so takes much longer than with a teacher from your own Tradition. Once you know a spell, you can improve it by practice or study. Unlike other skills, you cannot raise a spell's SR above 14 unless you have the Property Knowledge that matches that spell's property (see page 285).

Learning and Improving Liturgical Chants
The above rules for spells apply to liturgical chants, too, but few liturgical chants are written down. They usually pass from Blessed One to Blessed One directly, although sometimes a Blessed One learns a new chant through divine inspiration. Unlike other skills, you cannot raise a liturgical chant's SR above 14 unless you have the Aspect Knowledge relevant to that chant (see page 321). Blessed Ones can learn only general liturgical chants and the liturgical chants of their Church.

Permanent Loss of Arcane Energy
When creating magical artifacts, spellcasters must spend permanent AE, which means you subtract these points from the maximum supply permanently—they do not regenerate. You can buy back permanent AE at a cost of 2 AP per AE point spent in this manner. Before you can improve your AE, you must buy back all AE lost permanently due to artifact creation or any other reason.

Permanent Loss of Karma Energy
When creating sacred artifacts, Blessed Ones must spend permanent KP. As with spellcasters, this means you subtract these points from your maximum supply permanently—they do not regenerate. You can buy back permanent KP at a cost of 2 AP per KP point spent in this manner. Before you can improve your KP, you must buy back all KP lost permanently due to sacred artifact creation or any other reason.

Improving Life Points, Arcane Energy, and Karma Points
Heroes can purchase additional LP, AE, and KP as if improving skills in category D. The first additional point after character creation costs as many AP as improving a category D skill from SR 0 to SR 1 (that is, 4 AP). The second point costs as much as improving the skill from SR 1 to SR 2, and so on.

Purchasing Special Abilities
To purchase a special ability, you must meet all its requirements and spend the necessary number of AP.

Purchasing Advantages and Removing Disadvantages
The GM has the final say whether you can purchase advantages or get rid of disadvantages. Unlike special abilities, advantages and disadvantages usually cannot be learned from a teacher or acquired through independent study (see page 162).

If the GM allows you to purchase an advantage or get rid of a disadvantage, the following costs apply: to aquire an advantage, spend the required amount. To reduce or eliminate a disadvantage, you must spend the AP given in the disadvantage's description.

Cantrips and Blessings
Cantrips and blessings cost 1 AP each.

Learning Methods

There are two ways to improve skills and activate spells and liturgical chants—learning from a tutor, and self study.

Activating skills that are inactive always requires a teacher (this usually means finding a private mentor, but a spellbook can also act as teacher). You can improve active skills with a tutor or through independent study. Tutors try to teach somebody else, but with independent study, you try to teach yourself. The advantages of tutors include potentially shorter learning times, and the fact that they already possess knowledge that you do not have to deduce for yourself. It does not matter which method heroes use to gain knowledge. They must spend AP to activate and improve abilities. The main difference between the two learning methods is the time involved.

The GM decides how long it takes you to improve, based on the skill and the level you wish to attain. Independent study does not hinder learning, but a tutor can shorten your study time. The same goes for learning special abilities.

Chapter 13: Bestiary

"I have seen it with my own eyes. There, at the beach. It was large and had smooth skin, like a fish. It looked at me for a short moment, and then it disappeared..."
— Report of a tourist at Loch Ness

"The benign lady Tsa extends her protective hand over all creatures. She recognizes the beauty of the world in every one of them. Never harm an animal, even one that is poisonous or dangerous. After all, every animal is a creature of Los and Sumu.

But I say to you: where you spy a tatzelwurm, pierce it with arrows. Where you meet an orc, stab it and take its ears and nose for a trophy.

Good Tsa might love all things, but she is a goddess and does not have to fear pain or death from a rat bite. Aventuria is full of harmless animals, but it is also full of monsters with no good in them, ones which try to eat every human, elf, or dwarf they can catch. And truly, I am more on the side of Rondra, Kor, and most other gods—fight evil wherever you find it."

—Report of an adventurer after reading the Bestiary of Belhanka, *modern*

This chapter includes rules for monsters and presents examples of Aventurian wildlife and other creatures (like witches' familiars), as well as a few types of summonable demons and elementals. You can find more monsters and animals in the *Aventuria Almanac* and the *Aventurian Bestiary*.

Creature Descriptions

All creatures use the following format.

Distribution: Where can you usually encounter this creature? Where does it usually live?
Size: How large is the creature? We give you its average size in inches, feet, or hands.
Weight: How heavy is the creature? We give you its average weight in pounds.
Attributes: Lists the creature's attributes (Courage, Sagacity, Intuition, Charisma, Dexterity, Agility, Constitution, and Strength).
LP: The creature's typical life points.
AE: The creature's arcane energy total, if any.
KP: The creature's karma point total, if any.
INI: The creature's Initiative stat. You usually add one or more D6 to determine initiative. Does *not* include penalties for Encumbrance, such as for weapons and armor for humanoid creatures.
PRO: The creature's natural protection rating. If the creature wears additional armor, you must add its PRO to this value.
SPI: Spirit.
TOU: Toughness.
MOV: Movement.
AT: Attack stat (for creatures without weapons, counts as Brawling AT).
PA: Parry stat (for creatures without weapons, counts as Brawling PA).
DO: Dodge stat.
Defense: Non-humanoid creatures have a general Defense rating, which they use instead of PA and DO for defense. Such creatures always use this rating for defense, and do not suffer any penalties for defending against more than one attack per combat round. Other penalties to Dodge or Parry still apply.
RC: Ranged Combat stat.
RT: Reload time for ranged attacks, given in number of actions.
DP: The damage points inflicted by the creature's preferred weapon(s).
RA: The range of the creature's ranged combat weapons, in yards (in the form S/M/L).
RE: The reach category (short, medium, or long) for close combat attacks.
Actions: The number of actions the creature can take per combat round. If it gets more than one action, it must make them one after the other with no time between. Includes how many times the creature can use each attack type in each combat round.
Advantages and Disadvantages: For intelligent creatures, we list typical advantages and disadvantages.
Special Abilities: A list of special abilities.
Skills: Skills, mainly *Body Control*, *Intimidation*, *Perception*, *Self-Control*, and *Stealth*. In some cases, the skills' linked attributes differ from those that apply to humanoid creatures (see pages 21 and 187).
Spells/Liturgical Chants: If the creature knows spells or liturgical chants, we list them here.
Number: If the creature is solitary, the number occurring is 1. For larger groups of animals, you usually roll dice. Some creatures may be encountered either alone or in groups.
Type: Target Category (see pages 254 and 308), and whether the creature is humanoid or non-humanoid.
Summoning Difficulty: Modifier for summoning checks, if the creature is summonable.
Size Category: The creature's size category (see pages 239 and 241).
Loot: Which parts of the animal you can use, and what you can get in exchange for said parts. If this entry includes *tough meat*, you can still eat the creature (although it isn't tasty). You cannot eat *inedible meat* at all.
Combat Behavior: Information about the creature's use of special abilities and special tactics, and its general behavior in combat.
Escape: Indicates when and why the creature withdraws from a fight. Sometimes creatures won't withdraw and instead fight on, especially when they feel cornered.
Animal Lore/Magical Lore/Plant Lore/Sphere Lore: Information that heroes may receive about the creature with a successful *Animal Lore/Magical Lore/Plant Lore/Sphere Lore (various applications)*• check and a certain number of SP. This can include weaknesses or special maneuvers, for example. You usually use *Animal Lore* for animals and monsters, *Magical Lore* for undead and ghosts, *Sphere Lore* for creatures from other Spheres, and *Plant Lore* for plants.
Special Rules: Special rules, like poisons, special attacks, or the transmission of diseases.

• Use *Sphere Lore* for elementals and demons, and *Magical Lore* for all other creatures that are not intelligent creatures, animals, plants, or fungi. Use *Animal Lore* for animals (*Fishing* for aquatic creatures) and *Plant Lore* for plants and fungi. These rules do not apply to intelligent creatures.

Animal Cunning

Animals do not think like humans do. Thus, to make certain skill checks for animals possible, animals have Animal Cunning instead of Sagacity. This is not the same thing as human Sagacity, and does not use the same scale. The following chart gives a rough comparison. If the symbol (a) appears after a creature's SGC, it uses Animal Cunning.

Animal Cunning/Human Sagacity

Animal	Human	Animal	Human
0-2	0	9-11	3
3-5	1	12-14	4
6-8	2	15+	5

Type

Innumerable *creatures* exist on Dere. To better fit them to the rules (for example, to determine if a spell works on a particular creature), each creature is assigned to a *type*, and each type includes sub-categories. *Living Creatures* are those with organic, working bodies. *Non-Living Creatures* either come from other Spheres or else do not have living bodies of their own for various reasons. Then there are *Objects*. Most objects are *Mundane*, some are enchanted and therefore *Magical*, and some are *Blessed* with divine power. Type is equivalent to target categories (see pages 254 and 308) that determine which spells and liturgical chants work on which targets. For example, if a spell has a target category of *Living Creatures*, you can cast it on humans, animals, and fairies, but not on *Non-Living Creatures* or *Objects*.

For examples of the various creatures and objects, see pages 255 and 309.

Demons

Demons are summonable creatures that spellcasters can call from the Seventh Sphere. They are widely regarded as devious, chaotic, and dangerous. Demon summoning is forbidden in most countries. Many demons are useful in combat because they are resistant to mundane weapons. They cannot stay in the Third Sphere permanently. After a while, they return to their Sphere of origin. In addition, most of them have special powers which they can use for the summoner's benefit.

About Demons

When you call a creature from the Netherhells to the Third Sphere, it must manifest physically. Summoned demons do not have a normal body with organs and bones. Rather, they must build a body from their summoner's arcane energy. For that reason, and because of the nature of their origin, the following general rules apply to demons.

- Demons do not suffer from conditions (see page 31).
- Demons have almost no mass. They can run up walls and change direction without losing speed. Their will shapes and guides their body, so they cannot be blown away or carried by the wind against their will, as if they had no weight.
- When a demon is slain, no body remains behind (all that is left is a small amount of slime, sulfur, or similar material).
- Attacks with mundane weapons do half damage against demons (halve the damage points *after* subtracting the demon's PRO).
- Attacks with weapons blessed by an opposing deity inflict double damage against the demon (roll for damage, multiply the result by two, and *then* subtract the demon's PRO).
- Attacks with weapons blessed by other gods, as well as attacks with magical weapons, inflict normal damage against demons.
- Demons are immune to spells with the properties Healing, Illusion, Influence, and Transformation.
- Their Spirit applies as a modifier to all other spells (even if you would not normally use Spirit). If a spell uses Spirit as a modifier, modify it with 2xSpirit when cast on demons. When a spell uses Toughness, it is modified by Toughness *and* Spirit. Demons use Spirit as additional Protection against spells that cause direct damage.

Demonic Spells

Some demons know spells that are not used by the Traditions described in this rule book. We describe these spells here.

Great Confusion

Check: COU/INT/CHA (modified by Spirit)
Effect: The target's mind grows confused, inflicting levels of the condition *Confusion*. The strength of the *Confusion* depends on QL.
1-2 QL: 1 level of *Confusion*.
3-4 QL: 2 levels of *Confusion*.
5 QL: 3 levels of *Confusion*.
6+ QL: 4 levels of *Confusion*.
Casting Time: 4 Actions
AE Cost: 8 AE
Range: Touch
Duration: QL x 5 minutes
Target Category: Living Creature
Property: Demonic

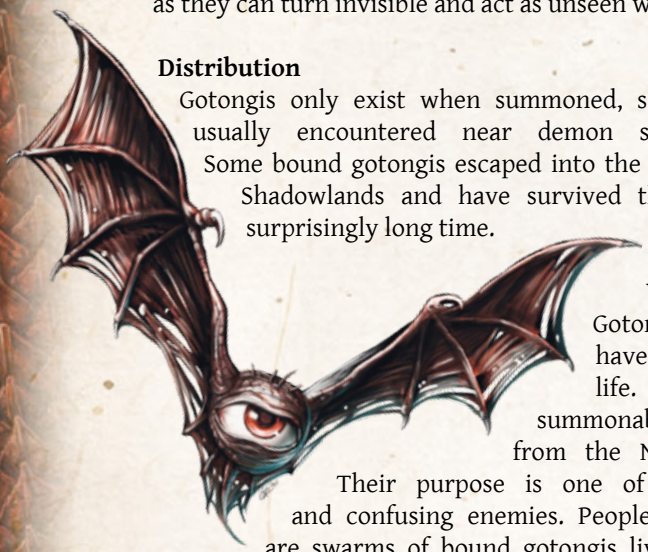
Darkness

Check: COU/SGC/CHA
Effect: Before casting the spell, you must decide whether the zone of darkness will move with the spellcaster or remain in place. Once cast, a spherical zone of darkness with a diameter of 2 x QL yards forms around the spellcaster. For each QL, visibility penalties (see pages 249 and 348) increase by 1 level. Light sources, whether natural or supernatural, cannot illuminate the darkness. The spellcaster does not suffer visibility penalties from the spell, but other visibility penalties still apply.
Casting Time: 8 Actions
AE Cost: 16 AE (casting) + 8 AE per 5 minutes
Range: self
Duration: sustain
Target Category: Zone
Property: Demonic

- Demons are immune to poisons and diseases.
- Demons cannot benefit from liturgical chants.
- Demons without FtP can defend more than once per combat round.

Gotongi

A gotongi is a lesser demon that originates from Blakharaz's domain. It looks like a flying eye with bat wings. Many spellcasters employ these demons as spies, as they can turn invisible and act as unseen watchers.



Distribution

Gotongis only exist when summoned, so they are usually encountered near demon summoners. Some bound gotongis escaped into the wild in the Shadowlands and have survived there for a surprisingly long time.

Way of Life

Gotongis do not have a way of life. They are summonable servants from the Netherhells. Their purpose is one of espionage and confusing enemies. People say there are swarms of bound gotongis living in the Shadowlands, and that they have developed some kind of collective mind. A gotongi without a current task simply waits in place, often crouched like a bird in a nest or hiding place.

Heshthot

The only things visible beneath a heshthot's black robes are red, glowing eyes, a fuming, blood-colored mist, claws that drip yellow pus, and swords and whips that are often turned against the enemies of Darkness. And that's only when you are unlucky enough to get that close. They appear to be made of utter darkness, and are motivated by the will of their summoner or the will of Blakharaz, Lord of Vengeance, himself.

Distribution

Heshthotim do not usually appear naturally or unbidden. When they are encountered in the Third Sphere, it is usually near cursed places or in the company of nefarious summoners.

Way of Life

Whether alone or in groups, heshthotim spread spiritual and physical doom and destruction (the only reason for summoning them from the Netherhells). They are built for combat and often called for that very purpose, though sometimes they are commanded to perform devious assassinations. Open battle is less to their liking.

Gotongi

Size: 1 foot tall, with a 6-foot wingspan
Weight: no weight (see page 355)
COU 12 **SGC** 9 **INT** 14 **CHA** 8
DEX 9 **AGI** 18 **CON** 8 **STR** 8
LP 12 **AE** 35 **KP** - **INI** 15+1D6
DE 9 **SPI** -1 **TOU** -1 **MOV** 12
Pinch: AT 15 **DP** 1D6 **RE** short
Actions: 1
PRO/ENC: 0/0
Advantages/Disadvantages: Darksight II, Exceptional Sense (Sight, Hearing) / Afraid of... their own Reflection (causes *Fear* for the gotongi even though it is usually immune to *Fear* as a demon), Negative Trait (Curiosity, Vengeance)
Special Abilities: none
Skills: *Body Control* 8 (18/18/8), *Feat of Strength* 2 (8/8/8), *Flying* 14 (12/14/18), *Intimidation* 2 (12/14/18), *Perception* 18 (9/14/14), *Self-Control* – (automatic success), *Stealth* 14 (12/14/18), *Willpower* 3 (12/14/8)
Spells: *Great Confusion* 8 (12/14/8), *Horriphobus* 8 (12/14/8), *Powerful Greed* 8 (12/14/8), *Visibili* 12 (9/14/8)
Number: 1 or 2D6 (swarm)
Size Category: small
Type: Demon (lesser, Blakharaz), non-humanoid
Summoning Difficulty: 0
Loot: none
Combat Behavior: Gotongis usually shy away from danger and remain invisible. If forced to fight, they defend using spells and try to scare or confuse an attacker and flee. They attack only when they feel they are in a superior position, usually by diving towards the enemy and delivering a painful pinch.
Escape: See Combat Behavior.
Sphere Lore
- **QL 1:** As demon-followers of Blakharaz, Lord of Vengeance, they can be hurt with weapons blessed by Praios. They avoid direct sunlight.
- **QL 2:** Gotongis are afraid of their own reflections.
- **QL 3+:** Gotongis are very curious. If you want one to approach you, act secretively or hide something from their view.

Special Rules
Demon Rules: Gotongis use the general demon rules (see page 355).
LP Loss and *Pain*: no effect

Heshthot
Size: About 7 feet tall
Weight: no weight (see page 355)
COU 16 **SGC** 12 **INT** 14 **CHA** 12
DEX 13 **AGI** 13 **CON** 15 **STR** 15
LP 35 **AE** 35 **KP** - **INI** 15+1D6
DE 7 SPI 2 TOU 3 MOV 9
Unarmed: AT 12 **PA** 6 **DP** 1D6+1 **RE** short
Heshthot Long Sword*: AT 16 **PA** 8 **DP** 1D6+5 **RE** medium
Heshthot Whip: AT** 16 **PA** – **DP** 1D6+1 **RE** long
PRO/ENC: 2/0
Actions: 2 (at most 1 x Heshthot Long Sword, at most 1 x Heshthot Whip, at most 2 x Unarmed)
Advantages/Disadvantages: Darksight II / Negative Trait (Vengeance)
Special Abilities: Feint II (Heshthot Whip, Unarmed), Grapple (Unarmed), Forceful Blow II (Heshthot Long Sword, Unarmed), Onslaught (Heshthot Whip, Heshthot Long Sword), Shield Splitter (Heshthot Long Sword)
Skills: *Body Control* 7 (13/13/15), *Climbing* 2 (16/13/15), *Feat of Strength* 8 (15/15/15), *Intimidation* 12 (16/14/12), *Perception* 9 (12/14/14), *Self-Control* – (automatic success), *Stealth* 10 (16/14/13), *Swimming* 1 (13/15/15), *Willpower* – (automatic success)
Spells: *Darkness* 15 (16/12/12), *Horriphobus* 6 (16/14/12)
Number: 1 or 1D3+2 (demon horde)
Size Category: medium
Type: Demon (lesser, Blakharaz), humanoid
Summoning Difficulty: -3
Loot: none
Combat Behavior: Heshthotim that face more than one enemy prefer to use their spells to create darkness. After that, they attack with sword and whip. At first they attack opponents randomly, but when injured by someone, their vengeful nature takes over and they focus their attacks on that enemy exclusively (if possible).

Sphere Lore
- **QL 1:** They avoid direct sunlight. As demon-followers of Blakharaz, they can be hurt with weapons blessed by Praios.
- **QL 2:** Heshthotim can create utter darkness, in which they enjoy many advantages.
- **QL 3+:** Some heshthotim use other weapons, such as executioner's axes or chains.

Special Rules
*) *Heshthot Long Sword:* If you use a weapon to parry a blow from a Heshthot's sword, and your parry succeeds, your weapon breaks on a roll of 19 or 20 on 1D20 (unless it is *unbreakable*).
**) *Heshthot Whip:* If a heshthot causes damage with its whip, the target gains one level of the condition *Pain* per hit. This *Pain* lasts until the next sunrise.
Destruction: If the heshthot loses all of its LP from a single attack, its weapons remain behind for 1D6 days (see *Loan Weapon*).
Demon Rules: Heshthotim use the general demon rules (see page 355).
Additional Services: Loan Weapon (the heshthot loans the summoner one of its weapons, which remains on Dere for 1D6 days and then vanishes. For a cost of two services, the summoner may obtain both of the heshthot's weapons).
LP Loss and *Pain*: no effect

Irrhalk

The irrhalk, also called an asqarath, is a four-horned demon that follows Blakharaz. It resembles a griffon, the holy animal of Praios, but its feathers are black as night, and fiery embers can be seen burning inside its somewhat transparent chest, giving the demon a disturbing aspect. Irrhalks are summoned to fight or to transport the summoner through the air. As flying creatures, irrhalks are extremely dangerous because they can dive onto humans and tear them to shreds.

Distribution
Irrhalks must be summoned. They are mainly active in the Shadowlands, but summoners in other parts of Aventuria sometimes make use of them as well.

Way of Life
Many people think that irrhalks are fallen griffons, but nobody knows if this is true. Unlike lesser demons, irrhalks are intelligent and have individual personalities, which make them especially dangerous as opponents.

Irrhalk
Size: 10 feet long, 6 feet at the shoulder; 26-foot wingspan
Weight: no weight (see page 355)
COU 17 **SGC** 12 **INT** 15 **CHA** 12
DEX 9 **AGI** 18 **CON** 24 **STR** 26
LP 90 **AE** 45 **KP** - **INI** 18+1D6
DE 9 **SPI** 3 **TOU** 4 **MOV** 12/36 (ground/air)
Claws: AT 19 **DP** 2D6+4 **RE** medium
Bite: AT 16 **DP** 2D6+6 **RE** short
PRO/ENC: 4/0
Actions: 2 (at most 1 x Bite)
Advantages/Disadvantages: Darksight II
Special Abilities: Charge (Bite, Claws), Flying Attack
Skills: *Body Control* 12 (18/18/24), *Climbing* 4 (17/18/26), *Feat of Strength* 16 (24/26/26), *Flying* 14 (14/15/18), *Intimidation* 12 (17/15/12), *Perception* 4 (12/15/15), *Self-Control* – (automatic success), *Stealth* 2 (17/15/18), *Swimming* – (no check allowed, irrhalks cannot swim), *Willpower* – (automatic success)
Spells: *Horriphobus* 6 (17/15/12)
Number: 1 or 1D6+1 (swarm)
Size Category: large
Type: Demon (horned, Blakharaz), non-humanoid
Summoning Difficulty: -4
Loot: none
Combat Behavior: Irrhalks like to make dive attacks against opponents and force them to the ground with their claws. Sometimes they grab their victims, fly high up into the air, and drop them.
Escape: Irrhalks fight to the bitter end.
Sphere Lore
- **QL 1:** Irrhalks avoid direct sunlight. As demon-followers of Blakharaz, they can be hurt with weapons blessed by Praios.
- **QL 2:** Irrhalk excrement takes the form of all-consuming, white-hot embers.
- **QL 3+:** Irrhalks hate true griffons and cannot be dissuaded from attacking them on sight.

Special Rules
Burning Embers: If you are injured by an irrhalk, roll 1D6; on a result of 1-3, you come into contact with fiery embers and suffer an additional 1D6 DP (ignoring PRO). This can also damage clothes, armor, and equipment, at the GM's discretion.
Burst: when an irrhalk loses all of its LP, it bursts open, and anyone within a melee reach of long or closer can be hit by flying embers. Affected characters may try to Dodge. Those who fail (or cannot dodge) suffer 1D6+4 DP.
Demon Rules: Irrhalks use the general demon rules (see page 355).
Additional Services: Lengthy Transportation (the irrhalk carries its summoner, or another person chosen by its summoner, for a distance of up to 500 miles; this requires two services).
LP Loss and *Pain*: no effect

Elementals

Elementals are each made of one of the six common elements (fire, water, air, ore, humus, or ice). Their personality traits are based on their element (ore elementals are said to be sluggish and calm, and air elementals volatile and exuberant, for example). Elemental spirits have the minds of clever animals, but djinn are intelligent and headstrong creatures.

About Elementals
When called, elementals manifest as creatures of their element. Their bodies are comprised entirely of fire, air, ore, or another element. For this and other reasons, they use the following general rules.

- Elementals do not suffer from conditions.
- Attacks with both mundane and blessed weapons do half damage (roll damage, subtract the elemental's PRO, divide the damage in half, and *then* subtract the remainder from the elemental's LP).
- Attacks with magical weapons do normal damage.
- Elementals are immune to spells with the properties Healing, Illusion, Influence, and Transformation.
- Their Spirit applies as a modifier to all other spells (even ones that normally do not use Spirit as a modifier). If a spell does use Spirit as a modifier, modify it by 2xSpirit when cast on elementals. When a spell uses Toughness, it is modified by Toughness *and* Spirit. Elementals use Spirit as additional PRO against spells that cause direct damage.
- Elementals are immune to poisons and diseases.
- Elementals are immune to the damaging effects of their own element but are vulnerable to damage from their opposing element, and weapons made from the opposing element do normal damage. Damage spells of the opposing element ignore all PRO.
- Elementals cannot benefit from liturgical chants.
- Djinn (sing. *djinni*) know all spells with the property Elemental for their element with a SR of 12. Unless stated otherwise, their linked attribute values for spells are 14/14/14.
- Djinn do not have FtP, but can make more than one defense per combat round.

Fire Spirit

Fire spirits usually manifest as small, walking flames. Their shape is vaguely humanoid and much smaller than a dwarf. They form eyes, mouths, and hands, and defend themselves energetically.

Distribution
Except for spontaneous manifestations near volcanoes and lava lakes, fire spirits must be called by summoners.

Way of Life
Fire spirits are curious and often accidentally burn wood, clothes, or straw, not realizing how much damage they can

Fire Spirit
Size: 1 to 2 feet in size
Weight: 4 to 8 pounds
COU 14 **SGC** 8 **INT** 10 **CHA** 10
DEX 10 **AGI** 12 **CON** 9 **STR** 9
LP 18 **AE - KP - INI** 13+1D6
DE 6 **SPI** 0 **TOU** 0 **MOV** 8
Burning Hand: AT 16 **DP** 2D6+2 **RE** short
PRO/ENC: 0/0
Actions: 1
Special Abilities: none
Skills: *Body Control* 4 (12/12/9), *Climbing* 2 (14/12/9), *Empathy* 0 (8/10/10), *Fast-Talk* 1 (14/10/10), *Feat of Strength* 4 (9/9/9), *Intimidation* 5 (14/10/10), *Perception* 5 (8/10/10), *Self-Control* 5 (14/14/9), *Stealth* 2 (14/10/12), *Swimming* – (no check allowed, fire spirits cannot swim), *Willpower* 5 (14/10/10)
Number: 1
Size Category: small
Type: Elemental (fire), non-humanoid
Summoning Difficulty: -1
Loot: none
Combat Behavior: When forced to fight, these elemental spirits make frontal attacks and fight until destroyed.
Escape: Fire spirits do not try to escape.
Sphere Lore
- **QL 1:** Elemental spirits are not much smarter than animals.
- **QL 2:** They cannot use magic. They like to spend their time in mundane fires.
- **QL 3+:** Fire elementals are curious and irritable. Contact with water can cause them to frenzy.

Special Rules
Elemental Rules: Fire spirits use the general rules for elementals (see page 358).
LP Loss and *Pain*: no effect

Fire Djinni
Size: 5 to 9 feet
Weight: 80 to 300 pounds
COU 16 **SGC** 13 **INT** 15 **CHA** 14
DEX 12 **AGI** 16 **CON** 14 **STR** 15
LP 33 **AE** 50 **KP - INI** 16+1D6
DE 8 **SPI** 2 **TOU** 2 **MOV** 10
Burning Hand: AT 18 **DP** 3D6+6 **RE** medium
PRO/ENC: 2/0
Actions: 2 (at most 2 x Burning Hand)
Special Abilities: Feint II (Burning Hand), Grapple (Burning Hand), Shield-Splitter (Burning Hand), Takedown (Burning Hand)
Skills: *Body Control* 14 (16/16/14), *Climbing* 2 (16/16/15), *Empathy* 4 (13/15/14), *Fast-Talk* 3 (16/15/14), *Feat of Strength* 14 (14/15/15), *Intimidation* 11 (16/15/14), *Perception* 14 (13/15/15), *Self-Control* 14 (16/16/14), *Stealth* 14 (16/15/16), *Swimming* – (no check allowed, fire djinn cannot swim), *Willpower* 7 (16/15/14)
Spells: *Manifesto* 12 (16/13/14), all spells with the property *Elemental* and a fire effect 12
Number: 1
Size Category: medium
Type: Elemental (fire), non-humanoid
Summoning Difficulty: -3
Loot: none
Combat Behavior: At first, a djinni usually casts spells to keep enemies away. When possible, it withdraws into a fire or other similar environment.
Escape: After losing 50% LP.
Sphere Lore
- **QL 1:** It is easier to hurt djinn by using magical weapons.
- **QL 2:** Djinn of fire possess strong elemental magic.
- **QL 3+:** Djinn are long-lived. Most djinn are ancient by human standards, and they do not discuss their past with others.

Special Rules
Elemental Rules: Fire djinn use the general rules for elementals (see page 358).
LP Loss and *Pain*: no effect

Elements and Opposing Elements
Each element has an opposing element. Fire and water oppose each other, as do air and ore, and humus and ice. Usually, elementals of opposing elements do not get along, but this enmity rarely becomes violent.

cause. They are more playful than vicious, and feel shame when someone points out that their actions cause harm.

Fire Djinn

Compared to fire spirits, djinn of fire are impressive creatures. They usually manifest as large men or women with fiery clouds in place of lower torsos and legs. A djinni may look grim at first, but many fire djinn share the curiosity of fire spirits, an attribute connected to their element.

Distribution
Fire djinn usually must be called, but some free djinn live in places associated with fire, such as volcanoes or furnaces.

Way of Life
Unlike their smaller cousins, djinn are intelligent and refrain from setting things ablaze arbitrarily. They are the only elemental creatures that like to fight (especially against demons, which they despise intensely).

Animals

Aventuria has its share of mundane animals, too, and they differ little from those found on Earth. This section includes stats for typical dogs and horses.

Dog (Mixed-breed)
Size: 2 to 3 feet long (not including tail), 4 feet long (with tail); about 2 feet high at the shoulder
Weight: 40 to 80 pounds
COU 12 **SGC** 11 (a) **INT** 14 **CHA** 13
DEX 9 **AGI** 14 **CON** 9 **STR** 10
LP 13 **AE** - **KP** - **INI** 13+1D6
DE 7 **SPI** 1 **TOU** 0 **MOV** 12
Bite: AT 13 **DP** 1D6+2 **RE** short
PRO/ENC: 0/0
Actions: 1
Advantages/Disadvantages: Exceptional Sense (Smell)
Special Abilities: Locked Jaws
Skills: *Body Control* 7 (14/14/9), *Climbing* – (no check allowed, dogs cannot climb), *Feat of Strength* 4 (9/10/10), *Intimidation* 4 (12/14/13), *Perception* 7 (11/14/14), *Self-Control* 4 (12/12/9), *Stealth* 7 (12/14/14), Swimming 6 (14/9/10), *Willpower* 2 (12/14/13)
Number: 1 or 2D6 (pack)
Size Category: small
Type: Animal, non-humanoid
Loot: 8 rations (meat), fur (5 halers)
Combat Behavior: Dogs usually threaten with snarls and barks, and attack only if you attack them or their owner.
Escape: After losing 50% of their LP.
Animal Lore (Domesticated Animals)
- **QL 1:** Dozens of dog breeds exist in Aventuria. Most breeds were created for certain tasks, like guarding or hunting. Mixed-breed dogs live mostly in cities, as strays or pets.
- **QL 2:** Dogs rarely attack humans by choice, but can be trained to do so.
- **QL 3+:** Packs of dogs roam the alleys in cities like Gareth and Fasar. Due to their numbers, they can be a danger to humans when threatened.

Hunting: –1
+1 *Pain* with: 10 LP, 7 LP, 4 LP, and 1 LP

Horse (Warunker)
Size: 7 to 9 feet long; 15 to 18 hands (5 to 6 feet) at the shoulder
Weight: 700 to 1,100 pounds
COU 10 **SGC** 10 (a) **INT** 12 **CHA** 12
DEX 8 **AGI** 14 **CON** 22 **STR** 24
LP 65 **AE** - **KP** - **INI** 13+1D6
DE 7 **SPI** 0 **TOU** 0 **MOV** 12
Kick: AT 15 **DP** 1D6+5 **RE** medium
Bite: AT 12 **DP** 1D6+1 **RE** short
Trample: AT 14 **DP** 2D6+4 **RE** medium
PRO/ENC: 0/0
Actions: 1
Advantages/Disadvantages: –
Special Abilities: Powerful Blow (after a successful Kick attack, opponents of size *medium* or smaller must make a *Feat of Strength* check with a penalty of 2 or else suffer the state *prone*).
Skills: *Body Control* 4 (14/14/22), *Climbing* – (no check allowed, horses cannot climb), *Feat of Strength* 8 (22/24/24), *Intimidation* 2 (10/12/12), *Perception* 4 (10/12/12), *Self-Control* 4 (10/10/22), *Stealth* 2 (10/12/14), *Swimming* 4 (14/22/24), *Willpower* 3 (10/12/12)
Number: 1 or 3D20 (small herd)
Size Category: large
Type: Animal, non-humanoid
Loot: 300 rations (meat), skin (20 silverthalers)
Combat Behavior: Non-combat trained horses always try to escape. When startled or unable to flee, they kick to the front or rear. Some horses may try to bite as well.
Escape: See Combat Behavior.
Animal Lore
- **QL 1:** Horses startle easily and are prone to flight. You should not approach them from behind.
- **QL 2:** Oats are a good food for horses. When working hard, horses require up to 10 pounds of oats per day.
- **QL 3+:** Beechnuts, chestnuts, and ivy are poisonous to horses.

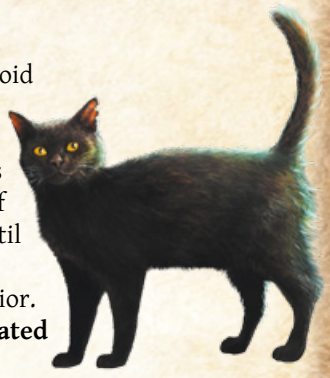
Hunting: -2
Special Rules
Strong Back: Horses can carry a weight of up to 300 pounds.
+1 *Pain* with: 49 LP, 33 LP, 16 LP, and 5 LP or less

Familiars

This section presents animals that commonly serve as familiars for witches (note that familiars are superior to others of their species and therefore receive a number of bonuses—see page 279). Of course, you can use these stats as-is for mundane versions encountered in the wilderness.

Cat (Barn Cat)
Size: 1 to 2 feet (not including tail), 2 to 3 feet (with tail); about 1 foot high at the shoulder
Weight: 6 to 16 pounds
COU 12 **SGC** 12 (a) **INT** 13 **CHA** 12
DEX 10 **AGI** 14 **CON** 6 **STR** 13 (s)
LP 10 **AE - KP - INI** 13+1D6
DE 7 **SPI** 1 **TOU** –2 **MOV** 10
Claws: AT 14 **DP** 1D2 **RE** short
Bite: AT 12 **DP** 1D3 **RE** short
PRO/ENC 0/0
Actions: 1
Advantages/Disadvantages: Darksight I, Exceptional Sense (Hearing) / Negative Trait (Curious)
Special Abilities: none
Skills: *Body Control* 12 (14/14/6), *Climbing* 10 (12/14/13), *Feat of Strength* 2 (6/13/13), *Intimidation* 2 (12/13/12), *Perception* 10 (12/13/13), *Self-Control* 2 (12/12/6), *Stealth* 10 (12/13/14), *Swimming* 2 (14/6/13), *Willpower* 4 (12/13/12)
Number: 1 or 2D6 (pride)
Size Category: tiny
Type: Animal, non-humanoid
Loot: 4 rations (meat), skin (3 halers)
Combat Behavior: Cats usually try to flee. If cornered, they attack until they can escape.
Escape: see Combat Behavior.
Animal Lore (Domesticated Animals)
- **QL 1:** Many breeds of cats exist in Aventuria, such as the Aranian, but most cats found on farms and in cities are barn cats.
- **QL 2:** Some witches keep cats as pets.
- **QL 3+:** Cats are welcome in most cities, as they hunt rats and mice.

Hunting: –1
+1 *Pain* with: 8 LP, 6 LP, 4 LP, and 2 LP



Toad (Kosh Toad)
Size: 5 to 7 inches long; 2 to 3 inches high at the shoulder
Weight: 0.08 to 0.1 pound
COU 16 **SGC** 8 (a) **INT** 12 **CHA** 10
DEX 6 **AGI** 8 **CON** 4 **STR** 9 (s)
LP 2 **AE - KP - INI** 12+1D6
DE 4 **SPI** 1 **TOU** –1 **MOV** 1
Tongue: AT 13 **DP** 0 (+ poison)* **RE** short
PRO/ENC: 0/0
Actions: 1
Advantages/Disadvantages: Exceptional Sense (tactile sense)
Special Abilities: none
Skills: *Body Control* 4 (8/8/4), *Climbing* 1 (16/8/9), *Feat of Strength* 5 (4/9/9), Intimidation 0 (16/12/10), *Perception* 7 (8/12/12), *Self-Control* 7 (16/16/4), *Stealth* 10 (16/12/8), *Swimming* 11 (8/4/9), *Willpower* 7 (16/12/10)
Number: 1 or 2D6 (in a pond)
Size Category: tiny
Type: Animal, non-humanoid
Loot: 1 ration (meat, inedible)
Combat Behavior: Kosh toads either feign death or try to escape.
Escape: see Combat Behavior.
Animal Lore
- **QL 1:** Kosh toads secrete a mild poison that causes hallucinations.
- **QL 2:** Some witches keep toads as pets.
- **QL 3+:** Some types of toads, such as Kosh toads, can secrete weak poisons.

Hunting: 0
Special Rules
**Toad Poison*
The Kosh toad's poison is a weak hallucinogen that does not affect witches (unless they want to be affected).
Level: 4
Type: Contact or weapon poison, animal venom
Effect: 1 level of *Confusion*/-.
Start: 5 CR
Duration: 30 minutes/-
+4 *Pain* at: 1 LP

Raven (Coal Raven)
Size: 2 to 3 feet long; 3 to 4-foot wingspan
Weight: 2 to 3 pounds
COU 12 **SGC** 16 (a) **INT** 12 **CHA** 11
DEX 12 **AGI** 10 **CON** 6 **STR** 9 (s)
LP 5 **AE** - **KP** - **INI** 11+1D6
DE 5 **SPI** –1 **TOU** –2 **MOV** 2/16 (ground/air)
Beak: AT 14 **DP** 1D3-1 **RE** short
PRO/ENC: 0/0
Actions: 1
Advantages/Disadvantages: Exceptional Sense (Hearing)
Special Abilities: none
Skills: *Body Control* 4 (10/10/6), *Feat of Strength* 2 (6/9/9), *Flying* 7 (12/10/9), *Intimidation* 2 (12/12/11), *Perception* 12 (16/12/12), *Self-Control* 4 (12/12/6), *Stealth* 2 (12/12/10), *Swimming* 0 (10/6/9), *Willpower* 2 (12/12/11)
Number: 1 or 2D20 (a conspiracy)
Size Category: tiny
Type: Animal, non-humanoid
Loot: 1 ration (meat, tough), trophy (feathers, 5 halers)
Combat Behavior: Ravens try to fly away from attackers. When forced to fight, they peck at opponents while in flight.
Escape: see Combat Behavior.
Animal Lore
- **QL 1:** Ravens are sacred to Boron, and are very smart.
- **QL 2:** Some witches keep ravens as pets.
- **QL 3+:** Ravens can be trained to perform simple tricks.

Hunting: -1
+1 *Pain* with: 4 LP, 3 LP, 2 LP, and 1 LP

New Special Abilities

The following special abilities are available only to creatures. Heroes cannot learn them.

Flying Attack (Special Maneuver)

Flying creatures can attack earth-bound creatures from the air, which grants their attacks additional force. It is hard to counterattack them after such an attack.
Rules: Flying attacks suffer a penalty of -2, but successful flying attacks inflict +2 DP. To perform a Flying Attack maneuver, the attacker must have a flying movement of at least 4 and move at least 8 yards' distance prior to making the attack. Targets can defend against flying attacks in the usual ways. If a flying attack fails, the defender can make an attack of opportunity, if possible, but with a penalty of 6 for the combat round because the attacker has flown past. After a flying attack, the flying creature finishes the CR at a distance of Movement/2 yards from the target, whether the Flying Attack hit or not. Creatures cannot combine this special maneuver with the basic maneuver Feint.
Penalty: -2
Prerequisites: The creature must possess this SA naturally.

Locked Jaws (Special Maneuver)

Some animals have very strong jaws that can cause severe injury and blood loss and also render targets immobile.
Rules: The creature makes a bite attack with a penalty of -2. If the target does not defend, the creature's jaws bite down hard. In the following CR the creature's bite attack automatically succeeds (no roll required). Roll damage each CR as usual. The bite attack does +1 additional DP per CR, cumulative (no additional DP in the first CR, +1 DP in the 2nd CR, +2 DP in the 3rd CR, and so on). Also, the target immediately suffers the state of immobilized unless the creature's description says otherwise. The creature's defense drops to 0 as long as it holds the target in its jaws. The creature can release the target at the end of any CR (by spending a free action).
Penalty: –2
Prerequisites: The creature must possess this SA naturally.

Chapter 14: Equipment

"A kingdom for a piece of rope!"
– old saying

"You big folk from the Middenrealm should listen to the barbarians from the North and look for the secrets of steel. Yes, steel holds secrets.

*Your steel is good, but there is a metal so rare and precious that a single ounce would buy a castle. You have probably heard of Endurium, right? But that magical, black steel is not the most valuable metal Angrosh has hidden in the ground. We dwarves know all about titanium, though precious few of our kind know how to work it, but even they have never seen the most noble of magical metals—*eternium.

We dwarves are Angrosh's chosen people, yet still we have much to learn. On the Cyclopes Islands, there live monsters, one-eyed cyclopes who guard many secrets of steel that even we do not know."

–Mountain King Arambolosh, Son of Agam, at an audience with the High Blessed One of Ingerimm, Sephira Ironlove, 1037 after the Fall of Bosparan

Many legends speak of brave heroes and the magical items that make them heroes. There are the healing potions that can save a dying hero in the last moments of life, the divine sword Seven-Sweep that can slay the most terrifying monsters, and the thread that allowed the elf Sirinda Owlsong to escape from the Labyrinth of Al'Anfa. But above all are the powerful artifacts that allow their owners to gaze through space and time—the legendary Dark Eyes.

Those fabled items are indeed wondrous, but it is everyday equipment that really lets heroes be heroes. Without rope, the warrior cannot climb a steep rock wall. Without lock picks, the rogue cannot unlock the dungeon door and save the baron's daughter from imprisonment. Without a south-pointer compass, the adept from Punin cannot find his way in the Farindel Forest.

The following pages list typical items and pieces of equipment. Though not exhaustive, these lists should give a good sense of the wares available to Aventurians and guide GMs when pricing new items.

Currency, Weight, and Measurements

The many regions of Dere each use very different measurements and currencies, but to make comparisons easier the following charts present all information using the same units. Thus, measurements follow those used in the Middenrealm, and prices are given in the Aventurian standard currency, the silverthaler. These units are very well known and heroes encounter them often. In certain areas heroes may encounter other units, which are described in various supplements. Explanations, abbreviations, and notes appear above each chart, when necessary. Aventurian terms and further information about certain items are available in call-out boxes.

Currency
The kreutzer is the basic coin of the land
1 haler = 10 kreutzers
1 silverthaler = 10 halers
1 ducat = 10 silverthalers

Weight
1 pound = 16 ounces (the weight of one pint of water)
1 stone = 14 pounds
1 boulder = 500 pounds (the weight of an adult cow)
1 ton (also called a pile) = 2,000 pounds

Earnings and Wages

The following are examples of the wages that typical workers might earn in one day.

Cheap Labor (1–9 halers): peon, rower, maid, churl, serving girl, rat-catcher, washerwoman, tailor, apprentice, sailor

Simple Labor (1-4 silverthalers): journeyman, chambermaid, valet, cook, midwife, barber, teamster, fisher, local guide, able-bodied sailor, herbalist, bellhop, storyteller, prostitute (in a brothel), entertainer, mercenary, scribe, bailiff

Qualified Labor (5-9 silverthalers): master craftsman, herald, private teacher, courtesan, inexperienced artisan, pilot, helmsman, administrator, horse-tamer, fencing teacher

Highly Qualified Labor (10-50 silverthalers): Architect, apothecary, printer, alchemist, cartographer, jurist, medicus, mage, kontor manager (manager of a trading station), captain, mercenary captain, famous artist, famous socialite, sword master

Length
1 inch (also called a thumb)
1 hand = 4 inches
1 foot = 12 inches
1 yard (also called an ell or a pace) = 3 feet
1 mile (also called a Middenmile) = 1,094 paces (3,282 feet)

Equipment Packages

If heroes do not want to spend time choosing and buying every single item, they can (during hero creation, for example) choose from among these convenient equipment packages.

Travel Package	Weight	Cost
Amulets, divine figurines, and other personal items	4.35 pounds	4.7 silverthalers
Bandages, 10	0.1 pound	12.5 silverthalers
Blanket	3 pounds	2 silverthalers
Climbing rope, 30'	10 pounds	10 silverthalers
Cup	0.2 pound	0.3 silverthaler
Cutlery	0.2 pound	0.5 silverthaler
Flint and steel	0.5 pound	2 silverthalers
Grapnel	2 pounds	7 silverthalers
Hatchet	1.5 pounds	20 silverthalers
Knife	0.5 pound	10 silverthalers
Leather backpack	4 pounds	34 silverthalers
Needle and thread	0.2 pound	4.5 silverthalers
Provisions for 3 days	9 pounds	1.5 silverthalers
Purse	0.1 pound	1 silverthaler
Tinder, 25 portions	0.05 pound	0.2 silverthaler
Tinder box	0.4 pound	1 silverthaler
Torch	1 pound	0.5 silverthaler
Waterskin	0.5 pound	5.5 silverthalers
Weapon maintenance set (grindstone, cloths)	2 pounds	1 silverthaler
Wooden bowl	0.4 pound	0.8 silverthaler
Total	40 pounds	120 silverthalers

Wilderness Package	Weight	Cost
Bandages, 10	0.1 pound	12.5 silverthalers
Blanket	3 pounds	2 silverthalers
Climbing rope, 30'	10 pounds	10 silverthalers
Flint and steel	0.5 pound	2 silverthalers
Grapnel	2 pounds	7 silverthalers
Hatchet	1.5 pounds	20 silverthalers
Knife	0.5 pound	10 silverthalers
Leather backpack	4 pounds	34 silverthalers
Needle and thread	0.2 pound	4.5 silverthalers
Provisions for 5 days	15 pounds	2.5 silverthalers
Tent, 1-person	6 pounds	14.5 silverthalers
Tinder, 25 portions	0.05 pound	0.2 silverthaler
Tinder box	0.4 pound	1 silverthaler
Torch	1 pound	0.5 silverthaler
Waterskin, 2	1 pound	11 silverthalers
Wooden bowl	0.4 pound	0.8 silverthaler
Total	45.65 pounds	133.5 silverthalers

City Package	Weight	Cost
Bandages, 10	0.1 pound	12.5 silverthalers
Charcoal	0.1 pound	0.2 silverthaler
Knife	0.5 pound	10 silverthalers
Lamp oil, 8 hours	0.5 pound	0.1 silverthaler
Money pouch	0.2 pound	2 silverthalers
Needle and thread	0.2 pound	4.5 silverthalers
Oil lamp	0.5 pound	0.5 silverthaler
Paper, 1 sheet	0.1 pound	0.1 silverthaler
Tinder, 25 portions	0.05 pound	0.2 silverthaler
Tinder box	0.4 pound	1 silverthaler
Total	2.65 pounds	31.1 silverthalers

Melee Weapons

Aventurians have developed many different weapon skills. This section lists a variety of weapons, all of which use the following format.

DP: the amount of damage the weapon inflicts (DP = damage points)
P+T the weapon's *primary attribute* and *damage threshold* (see page 235).
AP/PA Mod: modifiers for Attack and Parry while using the weapon.
RE: the weapon's *reach* (see page 230).

Codex Albyricus and Other Rules

Not all Aventurians have the legal right to carry weapons and wear armor. One of the most well-known regulations governing weapons is the *Codex Albyricus* (see page 379), which lists the weapons mages are permitted to use. Guild mages may not carry weapons other than staves and daggers without special dispensations from their guilds. Such dispensations are almost never granted, except by the Gareth Academy of Sword & Staff (see page 152). Armor is forbidden to mages as well. At most, they may wear gambesons.

Some Blessed Ones carry ceremonial items that can also double as weapons (Rondra's Crests for Rondrians, sun-scepters for Praiotes, and blessed Raven's beaks for certain Boroni). These items are specially made for the Churches and nobody outside of Church-appointed individuals can wield them legally.

Dwarf and elf weapons are rarely found outside their creators' communities and are very rarely sold to humans.

The traditional rights of warriors, knights, and nobles to wield great swords are undermined today, mostly by mercenaries (the so-called *double mercenaries*).

Prices

The following items lists give prices that are considered average in the markets of those cultures that normally produce them. Some items, like elven wolf-knives, are quite rare and cost many times the listed price when found in human markets.

In cultures for which money is not important (such as with the Fjarnings, the Forest Folk, and the elves), prices are given mainly for comparison, but also because members of these cultures must 'purchase' these items during hero creation (see page 58).

Weight: weight of the weapon, in pounds.
Length: length of the weapon, in inches.
Cost: price of the weapon, in silverthalers.
Notes:
Sanctified: A deity has sanctified this weapon. Player characters usually cannot purchase this weapon. Churches hand them only to Blessed Ones.
Parrying Weapon: The weapon is a parrying weapon. It uses the rules for parrying weapons and grants a PA modifier (see page 233).
2H: You must use both hands to wield the weapon. You cannot combine it with a shield, a second weapon (for two-weapon combat), or a parrying weapon.

Weapon Attack and Parry Modifiers

Some weapons have qualities (well-balanced, top-heavy, and so on) that modify Attack and Parry values, as shown in the weapon charts. Apply these modifiers after calculating the base stats.

Example: Geron must fight with a club. He has a combat technique value of 12 in Impact Weapons, and an AT of 14 and a PA of 8 (this includes Geron's bonus of 2 to AT and PA from his Courage and the weapon's primary attribute, Strength). The club has AT/PA modifiers of 0/-2. Therefore, Geron's effective AT and PA stats are 14 and 6 when using the club.

Wielding One-Handed Weapons with Two Hands

Wielding a one-handed weapon with two hands gives +1 DP and -1 Parry. The original combat technique of the weapon still applies. Changing from one-handed to two-handed use requires no action, but you can do so only when it's your Initiative. You can change your grip when it is your Initiative again in the next combat round

This rule does not apply to weapons used with the combat techniques *Daggers* and *Fencing Weapons*.

Combat Technique Brawling

Weapon	DP	P+T	AT/PA Mod	RE	Weight	Length	Cost
Brass knuckles	1D6+1	AGI/STR 15	0/0	short	0.5 pound	4 inches	25 silverthalers
Unarmed	1D6	AGI/STR 14	0/0	short	–	–	free

Combat Technique Chain Weapons

Weapon	DP	P+T	AT/PA Mod	RE	Weight	Length	Cost
Morningstar	1D6+5	STR 14	0/–	medium	3 pounds	40 inches	110 silverthalers

Combat Technique Daggers

Weapon	DP	P+T	AT/PA Mod	RE	Weight	Length	Cost
Basilisk-tongue	1D6+2	AGI 14	0/-1	short	1 pound	12 inches	50 silverthalers
Note	Sanctified (Hesinde, Nameless One); only Blessed Ones of Hesinde may purchase weapons sanctified by Hesinde; heroes may not purchase weapons sanctified by the Nameless One						
Dagger	1D6+1	AGI 14	0/0	short	1 pound	12 inches	45 silverthalers
Dragon tooth	1D6+2	AGI 14	0/-1	short	1.5 pounds	15 inches	70 silverthalers
Note	To buy a dragon tooth during hero creation, the character must be from a dwarven culture.						
Heavy Dagger	1D6+2	AGI 14	0/-1	short	1.5 pounds	13 inches	60 silverthalers
Knife	1D6+1	AGI 14	0/-2	short	0.5 pound	10 inches	10 silverthalers
Main-gauche	1D6+1	AGI 14	0/0	short	1.5 pounds	12 inches	90 silverthalers
Note	Parrying weapon (PA bonus +1 for the main weapon)						
Waqqif	1D6+2	AGI 14	0/-1	short	1 pound	16 inches	60 silverthalers

Combat Technique Fencing Weapons

Weapon	DP	P+T	AT/PA Mod	RE	Weight	Length	Cost
Foil	1D6+2	AGI 14	+1/0	medium	1 pound	40 inches	300 silverthalers
Rapier	1D6+3	AGI 15	+1/0	medium	1 pound	40 inches	200 silverthalers
Wolf-knife	1D6+3	AGI 15	+1/+1	medium	1 pound	40 inches	300 silverthalers
Note	To buy a wolf-knife during hero creation, the character must be from the culture of the Glade Elves or Wood Elves.						

Combat Technique Impact Weapons

Weapon	DP	P+T	AT/PA Mod	RE	Weight	Length	Cost
Battleaxe	1D6+4	STR 14	0/-1	medium	3 pounds	40 inches	105 silverthalers
Club	1D6+2	STR 14	0/-2	medium	0.25 pound	32 inches	free

Weapon	DP	P+T	AT/PA Mod	RE	Weight	Length	Cost
Cudgel	1D6+3	STR 14	0/-1	medium	1.5 pounds	32 inches	3 silverthalers
Cudgel, Brabak	1D6+5	STR 14	-1/-2	medium	4 pounds	36 inches	170 silverthalers
Mace	1D6+4	STR 14	0/-1	medium	3 pounds	24 inches	105 silverthalers
Mage's staff, short	1D6+1	STR 14	0/-1	short	1.5 pounds	20 inches	40 silverthalers
Note	To buy a mage's staff during hero creation, the character must have Tradition (Guild Mage).						
Mage's staff, medium	1D6+2	STR 14	0/-1	medium	1.5 pounds	40 inches	60 silverthalers
Note	To buy a mage's staff during hero creation, the character must have Tradition (Guild Mage).						
Molokdeshnaja	1D6+4	STR 14	0/-1	medium	2.5 pounds	40 inches	95 silverthalers
Orc-nose	1D6+5	STR 14	-1/-2	medium	3.5 pounds	44 inches	120 silverthalers
Raven's beak•	1D6+4	STR 14	0/-1	medium	3 pounds	44 inches	105 silverthalers
Note	Sanctified (Boron); only Blessed Ones of Boron may purchase weapons sanctified by Boron.						
Sun-scepter	1D6+3	STR 14	0/-1	medium	2.5 pounds	28 inches	250 silverthalers
Note	Sanctified (Praios); only Blessed Ones of Praios may purchase weapons sanctified by Praios.						
Wyvern-beater	1D6+4	STR 14	0/-1	short	2 pounds	20 inches	90 silverthalers
Note	To buy a wyvern-beater during hero creation, the character must be from a dwarven culture.						

• Mundane versions of this weapon are available, as well. They, too, cost 90 silverthalers.

•• The AT penalty applies to attacks made with the shield, not when wielding a shield and a different, main weapon together (see page 236).

Combat Technique Lances

Weapon	DP	P+T	AT/PA Mod	RE	Weight	Length	Cost
War lance	2D6+6	–	–	–	7.5 pounds	120 inches	100 silverthalers
Note	This weapon can be used only for a Tilt attack (see page 250).						

Combat Technique Polearms

Weapon	DP	P+T	AT/PA Mod	RE	Weight	Length	Cost
Dshadra (2H)	1D6+5	AGI/STR 15	0/-1	long	4 pounds	80 inches	60 silverthalers
Halberd (2H)	1D6+6	AGI/STR 15	0/-2	long	5 pounds	80 inches	160 silverthalers
Quarterstaff (2H)	1D6+2	AGI/STR 15	0/+2	long	2 pounds	60 inches	40 silverthalers
Mage's staff, long (2H)	1D6+2	AGI/STR 16	-1/+2	long	1.5 pounds	60 inches	80 silverthalers
Note	To buy a mage's staff during hero creation, the character must have Tradition (Guild Mage).						
Spear (2H)	1D6+4	AGI/STR 15	0/0	long	4 pounds	80 inches	45 silverthalers
Trident (2H)	1D6+4	AGI/STR 15	0/0	long	4 pounds	80 inches	80 silverthalers
Two-lilies (2H)	1D6+4	AGI/STR 15	0/+2	medium	4 pounds	60 inches	200 silverthalers
Wooden spear (2H)	1D6+2	AGI/STR 15	0/0	long	2 pounds	60 inches	1 silverthaler

Combat Technique Shields••

Weapon	DP	P+T	AT/PA Mod	RE	Weight	Length	Cost
Great shield	1D6+1	STR 16	–6••/+3	short	12 pounds	–	100 silverthalers
Note	Large Shield, 30 structure points, additional -1 AT for main weapon						

Weapon	DP	P+T	AT/PA Mod	RE	Weight	Length	Cost
Leather shield	1D6	STR 16	–4●●/+1	short	4 pounds	–	30 silverthalers
Note	Small Shield, 15 structure points						
Thorwaler shield	1D6+1	STR 16	–5●●/+2	short	9 pounds	–	70 silverthalers
Note	Medium Shield, 25 structure points						
Wooden shield	1D6	STR 16	–4●●/+1	short	7 pounds	–	50 silverthalers
Note	Small Shield, 20 structure points						

Combat Technique Swords

Weapon	DP	P+T	AT/PA Mod	RE	Weight	Length	Cost
Barbarian sword	1D6+5	AGI/STR 15	-1/-1	medium	3 pounds	36 inches	140 silverthalers
Cutlass	1D6+3	AGI/STR 15	0/-1	medium	1.5 pounds	30 inches	120 silverthalers
Khunchomer	1D6+4	AGI/STR 15	0/0	medium	2.5 pounds	32 inches	210 silverthalers
Long sword	1D6+4	AGI/STR 15	0/0	medium	2 pounds	40 inches	200 silverthalers
Saber	1D6+3	AGI/STR 15	0/0	medium	1.5 pounds	36 inches	180 silverthalers
Seal-killer	1D6+4	AGI/STR 15	0/0	medium	2 pounds	36 inches	200 silverthalers
Note	To buy a seal-killer during hero creation, the character must be from the culture of the Firnelves.						
Short sword	1D6+2	AGI/STR 15	0/0	short	1.5 pounds	24 inches	140 silverthalers
Slasher (machete)	1D6+3	AGI/STR 15	0/-1	medium	1.5 pounds	28 inches	100 silverthalers
Slave-death	1D6+4	AGI/STR 15	0/0	medium	1.5 pounds	36 inches	210 silverthalers

Combat Technique Two-Handed Swords

Weapon	DP	P+T	AT/PA Mod	RE	Weight	Length	Cost
Bastard sword (2H)	1D6+6	STR 14	0/0	medium	4 pounds	56 inches	320 silverthalers
Double-khunchomer (2H)	2D6+3	STR 14	0/-2	medium	4 pounds	52 inches	320 silverthalers
Great slave-death (2H)	2D6+3	STR 14	0/-2	medium	4 pounds	56 inches	320 silverthalers
Great sword (2H)	2D6+4	STR 14	0/-3	medium	5 pounds	64 inches	360 silverthalers
Rondra's Crest (2H)	2D6+2	STR 14	0/-1	medium	4 pounds	52 inches	340 silverthalers
Note	Sanctified (Rondra); only Blessed Ones of Rondra may purchase weapons sanctified by Rondra.						
Tuzak knife (2H)	1D6+6	STR 14	0/0	medium	3.5 pounds	52 inches	360 silverthalers

Combat Technique Two-Handed Impact Weapons

Weapon	DP	P+T	AT/PA Mod	RE	Weight	Length	Cost
Barbarian axe (2H)	2D6+4	STR 13	0/-4	medium	7 pounds	48 inches	175 silverthalers
Dwarf cudgel (2H)	1D6+6	STR 13	0/-1	medium	6 pounds	48 inches	100 silverthalers
Note	To buy a dwarf cudgel during hero creation, the character must be from a dwarvish culture.						
Rock-cleaver (2H)	2D6+2	STR 13	0/-2	medium	6 pounds	48 inches	200 silverthalers
Note	To buy a rock-cleaver during hero creation, the character must be from a dwarvish culture.						
Warhammer (2H)	2D6+3	STR 13	0/-3	medium	6 pounds	48 inches	170 silverthalers

Definitions: Melee Weapons

A basilisk-tongue is a ritual dagger used by many Blessed Ones of Hesinde and also by followers of the Nameless One. The former use these weapons for certain liturgical chants, the latter use them for sacrifices.

The scimitar known as a khunchomer is very common in the Lands of the Tulamydes. It gets its name from the city of Khunchom. The Tulamydes produce a smaller version and also a larger version, which requires two hands to wield.

Novadis do not use a straight-edged dagger. Instead, they use a curved dagger called a waqqif. This badge of maturity and skill is precious to them. Riders of the desert and adjacent areas use a short spear called the dshadra.

The people of southern Aventuria use the slave-death saber, a weapon developed from the khunchomer, but with added edges and points designed to intimidate. It is popular with overseers and slave hunters. The slave-death also comes in a large, two-handed form. Another weapon commonly used in the south is the brabak cudgel, named for the city of Brabak. It is a mace with sharp spikes, and its head is usually decorated with a grinning face.

The Molokdeshnaja is a brutal-looking ax. This Norbardian weapon is designed to intimidate and unsettle. Despite its appearance, it is no heavier than a normal ax.

The burghers of the Horasian Empire often use two-lilies instead of quarterstaves. A two-lilies is a staff with a spear blade on both ends.

The Thorwalers call their favorite ax the orc-nose, but they use it against more than just coal pelts.

The tuzak knife is a long, flexible sword produced in Maraskan. Experienced warriors use it one-handed only.

The weapon of choice among Blessed Ones is the Rondra's Crest. The blade of this light, sanctified, two-handed sword undulates for a greater cutting effect. The sun-scepter, a ritual item used by Blessed Ones of Praios, can also serve as a weapon in an emergency. Blessed Ones of the Church of Boron use holy warhammers called Raven's beaks, although some mercenary cavalry units have adopted a mundane version of this weapon, which they wield from horseback.

It is said the high elves created excellent weapons. Today their descendants pride themselves on creating flexible steel. Fighters among the wood elves use a replica of their ancestors' blades, the Garethi translation of which is 'wolf-knife.' Firnelves living in the far north use the seal-killer as both a tool and a weapon.

The dwarves make a number of special weapons of excellent quality. The rock-cleaver is the classic double-bladed ax, just like a young dwarf would imagine it—large, heavy, and usually covered in dwarven runes. The dwarf cudgel, an Angroshim version of a warhammer, is designed to dent armor and is useful against heavily armored opponents. In the past, 'dragon teeth' referred to real teeth of dragons kept as trophies by the mightiest dwarven warriors, but nowadays the name *dragon tooth* applies to a steel dagger that is particularly heavy. A wyvern-beater is a type of single-bladed dwarven axe.

1. Halberd
2. Barbarian axe
3. Rock-cleaver
4. Orc-nose
5. Brass knuckles
6. Dwarf cudgel
7. Warhammer
8. Morningstar

1. *Knife*
2. *Basilisk-tongue*
3. *Waqqif*
4. *Main-gauche*
5. *Dagger*
6. *Heavy Dagger*
7. *Dragon tooth*

8. *Battle axe*
9. *Raven's beak*
10. *Sun-scepter*
11. *Wyvern-beater*
12. *Brabak cudgel*
13. *Molokdeschnaja*

14. *Mace*
15. *Club (spiked)*
16. *Cudgel*

17. *War lance*
18. *Dshadra*
19. *Spear*
20. *Trident*
21. *Wooden spear (stone blade)*
22. *Two-lilies*
23. *Quarterstaff*

1. *Two-handed sword*
2. *Rondra's Crest*
3. *Tuzak knife*
4. *Andergaster*
5. *Barbarian sword*
6. *Long sword*

7. *Rapier*
8. *Wolf-knife*
9. *Foil*
10. *Seal-killer*
11. *Short sword*

12. *Slasher (a.k.a. machete)*
13. *Cutlass*
14. *Saber*
15. *Slave-death*

16. *Khunchomer*
17. *Great Slave-death*
18. *Double-khunchomer*

Ranged Weapons

In addition to close combat weapons, Aventurians produce a rich selection of ranged weapons. Here we describe the ones that are most well-known.

DP: damage points
RT: reload time, in actions (see page 245)
RA: range brackets (see page 241).
Ammunition: the required ammunition
Weight: weight of the weapon, in pounds.
Length: length of the weapon, in inches.
Cost: price of the weapon, in silverthalers.

Combat Technique Crossbows

Weapon	DP	RT	RA	Ammunition	Weight	Length	Cost
Balestrina	1D6+4	2 actions	5/25/40	bullets	1.5 pounds	16 inches	120 silverthalers
Hand crossbow	1D6+3	3 actions	5/25/40	bolts	1.5 pounds	16 inches	100 silverthalers
Heavy crossbow	2D6+6	15 actions	20/100/160	bolts	14.5 pounds	32 inches	360 silverthalers
Iron Forest crossbow	1D6+4	2/10 actions	10/50/80	bolts	7.5 pounds	36 inches	500 silverthalers
Note	500 silverthalers clip (for 10 bolts); 2 actions per shot, 10 actions to change the clip						
Light crossbow	1D6+6	8 actions	10/50/80	bolts	6.5 pounds	44 inches	180 silverthalers

Combat Technique Bows

Weapon	DP	RT	RA	Ammunition	Weight	Length	Cost
Composite bow	1D6+7	2 actions	20/100/160	arrows	1.5 pounds	56 inches	160 silverthalers
Elf bow	1D6+5	1 action	50/100/200	arrows	1 pound	72 inches	400 silverthalers
Note	To buy an elf bow during hero creation, the character must be from an elven culture.						
Long bow	1D6+8	2 actions	20/100/160	arrows	1.5 pounds	80 inches	80 silverthalers
Short bow	1D6+4	1 action	10/50/80	arrows	1 pound	52 inches	45 silverthalers

Combat Technique Thrown Weapons

Weapon	DP	RT	RA	Weight	Length	Cost
Cut-tooth	1D6+4	1 action	2/10/15	2 pounds	20 inches	80 silverthalers
Stone	1D6	1 action	2/10/15	1 pound	stone	free
Throwing axe	1D6+3	1 action	2/10/15	1.5 pounds	16 inches	50 silverthalers
Throwing club	1D6+2	1 action	2/10/15	1 pound	20 inches	5 silverthalers
Throwing dagger	1D6+1	1 action	2/10/15	1 pound	12 inches	45 silverthalers
Throwing ring/disc/star	1D6+1	1 action	2/10/15	0.5 pound	4 inches	30 silverthalers
Throwing spear	2D6+2	2 actions	5/25/40	1.5 pounds	44 inches	40 silverthalers

Definitions: Ranged Weapons

Instead of simple throwing axes, the Thorwalers use axes with blades that are slightly curved. Though hard to control when thrown, their rotation makes them quite dangerous and they hit with great force. This type of axe is also known as a cut-tooth.

The balestrina is a type of hand crossbow that is popular in the Horasian Empire. Instead of bolts, it shoots bullets.

The dwarves make a type of crossbow called an Iron Forest crossbow. This weapon uses a clip that holds several bolts, reducing the time needed to reload the weapon.

The Nivese use small throwing clubs to hunt animals. These clubs do not cause much harm, but they are useful for stunning animals and people, or causing them to stumble. They are rarely used by any but the Nivese.

Ammunition

In Aventuria, the most common ammunition types are arrows and bolts. Weapons of more recent invention, like the balestrina, shoot small metal bullets. Ammunition type is noted for each weapon, where appropriate.

Ammunition	Cost
Arrow	0.4 silverthaler
Bolt	0.2 silverthaler
Bullet	0.5 silverthaler

1. *Long bow*
2. *Elf bow*
3. *Composite bow*
4. *Short bow*

5. *Throwing stars*
6. *Throwing club*
7. *Throwing dagger*
8. *Javelin*

9. *Throwing axe*
10. *Cut-tooth axe*

11. *Light crossbow*
12. *Iron Forest crossbow*

Armor

Armor confers protection (PRO) and often encumbrance (ENC) as well.

Type	Protection (PRO)	Encumbrance (Level)	Additional Penalties	Weight	Cost
Normal clothing, furs, or naked	0	0	–	2 pounds	various
Heavy clothing, winter clothing	1	0	–1 MOV, -1 INI	4 pounds	various
Cloth armor, gambeson	2	1	–	6 pounds	150 silverthalers
Leather armor	3	1	–1 MOV, –1 INI	12 pounds	150 silverthalers
Chainmail	4	2	–	24 pounds	250 silverthalers
Scale mail	5	2	–1 MOV, –1 INI	36 pounds	400 silverthalers
Plate mail	6	3	–	50 pounds	750 silverthalers

Weapon Accessories

These items help maintain and support the use of weapons and armor. Without a fitted sheath, heroes usually cannot use the special ability Quickdraw (see page 249). The same is true for quivers and Quickload (see page 249).

Padded underclothes are required when wearing metal armor.

Item	Weight	Cost
Bowstring	0.1 pound	1 silverthaler
Dagger sheath	0.5 pound	5 silverthalers
Quiver, for 20 arrows or bolts	1.5 pounds	15 silverthalers
Sword sheath	1.5 pounds	12 silverthalers
Underclothes for metal armor	5 pounds	24 silverthalers
Weapon maintenance set (grindstone, cloths)	2 pounds	1 silverthaler

Clothes

The following list shows individual garments. Unless stated otherwise, these items are made from linen or wool.

Clothing	Weight	Cost
Ball gown	3 pounds	350 silverthalers
Beret	0.2 pound	1 silverthaler
Bodice	1 pound	20 silverthalers
Caftan	1.5 pounds	7.5 silverthalers
Coat	1.5 pounds	7 silverthalers
Corset	2 pounds	150 silverthalers
Dress	3 pounds	6 silverthalers
Felt hat	0.2 pound	0.5 silverthaler
Frock	4 pounds	2.5 silverthalers
Fur hat	1.5 pounds	6 silverthalers
Fur mittens	1 pound	6 silverthalers
Fur-padded boots	5 pounds	24 silverthalers
Gugel (long hood)	0.4 pound	2 silverthalers
Hooded cloak	4 pounds	6 silverthalers
Jacket	2 pounds	5 silverthalers
Leather apron with pockets	1 pound	7 silverthalers
Leather belt	0.4 pound	2 silverthalers
Leather boots	2 pounds	12 silverthalers
Leather coat	6 pounds	75 silverthalers
Leather gloves	0.2 pound	3 silverthalers
Leather hat with broad brim	1 pound	10 silverthalers
Leather shoes	2 pounds	5 silverthalers
Loincloth	0.4 pound	0.3 silverthaler
Mage robe	3 pounds	120 silverthalers
Necklace	0.2 pound	4 silverthalers
Nightgown	1 pound	1.5 silverthalers
Pants, with or without pockets	1.5 pounds	3 silverthalers
Sandals	0.75 pound	2 silverthalers
Scarf	0.4 pound	0.5 silverthaler
Shirt	1 pound	3 silverthalers
Silk sash	0.2 pound	20 silverthalers

Clothing	Weight	Cost
Silk stockings	0.2 pound	80 silverthalers
Skirt	2 pounds	3 silverthalers
Straw hat	1 pound	0.2 silverthaler
Tabard	1.5 pounds	5 silverthalers
Tucker	0.4 pound	0.3 silverthaler
Tunic	2 pounds	1.5 silverthalers
Turban	1.5 pounds	0.8 silverthaler
Underdress	1 pound	5 silverthalers
Underpants	1 pound	1 silverthaler
Veil	0.1 pound	20 silverthalers
Vest	1 pound	3 silverthalers
Wool socks	0.2 pound	0.5 silverthaler

Clothing Packages for Social Status
Instead of buying individual pieces of clothing, your character can buy a clothing package. Each package consists of garments typical for that social status and culture, and always represents a single set of clothing. Replacements for lost or damaged clothes must be purchased.

Not Free	5 silverthalers
Free	25 silverthalers
Lesser Noble	150 silverthalers
Noble	1,000 silverthalers
Aristocracy	1,500 silverthalers

Travel Gear and Tools

The following list includes useful traveling items and general-purpose tools.

Item	Weight	Cost
Angling gear and fishing line, 30'	1 pound	3 silverthalers
Bedroll	4 pounds	7 silverthalers
Blanket	3 pounds	2 silverthalers
Broom	1.5 pounds	0.5 silverthaler
Chisel	0.4 pound	5.5 silverthalers
Copper kettle	8 pounds	24 silverthalers
Cup	0.2 pound	0.3 silverthaler
Cutlery	0.2 pound	0.5 silverthaler
File	1 pound	15 silverthalers
Frying pan	4 pounds	12 silverthalers
Gimlet	2 pounds	7 silverthalers
Glue	2 pounds	1 silverthaler
Hammer	1 pound	3 silverthalers
Hammock	4 pounds	2 silverthalers
Handsaw	1 pound	5 silverthalers
Hatchet	1.5 pounds	20 silverthalers
Jug	1.5 pounds	1.5 silverthalers
Knife	0.5 pound	10 silverthalers
Nails, 10	0.2 pound	0.6 silverthaler
Needle and thread	0.2 pound	4.5 silverthalers
Pick	5.5 pounds	20 silverthalers
Pitchfork	4 pounds	50 silverthalers
Pitons, 10	2 pounds	27 silverthalers
Pulley for 500 pounds	10 pounds	55 silverthalers
Rope ladder, per yard	1 pound	2.5 silverthalers
Scissors	0.5 pound	5 silverthalers
Shovel	4 pounds	8.5 silverthalers
Sickle	1.5 pounds	20 silverthalers
Snowshoes	2 pounds	6.5 silverthalers
Spade	4 pounds	8.5 silverthalers
Spit, iron	6 pounds	16 silverthalers
Tent, 1-person	6 pounds	14.5 silverthalers
Tent, 2-person	12 pounds	25 silverthalers
Threshing flail	3 pounds	15 silverthalers
Tongs	1 pound	6 silverthalers
Wooden bowl	0.4 pound	0.8 silverthaler
Wooden plate	0.5 pound	0.9 silverthaler
Woodman's ax	3 pounds	80 silverthalers

Provisions
A typical package of provisions (one ration) includes bread, hard-cured sausage, cheese, eggs, honey, and similar items, and is enough to feed one person for one day. One ration of items hunted or scavenged in the wild is an equivalent amount of food.

Provisions	Weight	Cost
Provisions for 1 day	3 pounds	0.5 silverthaler

Illumination

Illumination can reduce or negate the penalties for darkness in its area of effect. The GM must decide how far the light extends, but as a rule of thumb, light sources should illuminate a spherical area with a diameter of 21 to 30 feet without modifiers. *Burning Time* represents the length of time an item provides light without refueling or re-stocking.

Light Source

Item	Burning Time	Weight	Cost
Bulls-eye lantern	12 hours	3 pounds	15 silverthalers
Candles, 10	10 hours	1 pound	6 silverthalers
Gwen-Petryl stone (fist-sized)	unlimited	1.5 pounds	1,000 silverthalers
Lantern	12 hours	1 pound	8 silverthalers
Oil lamp	8 hours	0.5 pound	0.5 silverthaler
Torch	1.5 hours	1 pound	0.5 silverthaler

Refills and Supplies

Item	Weight	Cost
Candle holder	1.5 pound	11.5 silverthalers
Flint and steel	0.5 pound	3 silverthalers
Lamp oil, 8 hours	0.5 pound	0.1 silverthaler
Tinder, 25 portions	0.05 pound	0.2 silverthaler
Tinder box	0.4 pound	1 silverthaler

Definitions: Illumination

Gwen-Petryl stones are rocks that give off a bluish light. They fall from the heavens or wash up on shores, and are considered holy. By decree, stones larger than a fist must be handed over to the Church of Efferd. Some folk believe that these stones are fragments of the fortress of Alveran from the Sphere of the Gods. Gwen-Petryl stones glow about as brightly as torches.

Bandages and Remedies

Without bandages and a sewing kit, you cannot sew up serious cuts.

Item	Weight	Cost
Bandages, 10	0.1 pound	12.5 silverthalers
Cupping glass	0.5 pound	2 silverthalers
Leech	0.002 pound	0.3 silverthaler
Skull drill	2 pounds	17 silverthalers
Surgical instruments	3 pounds	80 silverthalers
Wound sewing kit	0.2 pound	4.5 silverthalers

Containers

To stow or transport items, heroes may choose from a variety of containers.

Item	Weight	Cost
Belt pouch	0.25 pound	4 silverthalers
Canteen	0.5 pound	6 silverthalers
Chest	10 pounds	8 silverthalers
Cloth satchel	1 pound	0.75 silverthaler
Drinking horn	0.5 pound	0.5 silverthaler
Jar	0.5 pound	0.5 silverthaler
Jewelry box	2 pounds	20 silverthalers
Leather backpack	4 pounds	34 silverthalers
Leather knapsack	2 pounds	17 silverthalers
Money pouch	0.2 pound	2 silverthalers
Pannier	4 pounds	7 silverthalers
Phial	0.2 pound	2 silverthalers
Powder box	0.5 pound	6 silverthalers
Purse	0.1 pound	1 silverthaler
Sack	1.5 pounds	1 silverthaler
Shoulder bag	1 pound	8.5 silverthalers
Vase	4 pounds	1 silverthaler
Waterskin	0.5 pound	5.5 silverthalers

Ropes and Chains

You can use ropes to climb. Thin rope, such as the kind made of leather, is perfect for binding prisoners or setting snares for small animals.

Item	Weight	Cost
Chain, per yard	4 pounds	12 silverthalers
Rope, climbing, per yard	1 pound	1 silverthaler
Rope, thin, per yard	0.5 pound	0.3 silverthaler
Twine, per 10 yards	0.2 pound	0.5 silverthaler

Equipment of Blessed Ones

Some Blessed Ones need items for their liturgical chants. Blessed Ones of Boron, for example, use anointing oil, Blessed Ones of Peraine use seeds, and Blessed Ones of Phex use a substance called star dust. Churches usually supply these items for not much more than 3 kreutzers.

Thieves' Tools

Breaking open doors, climbing over walls, or slipping off into a crowd requires different thieving tools.

Item	Weight	Cost
Crowbar	10 pounds	26 silverthalers
False beard/wig	0.4 pound	2 silverthalers
Grapnel	2 pounds	7 silverthalers
Lockpicks	0.5 pound	5 silverthalers

Tools of the Trade

Alchemists, cartographers, and mechanics use many different tools. Toolkits contain all the items typically needed for their kind of work. Note that there are three types of alchemical laboratory (see page 270).

Laboratories

Item	Weight	Cost
Alchemical laboratory	2,000+ pounds	5,000 silverthalers
Archaic laboratory	60 pounds	200 silverthalers
Witch kitchen	400 pounds	1,000 silverthalers

Other Toolkits

Item	Weight	Cost
Carpenter's tools	10 pounds	50 silverthalers
Cartographer's tools	0.5 pound	50 silverthalers
Engraver's tools	1 pound	30 silverthalers
Precision mechanic's tools	1 pound	100 silverthalers
Sewing box	0.5 pound	10 silverthalers
Tattoo artist's tools	1 pound	20 silverthalers

Orienteering Aids

Tools to measure time and direction are important for many heroes, for example to determine the cardinal direction or navigate on the open sea. Most instruments are luxury goods that only precision mechanics and other specialists can produce, and even then only with the resources available in cities.

Item	Weight	Cost
Abacus	1 pound	10 silverthalers
Amber glasses	0.2 pound	1,000 silverthalers
Astrolabe	0.5 pound	250 silverthalers
Compass (south-pointer)	0.5 pound	6 silverthalers
Hourglass	1 pound	40 silverthalers
Quadrant	1.5 pounds	70 silverthalers
Pocket watch (Vinsalt Egg)	0.5 pound	800 silverthalers
Telescope	0.5 pound	150 silverthalers

Definitions: Orientation Aids
Aventurians know compasses as *south-pointers*, the needles of which always point towards Praios in the southern sky. Astrolabes and quadrants are used to measure the starry sky and to navigate at sea. The Vinsalt Egg, invented in the Horasian Empire, is a type of pocket watch.

Jewelry

This section lists types of jewelry made from gold, silver, and bronze. For prices of jewelry made of other materials, use the material costs of metals or gems as a guide.

B: Bronze
S: Silver
G: Gold

Item	Weight (B/S/G)	Cost (B/S/G)
Amulet	0.1/0.1/0.2 pound	7.5/12/107 silverthalers
Bracelet	0.1/0.1/0.2 pound	5.5/10/105 silverthalers
Brooch	0.05/0.05/0.1 pound	5.25/7.5/55 silverthalers
Earring	0.05/0.05/0.1 pound	7.25/9.5/57 silverthalers
Necklace	0.3/0.3/0.6 pound	6.5/22/157 silverthalers
Ring	0.05/0.05/0.1 pound	5.25/7.5/55 silverthalers
Tiara	0.2/0.2/0.4 pound	8/17/207 silverthalers

Gems and Precious Stones

The following prices are for stones of around 10 carats (thumbnail-sized). Prices are for uncut gems. Cutting costs range from double to quintuple the price of the uncut stone.

Item	Color	Cost
Amber	golden yellow	90 silverthalers
Amethyst	purple to crimson	1.5 silverthalers
Aquamarine	blue	18 silverthalers
Aventurine	greenish	2.5 silverthalers
Clear Crystal	clear	2 silverthalers
Diamond	clear	150 silverthalers
Emerald	green	110 silverthalers
Garnet	colorless to brown	8 silverthalers
Green Jade	greenish	20 silverthalers
Carnelian	blood-red	2 silverthalers
Lapis Lazuli	azure blue, glassy	17 silverthalers
Moonstone	white, glassy	1 silverthaler
Onyx	black and white stripes	1.5 silverthalers
Opal	milky	22 silverthalers
Pearl	milky	70 silverthalers
Ruby	red	140 silverthalers
Sapphire	deep blue	120 silverthalers
Topaz	colorless to sky-blue, glassy	20 silverthalers
Turquoise	greenish blue	15 silverthalers

Stationery

Few besides scholars, mages, and Blessed Ones carry paper, parchment, and other writing gear. They use it to draw maps, record important events, and take notes. These items are considered luxuries.

Item	Weight	Cost
Brush	0.1 pound	1 silverthaler
Chalk	0.1 pound	0.2 silverthaler
Charcoal pencil	0.1 pound	0.2 silverthaler
Diary	3 pounds	11 silverthalers
Ink	0.2 pound	1 silverthaler
Paper, 1 sheet	0.1 pound	0.1 silverthaler
Parchment, 1 sheet	1 pound	0.1 silverthaler

Item	Weight	Cost
Penknife	0.4 pound	3 silverthalers
Quill pen	0.1 pound	0.1 silverthaler
Sealing wax	0.2 pound	3 silverthalers

Books

Books come in different languages, as indicated in the Language/Script column.

Book	Language/Script	Cost
Breviary of the Guidance of the Twelvegods	Garethi/Kuslik Signs	75 silverthalers
Codex Albyricus	Bosparano/ Kuslik Signs	300 silverthalers to 700 silverthalers per volume
Encyclopaedia Magica	various/depends on language	800 silverthalers per volume
Helpfulle Handbooke of the Wandering Adept	Garethi/Kuslik Signs	150 silverthalers

Definitions: Books
Almost every Blessed One owns a copy of the *Breviary of the Guidance of the Twelvegods*. This book includes many stories about the gods, the creation myth of the world, and legends from the past.

The *Encyclopaedia Magica* is valuable to every mage. Its seven volumes contain much knowledge and are required reading for guild mages.

The *Helpfulle Handbooke of the Wandering Adept* contains mostly myths and legends, but also includes practical tips. Some of these tips are out of date. Nevertheless, many tutors like to present copies to their students as starting points for their libraries.

Magical Artifacts

For more about magical artifacts, see page 266.

Item	Cost
Bracelet of Willpower	1,050 silverthalers
Firn Blade	1,680 silverthalers
Pain Hammer	3,170 silverthalers
Spider Gloves	1,620 silverthalers

Alchemicae

Here is a selection of Aventurian alchemical goods. For more about their uses and effects, see page 272.

Alchemical Substance	Cost
Antidote	65 silverthalers per level
Healing potion	60 silverthalers per level
Love potion	80 silverthalers per level
Magical potion	100 silverthalers per level
Potion of Invisibility	80 silverthalers per level
Potion of Will	100 silverthalers per level
Transformation Elixir	80 silverthalers per level
Weapon Balm	110 silverthalers per level

Poisons

Here is a selection of Aventurian poisons. The Type column indicates the type and also the source of the poison. For more about the uses and effects of poisons, see page 341.

Poison	Level	Type	Resistance	Start	Duration	Cost
Arax	3	Weapon poison, animal venom	TOU	10 minutes	1 day/12 hours	100 silverthalers
Kelmon	2	Contact and weapon poison, plant	TOU	5 CR	30 minutes/ 15 minutes	300 silverthalers
Tulmadron	4	Ingestion and weapon poison, mineral	TOU	20 CR	15 minutes/ 50 CR	1,250 silverthalers
Wurara	2	Ingestion and weapon poison, plant	TOU	5 CR	4 hours/2 hours	100 silverthalers

Healing Herbs

This section lists a number of Aventurian healing herbs. For more about their uses and effects, see page 344.

Healing Herb	Cost
Axorda tree bark	16 / 80 silverthalers
Donf	2 / 4 silverthalers
Gulmond	6 / 6.2 silverthalers
Leechfright	4 / 12 silverthalers
Lulany	5 / 10 silverthalers
Mandrake Root	3 / 5 silverthalers
Wirsel herb	2 / 2.2 silverthalers

Musical Instruments

Aventurians love music as entertainment, and it is no wonder that a wide variety of musical instruments exist, played by bards, skalds, and other musicians. This section lists the most popular musical instruments.

Item	Complexity	Weight	Cost
Bagpipes	simple	4 pounds	30 silverthalers
Bells	simple	0.1 pound	1 silverthaler
Drum	simple	1 pound	15 silverthalers
Fanfare trumpet	simple	2 pounds	50 silverthalers
Flute	simple	0.5 pound	2 silverthalers
Hand harp	simple	2 pounds	100 silverthalers
Kabas flute	simple	1.5 pounds	4 silverthalers
Lute	simple	4 pounds	150 silverthalers
Signal horn	simple	2 pounds	3 silverthalers
Spinet	complex	50 pounds	4,000 silverthalers
Standing harp	complex	11 pounds	550 silverthalers
Symphonia	complex	4 pounds	15 silverthalers

Luxury Goods

Besides everyday items, wealthy Aventurians can afford some luxuries. This section lists a variety of desirable luxuries.

Item	Weight	Cost
Bath oil	2 pounds	100 silverthalers
Beer, small keg	4 pounds	0.16 silverthaler
Board game	2 pounds	5 silverthalers
Brush	0.5 pound	4 silverthalers
Burning lens	0.2 pound	65 silverthalers
Chocolate	0.2 pound	5 silverthalers
Cloth doll	0.5 pound	1 silverthaler
Cocoa	0.2 pound	4 silverthalers
Coffee, roasted	0.2 pound	20 silverthalers
Comb	0.2 pound	1 silverthaler
Crystal ball	0.5 pound	2,000 silverthalers
Dice	0.1 pound	0.5 silverthaler
Divine figurine	0.4 pound	3 silverthalers
Hand mirror	1 pound	60 silverthalers
Handkerchief	0.2 pound	2 silverthalers

Hard liquor	2 pounds	2 silverthalers
Hobby-horse	2 pounds	3 silverthalers
Hookah	2 pounds	30 silverthalers
Juggling ball	0.4 pound	0.5 silverthaler
Lipstick	0.1 pound	10 silverthalers
Music box	0.5 pound	400 silverthalers
Nail file	0.1 pound	20 silverthalers
Perfume	0.2 pound	120 silverthalers
Pepper	0.2 pound	4.5 silverthalers
Playing cards	0.5 pound	5 silverthalers
Powder	0.2 pound	5 silverthalers
Soap	1 pound	1 silverthaler
Sponge	0.2 pound	2 silverthalers
Tobacco	0.2 pound	0.1 silverthaler
Tobacco pipe	0.2 pound	5 silverthalers
Tobacco tin	0.1 pound	3 silverthalers
Wine	2 pounds	0.45 silverthaler

Animals

Animals listed here are considered untrained. Animals trained to serve as mounts are 20 percent more expensive. Animals trained for combat, like destriers, cost twice as much, and sometimes more. For more about horses in combat, see *Chapter 9: Combat* on page 239.

Animal	Cost	Animal	Cost
Dog	4 silverthalers	**Mule**	250 silverthalers
Horse	750 silverthalers	**Pony**	250 silverthalers

Animal Care

Animals need care and feeding. Maintenance costs make some animals quite expensive.

Item	Weight	Cost
Collar and leash	1 pound	1 silverthaler
Currycomb	2 pounds	16 silverthalers
Horseshoe	1 pound	4 silverthalers
Packsaddle	20 pounds	30 silverthalers
Reins and tack	0.2 pounds	15 silverthalers
Riding saddle	12 pounds	60 silverthalers
Saddle bag	2 pounds	17 silverthalers
Saddle-cloth	1.5 pounds	1 silverthaler
Spurs	0.5 pound	6 silverthalers

Definitions: Horses

When Aventurians mention horses, they usually mean the most common horse on the continent—namely, the *Warunker*. This breed comes in all normal colors (for horses), is of average size, and is found in almost every area settled by humans.

In the northern Middenrealm (mostly in Weiden, but also anywhere you find heavily armored riders, like knights), the horse of choice is the *Tralloper Giant*. Trallopers live up to their name, for they are large, tough, and strong.

People in Elenvina breed a splendid horse that is popular with nobles in the Middenrealm and the Horasian Empire. Known as an *Elenviner*, this mostly black breed is slender and especially fast.

For millennia, the Tulamydes have bred the noble *Shadif*. It's smaller than a Warunker, but faster and much more agile.

Feed	Price
Dog food	0.25 silverthaler (per week)
Horse feed	0.5 silverthaler (per week)
Pony feed	0.3 silverthaler (per week)

Vehicles

If you do not like to travel on foot or horseback, you have some options.

Vehicle	Cost
Boat, rowing, small	1,200 silverthalers
Boat, sailing, small	6,500 silverthalers
Cart, one axle	180 silverthalers
Coach	2,000 silverthalers
Handcart	60 silverthalers

Services

It's common for heroes to shop at a blacksmith's forge or an alchemist's shop. Here is a list of typical costs for various services.

At the Bathhouse

Service	Cost
Bath	3 silverthalers
Shave/beard-styling	0.5 silverthaler
Simple hairstyle	1 silverthaler

At the Medicus

Service	Cost
Amputation	50 silverthalers
Diagnosis of a disease (check using *Treat Disease*)	10 silverthalers
Surgical procedure	150 silverthalers
Treatment (check using *Treat Wounds*, per visit, no herbs)	10 silverthalers

At the Blacksmith

Service	Cost
Shoe a horse (per hoof)	0.5 silverthaler

At the Scribe

Service	Cost
Copy a book (per page, no illustrations)	1 silverthaler
Read a letter (per page)	0.1 silverthaler
Write a letter (per page)	1 silverthaler

At the Alchemist

Service	Cost
Alchemical analysis (check using *Alchemy*)	20 silverthalers

Travel and Transportation (transportation only—per person, no food or accommodations)

Means of travel (per 150 miles)	Cost
Letter with a Beilunker Rider (Pony Express)	12 silverthaler
Letter with a mail coach	1 silverthaler
Riverboat (downstream/ upstream)	1-8 silverthalers
Sea journey, cabin	150 silverthalers
Sea journey, hammock	8 silverthalers
Traveling carriage	12 silverthalers

Other

Service	Cost
Get a tattoo	3 silverthalers
Have a taxidermist stuff an animal (dog-sized)	26 silverthalers
Visit a brothel	5 silverthalers
Visit a temple library	2 silverthalers (donation)

The Aventurian Tavern

Here is a price list for items and services offered in a typical Middenrealmish tavern.

In the Tavern

Drink / Cost
Beer, jug 16 kreutzers
Beer, mug 6 kreutzers
Goat milk, cup 8 kreutzers
Herbal tea, cup 6 kreutzers
Spirit, shot glass 2 halers
Tulamydian tea, cup 4 halers
Wine, cup 3 halers

Food / Cost
Beef leg (70 pounds) 120 silverthalers
Bratwurst 15 kreutzers
Bread dish 5 halers
Fish dish 7 halers
Groats 1 haler
Hard-cured sausage 5 kreutzers
Meat dish 7 halers
Pancake with compote 2 halers
Vegetable stew 3 halers

Overnight Stay (per day) / Cost
Bed in the common room 6 halers
Straw mattress in the common room 2 halers
Double room 5 silverthalers
Single room 3 silverthalers
Suite 100 silverthalers
Horse in stable with feed 6 halers

Other Services / Cost
Bath 3 silverthalers
Simple haircut 0.5 silverthaler

Chapter 15: Game Tips

"You can discover more about a person in an hour of play than in a year of conversation."
— Plato, Greek philosopher

"You want to know why your teachers are so strict? They worry about you and don't want you to make the same mistakes they made themselves.

We learn throughout our entire lives. No one can say of themselves that they have never erred. Not you, not your teachers, not me.

But we can learn from our lapses. Only by recognizing our ignorance can we find reason.

Listen well to your teachers, for they have lived a long time and made many mistakes in their lives. Listen while they are still able to share their tales.

Their knowledge is a blessing for you young people. Don't be as foolish as the old, who have forgotten how to listen closely. You want to do better than them. And if you make a mistake, learn from it. That is the only path to wisdom."

—Rohal the Wise, addressing a group of Scholars, around 570 after the Fall of Bosparan

By now you know all the rules of the game—you know how to make skill checks, you know the options you have in combat, which spells your mage can cast, and what you can do with your starting wealth. You are now ready to dive into your first adventure.

But usually you don't play *The Dark Eye* by yourself, you play with a group. In this chapter we collect some tips for play, to make life easier for the GM and players. With these tricks you can avoid misunderstandings and make sure that you will experience the most exciting and satisfying quests in Aventuria.

This chapter also looks at the creation of adventures. As a GM, what must you consider when preparing a story? How do you use NPCs to their best effect? Which rewards should the heroes receive after mastering a challenge? Read on, and discover...

Useful Tips for the GM

"With great power comes great responsibility."
— Ben Parker, uncle of Peter Parker

The GM's job is not always easy. The following useful tips can help all GMs avoid common problems.

As GM, you have great responsibility—you must work hard, be attentive all the time, guide the game, and improvise often. On the other hand, it is great fun to think up stories and play countless different roles via your NPCs while holding a whole world in your hand. The game is meant to be fun, so try not to get frustrated when things don't turn out the way you expected.

As the old saying goes, practice makes perfect!

The Heroes are the Protagonists

The players should be the main characters of your story. They should be the center of the plot. Of course, NPCs can influence the adventure, but they should never demote the player characters to the status of extras. Few players enjoy feeling outclassed by a non-player character.

Having an NPC accompany the group of heroes can facilitate great interaction between the GM and players. In some gaming groups, players enjoy the assistance of a skilled NPC, while in other groups, players find GM-controlled companions annoying. You can use your NPCs as mouthpieces, but they should not get on the players' nerves with their omnipotence and omniscience.

Said is Done

It is best if the players take this rule seriously, but they should not be forced to mention every obvious detail of their actions. This just slows down your game and leads to unnecessary repetition of boring things ("after waking up, my character washes and gets dressed, walks down the stairs to the common room, and sits down ..."). Sometimes it is sufficient for a player to describe certain routine or regular actions once and not have to mention them over and over again ("My thief, pleasing unto Phex as he is, gives a silverthaler to the first beggar he meets in every town.").

Sometimes players imagine a scene different to the one imagined by the GM. Be merciful. Inform the players when they are doing things you do not find logical and describe again what they perceive. Let them make a different decision, if they want. Later, you won't have to spend so much time discussing unfortunate decisions that stemmed from misunderstandings.

Improvisation

The GM can spend ages preparing for an adventure, trying to imagine what the players will most likely do when they face this or that conundrum. But, in the end, nobody can predict exactly how players will react to every situation. This is not a problem. In fact, the game benefits from surprises like that.

If the party wants to take a completely unexpected path during an adventure, let them—it's fine. Just remember this: no plan survives contact with the players.

Open vs. Hidden Dice Rolls

Players cannot use FtP for hidden checks. If they could, they would realize that something is up.

Some groups prefer hidden dice rolls for *Perception* and *Empathy* so that the players cannot tell from the dice whether there is an ambush in the making or if an NPC has lied to them. The group should decide beforehand if GM dice rolls should be made in the open or hidden (like behind a game screen).

If you prefer hidden dice rolls, you should write down the heroes' stats so you do not have to keep asking your players during play. In addition, you should roll the dice occasionally for no reason. This unsettles most players as they cannot be sure if it was a real check or if something is going to happen. This uncertainty can help build greater suspense.

Rules are Tools

If you do not like a certain rule and want to either remove it completely or replace it with your own idea, just do it! The game is supposed to be fun for you and your friends. If something doesn't work for you, change it. No deputies from the role playing police will arrive at your door to punish you for changing the rules!

No rules system can please everybody. Rules help you experience suspenseful and exciting adventures. They are tools, but if they do not do what you want them to do, ignore them. It is important, though, to discuss such changes with the players.

Group Size

Most adventure stories work well with a group consisting of the GM and four to five players. The advantage of smaller groups is that every player gets more play time, but they often do not have the range of skills available to a larger group of heroes. Groups with more than five players are more difficult to coordinate, and each player gets less 'screen time.' On the other hand, the total skill range of their heroes is larger and they can handle bigger challenges through sheer volume.

You should clarify if you want to limit the size of your group. Not every GM and every player thinks it is fun to play in a group of ten. As GM, you should also talk to your group about requests to join from new players, or whether you even want additional players to join. Some GMs (and players) prefer a certain maximum group size.

Start Small

If you are inexperienced as a GM, do not overextend yourself with an epic campaign. Start with a small adventure for beginning characters. You don't have to be perfect at improvisation from the start, and you certainly don't have to know every rule. You will get better with time.

Another well-tried principle: no one is born a master!

"We Only Play What I Want!"

If you are the GM and you prepare a campaign centering on the high elves, but all of your players hate elves, then it won't come as a surprise that the adventures—no matter how good they might be—make neither you nor your players happy. It is best to discuss the type of adventures you all want to play. If your players do not have any special wishes, perfect. You can do what you want!

Handouts, Maps, and Notes

Good preparation can make your work as GM much easier. You can use notes, create handouts and maps for your players beforehand, prepare a list of NPC names to give new ones names quickly, and take good notes (so you remember the strength of the healing potion, the character traits of the village innkeeper, and anything you need to know for the next session).

Tough Luck—You're Dead

It can be very frustrating for a player whose character dies through sheer bad luck. If the players knew the risks, tried their plan nevertheless, and the dice were against them, then a hero should be able to die.

The world of *The Dark Eye* is dangerous and full of risks that can lead to a player character's death. But a hero should not die merely from a chance hit. Fate Points are good tools for preventing such situations, as heroes can use them to escape life-threatening situations.

Useful Tips for the Player

*"You want to do **WHAT** with the backpack?"*
— a helpless GM to a player who had just explained that he wanted to strap his backpack to a crocodile, in the early 1990s

This section presents some tips for the players. These are just hints, of course, not rules. All gaming groups are different and must decide for themselves how to have the most fun. But these tips can help the GM and the players avoid trouble.

The GM is (Almost) Always Right

Think of the GM as a referee and fellow player, not as your enemy! Even though GMs play the roles of the villains and monsters, they are on your side.

They are human, and will no doubt make mistakes. You can point out their mistakes, but as long as you are a player, the GM has the final word.

Except for extreme cases, it is best to discuss contentious issues later, so as not to break the flow of the game.

Not Said is Not Done

You should not need to mention obvious stuff ("My hero puts on clothes in the morning"). But think about it this way—if you do not mention something, the GM doesn't have to assume it has happened.

If you do not mention that you are taking your rope with you, then it is still hanging off the cliff where you left it. This can be an advantage, of course (such as if you are suddenly confronted by an angry mob of orcs and you must climb quickly back up the cliff again), but if you did not mention taking the rope with you, it is still hanging off the cliff, and you cannot use it anywhere else.

You Play Together

Each PC should be able to stand in the spotlight once in a while. Grant your fellow players personal scenes and help to make them special. But heed these words of advice about arguments: for some players, it can be fun to argue in-game (the Praiote with the witch, the dwarf with the elf, and the Rondrian, well, a Rondrian would probably argue with the Praiote, too).

If two heroes argue, that does not mean that the *players* are arguing, too. It is only between the heroes, not between the players. You should always keep this difference in mind, and perhaps ask the GM to step in only if players seem to be crossing that line.

Do Not Play Your Role at All Costs

A role playing game is meant to allow you to take on another role. Some of these roles are quite outgoing. That's all right, but do not put your role above the plot and the roles of the other players. The GM works hard to run an exciting adventure with all the players. Don't sabotage the GM's plans to move the story forward because you think your role demands that of you.

Rather, try to bring the story in line with your hero's personality development. There are many ways to stay in character without hindering the group's goals.

Talk About the Rules

All gaming groups have their own wishes and preferences for rules. You should talk with your GM and the other players about which rules to ignore and which optional rules to use. You should stick to what you decide and wait until after the game session to discuss whether you want to add or remove a certain rule.

Player's Knowledge vs. Hero's Knowledge

You as the player know more about the world than does your hero. Try to separate your knowledge from your character's knowledge. Maybe *you* know that the friendly merchant is a rogue, but your hero might have no idea. Trust the GM—maybe there is trouble waiting for you (that's what we call an adventure), but if you do not use player knowledge, your GM will not punish you for staying in character.

This separation adds quite a bit to the logic and atmosphere of the game.

Types of Players

Every player has fun with different things during play. To get an overview, role playing theorists have tried to create models to match players with these 'sources of fun.' This section gives a short overview of this research and introduces you to the seven best-known types of players. You can read more about the topic in Robin D. Law's book *Robin's Laws of Good Gamemastering*. No player fits only one of these archetypal classifications, as there are always overlaps and grey areas of varying degrees.

It is important to remember that these classifications are not judgments on player worth. All types of players are valuable, but it can be helpful knowing what all the other players enjoy when the gaming group makes its decisions about the style of play or the types of adventures to undertake. For example, *Optimizers* enjoy different adventures than groups consisting mostly of *Actors*. GMs who know what their players prefer can adjust the challenges accordingly.

- **Optimizers** (often called *power gamers*) try to improve their hero's stats. For them, the rules are an important part of the game and they look for loopholes in the rules to make their PCs stronger, faster, and better. It is always their goal to 'max out' their PCs.

  What this player type needs: rewards (such as new special abilities, better weapons, and so on).

- **Fighters** put emphasis on combat. They most often choose to play barbarians, warriors, and mercenaries. Unlike Optimizers, the numbers on their character sheets are not as important to them. They prefer to intimidate their opponents and let off steam by brawling.

  What this player type needs: exciting fights and the opportunity to feel superior to NPCs.

- **Actors** have little interest in their hero's stats. They really enjoy acting out their role. They make their stats fit their character's backgrounds, even if doing so might prove disadvantageous for them later.

  What this player type needs: drama, relatively few die rolls, and opportunities to act in-character and draw attention to themselves.

- **Storytellers** are similar to Actors, but to them, the story is the most important thing. They forgo meticulously acting out their role if it makes for an exciting story.

  What this player type needs: the storyline has to advance logically and comprehensibly.

- **Tacticians** need problems that they can solve. These can be riddles, tactical combats, or any kind of task that calls for intelligence and planning.

  What this player type needs: riddles and problems of all kinds, as well as time for planning.

- **Specialists** have a lot of fun with a certain type of character and play this type of hero again and again, often in many different versions. They might play something like a thief or a ranger with special skills that are useful only in specific situations.

  What this player type needs: scenes that fit their special skills.

- **Casual Gamers** play mostly because their friends invited them to join their game session. They are rather shy, do not know much about the setting, and often do what the GM tells them to do.

  What this player type needs: some good friends to play with.

It's Only a Game

The Dark Eye is a game, not a religion. Your goal is to have fun together. Of course there will be some disagreements about rules, interpretations, and details. Never forget that it's only a game.

Checklist for a Successful Game Night

The following checklist can help you and your group avoid some misunderstandings. Talk about these topics before your first play session.

The GM

- Is the GM allowed to influence the heroes' development, or are the players allowed to do what they want?
- Is the GM a first among equals? If there is an argument, does the whole group decide, or does the GM make a decision?
- Should the GM roll dice in the open (for combat, for example) or keep them hidden behind a GM screen?
- Is the GM allowed to break the rules (for example, to avoid a hero's death in a less-than-heroic situation because there was a bad die roll)?
- Are the players allowed to influence the world by, for example, deciding if there are complications with a skill check or if there is a useful item lying around?
- Does the GM decide to add new players to the group unilaterally, or do all players decide together?
- Does the group alternate GMs after each adventure, or is there a regular GM who always runs the game?

The Heroes

- Which type of heroes should you play? Are especially exotic heroes enriching or disruptive?
- Do all players create characters alone and in secret, or do the players and GM discuss and conduct hero creation together?
- Are the adventurers a ragtag mix of PCs or do you want to play a thematic group, like a troupe of entertainers, a platoon of mercenaries, or the inhabitants of an isolated mountain village?
- Do you want the heroes to have a large number of different skills at low levels, or do you want them to be particularly good at a few specialties, like combat, magic, stealth, or social skills?
- Is it acceptable if players summarize what their adventurers say when talking among themselves or with other inhabitants of the world, or should every conversation be first person, direct, and real time?
- If heroes die, is there no way to bring them back? Can the GM save them from Golgari's wings through divine intervention or a little coincidence at the last second? Can the players, who might understandably have grown to like their characters, decide if they are really dead? Or does dead mean *dead*?
- Do the players have to learn all the rules that apply to their characters?
- What happens to adventurers whose players are not present? Are they being ignored, does the GM come up with an explanation as to why they are not adventuring with their friends, or does the GM (or another player) control the hero?
- Can you assume that the characters automatically perform certain reasonable actions, especially in dangerous situations, or must the players always describe every action (precautionary or otherwise) in detail?
- Must the players keep a strict inventory of items and money, or can they simply spend a roughly calculated average for their characters' everyday needs? Can you just assume the PCs carry a number of reasonable things (for example, a hairpin to pick a lock), or must they write down every little thing?

The Adventures

- What kind of adventures does your group want to play?
- Where are these adventures supposed to take place?
- Does the GM decide which adventures to play, or does the group decide together?
- Are there some topics you do not want to include in your game (torture, brutality, sexual violence)?
- Do you want to keep the story focused on action and fights, for example, or on the interaction between the heroes and the other inhabitants of the world?
- Is it important for the adventures to be highly dramatic and, for example, have a big finale? Or is it more important to present the world in a believable way, or to follow the rules exactly?
- Do you want to act out every mundane scene (like a shopping trip to the town's bazaar) or can you summarize the less exciting parts of the story?

Prepare and Play Your Adventures

"True adventures take place in the mind."
- an old aphorism

Creating your own adventures is what makes fantasy role-playing games especially attractive to many GMs. The following tips should help GMs create their own adventures, and serve as an example of what is possible.

Types of Adventures

Each type of adventure is differentiated not only by its content, but also according to the length and complexity of the story. In our example of play in *Chapter 1: Introduction* on page 11, we chose a very short scenario. Usually, play sessions take longer and the stories have more twists, like in a good movie or TV show. There is no ideal length for an adventure. It depends on the group's tastes. Besides the classic (stand-alone) adventure, there are other categories, as follows.

- *Scenario:* A scenario is a short adventure that usually takes one or two sessions to complete. Our example of play fits in this category.

- *Campaign:* A campaign is a series of adventures connected by an overlying theme or a coherent story. The plot might involve a recurring villain, or maybe it always takes place in the same town.

Adventures can be further broken down into *group* and *solo adventures*.

Group adventures are the normal style of play: a GM and a group of players experience an adventure together. But we also publish official solo adventures that you can play by yourself. They are a kind of interactive novel, one where you make checks at certain times and decide what you want to do. The story advances based on your decision or the result of a skill check, and you continue reading in another part of the book.

Themes

There are countless themes, but you can group adventures into certain categories. Here we introduce some of the most common and well-known themes for adventures.

- *Detective and Crime Adventures*
  Crimes are great hooks for your adventures. Whether a murder to solve, a stolen temple treasure to recover, or the disappearance of a famous noble to investigate, crimes and criminal cases can be the basis of an entire adventure or spice one up as a subplot.

Metaplot and Free Adventures

A peculiarity of *The Dark Eye* is its continuing story. Official sourcebooks, adventures, and the *Aventurian Herald* (a newspaper with current news from Aventuria) describe events that change Aventuria. Tyrannical rulers are overthrown by heroes, orcs gather and attack the Middenrealm and push forward to Gareth, and the gods send natural disasters, like volcanic eruptions and earthquakes, to destroy whole regions.

This evolving history and the comprehensive narrative framework, designed by the editors of *The Dark Eye,* is called the *metaplot.*

In addition to adventures that further the metaplot and deal with changes to the cohesive history of Aventuria, we publish *free adventures* that do not have any (or much) connection to such world-shaking events.

- *Travel and Wilderness Adventures*
  Wilderness adventures focus on surviving in hostile environments. The jungles or deserts of southern Aventuria are as hazardous as the snow-covered lands of the north, where the cold and ice make survival just as precarious. Dwindling supplies of food and water, limited resources, and attacks by animals, monsters, or pursuers can all act to build suspense.

- *Exploration Adventures*
  Exploration adventures are close relatives of travel adventures. Not every corner of Dere is known to cartographers. There are places few humans have seen or explored, whether on other continents, under the ocean, or even just a hundred miles from the PCs' home town. These places hide many secrets—ancient temples to explore, inscriptions to translate, strange tribes of forest dwellers to contact, or a famous pirate captain's treasure—any one of which can form the basis for an exploration adventure.

- *Intrigue and City Adventures*
  Unlike wilderness adventures, stories in this category deal with human activities, especially in cities. Conflicts between thieving guilds, intrigues in the courts of nobles, or the corrupt actions of business magnates can all form the basis of this type of adventure.

- *Dungeon Adventure*
  Centuries-old burial sites, grottoes full of cave spiders, and lost dwarven treasure chambers wait to be found by a few hardy explorers. Dungeon

adventures lead the characters to places where the greatest threats arise from their inhabitants and ever-present, insidious traps. At the end of the day, there may be treasure, but often just surviving the ordeal is enough.

Evolving History
As mentioned previously, one thing that makes the setting of Aventuria special is its evolving history. You can experience this history yourself as a player. Many official adventures affect Aventuria's history directly.

Official published adventures use a simple point system to give you an impression of how closely the tale relates to the metaplot. These points usually appear in the adventure's description.

- **1 point:** The adventure has no connection to the evolving history of Aventuria. You can place the characters and plot anywhere in the setting you prefer.
- **2 points:** There are some connections to the metaplot. Maybe the adventure takes place in a certain time period, or there are some official NPCs involved. Some adjustments are possible.
- **3 points:** The adventure has strong connections to the metaplot. You can experience the evolving history of Aventuria up close. Official NPCs play important roles, and the adventure takes place at a critical point in time and at an important location. Changing these factors takes considerable work.
- **4 points:** The adventure is similar to a 3-point adventure, but introduces major changes to the setting or has a huge influence on setting history. The death of an NPC might be important and influential to the setting, and there may be enormous changes in store for entire regions.

Adventure Structure

Before you create your first adventure, take some time to think about its structure. Which non-player characters play an important role? Which locations do the adventurers visit? What is the hook of the adventure? What problems do the heroes need to solve and what complications await them?

The following suggestions can help answer these questions as you prepare your adventure.

Plot Hooks
As GM, you should think of a *plot hook* connected to your adventure type and theme. The plot hook is simply the goal of the story. Is it about finding and eliminating the murderer of the Vizier of Malquis? Or do the heroes have to solve an ancient riddle in a sunken temple of Hesinde?

In other words, what is the adventure about, and how do the heroes learn this information? This should lead to the challenges the heroes must overcome to reach their goals.

Challenges and Conflicts
Each adventure starts with the question, "what *challenges* must the PCs master and which conflicts do the adventure create?" A situation without conflicts does not need heroes. Challenges can be undirected and external, such as a storm surge or a forest fire. But most of the time, it is other humans (or elves, or dwarves, or...) who make life difficult for their fellow men.

Greed, envy, or hurt pride—non-player characters can be motivated to harm others for many reasons. A coherent *conflict* is an essential part of many adventures. An argument about family heritage can lead to enmity and a decades-long feud, a cuckolded husband might wish for his wife's exposure and humiliation, and so on.

The heroes are usually outsiders and thus perfectly suited to solve these conflicts, not only with armed force and skillfully chosen spells, but also with diplomacy, guile, or other creative ideas. No matter what type of challenge you choose, remember that the heroes must be able to cope with the task.

Judging whether players and characters are able to master the challenge is an important GM responsibility.

Selection of Heroes
GM and players should think about which characters would be useful for the adventure. Not every hero is suited for every adventure.

If the players want to play a campaign set in the dark alleys of Gareth, but the group consists only of honorable knights, Blessed Ones of Praios, and warriors, then this might be the wrong combination. None of these PCs has the skills necessary to deal with the city's underworld. Exotic characters can enrich the game and are certainly not forbidden, but players and GM should talk and decide whether a hero fits the theme.

The Heroes' Motivations
The heroes' motivations are important to the story. The characters might be drawn into some adventures by accident, but there should always be a reason for them to get involved in the story.

Duty, honor, debts, or a mission for a Church could be enough reason. A personal motivation is usually better, such as when friends or relatives are involved with a crime the adventurer wants to investigate, or when an archenemy is the tale's antagonist.

Whatever the reason, it should not apply just to one character, but should bring the whole group in and serve to keep them together. Maybe the PCs are childhood friends or bound together by an oath to a noble house, or perhaps they serve the same Church.

What motivation does the group have and what do the players want? What do the heroes (and the players) know about the world? What can the adventurers do and how well do the players know the rules and background? What are the soldiers of fortune prepared to do when the going gets rough? From what do they shy away?

Intrigue and detective adventures in particular mandate that the heroes and players have certain information, but specifically not have access to certain other facts. Riddles and complicated connections that seemed transparent to the GM at first glance might appear unsolvable because the players failed to obtain information or simply have a different perspective.

Carolan Calavanti

Beginning

As a GM, you should really think about how the adventure starts for the PCs. You could introduce a common employer or an NPC who is an acquaintance of all the adventurers and thus the story's uniting element.

Usually, the characters can give you enough clues with their backstories. Vary the beginning of each adventure. Being hired in a tavern every single time can get boring, fast. Use new locations and strange employers, and pick a beginning that depends on the adventure's theme and the group of heroes.

Antagonists

A well-thought-out antagonist can be helpful for an adventure. An antagonist makes life hard for the PCs and is a source of challenges. It helps to think about why antagonists act the way they do, what resources they can command, what they know (especially about the heroes' situation), and the ethical boundaries of their behavior.

Are they driven by revenge, hunger for power or wealth, or do they believe that only they have the will and the means to control the country's destiny? Or does sheer evil guide their actions, actions that good people would never consider?

The antagonist does not have to be evil. Instead, you can create an interesting ethical dilemma if the antagonist has a good and noble goal but is forced to use means without consideration for the wellbeing of others.

These ideas work for all other NPCs, too. If a non-player character plays an important role in the adventure, you should first think about motivation, background, and so on.

Examples for Character Traits

Sometimes, a GM needs a memorable character trait for a non-player character. The following list can help you improvise such a trait.

accommodating, aloof, ambitious, angry, aristocratic, arrogant, ascetic, boastful, bossy, brave, caring, calculating, charismatic, charming, choleric, compassionate, confident, corrupt, curious, cynical, daring, decadent, despotic, diplomatic, dignified, disciplined, dogged, down-to-earth, dutiful, eccentric, egocentric, eloquent, fearful, fickle, funny, gallant, gloomy, graceful, greedy, gregarious, gruff, grumpy, hedonistic, honest, honorable, hot-tempered, humble, idealistic, jealous, just, kind, know-it-all, knowledgeable, lewd, loyal, lusty, modest, moody, nervous, organized, original, paranoid, patient, perfectionist, perky, pious, pragmatic, prickly, rebellious, reliable, righteous, sarcastic, stable, superstitious, pedantic, sexist, silly, solitary, stingy, straightforward, stubborn, stuffy, talkative, taciturn, taxing, tidy, tolerant, vain, wary, witty

Preparation and Improvisation
When it comes to running adventures, good preparation can make life easier for the GM. Background information and stats for NPCs can be as useful as an overview of the relationships between them.

A timetable of events and some simple maps of the most important locations often prove useful, especially when combat is likely.

Even so, the best preparations will not keep players from doing things you do not anticipate. It can help to spend some time beforehand thinking about which elements of the adventures are really important.

What information do the PCs need to get, what object must they obtain, or what must happen, and when?

Often you can reduce an adventure to its most basic elements (the ones with real importance), and everything else is simply reacting to the heroes' actions. If, as GM, you ever become unsure as to how to proceed with the adventure, or cannot decide how your NPCs might react to certain situations, it might help to take a short break and think about how the world might react to what the PCs have done.

Rewards
The Dark Eye is a game, and players like to have a feeling of accomplishment when they finish an adventure. Therefore, as GM, you should always put some thought into rewards.

Material Rewards
PCs usually acquire treasure (such as glittering coins, jewels, or other valuables) on their adventures. This might be obtained after a lengthy search, or after plundering a defeated foe's lair, or because an employer promised it as payment for services rendered. Players like to invest this material gain in things like better equipment, weapons, or magical artifacts.

Silverthalers and ducats aren't the only satisfying rewards—a better suit of armor, a personalized weapon, or a powerful magical item can all be excellent starting points (and indeed, excellent rewards in their own right) for an adventure.

Some rewards are not physical items, but instead take the form of noble titles and honors. Ownership of a fiefdom, the title of Sheriff, or an appointment as the librarian of a famous magical archive can also make good rewards for players.

The Long Leash
If you think of a GM as a player with special privileges, then the other players 'only' represent their heroes (we're not belittling their efforts here—we know they contribute greatly to the fun and adventure) while the GM creates and plays the whole world. It can be very tempting to give awesome abilities to favorite NPCs, or push an adventure's story in a certain direction, but remember—as the GM, you are part of the group.

The characters are the protagonists in an interactive world. Therefore, as GM, you should be responsive to the players and their PCs and let the world react to their plans and desires, even if it changes the course of the adventure. Just don't forget that decisions should have consequences, good and bad. Players notice quickly when their actions don't seem to matter and they still somehow manage to solve the adventure.

Adventure Points
The successful conclusion of an adventure often brings material gain such as gold, silver, estates or titles, or magical items, but players most look forward to a special kind of reward—*adventure points*, or AP, for short.

How many adventure points should you award for an adventure? Unfortunately, there is no single answer to that question. Awards are based on danger and the heroes' efforts and experiences.

The following are good rules of thumb.

Each character should earn about 10 to 20 AP for a short scenario. A short adventure that takes two or three sessions to complete should bring in 25 to 40 AP. A dangerous adventure lasting four to six sessions should garner 50 or more AP.

If you play a lengthy campaign, you do not have to wait for the end to award AP. Players can find it highly motivating when they receive rewards after every important scene or chapter of the story.

On occasion, you can also award AP that can be used only for certain skills, such as skills that figured prominently or were employed often during the adventure. Of course, this kind of AP award can be spent only to raise those specific skills.

Appendix

Checklist for Optional Rules

Use this list to keep track of which optional rules are in effect for your gaming group.

Optional Rule	Yes, we play with this rule	Page
No Confirmation Roll	☐	20
Skill Checks in the Fast Lane	☐	22
Colored Dice, According to Paramanthus	☐	22
Using Alternative Attributes for Skill Checks	☐	23
Cumulative Group Checks Using Multiple Skills	☐	27
Heroes and NPCs—A Subtle but Important Difference	☐	30
Other Ways to Regain Fate Points	☐	31
Maximum Attribute Scores	☐	39
Language Specialization	☐	41
Variable Starting Wealth, Based on Experience Level	☐	58
Cultural Knowledge	☐	96
Skill Group Checks	☐	184
Unfamiliar Use of Skills	☐	184
Offsetting Attributes for Routine Checks	☐	185
Language Specialization	☐	216
Regional Foxian	☐	217
Initiative for Enemy Groups	☐	228
Higher Defense Stats	☐ +2 ☐ +4	228
Close Combat Botch Table	☐	231
More Defenses for NPCs	☐	232
Defense Botch Table	☐	234
Ranged Combat Botch Table	☐	243
Ranged Combat Defense Botch Table	☐	244
Possible Reuse of Ranged Weapon Projectiles	☐	246
Property Checks	☐	252
Limited Karma	☐	306
No Botches for Liturgical Chants	☐	311
Divine Mission and Egotism	☐	314
Weaker Regeneration	☐	340
Exact Distance	☐	350

List of Common Abbreviations

Adventure Point(s)	AP	Dodge	DO	Player Character	PC
Agility	AGI	Effective Attribute Value	EAV	Protection Rating	PRO
Arcane Energy Point(s)	AE	Encumbrance	ENC	Quality Level(s)	QL
Attack	AT	Fate Point(s)	FtP	Ranged Combat	RC
Charisma	CHA	Game Master	GM	Sagacity	SGC
Combat Round	CR	Initiative	INI	Skill Point(s)	SP
Combat Technique Value	CTV	Intuition	INT	Skill Rating	SR
Constitution	CON	Karma Point(s)	KP	Special Ability	SA
Courage	COU	Life Point(s)	LP	Spirit	SPI
Damage Point(s)	DP	Movement	MOV	Srength	STR
Defense	DE	Non-Player Character	NPC	Toughness	TOU
Dexterity	DEX	Parry	PA		

Tables

Examples for Modifying Attributes

Modifier	Check Difficulty
+6	Extremely Easy check
+4	Very Easy check
+2	Easy check
+/– 0	Challenging check
–2	Difficult check
–4	Very Difficult check
–6	Extremely Difficult check

Quality Levels

Remaining Skill Points	Quality Level
0-3	1
4-6	2
7-9	3
10-12	4
13-15	5
16+	6

Modified Skill Checks

Modifier	Check Difficulty	Climbing (example)
+5	Extremely easy check	More of a stony hill than a real rock face
+3	Very easy check	Rock face with some natural stairs
+1	Easy check	Many good handholds
+/– 0	Challenging check	Rock face with some good handholds
–1	Difficult check	Damp moss on the rock face
–3	Very difficult check	Very steep, only a few good handholds
–5	Extremely difficult check	Damp, mossy, very steep, and almost no good handholds

Types of Success for Cumulative Checks

Quality Levels	Type of Success
6 QL	Partial success
10 QL	Task accomplished

Number of Permitted Checks (Suggested)

Number	Challenge
5	Difficult
7	Regular
10	Easy

Encumbrance

Level	Effect
I	Mildly Encumbered: –1 penalty to applicable skill checks, –1 to AT, Defense, INI, and MOV
II	Encumbered: –2 penalty to applicable skill checks, –2 to AT, Defense, INI, and MOV
III	Heavily Encumbered: –3 penalty to applicable skill checks, –3 to AT, Defense, INI, and MOV
IV	Incapacitated: you can do nothing but set down the weight and rest

Confusion

Level	Effect
I	Mildly confused: –1 on all checks
II	Confused: –2 on all checks
III	Very Confused: –3 on all checks; complex actions (like spellcasting, liturgical chants, and the use of lore skills) are impossible
IV	Incapacitated

Fear

Level	Effect
I	Uneasy, –1 to all checks
II	Scared, –2 to all checks
III	Panicked, –3 to all checks
IV	Catatonic, and therefore Incapacitated

Pain

Level	Effect
I	Slight pain: –1 on all checks, –1 MOV
II	Disturbing pain: –2 on all checks, –2 MOV
III	Severe pain: –3 on all checks, –3 MOV
IV	Incapacitated, –4 on all checks for mental skills or attributes

Paralysis

Level	Effect
I	Slightly stiffened: –1 to all checks involving movement or speech, reduce MOV by 25%
II	Stiff: –2 to all checks involving movement or speech, reduce MOV by 50%
III	Hardly able to move: –3 to all checks involving movement or speech, reduce MOV by 75%
IV	Unable to move

Stupor

Level	Effect
I	Slightly drowsy, –1 to all checks
II	Lethargic, –2 to all checks
III	Very sluggish, –3 to all checks
IV	Incapacitated

Rapture

Level	Effect
I	Slightly rapturous, –1 to all skill and spell checks that are not agreeable to the Blessed One's god
II	Rapturous, +1 to all skill and spell checks agreeable to the Blessed One's god, –2 to all other checks
III	Divinely inspired, +2 to all skill and spell checks agreeable to the Blessed One's god, –3 to all other checks
IV	Implement of the god, +3 to all skill and spell checks agreeable to the Blessed One's god, –4 to all other checks

Primary Attributes

Primary Attributes	
Blessed Ones of Boron	COU
Blessed Ones of Hesinde	SGC
Blessed Ones of Peraine	INT
Blessed Ones of Phex	INT
Blessed Ones of Praios	SGC
Blessed Ones of Rondra	COU
Elves	INT
Guild Mages	SGC
Witches	CHA
Attack: all Combat Techniques	COU
Parry: Brawling, Swords, Polearms	AGI or STR
Parry: Daggers, Fencing Weapons	AGI
Parry: Impact Weapons, Lances, Shields, Two-Handed Swords, Two-Handed Impact Weapons	STR
Ranged Combat	DEX

Requirements for Routine Checks

Maximum Modifier	Minimum Skill Rating
+3 and higher	1
+2	4
+1	7
+/-0	10
-1	13
-2	16
-3	19

Skill

Name	Check	Encumbrance	Improvement Cost
Physical Skills			
Body Control	AGI/AGI/CON	yes	D
Carousing	SGC/CON/STR	no	A
Climbing	COU/AGI/STR	yes	B
Dancing	SGC/CHA/DEX	yes	A
Feat of Strength	CON/STR/STR	yes	B
Flying	COU/INT/AGI	yes	B
Gaukelei	COU/CHA/DEX	yes	A
Perception	SGC/INT/INT	maybe	D
Pickpocket	COU/DEX/AGI	yes	B
Riding	CHA/AGI/STR	yes	B
Self-Control	COU/COU/CON	no	D
Singing	SGC/CHA/CON	maybe	A
Stealth	COU/INT/AGI	yes	C
Swimming	AGI/CON/STR	yes	B
Social Skills			
Disguise	INT/CHA/AGI	yes	B
Empathy	SGC/INT/CHA	no	C
Etiquette	SGC/INT/CHA	maybe	B
Fast-Talk	COU/INT/CHA	no	C
Intimidation	COU/INT/CHA	no	B
Persuasion	COU/SGC/CHA	no	B
Seduction	COU/CHA/CHA	maybe	B
Streetwise	SGC/INT/CHA	maybe	C
Willpower	COU/INT/CHA	no	D
Nature Skills			
Animal Lore	COU/COU/CHA	yes	C
Fishing	DEX/AGI/CON	maybe	A
Orienting	SGC/INT/INT	no	B
Plant Lore	SGC/DEX/CON	maybe	C
Ropes	SGC/DEX/STR	maybe	A
Survival	COU/AGI/CON	yes	C
Tracking	COU/INT/AGI	yes	C
Knowledge Skills			
Astronomy	SGC/SGC/INT	no	A
Gambling	SGC/SGC/INT	no	A
Geography	SGC/SGC/INT	no	B
History	SGC/SGC/INT	no	B
Law	SGC/SGC/INT	no	A
Magical Lore	SGC/SGC/INT	no	C
Math	SGC/SGC/INT	no	A
Mechanics	SGC/SGC/DEX	no	B
Myths & Legends	SGC/SGC/INT	no	B
Religions	SGC/SGC/INT	no	B
Sphere Lore	SGC/SGC/INT	no	B
Warfare	COU/SGC/INT	no	B
Craft Skills			
Alchemy	COU/SGC/DEX	yes	C
Artistic Ability	INT/DEX/DEX	yes	A
Clothworking	SGC/DEX/DEX	yes	A
Commerce	SGC/INT/CHA	no	B
Driving	CHA/DEX/CON	yes	A
Earthencraft	DEX/DEX/STR	yes	A
Leatherworking	DEX/AGI/CON	yes	B
Metalworking	DEX/CON/STR	yes	C
Music	CHA/DEX/CON	yes	A
Pick Locks	INT/DEX/DEX	yes	C
Prepare Food	INT/DEX/DEX	yes	A
Sailing	DEX/AGI/STR	yes	B
Treat Disease	COU/INT/CON	yes	B
Treat Poison	COU/SGC/INT	yes	B
Treat Soul	INT/CHA/CON	no	B
Treat Wounds	SGC/DEX/DEX	yes	D
Woodworking	DEX/AGI/STR	yes	B

Combat Techniques Summary

Combat Technique	Primary Attribute	Skill Class
Crossbows	DEX	B
Bows	DEX	C
Daggers	AGI	B
Fencing Weapons	AGI	C
Impact Weapons	STR	C
Chain Weapons	STR	C
Lances	STR	B
Brawling	AGI/STR	B
Shields	STR	C
Swords	AGI/STR	C
Polearms	AGI/STR	C
Thrown Weapons	DEX	B
Two-Handed Impact Weapons	STR	C
Two-Handed Swords	STR	C

Order of Action

- highest Initiative
- tie: highest INI base stat
- tie: higher result of 1D6

Examples of Actions

Attack
Ranged attack
Move up to your Movement stat in yards
Try to kick in a door
Draw a weapon
Pull a lever
Load a missile weapon (which can take more than one action, depending on the weapon—see page 245)
Cast a spell (which can take more than one action, depending on the spell)
Cast a liturgical chant (which can take more than one action, depending on the liturgical chant)

Examples of Defenses

Parry
Dodge

Examples of Free Actions

Shout a short sentence
Drop an item
Stand up from a chair
Drop to the ground
Turn around
Move up to your Movement stat in yards, but only if it is your turn in the Initiative order

Comparison of Close Combat Weapon Reaches

Versus	Short	Medium	Long
Short	–	-2 AT for short	-4 AT for short
Medium	-2 AT for short	–	-2 for medium
Long	-4 AT for short	-2 AT for medium	–

Size Category

Size Category	Example	Penalty
Tiny	Rat, toad, sparrow	-4 AT
Small	Fawn, goat, sheep	+/- 0 AT
Medium	Human, dwarf, donkey	+/- 0 AT
Large	Ogre, troll, cow	May only parry with shield, or dodge
Huge	Dragon, elephant, giant	May only dodge

Cramped

Type	Penalty
Short-Reach Weapon	+/-0 AT, +/-0 PA
Medium-Reach Weapon	-4 AT, -4 PA
Long-Reach Weapon	-8 AT, -8 PA
Small Shield	-2 AT, -2 PA
Medium Shield	-4 AT, -3 PA
Large Shield	-6 AT, -4 PA

Range Modifiers	
Close	+2 to RC, +1 DP
Medium	+/-0 to RC
Far	-2 to RC, -1 DP

Size Modifiers		
Tiny	-8 to RC	Rat, toad, sparrow
Small	-4 to RC	Fawn, goat, sheep
Medium	+/-0 to RC	Human, dwarf, donkey
Large	+4 to RC	Ogre, troll, cow
Huge	+8 to RC	Dragon, elephant, giant

Movement Modifiers	
Target is motionless	+2 to RC
Target is moving slowly (4 yards or less in its last action)	+/- 0 to RC
Target is moving quickly (5 yards or more in its last action)	-2 to RC
Target is zigzagging	-4 to RC, MOV of the target is halved
Attacker is walking (4 yards or less in its last action)	-2 to RC
Attacker is running (5 yards or more in its last action)	-4 to RC

Modifiers for Mounted Ranged Combat	
Mount is standing still	+/-0 to RC
Mount is moving at a walk	-4 to RC
Mount is moving at a trot	Almost impossible (hit only on a 1 on 1D20)
Mount is moving at a gallop	-8 to RC

Type	Modifier
Mechanically launched missile weapon	-4
Thrown weapon	-2

Category (Examples)

Creatures
- Living Creatures
- Intelligent Creatures (humans, elves, ogres)
  - Animals (wolves, ducks, elephants)
  - Plants (trees, hobgoblins)
  - Fungi (purulent toadstools, giant puffballs)
  - Supernatural Creatures
    - Fairies (flower fairies, nymphs)
    - Chimeras (harpies, gargoyles)
    - Dragons (tatzelwurms, giant wyverns)
    - Daimonoids (white harriers)

- Non-living
  - Undead (mummies, zombies)
    - Ghosts (haunts, will-o'-the-wisps)
    - Mindless (zombies, skeletons)
    - Vampires
    - Ensouled (revenants)
  - Demons (Heshthotim, Gotongis)
  - Elementals (djinn, elemental spirits)
  - Golems (homunculi, walking chests)

- Objects
  - Mundane Objects (stones, chairs)
  - Magical Objects (artifacts, mages' staves)
  - Blessed Objects (sun-scepters, Rondra's Crests)

Increments for Spell Modifications

Casting Time	1 action	2 actions	4 actions
Range	Touch	4 yards	8 yards
Cost	1 AE	2 AE	4 AE
Casting Time	8 actions	16 actions	32 actions
Range	16 yards	32 yards	64 yards
Cost	8 AE	16 AE	32 AE

Modifiers for Ritual Checks

Ritual Space	
Sanctum or magical place	+1
Unsuitable ritual space	–3
Time	
Correct moon or constellation (moon mostly full or new; constellation visible)	+1
Improper constellation	–1
Tools	
Proper tools	+1
Especially well-fitting tools	+1

Summary of Spell Modifications

- **Force**
  Increase AE cost by one increment, magic check receives a bonus of 1 (cannot be used for certain spells, where indicated)
- **Reduce Cost**
  Reduce AE cost by one increment, magic check suffers a penalty of 1 (cannot be used for certain spells, where indicated)
- **Increase Range**
  Increase range by one increment, magic check suffers a penalty of 1.
- **Omit Gestures**
  Magic check suffers a penalty of 2
- **Omit Incantations**
  Magic check suffers a penalty of 2
- **Increase Casting Time**
  Increase casting time by one increment, magic check receives a bonus of 1.
- **Reduce Casting Time**
  Reduce casting time by one increment, magic check suffers a penalty of 1.

Increments for Ritual Modifications

Ritual Time	5 minutes	30 minutes	2 hours
Range	Touch	4 yards	8 yards
AE Cost	8 AE	16 AE	32 AE
Ritual Time	8 hours	16 hours	32 hours
Range	16 yards	32 yards	64 yards
AE Cost	64 AE	128 AE	256 AE

Summary of Ritual Modifications

- **Force**
  Increase cost by one increment, magic check receives a bonus of 1 (cannot be used for certain rituals, where indicated)
- **Reduce Cost**
  Reduce cost by one increment, magic check suffers a penalty of 1 (cannot be used for certain rituals, where indicated)
- **Increase Range**
  Increase range by one increment, magic check suffers a penalty of 1.
- **Increase Ritual Time**
  Increase ritual time by one increment, magic check receives a bonus of 1.
- **Reduce Ritual Time**
  Reduce ritual time by one increment, magic check suffers a penalty of 1.

Increments of Liturgical Modifications

Liturgical Time	1 action	2 actions	4 actions
Range	Touch	4 yards	8 yards
KP Cost	1 KP	2 KP	4 KP
Liturgical Time	8 actions	16 actions	32 actions
Range	16 yards	32 yards	64 yards
KP Cost	8 KP	16 KP	32 KP

Summary of Modifications for Liturgical Chants

- **Force**
  Increase cost by one increment, liturgical check receives a bonus of 1 (cannot be used for certain liturgical chants, as indicated)
- **Reduce Cost**
  Reduce KP cost by one increment, liturgical check suffers a penalty of 1 (cannot be used for certain liturgical chants, as indicated)
- **Increase Range**
  Increase range by one increment, liturgical check suffers a penalty of 1.
- **Increase Liturgical Time**
  Increase liturgical time by one increment, liturgical check receives a bonus of 1.
- **Reduce Liturgical Time**
  Reduce liturgical time by one increment, liturgical check suffers a penalty of 1.
- **Omit Prayers**
  Liturgical check suffers a penalty of 2
- **Omit Gestures**
  Liturgical check suffers a penalty of 2

Bonuses and Penalties for Ceremonial Checks Place*	
Sanctum of the god	+2
Temple of the god (sacred ground)	+1
Sanctum or temple of a god outside the god's pantheon	-1
Sanctum or temple of an opposing god	-2
Anti-Sanctum of an archdemon	-3
Anti-Sanctum or temple of the Nameless One	-4
Anti-Sanctum of the dark twin of the god	-5

*Only one place modifier applies.

Time**	
Month of the god	+1
Holiday of the god	+2
Nameless Days	-5

**Only one time modifier applies.

Other	
Using a Tradition artifact of the Church (sun-sceptre, Rondra's Crest) that has had the liturgical chant Blessed Object applied to it	+1

Ceremonial Modification Increments

Ceremonial Time	5 minutes	30 minutes	2 hours
Range	Touch	4 yards	8 yards
KP Cost	8 KP	16 KP	32 KP
Ceremonial Time	8 hours	16 hours	32 hours
Range	16 yards	32 yards	64 yards
KP Cost	64 KP	128 KP	256 KP

Summary of Modifications for Ceremonies

- **Force**
  Increase cost by one increment, ceremonial check receives a bonus of 1 (cannot be used for some ceremonies, where indicated)
- **Reduce Cost**
  Reduce KP cost by one increment, magic check suffers a penalty of 1 (cannot be used for some ceremonies, where indicated)
- **Increase Range**
  Increase range by one increment, ceremonial check suffers a penalty of 1.
- **Increase Ceremonial Time**
  Increase ceremonial time by one increment, ceremonial check receives a bonus of 1.
- **Reduce Ceremonial Time**
  Reduce ceremonial time by one increment, ceremonial check suffers a penalty of 1.

Situation	Regeneration
Basic regeneration for 6 hours of sleep	1D6 LP/AE/KP
Poor campsite, failed *Survival (Find Campsite)* check	-1 LP/AE/KP
Interruption of nightly rest (e.g. dog watch, nighttime disturbance)	-1 LP/AE/KP
Lengthier interruption of nightly rest (e.g. sentry duty, night ambush)	-2 LP/AE/KP
Hero is diseased/poisoned	no regeneration of LP
Good accommodations (single room in an inn)	+1 LP/AE/KP
Bad surroundings (wet, cold)	Halve regeneration of LP/AE/KP
Terrible surroundings (extremely bad weather)	No regeneration of LP/AE/KP
Per 2 full pounds of iron carried on the body (see *Iron Ban*, page 255)	-1 AE

Visibility Modifiers

Level	Effect	Examples	Modifiers
Level 1	Slight visibility restriction	light foliage, morning fog	-1 to skills/-1 AT/-1 defense/-2 RC
Level 2	Target's shape visible	fog, moonlight	-2 to skills/-2 AT/-2 defense/-4 RC
Level 3	Target is barely visible	strong fog, starlight	-3 to skills/-3 AT/-3 defense/-6 RC
Level 4	Target invisible	blind, dense smoke, complete darkness	-4 to skills/half close combat AT; defense and RC only by chance with a roll of 1 on 1D20; no defense against RC

Falling Damage

Type	Example	Damage
Soft ground	Hay, mud, snow, water	–1 to –4 DP
Normal ground	Earth, crates	+/–0
Hard ground	Rocks, marble, nasty splinters	+1 to +4 DP
Fall from a horse		As a fall from a height of 2 yards (6 feet)
Fall from a horse (galloping)		As a fall from a height of 3 yards (9 feet)

Fire and Acid Damage

Type	Damage
Small Surface	1D3 DP per CR (ignoring PRO)
Large Surface	1D6 DP per CR (ignoring PRO)
Whole Body	2D6 DP per CR (ignoring PRO)
Intense Heat or Strong Acid	Double DP

Cold Chart

Cold Level	Intervals of Hypothermia
Level I	10 to 0 degrees Celsius (50 to 32 degrees F.)/1 Hypothermia Level per 5 hours
Level II	0 to –25 degrees Celsius (32 to 13 degrees F.)/1 Hypothermia Level per hour
Level III	–25 to –50 degrees Celsius (13 to –58 degrees F.)/1 Hypothermia Level per 10 minutes
Level IV	–50 degrees Celsius and colder/1 Hypothermia Level per minute

Cold Level Modifiers	
Thick, woolen clothing	-1
Protective winter clothes with hat and gloves	-2
Anorak and draft-proof, padded clothes	-3
Wind	+1
Blizzard	+2
Wet	+1, no protection from clothes

Hypothermia Levels

Hypothermia Level	Effect
Level 1	*Paralysis* +1, *Confusion* +1
Level 2	*Confusion* +1
Level 3	*Paralysis* +2, *Confusion* +1
Level 4	Unconsciousness, apparent death, loss of 1D6 LP per minute

Heat Chart

Heat Level	Intervals for Hyperthermia
Level I	33.8 to 95 degrees Fahrenheit (1 to 35 degrees Celsius)/1 Hyperthermia Level per day
Level II	95 to 113 degrees Fahrenheit (35 to 45 degrees Celsius)/1 Hyperthermia Level per 18 hours
Level III	113 to 131 degrees Fahrenheit (45 to 55 degrees Celsius)/1 Hyperthermia Level per 12 hours
Level IV	131 degrees Fahrenheit and more/1 Hyperthermia Level per 6 hours

Heat Level Modifiers	
Drink at least 2 pints water per day	-1
Drink at least 5 pints water per day	-2
Drink at least 10 pints water per day	-3
Hard physical labor	+1
Exposed to the sun	+1
Humid jungle climate	+1

Hyperthermia Levels

Hyperthermia Level	Effect
Level I	*Stupor* +1, *Confusion* +1
Level II	*Stupor* +1
Level III	*Stupor* +1, *Confusion* +1
Level IV	*Stupor* +1, loss of 1D6 LP per hour

Improvements and AP Cost

Ability	AP Cost
Attribute	see Cost Chart (E)
Skill	see Cost Chart (A-D)
Combat Technique	see Cost Chart (B-D)
Life Point	see Cost Chart (D)
Arcane Point	see Cost Chart (D)
Karma Point	see Cost Chart (D)
Advantage	depending on the advantage
Disadvantage	depending on the disadvantage
Special Ability	depending on the special ability
Cantrip	1 AP
Blessing	1 AP
Spell/Ritual	see Cost Chart (A-D)
Liturgical Chant/ Ceremony	see Cost Chart (A-D)

Cost Chart
Skill or Combat Technique

	Improvement Cost				
	A	**B**	**C**	**D**	**E**
Activation at 0	1	2	3	4	–
1-12	1	2	3	4	15
13	2	4	6	8	15
14	3	6	9	12	15
15	4	8	12	16	30
16	5	10	15	20	45
17	6	12	18	24	60
18	7	14	21	28	75
19	8	16	24	32	90
20	9	18	27	36	105
21	10	20	30	40	120
22	11	22	33	44	135
23	12	24	36	48	150
24	13	26	39	52	165
25	14	28	42	56	180

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Explanations or categories for terms appear in parentheses.
Note: ff means "and following pages."

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Character Sheet

Personal Data

COU	SGC	INT	CHA	DEX	AGI	CON	STR

Name

Family | Place of Birth

Date of Birth | Age | Sex

Race | Size | Weight

Hair Color | Eye Color

Culture | Profession

Title | Social Status

Characteristics

Other Information

Experience Level

Total AP

AP Collected

AP Spent

Advantages

Disadvantages

General Special Abilities

	Value	Bonus/ Penalty	Bought	Max
Life Points *(Race Base Stat + CON + CON)*				
Arcane Energy *(20 for Spellcaster + PrimaryAttribute)*				
Karma Points *(20 for Blessed One + PrimaryAttribute)*				
Spirit *(Race Base Stat + (COU + INT + SGC) / 6)*				
Toughness *(Race Base Stat + (CON + CON + STR) / 6)*				
Dodge *(AGI/2)*				
Initiative *(COU + AGI)/2*				
Movement *(Race Base Stat)*				

Fate Points

Stat	Bonus	Max	Current

The Dark Eye

Character Sheet

Game Stats

COU	SGC	INT	CHA	DEX	AGI	CON	STR

Skills

Skill	Check	ENC	IC	SR	R	Notes
Physical Skills	COU/AGI/STR					
Body Control	AGI/AGI/CON	YES	D			
Carousing	SGC/CON/STR	NO	A			
Climbing	COU/AGI/STR	YES	B			
Dancing	SGC/CHA/DEX	YES	A			
Feat of Strength	CON/STR/STR	YES	B			
Flying	COU/INT/AGI	YES	B			
Gaukelei	COU/CHA/DEX	YES	A			
Perception	SGC/INT/INT	MAYBE	D			
Pickpocket	COU/DEX/AGI	YES	B			
Riding	CHA/AGI/STR	YES	B			
Self-Control	COU/COU/CON	NO	D			
Singing	SGC/CHA/CON	MAYBE	A			
Stealth	COU/INT/AGI	YES	C			
Swimming	AGI/CON/STR	YES	B			
Social Skills	INT/CHA/CHA					
Disguise	INT/CHA/AGI	YES	B			
Empathy	SGC/INT/CHA	NO	C			
Etiquette	SGC/INT/CHA	MAYBE	B			
Fast-Talk	COU/INT/CHA	NO	C			
Intimidation	COU/INT/CHA	NO	B			
Persuasion	COU/SGC/CHA	NO	B			
Seduction	COU/CHA/CHA	MAYBE	B			
Streetwise	SGC/INT/CHA	MAYBE	C			
Willpower	COU/INT/CHA	NO	D			
Nature Skills	COU/AGI/CON					
Animal Lore	COU/COU/CHA	YES	C			
Fishing	DEX/AGI/CON	MAYBE	A			
Orienting	SGC/INT/INT	NO	B			
Plant Lore	SGC/DEX/CON	MAYBE	C			
Ropes	SGC/DEX/STR	MAYBE	A			
Survival	COU/AGI/CON	YES	C			
Tracking	COU/INT/AGI	YES	C			

Skill	Check	ENC	IC	SR	R	Notes
Knowledge Skills	SGC/SGC/INT					
Astronomy	SGC/SGC/INT	NO	A			
Gambling	SGC/SGC/INT	NO	A			
Geography	SGC/SGC/INT	NO	B			
History	SGC/SGC/INT	NO	B			
Law	SGC/SGC/INT	NO	A			
Magical Lore	SGC/SGC/INT	NO	C			
Math	SGC/SGC/INT	NO	A			
Mechanics	SGC/SGC/DEX	NO	B			
Myths & Legends	SGC/SGC/INT	NO	B			
Religions	SGC/SGC/INT	NO	B			
Sphere Lore	SGC/SGC/INT	NO	B			
Warfare	COU/SGC/INT	NO	B			
Craft Skills	DEX/DEX/CON					
Alchemy	COU/SGC/DEX	YES	C			
Artistic Ability	INT/DEX/DEX	YES	A			
Clothworking	SGC/DEX/DEX	YES	A			
Commerce	SGC/INT/CHA	NO	B			
Driving	CHA/DEX/CON	YES	A			
Earthencraft	DEX/DEX/STR	YES	A			
Leatherworking	DEX/AGI/CON	YES	B			
Metalworking	DEX/CON/STR	YES	C			
Music	CHA/DEX/CON	YES	A			
Pick Locks	INT/DEX/DEX	YES	C			
Prepare Food	INT/DEX/DEX	YES	A			
Sailing	DEX/AGI/STR	YES	B			
Treat Disease	COU/INT/CON	YES	B			
Treat Poison	COU/SGC/INT	YES	B			
Treat Soul	INT/CHA/CON	NO	B			
Treat Wounds	SGC/DEX/DEX	YES	D			
Woodworking	DEX/AGI/STR	YES	B			

IC = Improvement Cost, SR = Skill Rating, R = Routine

Languages

Known Scripts (Literacy)

Attribute Modifiers

	-3	-2	-1	-0	+1	+2	+3
COU							
CNG							
INT							
CHA							
DEX							
AGI							
CON							
STR							

Skill Points	Quality Level
0-3	1
4-6	2
7-9	3
10-12	4
13-15	5
16+	6

The Dark Eye

Character Sheet

COMBAT

LP	DO	INI	SPI	TOU

COU	SGC	INT	CHA	DEX	AGI	CON	STR

Combat Techniques

Combat Technique	Primary Attribute	IC	CTR	AT/RC	PA
Bows	DEX	C			
Brawling	AGI/STR	B			
Chain Weapons	STR	C			
Crossbows	DEX	B			
Daggers	AGI	B			
Fencing Weapons	AGI	C			
Impact Weapons	STR	C			
Lances	STR	B			
Polearms	AGI/STR	C			
Shields	STR	C			
Swords	AGI/STR	C			
Thrown Weapons	DEX	B			
Two-Hnd. Impact Weapons	STR	C			
Two-Handed Swords	STR	C			

CTR = Combat Technique Rating

Life Points

Max	Current

	½ lost (*Pain* +1)
	½ lost (*Pain* +1)
	¾ lost (*Pain* +1)
	5 or less (*Pain* +1)
	0 or less (hero is dying)

Close Combat Weapons

Weapon	Combat Technique	Damage Bonus	DP	AT/PA Mod	Reach	AT	PA	Weight

Ranged Combat Weapons

Weapon	Combat Technique	Reload Time	DP	Range Brackets	Ranged Combat	Ammunition	Weight

Armor

Armor	PRO	ENC	Add. Penalties	Weight	Travel, Battle, ...

Shield / Parrying Weapon

Shield/ Parrying Weapon	Structure Points	AT/PA Mod	Weight

Combat Special Abilities

	Level 1 (-1)	Level 2 (-2)	Level 3 (-3)	Level 4 (Incapacitated)
Confusion				
Encumbrance				
Fear				
Pain				
Paralysis				
Rapture				
Stupor				

Character Sheet

BELONGINGS

COU	SGC	INT	CHA	DEX	AGI	CON	STR

Equipment

Item	Weight	Carried Where	Item	Weight	Carried Where

The Dark Eye

Character Sheet

Spells & Rituals

AE Max	Current

COU	SGC	INT	CHA	DEX	AGI	CON	STR

Spells & Rituals

Spell/Ritual	Check	SR	Cost	Casting Time	Range	Duration	Property	SA	Effect	p.

Attribute Modifiers

	-3	-2	-1	-0	+1	+2	+3
COU							
SGC							
INT							
CHA							
DEX							
AGI							
CON							
STR							

Primary Attribute	Property

Tradition

Magical Special Abilities

Cantrips

Character Sheet

Liturgical Chants & Ceremonies

KP Max	Current

COU	SGC	INT	CHA	DEX	AGI	CON	STR

Liturgical Chants & Ceremonies

Chant/Ceremony	Check	SR	Cost	Liturgical Time	Range	Duration	Aspect	SA	Effect	p.

Attribute Modifiers

	-3	-2	-1	-0	+1	+2	+3
COU							
SGC							
INT							
CHA							
DEX							
AGI							
CON							
STR							

Primary Attribute	Aspect

Tradition

Blessed Special Abilities

Blessings

The Dark Eye

AVENTURIA

Core Rules

The Dark Eye is Germany's premiere fantasy roleplaying game, in continuous publication for more than 30 years, now in English in this exciting new edition.

You and your friends play the leading roles at the center of heroic action. Travel the land as a virtuous knight, elven ranger, or erudite mage. Rebuild the war-weary Middenrealm, marvel at exotic wonders in the Lands of the Tulamydes, discover lost ruins in the steaming jungles of the South, or try to drive back the evil of the Shadowlands. Rescue innocent victims from cults of the Nameless One, navigate labyrinthine plots and intrigues at the Court of the Empress, or stand shoulder-to-shoulder with the brave defenders of the border cities to repel the ever-growing Orc Storm. Experience the breadth of Aventuria, *The Dark Eye's* immersive fantasy world crafted by those who grew up steeped in medieval lore amid ancient forests, forbidding mountains, and fairytale castles.

The *Core Rules* presents all of *The Dark Eye's* refined, time-tested game system. Character experience earns additional skills, new spells, and special fighting styles to face ever greater challenges. To get started, all you need is pen and paper, dice, and this book. Build the characters you want to play, or choose from a large selection of customizable character archetypes.

Enter the classic, fantastic setting of *The Dark Eye*! Glory and adventure await!

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Recommended for one game master and 3–6 players, ages 10+