

Fire and Sword

Second Edition

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Introduction

This introduction explains what a fantasy role playing game is, and what these rules have to offer. It also discusses the organization of the rules, what to read first, etc. Finally, it gives details on contacting the author and support resources available.

What is Fantasy Role Playing?

Fantasy Role Playing games are games like Dungeons and Dragons™. Almost all of my readers will have played in at least one Fantasy Role Playing game. Readers who are familiar with Fantasy Role Playing games may move on to the next section.

For those who are unfamiliar with what a fantasy role playing game is, an FRP game a group of people meet. They then enact a story, with most of the players running one or two characters each; and a gamemaster defining the world and running the other characters in it. Using the movies as a metaphor, the players each write their own character's lines {producing a sometimes messy script}, creating a story with the player characters as the heroes. The GM decides what is and is not possible. The GM also runs the various non-heroic characters.

Since people identify with their characters, a conflict of interest arises between the GM, who often identifies with the enemies of the player characters, and the players. This creates a need for rules. For more on the nature of Fantasy role playing games see the Wikipedia [article](#) on role playing games.

Role playing games, including this one, often use special [dice](#). In these rules, D6 are the traditional cubic 6 sided dice; D10 are ten sided dice; D20 are the D&D traditional 20 sided dice. These rules also use D30, which are type of specialty dice that can be purchased at many game stores, or from [Chessex](#). Most gaming groups also use Battlemats {also available from Chessex} and miniature figurines, as props to help people visualize combat action.

The easiest way to learn a role playing game is to join a group that plays it. If this is impractical, get the short version of the rules {available from the [BRP Central download page](#), under Systems}, and read it to understand the basic structure of the game first. Then start learning the rules in the complete rules set as you need them.

What These Rules Have to Offer

These rules are worthy of your consideration for the following reasons:

These rules can be freely copied and amended. This allows users to record the changes they make to cover the needs of their particular campaign, and the extensions to the rules the make to handle situations the authors did not envisage or dismissed as unimportant. This recording can be done in a searchable form, by modifying the copy of the rules your campaign uses as authoritative, directly.

The [skill](#) based structure of the game allows flexibility in character construction that class and level games lack. The combination of abstract skill increase awarded at the end of gaming sessions and opportunities for skill increase when a character manages a critical hit or a fumble means that characters learn from experience without restricting characters to learning only skills they frequently use in the game.

The system scales effectively, partly because the rate of character skill increase is non-linear, decreasing at the highest levels.

The relatively simple [combat rules](#), relying on opposed D20 rolls, do not depend on hit points. This eliminates a bookkeeping hassle; eliminates frustration when the Game master wonders if the players are really subtracting the results of blows from their character's hit points; similarly insures that the players do not wonder whether the GM is failing to subtract the damage their characters do from the hit point totals of his monsters. This somewhat reduces the time spent in in-game argument, and allows combat to be resolved more quickly, or larger combats to be conducted, in a given session.

The combat rules have relatively realistic results, ranging from incapacitation followed by recovery to walking wounded status, to death. This results in improved feel, relative to bashing away at each other until one side is at negative hit points, at which point the loser dies.

Each of the three magic systems, [divine](#), [shamanic](#) and [sorcery](#), has a different “feel”. Players who dislike math can play a theist or shamanist, players who like math can play a sorcerer.

There is a clean system for recording a character’s [political](#) status – who he owes favors to and who owes him favors, how much a favor is worth, etc. This system includes a wide array of sample titles and offices.

There is a clean system for dealing with [economics](#), which handles extraordinary expenses without bogging the game down by forcing a player to subtract three copper pieces each time his character buys a dagger.

Organization of the Rules

These rules begin with the abstract foundation, which is the skills chapter. This is the basis for the rest of the rules. The core of this chapter is that skills rolls are made on D20, that rolls below skill are successes and that when two skills are opposed, the higher successful skill roll wins. A roll exactly equal to the skill on the D20, followed by a success, is a “critical success”, which is the best a character can usually do. Skills are increased when “checks” are awarded, usually at the end of a session. There are a variety of modifiers to the skill before rolling, which are listed in a table. Skills may be increased when a “check” is awarded. To go up, roll D20 and get a result higher than current skill, with 20 always leading to skill increase. That’s the core of the skills system. There are a number of other rules in the skills system, but knowing them is relatively unimportant.

They then move on to a detailed description of character creation, again supported by examples. After that comes combat. This is an area of sufficient importance to justify having a number of special rules. The following chapters go into magic, one chapter for each type; rules for handling the economics of a character’s life; and rules dealing with political power influence favors, titles and offices.

Finally, there is a chapter dealing with “Legendary Quests”, which are basically quests where the characters deal with gods and great spirits directly, and a chapter describing monsters.

The easiest way to use this rules set is to read and understand the Short Version, go through character creation, and fight a combat or two. Then add rules on an as needed basis. For example, don’t worry about shamanism for a while unless one or your players wants to play a shaman.

Navigation in this document is probably best performed by going to the chapter you are interested in using the [Adobe Reader navigation](#) section, and then opening the headings in that chapter. If you know what you’re looking for, use [Adobe search](#).

Copyright Information

This game is distributed under the [Free Art License](#), a copy of which is included with the game.

It was developed for our personal campaign, set in the world of Glorantha. No Glorantha specific information is intended to be included herein. The authors think that all references to the Issaries trademarked and copyrighted works have been removed; if anyone thinks otherwise please contact the authors of Fire and Sword and request removal of the offending items.

Contacting the Author

The author maintains a [blog](#) devoted to these rules. The URL of that blog is: <http://fireandsword-therules.blogspot.com/>. You may comment in response to any post. Another way to get in touch with the author is to send to his personal email address: raymond_turney@yahoo.com. An attempt will be made to answer email sent directly to the author, but the author is sometimes very busy and unsolicited email may be routed to the spam bin by Yahoo.

Chapter I – Skills

This chapter describes the skill rules, which are the core of the game.

Characteristics as Skills

It sometimes happens that characters are asked to deal with problems that anybody might have some chance to do, even if they have no specific skill covering it. For example, a character without a Climb skill might be asked for a DEX roll. When this happens, treat the relevant characteristic as if it were a skill, resolving the request for a roll as if it were a skill.

Permissible Skills

A player can have any skill appropriate to his or her character that the GM authorizes. The GM may call for skill rolls, but the player is ultimately responsible for asking if a skill can be used. The GM is not obligated to be aware of what skills PC's have. Applicability of skills is determined by common sense, as interpreted by the GM. There is a core skill list, of standard skills included with the game, later in this chapter. A GM may choose to allow his players to select their character's skill from the standard skill list, and only the standard skill list.

Skill Rolls

To determine whether a character succeeds, roll D10 against skill in easy situations; D20 against skill in normal situations; or D30 in a Heroic situation. A skill roll less than skill level, which is not a 1, is a success, higher than skill is a failure. There are no critical successes or fumbles in easy situation. In a normal situation a roll of 1, followed by a failure on a second skill roll is a "fumble". A roll of 1 or 2 on D30, followed by a failed skill roll on the Hero Plane, is a fumble. A roll of skill exactly, followed by a successful skill roll, is a "critical", in a normal or difficult situation. A character with skill greater than 20 in a normal situation, or greater than 30 in a heroic situation, may roll a second die, of the same type as that normally called for. If second die is less than or equal to skill minus type of die rolled, he has rolled a "special". If the second skill roll is a failure, the second die has no effect. If skill is greater than 40 in a normal situation, or greater than 60 on the Hero Plane, the character may roll a third die, of the type appropriate to the situation. If this third die is less than or equal to skill minus twice the size of die rolled, the character has scored a critical success. If skill is greater than 60 in a normal situation, or 90 on the Hero Plane, the player of the character may roll a fourth die, of the same type as is normally rolled. If the roll is less than skill minus three times the size of die rolled, he has scored a "Heroic", or "cinematic" success.

Example: A monster is coming and Zenobia the Healer thinks it is time to hide. Her Hide skill is 17, and the terrain is normal, being neither great nor terrible for hiding. Her player, Andi, rolls a 17, and a 13 thereafter. She has done a great job of hiding and unless he moves or casts a spell, the monster is unlikely to see her {and thus unlikely to bite her in half}. Her friend, Dalan, also tries to hide; his player rolls a three.

Opposed Skills

Opposed skills: When two skills are opposed, such as attack and parry, or Hide and Spot Hidden, the higher successful roll wins. A special will automatically beat a normal success but lose to critical or cinematic successes. Critical successes beat normal and special successes, but automatically lose to cinematic successes. Cinematic success beats anything other than another cinematic success. Problems posed by the world, such as difficulty shooting an arrow from a moving horse, are modeled by subtracting a numeric modifier from the skill prior to rolling dice. If skill is reduced to zero or below by this modifier, success is impossible, and dice do not have to be rolled. Guidelines for imposing modifiers are provided in the situational modifier table below, Combat is more complicated, and a set of combat situational modifiers is presented in the Combat rules chapter.

Sometimes a skill is opposed by both the world and a particular opponent. In this case, the character must succeed against both the world and the opposing character. The skill is first adjusted for the effects of the world, and then the result is determined by the normal method for resolving opposed skills.

Situational Modifier Table

Situation	Modifier
Attempting the almost impossible	-20
Attempting something that only an experienced character could do, exhausted	-10
Attempting something tough, tired	-5
Using a skill at a slight disadvantage {intrigue against suspicious target, etc}	-3

Example: As mentioned above, Dalan has hidden himself, as has Zenobia. A monster comes around a bend in the path ahead. It is a gigantic armored snail like thing, with three heads. Each head is treated separately for purposes of spotting hidden characters. The left head is looking the wrong way, but the center and right heads might Spot Dalan and Zenobia. Each head has a fifteen spot skill. The Game master rolls, the right head rolls 18 and does not see anything. But for the center head he rolls a 10, and spots Dalan, who only hid with a 3. Zenobia, much better hidden thanks to her roll of 17, is unobserved. The giant three headed snail creeps forward. As soon as it is clear that it is heading towards Dalan, his player decides that he can outrun a snail. He leaps up and starts running down the path. Zenobia remains motionless as the snail slithers past her.

Complementary Skills and Effects of Spells

In some situations, two or more skills complement each other, for example Rhetoric and Law Lore when arguing a legal case. If so, roll each skill separately and take the better result.

Magical spells may modify skills. There are three common types of modifiers: pluses to effective skill, pluses to overcome opposition, and pluses to the die rolled. The most common ways of expressing these are +X for modifiers to effective skill, and +Y/+Z for modifiers to die rolled/modifier to overcome opposition.

Zenobia's player remembers the situation that got her into this mess. She has a rhetoric skill of 15, and Law Lore of 7. She was arrested for practicing healing without a license. Hauled into court, she argued that she had a license, but she had lost her copy; wasn't it the responsibility of the licensing bureau which did after all make her sign three copies to keep at least one of the other two? So Andi got to roll for both law lore and rhetoric. Unfortunately for Zenobia, Andi rolled a 10 for Law Lore and a 20 for rhetoric. Since Andi did not make either roll, she had to make a deal with the court to go on this expedition to pay for a healer's license. That snail is looking pretty big, Zenobia thinks, maybe she made a mistake.

Skill Increase

Skill increase is determined by "rolling checks". A character gets 2D6 checks, the exact number determined by the GM, awarded at the end of each game session. Each check is a chance to go up in 1 skill. These are abstractions, which do not represent particular opportunities, but describe a character's general progress. Thus, they are not closely tied to events in a particular session, but they should not be used on skills that are "out of character", or in which progress is grossly implausible. A character also gets a check, in a particular skill, whenever he has a natural critical success, or fumbles, on the first die roll, when using a skill. Note that critical successes resulting from magical spells or skills over 40 are not considered natural for this purpose. This represents learning by doing particularly wise or unwise, things and remembering them. This rule applies only to skill attempts requested by the GM, or significant in game terms. If a player asks to roll his character's custom skill every time he orders a beer, the GM may regard this as primarily an attempt to get a free check, and disallow the check. At the GM's discretion, checks may be awarded in specific skills, due to experiences the characters had during a particular session. Characters may also receive checks from other sources, such as scrolls, teaching spirits, etc.

To roll a check, roll D20. If the roll is higher than current skill, the character goes up one point. If the roll is ten higher than current skill, the character goes up two points. If the roll is twenty, the character goes up whether or not this is greater than current skill. This D20 roll may be modified, for some checks gained from advanced scrolls, etc.

Talent also affects the rate of skill increase. Most skills have one or more relevant characteristics, and a difficulty that has to be overcome to go up for each characteristic. When the die roll is skill -

1, skill exactly, or 18 or 19 with skill 20 or higher, the player may roll another D20. This simulates the effect of natural talent; if the second D20 roll is less than or equal to a relevant characteristic, but greater than the difficulty for applying that characteristic to the skill, the character's skill goes up one point. Otherwise, the roll has no effect.

For example, consider scimitar attack. A character is 19 in scimitar attack. The player rolls an 18. He looks on the skills table, and finds scimitar attack, and sees that it is Dexterity difficulty 12, Strength difficulty 10. The character has Dexterity of 17 and Strength of 13. So the player rolls. Any number greater than 12, and less than or equal to 17, or greater than 10 and less than 13, allows him to go up. So he goes up on any roll between 11 and 17.

There are "heroic checks". These are rolled normally, and 5 is added to the result. So with a heroic check, a roll of 15 would count as 20 and a 19 skill character would go up. Note that all adjusted rolls greater than 20 are rounded down to 20 and treated as if natural 20's.

There are "heroic skills". These are exotic skills created on the hero plane, or otherwise unique to particular characters and hard to go up in. These may be increased normally, but there is a -5 to the increase roll when using a check to go up.

In some cases, players may not want to take their chances on a die roll. The player may, at the discretion of the GM, convert checks into "Experience Points", and allocate them to skills. Each check becomes one experience point. Each experience point invested is instead of a roll, and is subject to the rules below on how many checks per session a character can put into a skill. The character goes up when he has half as many experience points in the skill, as his current skill level, rounded up.

Skills above 20 are treated as 20 for purposes of going up via experience points. A player can split a character's checks, converting only one check, for example the check put into scimitar attack, while rolling others.

Limitations on Check Allocation

A player can roll at most one check per skill per session, except under the following circumstances:

A character may combine one check from a critical or fumble, and one awarded check, to allow his player to roll twice, taking the better result; A character with a gift or geas allowing him to use two checks in a skill may roll twice and take the better result; A character with one or more skills at skill 20 or higher may put a second check into the 20+ skill, and roll twice taking the better result. This may be done for at most one 20+ skill per game session.

Example: In the real world it is getting to be time to adjourn the game session. People have to get some sleep, and one of the gamers works night shift on game nights. So the game ends here, with Dalan and Zenobia separated from each other, both of them separated from the rest of the group, and a giant snail moving past Zenobia. Since it is the end of a game session, it is time to roll checks. Another player rolls a 6 on 2D6, and each character in the party gets 6 "checks" to possibly improve their skills. Andi thinks it would be good if Zenobia were better at hiding herself. She would like to put all six checks into hide, but the rules only allow her to use one. She rolls a 12, which is less than Zenobia's hide skill; so Zenobia does not go up in Hide skill this session. Andi then remembers that Zenobia managed a critical success, and that a critical success gets a check that can be rolled, in addition to allocated checks. So she rolls again, for the critical check, and with a 19 Zenobia increases her Hide skill to 18.

Training

When one character trains another, the trainer gives up a check and the character being trained gains a bonus. This bonus is 1 per point that the trainer is better than the trainee, up to a maximum of 5. Normal training will only improve the recipient's chance of improving his skill when that skill is less than 20. Some heroes, gods, etc, are exceptions to this rule and can train characters to skill levels greater than 20.

Defaults/Starting Skills

There is no default for Language and Custom skills, or Lore skills. For most other skills, a character starts a skill at a level equal to either the Characteristic(s) listed for it under talent on the table below minus 10, or a related skill minus ten. For example when a character with a twenty two scimitar attack, gets a magic axe, his axe attack starts at 12. When he wants to start a Climb skill he starts at DEX minus 10. When he wants to learn to read Hieroglyphics, his skill starts at zero.

Core Skill List

The following table describes the core skill list normally used in this game:

Skills Table

Name	Talents	Difficulty
Administration	Intelligence/Charm	10/10
Archery	Dexterity	10
Area Lore	Intelligence	10
Axe Attack	Strength	10
Bargain	Charm/Intelligence	10/10
Ceremony	Intelligence	10
Channeling	Power	10
Climb	Dexterity/Strength	10/10
Craft Skills	Dexterity	10
Cult Lore	Intelligence	10
Culture Lore	Intelligence	10
Dagger Attack	Dexterity	10
Dagger Parry	Dexterity	10
Dance	Dexterity	10
Discorporation	Power	10
Dreamspeaking	Power/Intelligence	10/10
Enchant	Intelligence	10
Fast Talk	Charm/Intelligence	10/10
Herbalism	Intelligence	10
Hide	Size	>Size on D20
Insight	Intelligence	10
Interrogation	Intelligence	10/10
Intrigue	Intelligence	10
Investigate	Charm	10
Javelin Attack	Strength/Dexterity	10/10
Lance Attack	Strength/Dexterity	10/10
Language and Custom	Charm	10
Law Lore	Intelligence	10
Leadership	Charm	10
Legend Lore	Intelligence	10
Lightfingers	Dexterity	10
Listen	Constitution	10

Logistics	Intelligence	10
Mace Attack & Parry	Strength/Dexterity	10/10
Manifestation {Spirits only}	Power	10
Meditation	Not Applicable	Not Applicable
Military Lore	Intelligence	10
Navigation	Intelligence	10
Rhetoric	Charm/Intelligence	10/10
Rhomphaia Attack & Parry	Strength/Dexterity	10/10
Ride	Dexterity	10
Seamanship	Strength/Dexterity	10/10
Second Sight	Power	10
Religious Philosophy	Intelligence	10
Seduction	App	10
Shield Parry	Dexterity/Strength	10/10
Siegecraft	Intelligence	10
Sing	Charm	10
Sorcery Lore	Intelligence	10
Spear Attack & Parry	Strength/Dexterity	10/10
Spirit Combat	Power	10
Spot	Constitution	10
Stewardship	Intelligence	10
Street Wisdom	Intelligence	10
Summoning	Intelligence	10
Sword Attack and Parry	Strength/Dexterity	10/10
Tracking	intelligence	10
Tradecraft	Intelligence	10
Tradition Lore	Intelligence	10
Treasure Lore	Intelligence	10
Unarmed Combat	Dexterity	10
Wilderness Lore	Intelligence	10

Core Skill Descriptions

This section describes the skills that exist in the basic rules, and how they work in game terms. Other skills will certainly exist, but this should include all of the skills commonly used in a fantasy setting, and a few more besides.

Administration

This skill is used in dealing with bureaucracy. It covers knowledge of the structure of the bureaucracy, what forms need to be filled out when, what the expected input is, the customary bribe expected in most situations, how to get around attempts by bureaucrats to delay the character or shake him down. It has some overlap with military lore, in that administration is often important in dealing with the army; but does not include knowledge of the customs necessary to pass a character off as an army officer.

Archery

This is proficiency with the bow and arrows. It does not cover crossbows. For convenience, the differences among the various types of normal arrows are ignored. There are three types of commonly found bow: composite, long and short. The basic bow is the short bow, available to any character raised in the country. It is used for hunting small game, with a maximum range of short bow range {about 50 paces}. It does 1D8 damage at this range, and 1D10 at their point blank range of 10 meters. A Longbow has an effective range of about a hundred paces, and has a point blank range of 20 paces. The associated damage is 1D8+1 at effective range and 1D10+1 at point blank range. Composite bows are like longbows, except that they are compact enough to be easily

used from the back of a horse or other animal. They are usually available only to nomadic tribesmen, but are also sometimes issued to the military. Archery skill allows a character to use any of these types of bows. It should be noted in passing that in the hands of a skilled wielder both the English longbow and Turkish composite bow had longer ranges and arguably more penetrating power than described here, but war bow technology is assumed to be less well developed than in late medieval times, and archers less intensively trained than late medieval archery specialists.

Area Lore

This skill covers knowledge of an area and its history. It is usually defined by a city and its environs, but can cover more substantial areas such as a valley. It is a skill with a very broad scope, ranging from estimating how old a building is, to knowing where to look for the best bar, to knowing how the real power structure of the city works. Knowing the name of someone in the Healing temple and that she lives two blocks over is area lore. This skill has a good deal of overlap with Street Wisdom, in the sense that both would include information such as which gang rules which area of the city. It does not include things you would expect to be known only to people with really shady connections, such as the secret recognition sign of the Thieves Guild, the names of the top three fences in town, or which city guards are bent enough to let you leave quickly and quietly over the walls for the right price.

Axe Attack

Like administration, this skill has been used in dealing with bureaucracy, though the effects have been somewhat different. It is more often used on the battlefield, however. This skill does not include throwing a throwing axe, but it does include use of other types of axes. The user must specify which subspecialty of axe attack he concentrates on. The most common type of axe attack is the use of the battleaxe, which is a weapon which can be used either one handed, in which case it does the normal one handed weapon damage of 1D10, or two handed in which case it does 1D10+1 damage but the wielder cannot use a shield. Two handed axes, that do 1D10+2, and are as long as a spear, are also known but rare. Strictly one handed battleaxes are also known, but rare except in places where their use has a religious significance. An axe is a normal melee weapon and the rules for a 2 handed weapon apply to the two handed axe, and the rules for one handed weapons apply to the use of a one handed axe.

Bargain

This skill is bargaining in the context of being a merchant. It covers such things as knowing how much an item costs elsewhere, what the costs of transporting it from there to here would be, knowing whether the bid a customer is offering is on the low end or the high end of the potential range of values for the commodity, etc. It also includes normal haggling, arguing that you don't have the money to pay more, etc; but normal marketplace bargaining can also be done with the appropriate Language and Custom skill. After all, everyone bargains, dresses down when shopping so as not to appear too rich, etc. Only merchants are skilled at figuring out the relative prices of goods in various places, and the costs of transport. Overlaps between this skill and language and custom skills are handled in the usual manner, with the GM deciding whether either skill would do, in which case the player may roll either; deciding that Language and Custom would cover the situation, but the situation is unusual so there is a -10 difficulty in using the Language and Custom skill but allowing both; or deciding that the specialized Bargain skill is necessary.

Ceremony

Ceremony is the skill of increasing one's effective magical skill or power by performing a ritual. It is used in sacrificing for and regaining divine magic spells; sorcery; and to a lesser extent, in shamanism. The uses of ceremony vary with the nature of the magic performed, and are described in the chapter for the appropriate magic system.

Climb

This applies to climbing steep hills, getting up on top of roofs, etc. In general, any climb that requires more than normal walking skill and endurance is covered by this skill. A character who makes a climb roll climbs up, a character that fails a climb roll cannot figure out how to do the climb for three rounds, if the climbing is taking place in the context of a fight; or one episode, if the climb is not. Obviously, a character can do far more climbing in an episode than in three rounds in the middle of a fight; and the GM should adjust the climb requirements accordingly.

A character can also make his or her climb roll with a -10 modifier for hard skill use, when helping others to climb. When this is done, the player of the character being helped rolls against the climb skill - 10 of the helping character, if this is higher than that of his or her own character.

This skill includes knowledge of exotic mounting climbing techniques involving ropes, pitons, etc; but use of the skill does not require these. Some climbs, however, much require climbing tools

Craft Skills

This includes glassblowing, silversmith work, singing, etc. In other words any traditional craft and any other work requiring a high level of a specific skill. Note that by this definition farming is a craft. Each craft is separate. A silversmith does not necessarily know anything about carpentry or making armor. Craft skill rolls are seldom required in the game.

If for some reason a craft skill roll is required, use the following rules. Once a character is reasonably good {15+ at the craft}, doing normal craft work is “routine” and rolled on a D10. Masterpiece level work, which will allow someone to enchant the item produced as magical, and impress people, requires a minimum skill of 20 and a D20 minus 10 {for the difficulty of the work}.

The economic value of a craft skill varies with demand, ease of entry, skill level of the craftsman, level of guild organization, and even the value placed on it by the culture. An itinerant singer is lucky to be as rich as a poor peasant or FTE level 3; a master goldsmith in a highly organized guild that limits competition could be as rich as a fairly rich merchant {which is what he is if he sells his own work}. This is FTE 7 or 8 in a highly bureaucratized empire; or middle merchant in barbarian cultures. The GM should rule on how rich characters making a living by practicing a craft are, as and when necessary.

Culture Lore

This is a catch-all skill, which describes the lore an elite member of the culture would be expected to know. This includes literacy in those culture which are literate; commonly invoked customary law {things like how property is usually divided among heirs after death} familiarity with the mythos of the common cults in the culture, attitudes toward other cultures, history, political structures, etc. It does not include how to speak the language, or where the best place to stable your horse in this town might be; that is custom. It does include heraldry.

At skill levels of below 12, it is clear that you are an adolescent or a foreigner. The character can read scrolls in the language, so long as they are not esoteric; the character can recognize the names of deities, but not which social groups worship them, what their mythos is, etc. The character has no skill in law or history, or heraldry; he would the names of the king and maybe some baron, but not where their lands are, etc. From 12 to 18, the character has mastered the basics of the culture, and is starting to understand the history, law, and how things really work in the culture. At this level of skill, the character does not have to roll to read basic scrolls, and has a normal chance {D20 roll} to understand history, politics, common heraldry and cult lore scrolls. Esoteric information, such as whether or not House Artabanes had a connection with a particular magic sword last heard of a hundred and fifty years ago, will still elude the character. At 18+, characters start to become aware of secret and esoteric information; for example that House Artabanes and House Tiridates may be officially at peace, but each suspects the other of having had some of its members assassinated, that a hero of House Artabanes called on the Devil a hundred years ago and while the matter has been hushed up they still owe the Devil a favor, etc. If a character wants to know the principal houses at the time of a battle a hundred years and their heraldry, he or she should have culture lore of 18 or higher.

Culture Lore has some overlap with more specialized skills such as Insight, Intrigue, Rhetoric, Seduction etc. When calling for a roll the GM can classify the situation as something any member of the culture should be able to deal with, in which case he should call for culture lore or a roll of the specialized skill; something that is in the overlap or gray area, in which case the GM should call for a roll of either (CL-10) or the relevant specialized skill; or as requiring the specialized skill and demand the specialized skill. For example, anyone in the culture might be expected to know the name of the king, who as a legal official is also well known to characters skilled in rhetoric. So knowing the name of the Eye of the Padishah is either Culture Lore or rhetoric. Persuading the King to support him or her in pursuit of title or office, or to finance an expedition, is pushing it; most members of the culture probably know something about this, but they are not necessarily good at it. So this would call for Culture Lore – 10, or rhetoric. Making a formal argument in a legal case before the Eye of the Padishah is something even most high status members of the culture wouldn't know how to do, so attempting it requires the Rhetoric skill.

Channeling

This skill allows the character to be voluntarily possessed by a spirit, which can use its skills. A channeler provides his or her communication and lore skills to the spirit he or she is channeling. The player of the channeler loses control of the character to the player of the spirit being channeled; but may choose to end the channeling session at any time. In any event, the channeling session will end at the end of the episode. Channeling may be attempted only once per day.

A normal success on channeling skill will allow the character to channel a spirit of up to twice the Power characteristic of the channeling character, and of normal human intelligence or less. A special success will allow the channeling character to channel a spirit of up to four times the Power of the channeling character, and up to twice normal human intelligence. A critical success will allow the channeling character to channel a heroic spirit; a cinematic success will allow the character to channel a demigod. Failure when attempting to channel a hero or minor deity may lead to disaster; fumbling roll will result in the character going apparently insane for a week.

Before channeling a spirit, it must first be summoned, unless it happens to be in the area.

Cult Lore

This skill combines the knowledge needed to cast divine spells granted by a deity, with knowledge of the myths and legends in which that deity appears, and with a difficulty modifier of -10, any lore skills, other than culture lore skills, listed in the cult description. The primary use of this skill is to cast divine magic spells as described in the section on [casting spells](#) in the chapter on theism. It can, with a -10 modifier, as an administration skill for rolls relating to a cult's administrative structure. Additional knowledge may be covered by cult lore, as defined in the cult description for a particular cult.

Dagger Attack

Dagger attack skill is pretty much what the name implies. A dagger is any edged weapon smaller than a short sword, which is about 20 inches in length or less. For game purposes, all daggers do 1D8 damage and can easily be hidden {i.e. unless an enemy pats the character down or makes a spot roll, the enemy is unaware that the dagger is there}. Daggers may be either thrusting or cutting weapons, at the option of the character owning the dagger. This skill covers both cutting and thrusting attacks. This skill does not cover throwing a dagger.

Dagger Parry

Dagger parry skill is pretty much what the name implies. A dagger is any edged weapon smaller than a short sword, which is about 20 inches in length or less. Normal daggers can parry the 1D10 of a normal attack, but not the damage bonus. Special parrying daggers, which cannot be used for attacking, can be used to parry up to 1D10+5 worth of damage. Excess damage gets through. A dagger can be hidden, but unlike a shield does nothing at all to block throwing or missile weapon attacks.

Dance

Dance covers professional dancing, for a character's native culture without making a culture lore roll; and for other cultures if and only if a culture lore skill roll is made. Social dance is much less athletic, and is included in the appropriate culture lore or custom skill. Simply looking like a competent professional in a chorus line is "easy" for a character with this skill, and can be done on a successful D10 roll. Being a soloist or really impressing people is much harder, and requires a D20 roll. A critical dance roll in an important situation can net a character a fame point, but a fumble in the right spot can also give a character an infamy point.

Dance skill is considered a craft skill, and for purposes of this game a professional dancer are considered skilled craft worker.

Discorporation

Discorporation is the skill of becoming a pure spirit. When moving to on the material plane, in discorporate form, a shaman moves at the speed he would make if he were a naked runner on the physical plane. While discorporate, the discorporate character becomes a spirit, and is subject to the rules normally affecting spirits. His or her body falls into what appears to be a deep sleep; it does not move of its own volition and the discorporate character is unaware of anything his body might normally sense.

Dreamspeaking

Dreamspeaking is the art of dream interpretation. Many shamans and priestly types know it.

Dreams are sometimes sent by gods or demons. A successful dreamspeaking roll will usually allow the dreamspeaker to figure out whether the sender is a demon, god, Great Spirit, and which demon, god or Great Spirit it is. It will also usually allow the dreamspeaker to determine which plan or action the sending is related to, and whether the sending entity is for or against what the character is planning to do. A Dreamspeaking skill roll with a -10 difficulty modifier will be able to interpret the dream as if it were a Divination III spell granted by the sending entity. Dreams are sometimes the result of possession by spirits. A successful dreamspeaking roll will allow the possessed patient to resume spirit combat against the possessing spirit, using his or her current POW, not his POW at the time that he lost the fight.

In cultures that value dream interpretation, dreamspeaking often makes people feel better, and the fact that they have their dreams interpreted is a status symbol. Therefore, a dreamspeaker is considered a skilled craft worker for purposes of these rules.

Enchant

This is the skill required to make magical items. The process for making a magical item varies with the nature of the item, but an outline of some typical processes, for game masters to use in ruling on what is need to make an item are described here. Magical items can be divided into two types, consumables and permanent items. Consumables are things like sorcery MP restoring potions; divine magic prayer sticks, etc. To make a sorcery MP restoring potion, start with ingredients that are usually worth about 10 silver; spend a day enchanting and purifying the potion {which is where the enchant skill comes in}, and cast Aid. The number of magic points in the potion is the number of magic points the aid spell would deliver. Prayer sticks start with a stick of incense, costing about 10 silver pieces each. These must be blessed and various rituals dedicating them to the deity must be performed {this requires a roll of enchant skill, and also a casting of the Bless spell}, and then a casting of Prayer at the end of the process. One point of Prayer can be stored in a prayer stick blessed with Bless I, two points of Prayer can be stored in a Prayer stick blessed with Bless II, and three points of Prayer can be stored in a Prayer stick blessed with Bless III. Prayer sticks may only be created by characters that have attained the required rank in the cult to create them.

Creating a permanent magical item is a much more serious business. It typically requires a masterpiece quality item {made by someone with a skill of 20+}, a minimum of a week and a maximum of a month of ritual preparation of the item; sacrifice of six checks worth of advancement {to represent the time needed to make the item}, and one roll on the enchant skill per week to prepare the item. If the character try to enchant does not make the enchant test, preparing the item takes a week longer. A fumble will force ruin the materials used and force the would-be enchanter to start over. At the end of the process, the character ends up with one of the fairly common enchanted items on the common enchanted item table.

Fast Talk

This is the art of persuading people not to look too closely into something funny. It overlaps with rhetoric, in that it involves persuasion; and it overlaps with Language and Custom skills, in being a part of street life. The rules for handling the overlap are the same as for other overlapping skills. When calling for a roll the GM can classify the situation as something any member of the culture should be able to deal with, in which case he should call for language and custom or a roll of the specialized skill; something that is in the overlap or gray area, in which case the GM should call for a roll of either (Language and Custom - 10) or the relevant specialized skill; or as requiring the specialized skill and demand the specialized skill. In general, fast talk is highly relevant when coming up with a quick explanation of why your character is acting in a suspicious manner; of some value in casual persuasion, and completely useless in an academic or formal legal context.

Herbalism

This is the ability to find valuable plants in the wilderness {including poisons}, identify which plants are safe to eat, etc. It also has a fair amount of overlap with Wilderness Lore, in that herbalists often know where and how to hide, etc. Outside the core specialty of plant identification, herbalism is at a -10 when used as Wilderness Lore. Herbalism is useless for purposes of identifying animal tracks, predicting animal behavior, or telling a character where to hide.

In a civilized area, Herbalism requires a roll against the POW characteristic of the character - 10, to represent luck. This is because the foliage in civilized areas is pretty well worked over by other

herbalists. In the wilderness, the minus 10 does not apply, but a roll of Power or less on D20 is still required. If a group is marching, though, either they move at half speed or they leave the herbalist behind. If it is dramatically desirable, the GM may rule that usable plants are present without requiring a luck roll, and he may upgrade normal roles to special results, special results to critical results, and critical results to two rolls.

When the luck roll is made, the Herbalist gets one roll on the Herbalism table per day. A special luck roll gets two rolls; and a critical luck roll gets three.

Herbalism Table

Roll	Effect	Doses
1-3	Cure Specific Disease I potion {which disease is determined by plot, or roll randomly}	1D3
4	Cure Specific Disease II potion {which disease is determined by plot, or roll randomly}	1
5-7	Heal Potion {cures Flesh rot and also has the effect of a normal Heal spell}	1D3
8-9	Greater Heal Potion {as above, but has the effect of a Greater Heal spell}	1D3
10	Heal Body Potion {as above, but has the effect of Heal Body and Cure Flesh Rot II combined}	1
11-12	Blade venom - +5 to incapacitate, +5 to lethality, if any damage gets through	1D3
13-14	Bitter plant poison, if you can a person to ingest a dose {usually by forcing it down them}, they will die unless a (Constitution - 10) roll is made, but people usually won't eat this stuff. Characters who survive a dose are seriously wounded	1D3
15	Tasteless plant poison - victim dies if unless a Constitution roll is made - and is seriously wounded otherwise	1
16	Sleeping draught - tasteless - any character who takes this goes into a natural deep sleep, and will awaken at dawn the day after his or her player makes a constitution roll.	1
17-18	Shamanic skill enhancer - if a treated form of this plant is smoked the smoker is +3 on all shamanic skills rolls, and on Power rolls for purposes of spirit combat	1
19	Berserker plant - the character who eats this plant is affected by an effect which is treated for rules purposes as if it were the Battle Frenzy divine spell	1
20	Roll on Rare Herbalism Table	NA

Rare Herbalism Table

Roll	Effect	Doses
1	Return Like the Goddess Potion - burn seven doses around a body and it comes back to life	1D3
2-3	Beeswax from rare species of bees, each dose creates 1 candle which can be burnt a rate which releases 5 sorcery magic points per hour, for four hours.	1D3
4-5	Awareness potion - a character that drinks this becomes hyper alert for 12 hours. Character cannot sleep	1D3
6-7	Potion of Dispossession -any character who drinks this will have attacking spirits Banished as if a Banish III spell were cast at them	1
8	Panacea potion {treat as Panacea spell}	1
9-11	Trickster shape shifting potion - roll 1D6 to determine form; 1 is cat, 2 is raven, 3 is turtle, 4 is rabbit, 5 is sheep, 6 is worm. Shape shift lasts for one day.	1
12	Trickster sex change potion - a male character who consumes this becomes female, and vice versa	1
13-14	Shamanic skill enhancer - if a treated form of this plant is smoked the smoker is +5 on all shamanic skills rolls, and on Power rolls for purposes of spirit combat. Discorporation automatically succeeds	1

15-16	Any character who smokes this receives a blessing from his or her deity – all divine spells are regained and a divination {treat as the Divination I spell} is cast on his behalf	1
17	Potion of Magic Resistance – drinker is immune to hostile spells unless the caster rolls a critical	1
18-19	Luck charm – when a character is asked for a luck roll and has time to consume the potion, consuming the potion replaces the luck roll	1
20	Universal antidote. Character who consumes this will find all effects of poisons negated. If drunk, character becomes sober.	1D3

Hide

This is the ability to hide people. The basic assumptions are that you have only one round to hide, are not planning to move, there is a fair amount of cover available, and that the hiding character is human sized. If the character has 3 rounds to hide, roll twice and take the better result. If the character has a few minutes to find the best hiding place, roll three times and take the best result. If there is very little cover available, Hide skill suffers from a -10 modifier. If there is no cover at all, hiding is at -20. If the hiding character is an elephant, Hide may be at a -20. If the character is very small, such as being a cat or even rat, Hide skill may benefit from a +10 modifier. If a character wants to move and remain hidden, his or her player must roll Hide skill again at a -10. A character cannot hide while doing something very dramatic, such as charging into battle or casting a spell. If a character has the time to do so, he or she can use one of his or her hide skill rolls to hide someone else. A character with a few minutes can hide an entire group with his or her Hide skill, but he or she only gets one roll.

Insight

This is the ability to sense that something is funny about someone else's actions or reactions. A successful basic insight roll will tell the skill user whether or not other characters present have something significant to hide, when asked a question or in conversation. It will also expose a character pretending to be something, socially speaking, that he is not. For example, to spot that someone pretending to be a slave is really not a slave, or at least is not used to acting like one, would be an insight roll. If made with a difficulty of 10, the Insight skill will tell the skill user what emotions the characters around him are experiencing; whether or not another character is anticipating something; or the nature of what is being hidden, for example, that the guy posing as a cook is really a trained warrior. Insight may be opposed by an appropriate Language and Custom skill at a -10 to effective die rolled or by the Intrigue skill.

Intrigue

This is the art of getting apparently insignificant pieces of information out of people, from which large conclusions can be drawn and/or planting suggestions and rumors without anyone noticing that you are doing this. What distinguishes intrigue from other social skills is that its use remains unnoticed. Intrigue is opposed by Intrigue itself, or culture lore used as intrigue with the penalty described above in the culture lore rules. The difficulty of remaining unnoticed may make things would only require a normal success with rhetoric require a special success with intrigue {for example. Recruiting for a rebellion is less risky if you feel the possible recruit out first with intrigue and only attempt to recruit with rhetoric people that the intrigue skill suggests will be sympathetic, but it is very difficult to recruit someone for a rebellion without disclosing your interest in rebelling yourself}. When this rule is to be applied is decided on by the GM on a case by case basis.

Interrogation

Interrogation is the art of persuading a prisoner, suspect or witness to reveal information that he or she knows. This skill covers all aspects of police and intelligence interrogation, from how to frame questions to the uses and limitations of torture. To apply interrogation, the target must be in custody, or have reason to believe that if he refuses to cooperate he or she soon will be in custody. Interrogation may be resisted by Language and Custom skill, at a -10 to effective die roll, or by the Interrogation skill itself.

A normal success on interrogation, which is not opposed, will get a character to reveal a secret implicating others, who he has a relationship of 3 or less with. It will also get the object of the interrogation to admit anything he is pretty sure the interrogators can find out by other means anyway. A special will get the object of the interrogation to admit a secret implicating him or her in a serious crime, in exchange for a promise of leniency. A critical will get the object of the interrogation to tell the truth, the whole truth, and nothing but the truth, in exchange for a

promise of leniency. Torture can be used; this upgrades the result of the interrogation by one level {failure to success, success to special, special to critical} but if the person or entity being interrogated fails a constitution roll, it may be inaccurate. If torture is used, people will talk; but if they crack they will say whatever the torturer wants to hear in order to get the torturer to stop.

Investigate

This is the skill of knowing how to interview witnesses, recognize clues, what questions to ask, etc. The primary tool of the criminal investigator, it is used when a character is unable to take someone into custody for formally interrogation, wants a clue about what clues to look for, etc. It is different from interrogation in that it does not include intimidation, and does not cover forcing reluctant people to talk {though it can include some persuasion}. It is different from intrigue in that it cannot be done without other people noticing. On the other hand it does include things like knowing to look around in the outdoors for tracks when a dead body is found, recognizing whether or not a wound was caused by a dagger or a sword, etc. In cases where this skill overlaps with another, the GM can let the player choose between them; if one skill seems less applicable than the other, the less applicable skill suffers a -10 difficulty modifier.

Javelin Attack

This is the skill of throwing a javelin and hitting something with it. Javelins do 1D10 of damage, and thrown javelins have an effective range of thirty paces. The advantage of this attack is that a character can throw a javelin and draw a sword as one action; a character can also run and throw a javelin at the same time. Finally, a javelin is a one handed weapon that can be easily combined with a shield. In many situations, these advantages outweigh the additional range of the bow and arrow. Javelin attack also covers a much rarer weapon, feathered throwing darts. These are like miniature javelins, about 6 inches in length. They do 1D8 damage, but are much easier to carry than full sized javelins, and can be hidden.

Lance Attack

The classical knightly charge, with couched lance, this skill is not known in all cultures. The advantages of this attack are that it gets the full damage bonus of the mount, not the rider {for a human riding a horse, this makes the attacker count as large}; that since the lance is a very long spear it is usually the longer weapon against non lance armed foes and so strikes first; and that the rider can often ride past his enemy rather than sticking around. The disadvantages of this attack are that the attacker must be mounted, and his mount must have spent at least one round at the gallop. The lance itself is treated as a long spear, and does 1D10 of damage. A lance can be cut down and used as a long spear on foot.

Language and Custom

The ability to speak a language, and knowledge of the customs of its speakers, are normally highly correlated. So they are merged into one skill, for purposes of these rules. What a character can understand and communicate is subject to threshold effects. At skill 4, a character can recognize the language if he or she hears it, at a skill of 7 a character is able to communicate, but at only if native speakers speak slowly and the concepts being communicated is concrete. The GM may call for rolls if the character tries to communicate or understand anything. At skill 10, basic fluency is attained. Communication skills such as rhetoric may be used normally. Communication is normally possible, but the GM may call for rolls if the concepts being communicated are very complicated, or it is a stress situation where no time for clarification is available. If the skill 10 character is not a native speaker, he or she will speak with an accent. Also, skill 10 characters are often seen as uneducated, and the GM may rule that they cannot special in communication skills. Skill 15 or higher characters may speak with any accent they wish, recognize the accents of others, and use communication skills without restriction.

Some languages are related. If a character knows a related language, he can get by in the other, but his fluency drops one level or two at the discretion of the GM.

Language and Custom has some overlap with more specialized skills such as Admin, Bargaining, Insight, Intrigue, Rhetoric, Seduction etc. When calling for a roll the GM can classify the situation as something any member of the culture should be able to deal with, in which case he should call for a language and custom roll or a roll of the specialized skill; something that is in the overlap or gray area, in which case the GM should call for a roll of either (Language and Custom-10) or the relevant specialized skill; or as requiring the specialized skill and demand the specialized skill. For example, knowing whether an outfit is appropriate for a party, and whether it is a good look for her is something that any woman could reasonably be expected to know something about. How to get a Follow Fashion spell cast at very short notice is something any woman might know, but a skilled seductress is more likely to know, so it calls for a roll of Culture Lore -10 or

Seduction. Knowing how to find out that Lord X has a thing for redheads, and prepare accordingly is Seduction.

Law Lore

This is specialized knowledge of legal precedent, usually combined with rhetoric to argue a legal case. It can also be used by judges, to make sure their rulings conform to precedent and the decrees of the Emperor. In game terms, roll both rhetoric and law lore when arguing a legal case, and take the better result.

Leadership

Leadership is the art of getting people to follow you in stressful situations, such as combat. A good leader is visibly confident, even when such confidence is clear evidence that he is not in his right mind. This confidence reassures other people {not necessarily the leader} that he knows what he is doing and gets other people to follow him. His or her orders are clearly expressed, short and to the point, etc. The central application of this skill is to get followers to stand and join you in fighting an oncoming monster; it can also be used to get people to change facing etc on the battlefield. Normally player characters are exempted from the application of this skill, for dramatic reasons, but the authors have had characters that were affected by this skill. In fact, rolls on this skill have been called for by one player when another player wanted to lead his character.

Legend Lore

Legend lore is knowledge of mythic narratives, and also knowing about bestiaries, etc. With Legend Lore a character can tell whether the thing the villagers are talking about, with the head of an owl and the body of a lion, is more like the wyvern the party beat two sessions ago or a dragon that is clearly out of the party's league. Legend Lore also covers things like knowing the names of spirits, etc. GM's may rule that in some campaigns, Legend Lore cannot be increased unless the characters deal with something legendary.

Lightfingers

This skill covers most of the specialties of the D&D™ thief class. It includes disarming traps, picking locks, and picking pockets. These are all combined into one skill because there is not enough demand for them in the game to justify separating them, and they are usually combined in one character. This character often plays a role similar to the D&D thief, in our campaign he or she is traditionally referred to as an "access specialist". This skill cannot be used if the character trying it is wearing gloves or heavy armor.

Listen

This is the skill of picking out a conversation in the hubbub of a restaurant, hearing orders in the noise of battle, or hearing the noise of an ambusher sneaking up quietly on you. It does not confer understanding of what is heard, so overhearing a conversation in a restaurant may not help a character if she does not know the language being spoken. A successful Listen skill roll will prevent surprise, or allow a character overhearing a conversation to understand it.

Logistics

This covers the skill set of a loadmaster or supercargo, and is basically expertly packing supplies to get the most out of the party's animals, or loading a ship to maintain stability, etc. It also includes knowing how much you can put on a mule or into a ship. Most mercantile groups have a logistics specialist. Logistics is also useful in figuring out how much food a large group of soldiers is going to need, and the best way to carry it.

Mace Attack and Parry

These are separate skills, but are covered together because of their obvious relationship. Maces come in three varieties, Light, Heavy, and Two Handed. A light mace is a club, and does 1D8 of damage. A heavy mace is the typical spiked ball from the middle ages that we usually think of when we think of a mace. A two handed mace is a long pole, with a larger spiked club, and does 1D10+2. Specialized maces {as opposed to various types of clubs} have the advantage of penetrating heavy armor as if it were medium, but are usually shorter than broadswords and a mace wielder strikes after a swordsman in combat. Two handed maces are the only maces commonly used for parrying, and 2Handed Mace parry is effectively the same skill as 2Handed Spear parry.

Manifestation

This is the skill of manifesting a form on the physical or heroic planes. A ghost creating a bloody but translucent human form; a cult spirit animating a statue of the goddess to cast Divine Magic for the acolyte who has summoned it; and even a tiger spirit producing the image inside a victim's mind as it attacks the target in spirit combat are all using Manifestation. Manifestation is necessary for a spirit to affect the physical plane, outside of the rare places which are part of both the normal and the spirit planes. If Manifestation is made for the purpose of attacking an enemy in spirit combat (such as the tiger spirit appearing in a victim's head above), or some other purpose directly affecting a creature or character that the creature or character disapproves of, the opposing creature or character may oppose the Manifestation with its POW. A spirit with more than one way of manifesting on the normal plane has one Manifestation skill for each form. Thus a ghost which was also a cult spirit capable of animating a statue of the goddess would have two Manifestation skills, Manifestation (Ghost), and Manifestation (Animate Statue).

Manifestation allows the spirit not only to affect the normal world, but in some respects, to be affected by it. While spirits are unaffected by non magical objects such as swords and the like, the magic on those swords will affect a spirit. Manifest spirits are treated as intelligent creatures, and can be mystified, etc.

Manifestation ends when:

- a) the episode ends;
- b) the form the spirit assumes is incapacitated in combat;
- c) the spirit is rendered mentally incompetent
- d) the spirit is banished;
- e) The spirit possesses a target creature or character. If this happens, the spirit is considered to have become embodied, and is part of the normal world until exorcised.

Meditation

Also known as contemplation this is a religious skill with no defined game effects. It increases the prestige of the character that masters it; and may count as a cult skill for purposes of qualifying for office. Successful rolls on meditation may qualify a character for attaining enlightenment, and meditation has been sometimes been rolled by characters needing to remain alert while on watch. Some cults allow use of meditation by isolated initiates or higher seeking to regain divine magic spells. Also, the rules on attaining enlightenment, which are not part of the core rules set, will use meditation.

Military Lore

This covers tactics, strategy, military customs and uniforms, and generally just about any knowledge that might come with leading a military life. It has been rolled to recognize likely ambush sites, by players who are not war gamers running characters who are skilled fighters to ask other players about tactics, and to recognize the senior officer in a group of officers. A scout is expected to have a good military lore skill, to estimate the numbers, weapons, organization and movements of an enemy force. There is some overlap with Siegecraft, but Siegecraft is used for building things, and recognizing how to build things; Siegecraft is really more a combat engineering type of skill.

Navigation

This includes not only celestial navigation, which is fairly rare and primitive; but also piloting and ship handling. In general, most any technical skill involved in command at Sea {with the exception of loading the ship, which is logistics} falls under Navigation. The decision to lump these various skills together was made because the primary focus of this game is not adventures at sea, and all of these skills are usually assumed to be required in the same individual. Navigation has been used to determine whether one ship out sails another, whether a ship survives a storm without losing a mast, and of course, figuring out where the ship ended up when the storm cleared.

Rhetoric

Rhetoric is the art of formal political and legal argumentation. The art of rhetoric is part of upper class education, and basic competence is assumed as part of culture lore. Rhetoric is provided as a skill for specialist advocates and politicians. Rhetoric is usually opposed by either rhetoric or Culture Lore. Culture Lore is -10 to effective die roll when opposing rhetoric.

The character using the skill must be at least skill 10 in the language he is using, to persuade. He must be at least 15 in the language he or she is using to persuade to special. The player of the character attempting to use rhetoric must make both rhetoric and language rolls.

If the speaker makes both rhetoric and language rolls, then the persuasion succeeds if the listeners are at least Minimally Fluent. (If they aren't, they do get to roll language twice to understand, and will be persuaded if they understand--or if they fumble twice.) If the speaker, boldly, is speaking in a language he knows at a bare-minimal level, he must roll separately for each separate statement he is trying to get across. If he succeeds in his R/F roll, he is persuasive on each statement. He is also persuasive on each fumble.

If the player of the speaker makes the rhetoric roll but fails the language roll, then the listener**wants** to understand the speaker. If both speaker and listener are basically fluent these is a chance that the listener can still be persuaded. If the player of the listener makes the character's Language roll, he will get the basic gist of what the speaker is trying to say and be persuaded. The listener may get some details wrong.

If the concept the speaker is trying to get across is complex, minimum skill to communicate ("effective "basic fluency") may be more than 10. If it is simple, such as "Charge and kill them!" it would be less, say 7 for example. The GM should rule on this on a case-by-case basis.

When used on player characters, rhetoric is advisory only.

Rhomphaia Attack and Parry

The [rhomphaia](#) is a slightly curved or straight sword like weapon, attached to a shortened spear like shaft. Similar weapons, which may be appropriate for characters, are the [Falx](#) (a strongly curved sword on a similar length pole) the Japanese [naginata](#), the Chinese [Guan Dao](#), and the European [glaiive](#). All of these weapons are deadly two handed weapons, doing 1D10+2 of damage. A character using any of these weapons can also parry with that weapon, but parrying is a separate skill. Parrying with a rhomphaia is treated as the same skill as parrying with a 2 Handed long spear. The advantage of this weapon is that it does a lot of damage. The disadvantage, is that a spear parry is not as good as a shield, and the weapon itself, like other two handed weapons cannot be carried at the same time as a character is carrying a large or medium shield, or bow.

Ride

This skill is the skill of riding a mount or riding animal. It is a different skill for each mount – a character riding an elephant is doing something very different from riding a horse. Unless some other type of mount is specified, the animal ridden is a horse. Just staying on is a "routine" use of this skill, and is rolled on a D10. To impress someone else, or to go at any pace faster than a steady walk, requires a D20 roll. In general, a ride skill roll will be called for whenever a character wants to start his horse galloping, to stop his horse from galloping, or control the horse in a stressful situation, such as when entering combat. Also, weapon skills while mounted are limited to a maximum of Ride skill plus five. So a character who is twenty five at weapon attack, but only fifteen at ride, is reduced to a skill of twenty while riding.

Seamanship

This skill represents being an able seaman aboard ship. In responding to a storm, or other crisis, the crew of a ship will be asked for a certain number of seamanship rolls simultaneously. Sometimes, one or more of the rolls will have to beat a difficulty modifier of -10 or -20. So the prudent skipper, seeking to avoid a dramatic shipwreck which will pose a lot of problems for the characters aboard ship, will make sure he has plenty of seaman, at least some of whom are good.

Second Sight

This skill confers the ability to see onto the spirit Plane. This tells the character what things would look like on the Spirit Plane, if where his current location were a spirit site. If there is no mapping to the spirit plane, so it would be impossible to make it a Spirit Site, then Second Sight is useless. It also allows a character to see spirits bound into fetishes, traveling to attack someone else if and only if that someone else would be visible to him on the mortal plane; etc. Finally, it allows a character to see the approximate POW (rounded to the nearest multiple of 5) of disembodied spirits. Doubts about what second sight will reveal are to be resolved by the GM.

Seduction

Seduction is the art of using sex, both sexual attractions and/or sex itself, to get what a character wants. It only works on characters whose sexual orientation attracts them to the caster; but can be much stronger than rhetoric. Basic seduction can be attempted using either language and custom skill, or culture lore; the seduction skill is for characters that spend a lot of time seducing others, and become specialists at it. Seduction has two main uses:

- a. to get someone to have sex with the seducing charactering
- b. As a form of virtual clout, used to obtain favors, etc.

Players may choose whether or not to resist seduction. Seduction can be opposed by the Seduction skill itself, using the opposed skill rolls. Seduction may also be resisted with Culture Lore, Custom or Insight, but the resistance is -10 to effective die rolled, because most people would rather believe that they are sexually attractive than that they are being seduced. Third parties may notice seduction attempts with a roll of insight or intrigue.

If successful, seduction for purposes of this game, results in having sex with the target, the seducer gains one influence point if three checks are invested. If used merely to flirt, it is treated as a normal modifier to Clout comparable to rhetoric, administration, etc as described above in the clout rules.

When used against player characters, seduction is advisory only.

Shield Parry

This is the skill of parrying with a shield. Shields come in three sizes, small, medium and large. Small shields are very light, and do not encumber the character, but provide no protection against missiles. Medium shields count as a one handed item, and provide 50% cover {roll D6, on a 3 or less they stop the arrow or sling stone} when held up as a protection against missile attacks. Large shields provide 2/3 cover when held up against missile attack {roll D6, on a 4 or less they stop the arrow or sling stone}, and a +1 to effective armor protection when the roll to parry is made, even if the enemy attack overcomes the parry. A large shield counts as a 2 handed item when figuring encumbrance, so it cannot easily be carried at the same time as a character is using a 2 handed weapon or bow.

Siegecraft

This is the skill of ancient military engineering. It is used when building and operating siege engines, building boat bridges, etc. It includes military and marine applications of ordinary carpentry; and also confers the ability to tell whether a wall could easily be brought down by the use of battering rams, sieges engines, or magic.

Sing

This covers professional level singing, one roll is usually made per week. If the player makes the roll, the character is generally considered adequate and can make a living as a singer at a bar or inn, or as a street minstrel. If the character has an opportunity to sing as a troubadour or at court, sing skill must be made at a -10, but if made character will live at FTE 8. An appropriate language and custom skill may be substituted for this skill, at a -10, if the character is impersonating a professional singer, etc. Non professional singing, such as at a party, etc, can be done by using an appropriate language and custom, with a -10 to the effective skill roll if the character wants to be seen as good.

Sorcery Lore

Sorcery spells are learned using sorcery lore. To learn a sorcery spell a character must spend one game week, and have a scroll or source of training available. The player must then make a sorcery lore roll, with skill adjusted for the difficulty of the spell of the spell. To research a sorcery spell from scratch, a character must also spend a week, and critical his sorcery lore roll, after apply any modifiers for the difficulty of the spell. Sorcery lore is necessary to research a spell because sorcery lore involves deep knowledge of the structure of sorcery, while school lore does not. When learned, sorcery spells start out at an effective skill of four. They may be increased as magical skills, following the normal skill increase roll.

Sorcery Lore also covers general knowledge of sorcery, what it looks and what it can do. For example, the player of a divine magician who not cast sorcery spells herself might be asked for a sorcery lore roll, if she is trying to identify sorcery spells that she sees on someone else, using her mage sight.

Spear Attack and Parry

These are separate skills, but they are covered together because a character that uses a spear will probably want to know how to both attack and parry with it. Spears come in two varieties, long spears and short spears.

Short spears range from four to six feet in length, and are treated like one handed swords, except that the user of a short spear strikes first. They do 1D10 of damage, but cannot be used to strike from the back rank, etc. They do not have the advantage of splitting parrying weapons in half, etc.

Long spears count as two handed weapons for encumbrance purposes, but do only 1D10 of damage when they hit. They can be used to strike from the second or third rank of a multiple rank combat formation like a phalanx. A shield cannot be used for active parrying while using a long spear. Greek hoplites did carry a large shield, which effectively added to their armor, especially against missile weapons. Some cultures and cults know how to fight hoplite style. Treat hoplite fighting as using a long spear, but with the large shield adding one to the character's armor if he makes his or her spear parry, and providing a defense against missile weapons. Spear parries parry the attack if the parry roll is made and is higher than the enemy's roll to attack, but do not offer the protective bonus of a large shield when the enemy rolls higher than the parry. Spears cannot be used to block incoming missile weapons. Parrying spears will break, if the attacking enemy is using a sword and rolls a special or critical, while the character parrying with the spear misses or fumbles. Also, when a fumbling spear user drops his spear, he drops both the weapon he or she uses to attack with, and his or her parrying weapon.

Spirit Combat

This can be rolled, in addition to either a character's normal POW based attack in spirit combat; or in addition to a normal POW based parry in Spirit Combat. Take the better result.

Spot

Spot covers both casual scanning, such as keeping watch, and detailed study such as looking for a secret door. Because staying alert for long periods of time is difficult, and the fact that when no one is particularly assigned to spotting everyone will assume someone else will do it, when everyone in the group is marching along but no one in particular has been assigned to spot things all characters can roll Spot, but their skill is at a -10. If one or two character(s) – no more than 10% of the total group, those characters get to roll full spot skill when something is encountered. Other characters do not get to roll, since it is assumed that they are relying on the lookouts. Spot is opposed by hide, and is normally rolled to oppose the hide skill. If a character spots hidden foes, that character gets to act first, though usually the action is just to warn the other members of his or her group. Some things, such as a small dagger in the bushes near the site of a murder may be naturally hidden. In this case, players may be asked to roll spot for their characters. The GM may assume that not all characters are looking in all players and decide which character is looking where a hidden item might be found. A GM may choose to ask players for spot rolls, even when there is nothing to be found, to prevent players from gaining information by the mere fact that a spot roll has been requested.

Stewardship

Stewardship is the skill of managing an estate. It is rolled one per season, to add 20% or subtract 20% from the base profitability of the estate. The base profitability is set by the GM when the estate is awarded. In addition, the GM may call for a Stewardship skill roll when a disaster, such as flooding or repeated visits by the tax collector, affects the estate. Player characters do not normally have this skill, it is included here merely for completeness and because player characters may have occasion to hire a steward. In many feudal cultures, the wife does this, while the husband is off hunting, at war, etc.

Street Wisdom

Street Wisdom covers things like knowing the slang of the underworld, how to find a bookie or a fence, spotting someone who is a thug in disguise, knowing which gang runs what part of town, etc. There is some overlap with Language and Custom, in that either Street Wisdom or Language and Custom will tell a character what parts of town are poor or rich, which gangs are active where, etc. Street Wisdom also includes knowledge which is unique to thieves, spies, etc. For example, the secret sign of the thief's guild members or the names of the three best fences in town are only available through Street Wisdom. For more on how to handle the overlap see the Language and Custom skills,

Summoning

Summoning is the art of calling otherworldly creatures to where the summoning character is, and getting them to serve him. The creatures that can be summoned depend on the magical orientation of the summoning character. Sorcerers summon elementals, angels, demons, and the undead. Shamans mostly summon natural spirits, such as healing spirits, etc. Divine magicians summon “cult spirits”, which are spirits who have sworn to serve the deity. A character with the summoning skill may summon a type of creature he or she would not normally be able to summon, with a -10 difficulty modifier to the summoning skill, at the discretion of the GM.

For convenience, summoning always takes eight hours, unless the summoned creature has been summoned before, and a deal prearranged, in which case it takes 8 rounds.

In general, a character can summon creatures with any characteristic or skill equal to his or her summoning skill or less. He or she then tries to overcome the creature with his or her summoning skill + 5. If he or she succeeds, the summoned creature is cooperative, and amenable to trading a service for a service. If he or she fails, the summoned creature is free to take out its resentment of being summoned on whomever it can reach. This often includes the summoning character. Creatures with POW or SIZ greater than the summoning skill of the character performing the summoning cannot be summoned. Of course, if the summoning character fumbles or it fits the plot they are free to show up anyway, and will often take exception to the performance of the summoning. This situation is usually resolved by combat or the casting of an appropriate banish spell.

Once summoned and found ready to be cooperative, the summoned creature must be negotiated with. From a sorcerer, the summoned creature will usually demand a sacrifice abstracted as 1 MP per point of POW or SIZ of the summoned creature, whichever is greater. A spirit servitor will demand prayer to the deity, abstracted as one prayer spell per five points of SIZ or POW, whichever is the greater, of the summoned entity. A shamanic spirit may be dealt with in any of several ways. The shaman and the spirit may fight a duel in spirit combat. If the shaman wins, the spirit is impressed and sticks around to perform a service. Of course, if the shaman loses the spirit combat, he or she may have to give the spirit what the spirit would have gotten for the service, for nothing. The shaman may offer to awaken a natural creature. For example, a cat shaman might perform an awakening ritual and make a cat intelligent. This is treated as doing a big favor for the cat; the cat will in return perform services equal to a big favor for the shaman. The GM should use the rules in the politics chapter for this. Finally, the creature may just like the shaman. If the shaman can manage a rhetoric or tradition lore roll to convince the spirit that doing what he wants is the right thing to do, or his player rolls Charisma -10 or less on D20, the spirit will do what the sorcerer wants for free, once. This is just a guideline, a chaotic demon with great combat power will demand much more, possibly including a human sacrifice.

In exchange, the summoned creature will fight; cast spells in combat, etc as a character under the control of the player of the summoning character for one episode. As an alternative, a uniquely powerful creature, such a spirit with a divination spell of greater than normal power or the ability to raise the dead, etc may offer one casting of that spell as a service. Note that these high value abilities {raise dead, etc} do not come with the spirit if you ask it for a normal service; if you ask for a service generally the spirit will only use abilities that a spirit of that size would normally have. Once the deal has been struck, the summoned entity will either come again when the summoning character spends eight rounds to summon it; or goes into a fetish, binding enchantment, etc as appropriate to await the call for its service. When each side has performed its part of the bargain, the summoned entity departs. Bargains may be made for extended periods, so that once both sides have done what they have promised to do, the spirit stays in an appropriate enchantment for an extended period, usually a year and a day. This gives the summoning character a chance to perform the ritual that is his side of the bargain again, obligating the summoned entity to perform its side of the bargain again.

Summoning can be used to open a gateway into the other world and call creatures into this one, without the intent of controlling the summoned creates. Whether or not this works is up to the plot needs of the GM, since the creature being summoned is not being compelled and may decide not to come. When this is done, the summoning character often makes a fast exit to far places via some portal or similar spell.

There are many complications to the details of summoning, but in general the GM should not allow the summoning and binding of entities much stronger than the protagonist characters. After all, if the summoning fails, it is not much fun to flatten the characters with something that is

much stronger than they are; and if the summoning succeeds it is not much fun for the player's characters to watch while the summoned creature does all the work.

Sword Attack and Parry

Swords come in a wide variety of shapes and sizes. A character's sword attack skill may be either one handed or two handed, and either cutting or thrusting. Most swords are either one handed swords or large one handed swords with a grip that allows them to be used two handed. True two handed swords are rare, largely because is hard to make a structurally strong two handed sword blade. Thus two handed swords, being more expensive and less effective than other two handed weapons like the [rhomphaia](#), are rare. The type of sword is often specified in the skill, many of our character sheets say that the character is proficient with a scimitar, which is a culturally specific type of sword.

Most one handed swords do the basic D10 one handed weapon damage. Used two handed, bastard swords do 1D10 + 1. Unless specifically described to be otherwise, are both cutting and thrusting. A character chooses a style that emphasizes either cutting or thrusting, and sticks with that skill. Thus, 1H Thrusting Sword attack and 1H Cutting sword attack are distinct. A gladius {short roman thrusting sword} and a 19th century cavalry saber are used in very different ways, so even though they are both called swords, the skills to use them are distinct.

If a character picks up an unfamiliar sword, intended to be used in a style the character is used to, is -10 to skill for the rest of the episode, and -5 to skill for the rest of the session. If the style is different, he is cannot adapt his sword skill and must learn the new sword as if it were a new weapon.

The sword is more or less the default 1Handed weapon attack. The advantage of the sword is that a special or critical hit will break a spear, if the spear is used for parrying and the parry roll was either a miss or a fumble; and that a sword attack special or critical will break a shield in half, if the shield parry roll is fumbled. Another advantage of the sword is that magical swords, and weapon affecting spells, are more common and more effective for swords than for other weapons.

Sword parry skills exist, and are common for bastard swords used two handed, but rare otherwise. Any character that learns to use a bastard sword two handed is assumed also to learn the parry skill at the same. So a character will start out with both bastard sword (2H) attack and bastard sword (2H) parry at the same time. After first learning the skills, they are distinct and the character increases them separately. One handed sword parry skills are rare; the other arm is available and usually holds either a [shield](#) or a [parrying dagger](#). The modern fencing style, which uses only one arm and emphasizes lunges, is rare. A character will only know how to parry with his or her one handed one handed sword if the character's back story supports this and the GM authorizes it. Treat parrying with a one handed sword as if the character was parrying with a dagger.

Tracking

Tracking is the skill of identifying animal tracks, following them, etc. In general, following recently made tracks on normal ground, or identifying the type of creature that made them {if it is a common creature}, is a regular tracking skill roll. Day old tracks can be followed, identified, etc at a -5, two day old tracks at a -10, and older tracks are almost impossible (-20) to follow or identify. Estimating the number of the entities that made the tracks is fairly easy if the classification system is one, two, or many. If the tracker is trying to tell whether he is tracking a party of 8 men or 10 it is much harder, and estimating the size of an army by counting their tracks is almost impossible (-20).

Tradecraft

Tradecraft covers assuming a disguise, surveillance, counter surveillance, keeping a meeting secret, basic cryptography, and generally anything a spy or intelligence type would be expected to know that a common criminal would not. It does not cover things like finding fences, bookies, untaxed beer, etc. These are covered by Street Wisdom. Tradecraft may be opposed by itself, or in some circumstances, Spot, Hide, or an appropriate Language and Custom skill. If opposed by another skill that is not directly relevant, that skill is at an effective -10 to die rolled.

Tradition Lore

This skill covers the knowledge about the Spirit World that a shaman learns as part of his training. In particular, a character learns the true name of another spirit every time he critically fails a roll to go up in this; it allows him to make fetishes as described below; and it is used to identify where in the spirit world you are on vision quests, etc.

Treasure Lore

This is the “Indiana Jones” skill of knowing about what famous or powerful treasures, their histories, their capabilities, and their current location, if known. This includes enough related knowledge to serve as Culture Lore minus ten for anything associated with a treasure. It includes general knowledge of the magical capabilities of various treasures

Unarmed Combat

This covers attacking with fist or kick, dodging, brawling, throwing sand in the eyes of the enemy, etc. It can be used to oppose an armed enemy, at a -5 to effective die rolled if the enemy has a dagger or equivalent, and a -10 to effective die rolled if the enemy has a sword or the like. When used to attack, unarmed combat does 1D6 of damage, 1D10 if special or critical. Unless the attack is special or critical, an incapacitated defender rolls for lethality with the advantage of a -10 on the die, never reducing below 1. Thus a 10 would become a 1, and he would be unaffected at the end of the episode.

A character without the Unarmed Combat skill may substitute any melee attack or parry skill for it, at a -10 to effective skill.

Wilderness Lore

A player may be asked to roll Wilderness Lore when his or her character is in a dangerous situation in the wild, to determine whether or not the character knows how to survive it. The nature of the dangerous situation can vary; Wilderness Lore rolls have been called for when characters were in danger of freezing to death, when a character was surprised by a bear, and when a character that had been stripped of his food needed to know what would be safe to eat. It also covers knowledge of facts about the wilderness. Answering questions like “Is that tree normally seen around here?”, “Are we likely to encounter a pride of lions if we follow this footpath?”, and “Will this forest end soon, or should our fighters get off their horses and walk?” all come under the heading of Wilderness Lore.

Wilderness Lore overlaps with herbalism in that either can be used to figure out which plants are safe to eat; but only herbalism will tell a character which plants are valuable for purposes other than eating. Wilderness Lore confers no knowledge of legendary monsters, only legend lore does that.

Chapter II - Creating a Character

This chapter describes creating a character.

To create a character, you need to go through a number of things, usually though not always, in this order:

2. Decide whether the character is being created by the archetype method or by using an existing character as a benchmark.
3. Determine the character's concept – Warrior on the make from Lusitania, for example
4. Name the character.
5. Figure out the basics of the character's history. In particular, what is his or her family background, social status, motive for adventuring and reason for joining the PC group?
6. Determine the character's archetype(s).
7. Determine the characters cult, sorcery school, or shamanic tradition, if appropriate.
8. Assign characteristics
9. Select skills
10. Select starting spells, spirits, etc.
11. Decide the character's skill levels
12. Determine initial economic status, relationships, clout, and any history that will be relevant in the campaign.
13. If joining an ongoing campaign in which other characters have magic items, talk with the GM about creating magic items.
14. Run the character by the GM and the other players. If anyone has any problems with the new character, make modifications to the character, in consultation with the GM, to meet these criticisms.

This looks like a lot, but in practice it can be done in an hour or so. At this point, you are ready to play the character in his or her first adventure.

This is not an exhaustive description of everything a player might usefully do in character creation, just a process for making sure that all game issues are dealt with prior to running the character.

Decide Whether to Use Archetypes or Benchmarking

There are two basic approaches to character creation in these rules; archetypes and benchmarking.

Archetypes map a one word idea of the character, such as warrior or sorcerer, to a set of skills. The character then starts with that set of skills at a level chosen for starting characters by the GM. Archetypes are most useful when generating a number of characters together to start a new campaign; or when NPC's need to be generated quickly.

Benchmarking is recommended when a campaign has been going on for a while, and a new player needs a player character comparable to the existing characters, or if a character becomes unplayable and must be replaced. It is also appropriate for non player characters expected to play a major ongoing role in the campaign, which the GM needs to know well.

Example: A new player, Charlie, joins the game. Because it has been going on for half a year now, mostly with the same characters, he would be very frustrated by having a new character much weaker than the others. Benchmarking is the way to go.

Determine the Character's Concept

The concept is a sort of short description of the character. This should tell the other players whether the character is a fighter, religious type, magician, or something else, and hopefully give some idea of why the character is adventuring.

Example: Being new to the game, Charlie decides to stick with a traditional character concept that is valuable in a lot of different fantasy situations. He decides to create a fighter. He is mostly a caravan guard, who wanted to move up to merchant and eventually caravan master, until he was diverted into being a hero by meeting the other characters. Sometimes, that is still what he wants; other days he dreams of slaying dragons and marrying beautiful princesses.

Name the Character

The simplest way is to pick a name from a list of names that are listed as popular in a handbook for the fantasy setting. In general, though, the only rules are to avoid choosing a name which will tend to wreck the fantasy feeling, like Fred; is so famous that it evokes other associations, like Frodo; or resembles the name of another character so closely that the two characters will often be confused with each other {Sosia is inappropriate if another character is already named Sorana}. It is sometimes useful to use a [random name generator](#).

Example: Charlie decides to name his fighter Benedict, after the character in Zelazny's Amber series. The GM vetoes this, because Benedict will be shortened to Ben, which is a common name in the US, and asks him to pick something else. So he pulls out a book on ancient history, and picks Priscus. Since no one in the game has even heard of this name before, it is suitably obscure and the group accepts it.

History

The next step is to think about the character's history. In particular, what is his or her family background, what are his or religious beliefs; what major life experiences did the character go through before the player started playing him, etc.

Example: Priscus is the third son of a petty trading family, who was big and strong; and wanted to see the world. So he ran off and became a mercenary. The war having ended, and his company being unpaid, the authorities decided to look the other way when he deserted with his equipment. As the son of a trader, he got a job as a caravan guard, and came in with the last caravan into the city.

Archetypes

Once this is done, it is time to determine the character's archetypes. An archetype describes a character's background quickly, and is intended to speed character creation. A character being modeled on a "benchmark" character may skip this step, selecting appropriate skills in the skill selection step below.

There are two types of archetypes, primary and secondary. When starting a low level character, he or she gets primary archetype skills at 14; or 12 if a secondary archetype is also chosen. If a secondary archetype is chosen for a low level character, secondary archetype skills start at 10. When starting at midlevel, primary archetype skills are at 16, or 14 if a secondary archetype is also chosen, in which case secondary archetype skills will start at 12. When starting at a high level primary archetype skills are at 18, or 16 if a secondary archetype is also chosen, in which case secondary archetype skills will start at 14.

The following Table covers most of the common archetypes, and associated skills:

Archetype	Skills
Noble	Lance, Scimitar or Sword Attack, Shield Parry, Ride, Rhetoric, Leadership, Culture Lore <appropriate>, Language and Custom <appropriate>, Gaming, Intrigue
Warrior	Weapon Attack <any>, Shield or Weapon parry <any>, Leadership, Gaming, Ride, Spot
Soldier	Weapon attack <of unit or culture>, Shield parry, Logistics, Military Lore, Admin, Leadership, Ride, Siegecraft, Spot
Hunter	Bow, Javelin, Spear Attack, Spear Parry, Hide, Tracking, Ride, Spot, Wilderness Lore

Initiate	Any cult skill (see cult description for details)
Mystic	Any cult skill, Power (see cult description for details)
Shaman	Open Spirit Gate, Second Sight, Spirit Combat, Spirit Speech, Tradition Lore, Power
Sorcerer	School Lore <of school>, Sorcery Lore, Ceremony, Enchant, Summon, Sorcery Spell <any>, Culture Lore <appropriate>
Merchant	Language and Custom <any>, Culture Lore<appropriate>, Computation, Administration, Bargaining, Insight, Rhetoric, Cultural Weapon
Scholar	Area Lore <any>, Culture Lore <any>, Cult Lore <any>, Natural Philosophy, Religious Philosophy, Rhetoric, Mathematics, Treasure Lore
Thief	Language and Custom <any>, Disguise, Fast Talk, Light fingers, Hide, Spot
Assassin	As thief, plus missile weapon attack, dagger attack, dagger parry, and poison lore
Entertainer	Acting, Sing, Dance, Disguise, Play Instrument <any>, Language and Custom <any> ,
Sailor	Carpentry, Climb, Swim, Seamanship, Navigation, Gaming, Language and Custom, Leadership, 1H Sword or Scimitar, Missile Weapon.

Example: If he were being built using archetypes, Priscus would be a soldier, with the opportunity to pick a couple of skills off the Merchant archetype list at the GM's option. Since he is being built using benchmarks, he is not so restricted, but it would still be a good idea to focus on skills that are on one list or the other. Anything else might require an explanation. It is not at all obvious, given his background, why he would be an expert at Seamanship, for example.

Determine Character's Cult, Sorcery School, or Shamanic Tradition

Select a cult, sorcery school or shamanic tradition for the character. This should fit the character's history and be appropriate for his or her archetype(s). Details on the cults, sorcery schools and shamanic traditions may be found in relevant source material.

Example: Priscus was raised by a trader family, which worshipped the god of trade. He became a soldier, and worships a war god. Since Charlie is not familiar with the world the campaign is set in, he asks what the names of these gods are. For now, they will be just the soldier god and the trader god. Since the other characters are initiates or higher in their cults, he starts as an initiate in both.

Assign Characteristics

The next step is to assign characteristics. There are: Strength; Intelligence; Constitution; Dexterity; Power; Charm; and Size. Most characters start with $84+2D6$ characteristic points, which may be assigned as the player sees fit, provided that the following rules are obeyed:

- No characteristic is below 7;
- No characteristic is greater than 17;

If the character does not have an archetype, but is an unusually talented peasant or refugee, starting in the adventuring world with talent but little skill, the rules are slightly different. These characters start off with $88+2D6$ characteristic points, and no characteristic may be less than 8, or greater than 18.

Example: there are seven characteristics, and Priscus must be at least seven in each, so Charlie starts by putting 7 points into each. This uses up 49 of his points immediately. He adds 1 to Strength, so it is an even fifty. Charlie then gets to roll two six sided dice. With a five and a four, the total is nine and the roll is above average. So he has 97 points, which he can allocate 47 as he sees fit. He puts 9 points into Strength, giving Priscus the 17 maximum that is normally allowed, and leaving 38 points to allocate. He has six other characteristics. He chooses to put

two points in each, raising them to 10. That leaves 26 points. Five points go into raising intelligence to 15, because intelligence is often important in other role playing games. Five points go into raising Dexterity to 15, because a good Dexterity is often useful for a fighter. Five points go into raising Constitution to 15, because a high Constitution is useful for a fighter. Five points go into raising Size, because being big is also often handy for a fighting man. The resultant character has the following raw statistics:

Strength: 17 Intelligence: 15 Constitution: 15 Dexterity: 15 Power: 10 Charm: 10 Size: 15

This comes to 7x10 or 70, plus 5x5 or 25, plus 2 extra for Strength, or 97. Note that this is a good result, and only Strength is really outstanding. Priscus starts with good raw stats.

Select Skills

A character being built using archetypes can add two skills. These are learned are a level two lower than the lowest skill obtained from an archetype. For a [list](#) of the standard skills usually used in this game, consult the Skills chapter.

A character being based on a benchmark must have appropriate skills from the [list](#) in the skills section, equal in number to the number of skills possessed by the existing benchmark character. A character may have almost any skill ever devised for any role playing game, but a standard list of skills and associated talents for fantasy games is provided in the skills chapter.

A character gets his or her native language and custom skill free, at a level equal to his intelligence.

Example: Charlie borrows Andy's character Zabdas. Zabdas knows three skills at skill level 20, 1 skill at 19, 1 skill at 18, a skill at 16, 3 skills at 15, 1 skill at 12, 2 skills at 10, and 2 skills at 8. Since these games traditionally focus on combat, Charlie decides that Priscus will be 20 at Sword attack and Shield Parry. The long range of the bow is attractive, but so is the ability to throw a javelin and draw you sword with your shield ready as you charge into melee. So while he is being indecisive, he recognizes that Priscus might be better off with a high bargaining skill and chooses that. His 19 goes into war god cult lore, so he will be good at casting spells he gets from the war god. His 18 goes into Spot, since he hates to be ambushed. His 16 goes into javelin attack. The three fifteens go into Ride, Local Language and Custom, and Logistics. His skill at 12 is Trader God Cult lore, his two 10's are Hide and Ceremony; and his two eights go into Seamanship and Rhetoric.

Select Starting Spells

If the new character is a sorcerer created using archetypes, he or she starts knowing five spells. His or her skill at casting these is equal to his or her archetype skill level. In addition, the player of a sorcerer character may select spells as some of his or her starting skills. A sorcerer character must select Sorcery Lore as one of his or her starting skills.

When starting a new theist, he or she gets a minimum of 5 points of divine magic. If an existing character is being used as a benchmark for a new character joining an ongoing campaign, the player of the new character gets the same number of points of sacrificed divine magic as the benchmark, minus two. Thus, if the benchmark character has 11 points of divine magic, the new character will have 9. These spells may be any spells offered by the cult the character is in to characters with initiate status in the cult.

If starting a new shamanic character, play it by ear till we have a better feel for the effectiveness of shamanic magic. In general, new shamanic characters should not start out as fully fledged shamans, and should have from 1-4 spirits.

Example: Zabdas has 12 points of Divine Magic. This means Priscus will have 12 points of divine magic. Charlie decides it is more important to stay alive and win fights than to be great at bargaining, so most of his magic will be composed of combat spells. He Selects a pretty standard array of spells: Bless III, Shield III and Black Blade of Death are recommended by the other players, so Charlie chooses them. He also wants 3 points of Prayer, which allows him to regain any one of these spells when he casts them, quickly. Finally, remembering another game where everyone in the party assumed that someone else would know Light, and so all the characters died fighting nocturnal monsters, he chooses Light.

Select Skill Levels

If the player is using the archetype method of creating a character, skill levels have been decided and the player may skip this section.

If the player is creating a character based on an existing benchmark, this is the point where he matches the skill ratings from the benchmark character to skills selected for the new character. The number of skills should be the same for the character being created and the benchmark. The player may reassign the numbers in any appropriate manner

Sorcerers may use some of these skills to learn spells. The five sorcery spells they know they start out knowing at a casting skill equal to that of the sorcery archetype beginning level.

Sorcerer characters may trade one primary archetype skill for 5 additional sorcery spells at a starting skill equal to sorcery archetype starting skill minus two.

Example: Skill levels for characters created by benchmarking may be chosen as a separate step, or at the time the skills are chosen. See the example for the section on choosing skills above

Determine Economic and Political Statistics

The GM, in consultation with the player, should determine economic levels, relationships, etc. When starting a campaign with all new beginning characters, give each a favor from their family and refer to them as rich peasants, poor warriors, etc. Translate this into the FTE level system if the characters live in a large bureaucratic empire, like historical Rome or Byzantium.

When the new character is joining an existing campaign, economic power and relationships should be assigned in accordance with the backgrounds and histories of the characters, with the proviso that no character should be so dominant economically or politically as to affect the other player's enjoyment of the game.

Example: Zabdas is something called FTE 7, and has a Favor owed to him by the noble house that runs the caravan. So Priscus is FTE 7. He does not start with a favor owed to him by the noble house that owns the caravan, but from some other family. This brings up the question of which family Priscus comes from. For simplicity, the players and the GM decide that Priscus is a poor cousin of the house that owns the caravan, trying to work his way up. So the house owes him a favor, too. Zabdas a influence points at the war god table {he is a straight fighter}, and has a few other things that Priscus will not have, but since the GM does not feel that Charlie's enjoyment of the game will be reduced because Priscus does not have these, so Priscus does not get anything to replace them. The purpose of benchmarking is to produce characters that are strong enough for the player of the new character to enjoy running, not to replicate exactly all features of the existing characters. Finally, since Zabdas has 97 silver in cash on hand, the GM rules that Priscus has 50 silver in cash on hand.

Determine Starting Magic Items

If starting a campaign with beginning characters, new characters should not start with magic items. If joining a campaign where there are other characters without magic items, new characters should not have magic items. If all other characters in a campaign have magic items; new characters should start at a low level of magical equipment by the standards of the campaign. Interpretation of this is left to the discretion of the GM.

In general, no new character should start with a magic item powerful enough to impact the other player's enjoyment of the game.

Example: all characters in the game have a magical sword or armor, some have both. A couple of the characters have items that give additional castings of divine magic; one is a shaman that has two fetishes, etc. So Priscus would not really have been a front line fighter if he did not have a magical weapon, or magical armor. The GM decides to outfit Priscus with a magical sword that always gets the most out of Black Blade of Death {that is, Black Blade of Death makes it +4}, and a set of magical horseshoes that double the speed of the horse. Of course, the horseshoes would be more useful if Priscus owned a horse, so that gives Priscus his first goal, making enough money to buy his first horse.

Chapter III – Combat

Combat is basically opposed skills rolls, but happens often and is very important. This justifies a number of rules specific to combat.

Core Combat Rules

Combat is treated as a series of opposed skill rolls, attack vs. parry, done in a series of rounds, each of which is composed of the following phases: declaration of intent, spirit combat, archery, movement, melee, and magic. Because the game is stylized and cinematic, the rules are not exact on how far a character can move in one round.

A successful melee attack or parry may be treated as an attack or parry of the success level made, or an attack against all enemies the attacker could normally engage with, or parry against all foes who could normally engage the parrying character, of some success level lower. Thus a special 10 attack may be treated as a special 10 attack against one foe, or an ordinary 10 attack against all foes, at the roller's option.

Attacks do damage, which is the weapon damage (for one handed weapons usually 1D10, for two handed weapons, 1D10+2), plus or minus any relevant impact bonus, plus any magical bonus, minus any protection provided by armor or magical passive defense. The subtraction for armor is one point for light armor, two points for medium armor, and three points for heavy armor. Iron and some other metals are two better, so that light iron is three points, medium iron is four points, and heavy iron is five points. Thick hides, etc, count as armor. Damage is only done if the attack defeats the parry, dodge or active defense being used to resist the attack.

Special attacks, when not parried, automatically do maximum damage. When [fighting monsters](#) or other larger than human size creatures, special attacks offset one level of size difference. Critical Attacks do maximum damage and ignore both armor and magical protection. When [fighting monsters](#) or other larger than human size creatures, critical attacks offset two levels of size difference. Cinematic attacks are +5 to incapacitate on the lethality die, and are otherwise like critical attacks. When [fighting monsters](#) or other larger than human size creatures, cinematic attacks offset three levels of size difference.

A special parry of a special attack, critical parry of a critical attack, or cinematic parry of a cinematic attack, even if not higher enough to block the attack, reduces it one level. A parry of the next lower level than the attack (normal of special, special of critical, critical of cinematic) that would have parried the attack had it been of the same level reduces its effect by one class. Thus, a special 3 parried by a normal 6 is reduced to a normal success, and rolled as such.

Attacks and parries take place in “combat rounds”.

Combat Rounds & Initiative

Combat is divided into “Combat Rounds”. Each combat round has a missile weapon phase, a movement phase, a melee phase, and a magic phase. A character has two actions in a combat round. In each action, a character may attack, parry, cast a spell, run up to twenty five meters on level ground, draw or sheathe a weapon, look around, yell an order, etc. If a character is ambushed, or simply wrong footed {failed to spot the hidden assassin, etc}, he or she may lose one or both actions. A character that is attacked always gets to parry, though, if he or she was aware of the presence of his or her enemy at the beginning of the combat round. A character with only one action may not choose to do something else with it and then invoke this rule when he is attacked.

The following procedure describes the order in things are done in each combat round:

1. Declare intent
2. Shoot missile weapons {bows, javelins, etc}
3. Move
4. Resolve Melee Combat
 - a) Determine longer weapon {spear is longer than sword, which is longer than dagger, etc} longer weapon strikes first. If weapons are of same length, attacks are effectively simultaneous.
 - b) Apply modifiers in Combat Situational Modifier table to skills. Add Bless Spell Modifiers to skills, Add Size Modifier if relevant, to skill. These modifiers combine with each other.

- c) Roll dice – Attack vs. parry or dodge. An enemy attacked multiple times may not have enough actions to parry. Higher die roll wins. Resolve attacks as opposed skill contests as described in the Core Combat Rules.
- d) Roll D10 for one handed weapon, or D10+2 for 2 handed weapon. Add magical pluses for magical weapons. Compare to D10 {D12 for knights, etc} + armor modifier + size modifier {if fighters are of different sizes. If attacker roll is higher, defender is “incapacitated and cannot do anything till the end of the episode. If not, attack has no effect.
- 5. Magic phase. Spells that were declared to be cast in the Declare Intent phase, and which have not been interrupted by a hit on the casting character, take effect. Spells cast at others, such as Mystify, may be opposed.
- 6. Resolve looking around {Spot skills, etc} quick lock pick {Lightfingers -10}, etc actions.
- 7 Return to step 1.

The game master should remember that this is not an ancient warfare miniatures game. Most combat in the author’s campaign takes place between human sized opponents on flat level ground. Relatively few modifiers are necessary. Characters are very rarely exhausted, fighting a huge monster, uphill. If people are spending time adding combat modifiers, it is acceptable to just say what the character is trying to do is hard, and assess a -10 modifier to skill. The author is also sometimes relaxed about enforcing the order of the phases. Enforcement of combat rules is not intended to reduce the amount of fun players are having. That said, combats will usually be resolved more quickly, with fewer arguments, when a group sticks to the system of phases described above.

Example: Zenobia having remained very quiet, t failed to attract the attention of the snail. Dalan’s player was correct in thinking he could outrun the snail. The other characters meet them back in town. At this point, agents of a local noble show up. He owns land currently being occupied by the snail, which is slowly eating its way through his vineyard. As the people who brought the snail onto his land {it followed them as they ran away}, maybe they should do something about it? As the carrot, he has some friends who can offer weapon training, and about two thousand silver pieces. He also has a +3 to hit, +3 to damage, javelin he can contribute to the cause. On the stick side, he can always sue. This would get the party arrested, and force them to either pay some lawyer money they do not have, or rely on Zenobia’s proven legal skills.

While they are making up their minds, Priscus comes in. He sits down at a card table and starts to play cards. One of the other card players, drunk and losing badly accuses Priscus of cheating. This calls for a duel. They go outside. The characters, along with a number of other people, go outside to watch. Zenobia sits inside, since drunken men fighting to prove their manhood don’t much interest her, and if she watches the duel, she’ll probably end up wasting a healing spell on the loser. The drunk only has a 15 skill with his sword, and is -5 for being too drunk to be an efficient fighter. The duel is to first blood. Both duelists have swords of about the same length. So combat is simultaneous. Charlie rolls a 13 to attack and a 15 to parry for Priscus. Both are successes, and the drunk cannot either attack or parry at his level of skill. He might critical by blind luck. With rolls of 7 and 19 he neither attacks nor parries successfully. Charlie rolls a 7 for the amount of damage Priscus does and wins the duel. Priscus walks over to Zenobia and asks her to heal the drunk. She is reluctant to do so, but eventually yields. Dalan decides to buy Priscus a beer.

Example continued on next page

They decide to take the mission. Assembling, they find they number six characters, increased to seven when Priscus decides to join the group. Most of their fighters are javelin and shield guys, so they decide to go with a simple tactical approach. Everyone with two javelins throws one of them, then the other as they rush in and kill the snail. Everyone casts magic beforehand. Zenobia is not going to be used in the attack, because the snail might incapacitate Zenobia, making it hard for her to heal others. This leaves them four javelin and shield guys, one guy armed with a two handed falx, and a bowman.

Everyone casts their spells, usually Bless, Shield and Black Blade of Death, though one, Talwin has two shots of a spell that adds +3 to hit and +3 to damage, to one javelin. Talwin also has an axe with the Bloodaxe spell as his primary melee weapon. They go out and look at the snail. The snail looks at them. The snail does not seem too bright, since after looking at the characters it goes back to eating. The party, after casting its spells, decides to charge

The first volley of javelins is thrown. A 19 and 20 on the skill roll miss completely. A 10, a 6 and a 4 all hit. The hits are followed by damage rolls of 4, 2, and 1, none of which penetrate the armor of the snail {the snail, due to its lack of vital parts, large size and segmented metal shell has 6 points of armor}. This leaves Talwin's javelin, which is +3 to hit. Since he is 19 to throw a javelin, he is an effective 22. His player rolls a 10 to hit and a 7 on the second D20. So he hits, but does not special or critical. He rolls a 3 for damage, to which he adds the +3 for his spell. That gives him six points of damage, exactly equal to the 6 armor points of the snail. Tink!

This attracts the snail's attention. Another round of javelins comes in, and the snail's right head spits out a miniature fireball which goes towards Talwin. Most of the javelins are again ineffective, but Talwin's does 10 points, forcing the snail to roll for incapacitation. In the meantime, the miniature fireball comes in, doing 1D8+6 damage, which turns out to be 10 points of damage. Fortunately, the player characters are not in a close ranked formation, so only Talwin is hit by the fireball. So both the snail and Talwin have to roll for incapacitation, which is covered in the next section.

Movement

Human characters normally move 3 paces {about 10 feet or three meters} in a combat round. This takes one combat action. They can move up to 6 paces, for one round, if and only if they do nothing else. They can move up to two spaces backward while facing forward and parrying. They can move up to one pace, without expending an action. Being tired reduces movement by one pace per action. The authors of the game normally use [Battlemats](#) and the associated marking pens to measure combat distances, and convert each pace to a hex on the battlemat.

Other creatures are divided into several speed classes. This is intended to reflect the fact that even the slowest cheetah will be much faster than the fastest sloth, and improve storytelling by using qualitative terms. People do not experience a galloping horse as going twenty five miles an hour, they experience it as fast. In general, any creature in one speed class can outrun or out fly any creature in a lower speed class, in a fairly short period of time. Also, any creature in a given speed class strikes in melee ahead of any creature in a lower speed class, except that when combat involves a human or a creature with a weapon, weapon length, not speed class, is the decisive factor. In addition, where relevant within a species, speed is added as a characteristic. Horses, for example, have a speed characteristic, to aid in simulating horse races.

Speed Class Table

Class Name	Normal/Top Move {paces}	Example
Slow	2/4	Sloth, worm, snake
Normal	3/6	Human
Fast	6/12	Horse, deer
Very Fast	9/18	Cheetah, Falcon

For simplicity, being tired subtracts one from normal and top speeds for all creatures. Two legged creatures can back up like humans, 4 legged cannot.

Impact Bonus

A character who is big and strong ($(\text{Strength} + \text{Size}/2) > 14$) gets a +1 to damage done. This is referred to as an “impact bonus”. Like a strength or size bonus for monsters, it is added to the damage done when the characters hits someone using a melee weapon.

Incapacitation

If an attack gets through armor, this forces a roll for incapacitation at the end of the round. The player of the injured character rolls dice, usually D10, but sometimes something else as specified in the monster description. If his die roll is greater than the

If an attack gets through armor, this forces a roll for incapacitation at the end of the round. The player of the injured character rolls dice, usually D10, but sometimes something else as specified in the monster description. If his die roll is greater than the damage done, the character stays up. A roll of 1 always incapacitates, for named characters only, a roll of 10 never incapacitates.

When a character is incapacitated, he or she enters one of a number of different “medical Conditions”. These are:

Medical Conditions Table

Condition	Meaning
Healthy	Character is in good shape
Walking Wounded	Character functions normally except that odd die rolls are reduced one success level, for all skill rolls except lore and communication skills. When a recovery roll is announced, make even die roll below or equal to CON and the character gets better. Odd die roll above CON and the character deteriorates to Badly Wounded/Out of It.
Badly Wounded	Character cannot walk unassisted or use skills. When a recovery roll is called for, make even die roll less than or equal to CON, and the character becomes Walking Wounded. On Odd failures the character’s state becomes Dying
Dying,	Like Badly Wounded, , except that a decline will be to Dead, and an increase will be to Badly Wounded/
Dead	Cannot breathe, move, think, or fight. Once dead, you stop getting CON rolls to get better. Also, chirurgery has no effect, and unless it is specifically stated in the spell description that a healing spell affects dead characters, it has no effect.

An incapacitated character is out of the fight for the rest of the episode. To determine his or her condition at the end of the fight, roll on the following:

Injury Table

Roll	State	Notes
1	Healthy	Pain only effect, recover at end of episode
2-6	Walking Wounded	
6-7	Walking Wounded	
7-9	Badly Wounded	
10-12	Badly Wounded	If Con – 5 roll is missed, infected by flesh rot
13	Badly Wounded	Disabled, roll on Disability table
14-16	Dying	
17	Dying	Disabled, roll on Disability table
18	Dying	Immediate Con roll, dead if failed
19	Dying	Immediate CON roll, modifier -7; dead if failed
20	Dead	

As indicated on the table above, a character can be “disabled” Disabled Characters have a permanent condition, the consequences of which are determined by common sense, and which require special healing spells as described below.

Disability Table

Roll	Result
1-3	Right Leg Broken - Cure by Reset Bone
4-6	Left Leg Broken - Cure by Reset Bone
7-9	Right Arm Broken - Cure by Reset Bone
10-12	Left Arm Broken - Cure by Reset Bone
13-14	One eye put out - Cure by Restore Vision
15-16	Addled - Cure by Cure by Cure Madness
17-18	Limb severed - roll D12 as above to determine limb but need Regenerate to cure.
19	Hearing Loss -5 to listen skill roll - Cure by Heal Body
20	Weakness - Impact Bonus -2, worst of 2 rolls when Con or Strength rolls are required - Cure by Heal Body.

Example: Talwin and the snail both have to roll for incapacitation. The GM rolls for the snail first. The snail has 6 points of armor, so only 4 got through. The GM rolls a 3, and just as he is about to rule that the snail falls over, he remembers the snail's +5 for being a large monster {see the section below on Fighting Monsters}. So the snail is still standing as the others close to melee. Talwin, on the other hand, has only three points of armor, plus three points for a spell, so he has total of 6 points of armor. He is incapacitated on a roll of three or less. His player rolls a 2, so down he goes.

At the end of the combat, his player rolls an 11. He is badly wounded and cannot move under his own power. He has also been exposed to flesh rot. On the other hand, at least he is not disabled, and does not have to roll on the disability table.

Healing

A wounded, but not dead, character gets one recovery roll at the end of the episode, and one recovery roll for each day thereafter, until the character is healthy or dead. For each recovery roll, a wounded character goes up one level {badly wounded to walking wounded} on even D20 rolls equal to or below the character's constitution, or down one level {badly wounded to dying, for example} on odd D20 rolls greater than the character's constitution characteristic. Other rolls have no effect.

Some healing spells grant additional rolls that never make things worse. If one of these spells is cast on the character, roll D20 and compare to Constitution. If the result is even and equal to Constitution or below, the character goes up one medical condition level. Otherwise the roll has no effect.

Disabilities never heal spontaneously. For details on healing disabilities, consult the relevant spell description.

Situational Combat Modifiers

A GM may rule that under some circumstances combat is more difficult due to normal factors, such as shooting at an enemy who is behind cover, shooting from a moving horse, fighting in darkness, etc. These are handled by modifications to a character's effective skill. For example, a character shooting from a moving horse that normally has a skill of 17 with a bow might have an effective skill of twelve. After the modifier is applied, the skill is resolved normally. A few situational modifiers are given below:

Combat Situational Modifier Table

Situation	Modifier
Attempting the almost impossible	-20
Enemy protected by substantial fortification	-10
Exhausted combatant fighting fresh foe	-10
Fighting Blind or in total darkness	-10
Shooting at enemy behind cover	-5
Shooting at a moving target	-5

Shooting from a moving horse	-5
Shooting at long range	-5
Fighting in low visibility, dense fog	-5
Tired (just had a combat episode)	-5
Fighting uphill	-3
Fighting Mounted enemy while on foot	-2

Fighting Monsters

Fire and Sword classifies creatures into the following size categories, which are qualitative and based on size in comparison to a human. Each difference in size class is a +5 to impact bonus for the bigger creature and a -5 to impact bonus for the smaller creature. The categories, from smallest to largest, are:

Size Modifier Table

Size	Examples	Impact Modifier vs. Human	Dice to resist incapacitation	Size modifier to hit
Tiny	Insects, mice,	-15	1D3	-10
Very Small	House cat, falcon, etc	-10	1D6	-5
Small	Most dogs, l	-5	1D8	-3
Human	Human	0	1D10	0
Large	Horse, Giant Boar	+5	1D10+5	+3
Huge	Elephant, etc	+10	1D10+10	+5
Gigantic	Giant, Roc	+15	1D10+15	+10
Colossal	Large Giant	+20	1D10+20	+15

A special hit moves the effective impact bonus up one size class, thus if a human special he counts as a large attacker. This applies only against creatures larger than the character that scores the special hit, and is in addition to the other benefits of specials. Thus, in a fight between a human and a large troll, add 5 to normal damage done by the troll and subtract 5 from damage done by the human, unless the human specials or criticals. If a human has the misfortune to be fighting a tyrannosaur, he is -20 to damage on a normal hit, -15 to damage on a special hit, but has no minus on a critical hit. If neither combatant is human, add the adjustments to attack to the adjustment for defense, to each. For example, a dog is -5 to attack a human, and a human is +5 to attack it. It is attacking a cat, which is -10 to attack a human, and +10 to be attacked by a human. The dog's -5 is added to the human's +10 to attack a cat, giving a +5 to impact bonus for the dog attacking the cat. The cat's -10 is added to the +5 a human would have to attack the dog, giving a -5 for the cat attacking the dog. It is worth noting in passing that in reality big things are not always tough; horses are very vulnerable. For example, the legs of a horse are very vulnerable. But big things are pretty always tough in myth, and fantasy role playing games are much more reflective of myth than of physics.

The size modifier to hit reflects the fact that it is very hard to hit a small agile creature like a hummingbird, and very easy to hit a large slow target like a giant. The size modifier is simply added to the attacker's effective skill before the player rolls the dice to attack.

Monsters also move differently, and attack differently. So the rules on how many actions they get, how fast they move, etc, may differ from those for humans. For more details, see the appropriate monster description.

Chaotic or Demonic Features can also modify the rules. Each creature of chaos differs from others, even of the same type; so the modifications to the rules made by a chaotic feature will be described with that feature.

Example: The adventuring party closes to melee with the snail. They draw their swords {since Talwin, the only axe wielder, is out of it}. One of the characters hits and rolls a 9 for damage. He then adds 3 for his Black Blade of Death spell, and 1 for his character's damage bonus, doing a total of 13. The monster has 6 points for armor and 5 points for being large. It goes down on a D10 roll of 1 or 2. The monster bit Priscus with its left head, rolling an 8 for damage. The GM rolls a 1, and the monster dies.

The GM is annoyed that the fight did not last longer, but with 5 characters attacking the odds that someone would roll 9 or 10 for damage were actually pretty high. At the same time, Charlie rolls a 1 for Priscus. This leaves Zenobia with a bit of a quandary, since she has two incapacitated people and only one Greater Healing spell. Luckily, Charlie rolls a 1 again for the results of the incapacitation, and at the end of the episode Priscus is fine. Of course, if the GM had rolled a series of 7's or higher for the monster, this encounter would have been a very tough fight.

Encumbrance Rules

A character moving on foot for most of a day can carry sixty five pounds of equipment, including a two handed weapon, a one handed weapon, and a shield. If mounted, he or she can carry an extra two handed weapon, and thanks to his horse, he or she can carry eighty pounds. A minor exception is that Greek hoplite equipment, which included both a two handed spear and a large shield, is allowed. Characters trying to carry a little more than this suffer a minus 5 modifier in combat; burdens of more than ninety pounds or six hands of gear may result in greater penalties to combat skill. If more detailed encumbrance rules are necessary {the author's campaign does not have a lot of arguments about encumbrance}, use the rules in GURPS or Dungeons and Dragons to deal with encumbrance.

A character cannot wear heavy armor, carry a normal load of other equipment, and walk the normal distance. Characters trying to do so are exhausted fairly early in the day and suffer a -10 penalty to skill in afternoon encounters. They also lose movement for being tired, as in the movement rules. Characters riding animals, or storing their supplies on pack animals, do not suffer this penalty.

Chapter IV Spirits and Shamanism

The Spirit World, or Spirit Realm, is a separate world, which is linked to the normal world, called the Material Plane, and the Divine World, or God plane. The mapping between the Spirit World and either of the other worlds is poorly understood even by shamans, who are not after all scientists in the modern sense, and will not be further discussed in detail here. Normal characters interact with spirits only when a spirit attacks them, either by trying to possess them or by manifesting in the physical world and using a physical attack. Shamans may enter the spirit world, by a process called discorporation. While in the spirit world they can engage and be engaged in combat in the spirit world. Also, combat between spirits may be resolved as spirit combat.

Spirits

A spirit is a creature primarily resident on the spirit plane, much as a normal creature is primarily resident on the material plane. A spirit appears on the spirit plane as a misty analog of the creature it would be where it embodied. Not all spirits have embodied forms, some are shapeless mists with tentacles; while others look like creatures which could exist, but do not.

Spirits can communicate with each other using a semi-telepathic, but also partly vocal language called spirit speech. Spirits cannot normally communicate with embodied creatures, or characters, unless they happen to share a language with the creatures or characters, and have the power to vocalize on the normal plane. Spirit Language and Custom is a specialized skill, like any other Language and Custom skill, usually taught by shamans.

Spirits may have skills, like normal characters. Spirits may have divine, or very rarely, sorcery, spells. Spirits may be able to grant spells. When spirits grant spells, use the rules for Divine Magic, except that usually only one or two spells will be granted; and the spells must be regained by summoning the granting spirit.

Spirits may be any combination of intelligent or unintelligent, and animal or plant. Intelligent spirits are sapient; animal or plant spirits behave like the relevant animal or plant.

Hiding on the Spirit Plane

Hiding on the spirit plane is done using the normal hide skill, for simplicity. Spotting hidden characters is done using the normal spot skill. Roll D30, not D20, to determine whether or not the character was successful.

Spirit Combat

Spirit combat happens only between disembodied spirits. A normal character, in a body and expecting a fight, cannot be engaged in spirit combat. For rules on how spirits attack normal characters, see the section on Possession and the individual spirit type description.

The procedure for spirit combat is done as described below. Unless otherwise noted, spirit combat follows the normal rules for melee combat. The differences are:

Spirit combat is rolled on D30, not D20.

Spirit combat is possible if and only if two or more discorporate spirits are within two and a half paces on the spirit plane. Spirits under the control of a shaman cannot attack outside of short bow range of the shaman if the shaman and his fetch have a combined POW of less than 25, outside of Longbow range if the shaman and his fetch have a combined POW of less than 50, or outside of one mile of the shaman if the combined Power of the shaman and his fetch is greater than 50m but less than 75. The location of a discorporate shaman is considered to be the location of his or her spirit, not the location of the body.

A spirit controlled by a shaman may be released from its fetish and move to anywhere within the shaman's span of control {which varies with POW as defined above} in one round. It can then be ready to attack next round. A spirit defending a territory may appear at any point on the spirit plane within that territory. Spirits may follow individual targets, to remain in position to engage. It takes one round for a spirit to deploy and engage.

Spirit combat takes the form of duels, between two spirits. If more than one spirit wishes to engage an enemy, the higher successful die roll {that is, below POW} succeeds. Ties, or if both spirits fail, mean that neither engages. Spirits that are in communication with each other may decide which spirit engages by mutual consent.

Spirit combat happens during the spirit combat phase of the combat round. Spirit combat is fought to a conclusion immediately, and has no effect on the number or nature of actions open to a character in the material world.

The attacker rolls against POW. A shaman also rolls against and spirit combat skill and if appropriate his fetch power and takes the best result.

The defender rolls against POW. A shaman also rolls against and spirit combat skill and if appropriate his fetch power and takes the best result.

If the attacker's roll beats the defender's roll, he rolls to determine the amount of dominance his attack may inflict on the target.

This will usually be a D10, plus any modifiers for weaponry effective in spirit combat. Special circumstances, such as the attacker being a dove or tyrannosaur spirit, may increase or decrease the size and number of dominance dice rolled, at the GM's discretion.

The defender must roll a spirit defeat die or dice and get a value greater than the Dominance that is affecting the defender's spirit, or be defeated. A value equal to the domination is a defeat, but such a marginal one that you automatically get a 1 on the spirit combat effect table. The character's spirit defeat die are the same as the character would use to resist incapacitation, except that all modifiers from physical abilities (such as toughness) are dropped. They may be affected by modifiers for spiritual fierceness. The spirit defeat die will usually be a D10, Special circumstances, such as the defender being a dove or tyrannosaur spirit, may increase or decrease the size and number of defeat dice rolled, at the GM's discretion. "

If defeated, a spirit suffers the effects of a roll on the Spirit Combat Effects Table. A victorious spirit, if it is serving a shaman in the normal manner, will return to its fetish and remains there till the end of the episode. A shaman or a shaman's fetch are not subject to this rule, and may move on to attack other targets. A victorious spirit defending a territory may move to attack another invader of the territory.

Example: Gokleya is a shaman that the group knows, and she has asked them to guard her on a quest to banish a spirit that is taking over monsters and getting them to attack the human community. Gokleya has a Power of 22 and a spirit combat skill of 15. She has chosen a site she thinks would be a good base for hunting down the spirit.

Gokleya decides to disincorporate and investigate the target. Unfortunately, she encounters a spirit left there by the enemy to annoy shaman attacking the site. The Guardian spirit has a POW of 15. It attacks in spirit combat. Both the GM and Gokleya's player get D30. The GM rolls a 12 for the spirit's attack. Gokleya's player rolls a 9 for her defense. Things are looking bad for Gokleya. Then Gokleya's player rolls a 13 for her spirit combat skill. Gokleya's player rolls an 8 for her to attack in spirit combat. The GM rolls a 9 for the spirit. The first round of spirit combat has no effect.

With a 28, the spirit misses its power attack on Gokleya during the next round. Gokleya's player rolls a 15, and the spirit a 10 to resist, so Gokleya wins. Gokleya gets to roll dominance. Her player rolls a 5, so the GM has to roll to see if the spirit resists spiritual "incapacitation". He rolls a 7, the spirit remains in combat, and the combat continues.

Disengaging from Spirit Combat

A disembodied shaman, who has disembodied and attacked, may end his or her disincorporation and disengage from combat instead of attacking at any time. Either combatant may use a successful attack roll to withdraw from spirit combat. A character or spirit that withdraws from spirit combat may not be pursued. A spirit that voluntarily withdraws from spirit combat is demoralized, and may not choose to voluntarily reenter spirit combat until the end of the episode.

Example: The guardian spirit can disengage, instead of continuing the fight, anytime that its attack beats Gokleya's defense. Gokleya is a superior enemy so it might make sense to do so. Gokleya, can leave the fight anytime her player manages a successful attack.

Spirit Combat Effects Table

Roll	Result
1-4	Losing spirit is banished from the area for the rest of the episode. If controlled by a shaman and normally resident in a fetish, it returns to that fetish. If losing spirit is a disincorporate shaman, his or her spirit returns to its body, and the shaman cannot disincorporate till the end of the episode
5-8	Losing spirit is banished from the area for the rest of the episode. If controlled by a shaman and normally resident in a fetish, the shaman must take 8 hours and summon the spirit again. This is an easy summon skill roll {1D10 vs. skill} If losing spirit is a disincorporate shaman, his or her spirit returns to its body, and is confused. The shaman cannot disincorporate for the rest of the episode, and is “addled”. An addled character can defend him or herself and attack enemies that attack him. All other skill use is performed at a -10. Orders, etc are ignored. The shaman’s problems end at the end of the episode.
9-12	Losing spirit is banished from the area for the rest of the week. If controlled by a shaman and normally resident in a fetish, the shaman must wait till the end of the week and take 8 hours to summon the spirit again... If losing spirit is a disincorporate shaman, his or her spirit returns to its body, and is confused. The shaman cannot disincorporate for the rest of the episode, and is “addled”. An addled character can defend him or herself and attack enemies that attack him. All other skill use is performed at a -10. Orders, etc are ignored. The shaman’s problems last for a week, or until being addled is cured with Cure Madness
13-15	Losing spirit is banished from the area for the rest of the month. If controlled by a shaman and normally in a fetish, the shaman must wait a month and take 8 hours to summon the spirit again. If losing spirit is a disincorporate shaman, his or her spirit returns to its body, and is confused. The shaman cannot disincorporate for the rest of the episode, and is “addled”. An addled character can defend him and attack enemies that attack him. All other skill use is performed at a -10. Orders, etc are ignored. The shaman’s problems last for a month or until being addled is cured with Cure Madness
16-17	Spirit is lost between planes. If controlled by a shaman and normally resident in a fetish, the shaman must wait till the end of the month and take 8 hours to summon the spirit again. The summoning roll is hard {difficulty – 10}. When summoned, the spirit is addled and unable to obey orders until Cure Madness is performed. If losing spirit is a disincorporate shaman, his or her spirit returns to its body, and next round wounds itself Incapacitation is automatic. Roll for the effect of incapacitation as if shaman was incapacitated in physical combat.
18-19	Memory is lost. Spirit departs. If summoned, it forgets all about any previous deals with the shaman. It is, of course, open to a new deal. If losing spirit is a disincorporate shaman, his or her spirit is lost on the spirit plane, and does not remember how to return to its body. It will return in week. He body does not decay, and breathing makes it obvious that shaman is not dead. .
20	If loser is embodied, he or she is dead. If not, treat as 19 above.

Note: disease or madness spirits inflict their disease or madness on the other entity that loses to them, so add suffering from the appropriate disease or madness to the other results from losing in spirit combat on the spirit combat table when losing to these spirits.

Example: Gokleya finally defeats the guardian spirit, and the GM rolls a 10 for the effects of spirit combat. The guardian spirit falls asleep and the adventurers move past it. It will be waiting for them when they get back

Possession

Many spirits are capable of possessing physical beings. There are three kinds of possession: dominant possession; associate possession and voluntary possession. A character is said to suffer from dominant possession when the possessing spirit totally takes over his or her body, suppressing his or her self. A character is said to suffer from associate possession when a spirit possesses the character, causing pain or causing the character to act in a particular way that impedes his or her free will in some situations. A character is experiencing voluntary possession when he or she uses the channeling skill. What types of possession, if any, a spirit can attempt are determined by what type of spirit it is {see the section on [Types of Spirits](#)}.

An attempt to possess an embodied character is resolved using the Spirit Combat rules above, except that when the attacking spirit wins it possess the target, rather than inflicting a roll on the Spirit Combat Effects Table. The effects of possession vary with the type of the possessing spirit and are described in the section on [Types of Spirits](#).

Dominant or associate possession cannot be seen from the outside, and seems perfectly normal to the possessed character. Of course, odd behavior may be a clue to the fact that the character is possessed. Someone looking at the possessed character with the Second Sight skill or the Soul Sight spell can tell that the possessed character is possessed by another spirit. Some possessing spirits are insidious and even characters with Second Sight or Soul Sight may be required to make the a Spot Skill roll and overcome the Hide skill of the spirit. Voluntary possession results in odd behavior that is obvious to everyone.

Only one spirit can dominantly possess a character at a time. If two spirits meet the criteria to dominantly possess a character, and a conflict arises, the spirits must fight each other in spirit combat. There is no upper limit to the number of spirits that can associate possess a character – a character can be possessed by both a curse spirit and an agony spirit at the same time. If two spirits of the same type are in associate possession of a character, the character suffers the effects of the more powerful spirit {i.e. the one with the greater POW characteristic}.

Involuntary possession ends when the possessing spirit wants to leave, or is forced to leave by losing a spirit combat or failing to resist the Divine [Exorcism](#) spell. Voluntary possession ends at the end of the episode, or when the spirit is forced to leave by spirit combat or spell.

Shamans and their Skills

A shaman is a character whose primary focus is on attaining magical or spiritual aims through involvement in the spirit world. He usually does this by binding spirits into fetishes, though some shamans, mostly ancestor worshippers, allow themselves to be possessed. Shamans and spirits have a number of specialized skills, discussed below. Shamans and shaman apprentices usually know disincorporation, second sight, spirit combat, and the tradition lore for their tradition. Some shamans and some divine casters who work with spirits know channeling.

Learning Shamanic Skills

If a character does not know a shamanic skill, he or she may learn it to a skill of 4 if the character takes a week off and the player makes three consecutive tradition lore rolls. Failure in any of the rolls means that the character cannot figure out the basics of the skill and the week is gone. The more common approach is to convince a shaman to teach the character the skill. This is usually only possible if the shaman has taken the character on as an apprentice. If this is not the case, teaching a shamanic skill is a big request, which requires a favor on the favor table. Even with a shaman to teach a character, it still takes a week to learn the basics of a shamanic skill.

Quests on the Spirit Plane {Vision Quests}

A vision quest is a trip into the spirit world, usually undertaken to prove a character's fitness to become a shaman or in response to a specific crises affecting the tribe or other social group supporting the shaman. Trips onto the spirit plane may also become necessary for other reasons. Vision Quests use the [rules on Interacting with the Legendary World](#) included later in these rules. Use the spirit combat rules above to resolve combat on vision quests. Communication is dealt with using the Spirit Language and Custom skill as a spoken language; and the usual assortment of persuasion skills {FastTalk, Rhetoric, etc} used in normal adventuring.

Shamans may have a special type of spirit called a “fetch”, usually gained on a Vision Quest, with capabilities discussed below.

Example: When Gokleya gets to the place where she can begin hunting the spirit that is driving monsters to attack the human community, she has a choice. She can try to summon the offending spirit, and fight it there, or she can go on a short vision quest to a spot on the spirit plane that a dream has revealed to be its lair. If she summons the spirit, she will only have to fight the spirit, and the player characters can help her to the best of their ability. On the other hand, with her limited summoning skill of 14, and lack of knowledge of the spirit's true name, she might easily summon something else. Fighting the something else would at best be a waste of her effort, and at worst it would kill her and her companions. She opts for the vision quest

Fetishes

A fetish is a sacred item into which a spirit controlled by a shaman is bound.

Fetishes are created with the Tradition Lore skill. A one point fetish costs 1 POW to create, and can hold a spirit of any POW up to that of the using shaman. A two point fetish costs 2 POW to create, and can contain a spirit of up to half again the POW of the using shaman. A three point fetish can contain a spirit up to twice the POW of the using shaman. If the POW of the using shaman decreases, so that the POW of the spirit is greater than twice the POW of the shaman, and the spirit released from the fetish the spirit is free. It may stick around and do what it wants, or return to its normal home on the Spirit Plane, at the GM's discretion.

Fetishes must contain spirits of a specific type. A healing fetish often referred to as a "medicine bundle", will not usually be able to hold a pain spirit.

In general, small spirits have a POW of $2D6+5$, and getting their support costs 1 check. Medium spirits have a POW of $2D6+10$, and getting their support costs 3 checks. Large spirits have a POW of $2D6+15$, and cost 6 checks. Very Large spirits have a POW of $2D6+20$, and require 10 checks. Larger spirits are known, but rarely ally with PC shamans. Some spirit have unusual abilities, and the cost of making friends with these spirits may be higher at the discretion of the GM.

Getting the support of a spirit gains the shaman the use of all of the spirit's normal skills, natural magic, divine spells, etc, in situations which are deemed to be deemed by the Game Master {playing the spirit} to be non combat or to involve relatively minor risk of loss of life or soul. This service will also include anything which would count as a small or large favor, as described in the clout rules in the politics chapter. The spirit will also fight in the shaman's defense. Most spirits will not initiate spirit combat for a shaman who has bound them, if the shaman is not directly under attack. Some spirits will do so, but they will usually demand a duel with the shaman, to prove that the shaman worthy of commanding them, first. If the shaman wins, they will serve the shaman, including initiating spirit combat against foes who are not directly threatening the shaman. This is subject to some exceptions. Healing spirits will attack disease spirits, even if the disease spirit is not directly threatening the shaman, etc. Nothing in this should be taken to imply that a spirit will attack a foe that is of clearly much greater power than it is, in the eyes of the GM.

It is possible to perform rituals which increase the power or ability of a spirit bound in a fetish. These rituals are inexpensive, but time consuming. For game play purposes, they are abstracted to a rule that a shaman, or indeed character with a fetish, can use one of his or her checks to try to increase the spirit's POW, or any of the spirit's skills. This is done by using the check and rolling to increase normally, as if the spirit had earned the check itself. This reduces the number of checks which might otherwise be used to improve the character with the fetish. A spirit, once bound into a fetish, will never exceed the POW limit of the fetish, even if the spirit's POW is increased above the limit through service. A fetish may usually be given to a fellow tribesman, etc; if appropriate.

The maximum number of spirits that a shaman may bind into fetishes is equal to $(\text{POW of shaman} + \text{POW of fetch})/3$. The maximum number of fetishes a non-shamanic character may have is equal to $\text{POW}/3$. If a shaman has more spirits than are allowed by this rule, and releases any spirit from a fetish, it is free to go at the GM's discretion.

Spells That Affect the Spirit Plane

Some spells affect involvement with the Spirit Plane. The Divine Shield spell allows a character to resist a shaman trying to force spiritual battle on him with the relevant Cult Lore, if it is higher than his POW. The Divine Spirit of the Faithful spell adds 5 to the character's effective POW... The sorcery Absence of the Spirit spell can hide a character's spirit on the Spirit Plane, preventing spirits from attacking to possess it. Mystify affects spirit plane entities, though the chances of success are much lower than on the normal plane.

Ancestor Worshipping Shamans

Ancestor worshipping shamans are a bit different. They become an ancestor, in effect being possessed by that ancestor, thus temporarily acquiring the abilities of the possessing spirit and losing their own. They rely primarily on the Channeling and Summoning skills.

The Fetch

A shaman's fetch is a spiritual counselor, in effect permanently resident in the shaman's head. It usually appears to the shaman as an animal, except that it can speak, act on its own, use special powers appropriate to the totem, and is in Mind Link with the shaman. The fetch thus can see through the shaman's eyes, hear through the shaman's ears, etc.

To create a fetch, a character goes on a Vision Quest, and sacrifices a point of power. Depending on the nature of the quest, and the tradition the shaman comes from, the fetch is either an alter ego, or a distinct spirit. This question is debated in the shamanic community. In game terms, what appears to be, but probably is not, a new spirit is created. It has a POW of 4, at the time of creation. It has an Intelligence equal to that of the shaman, plus 6. It may be a spirit of any the types described below.

The fetch has the following advantages:

- a) It can operate on its own, engaging on the spirit plane and so forth independently of the shaman;
- b) As a separate entity, it gets half as many checks as the shaman does, rounded down, per session. Thus, for a five check session, the shaman would still get five checks, but the fetch would get two more.
- c) If the shaman disincorporates, the fetch can occupy his body, allowing the shaman to move about, run away with the rest of the group, etc.
- d) A fetch can add to the shaman's defenses against magical or spiritual attack. If the shaman is attacked it may interpose itself, so that the attacker must defeat the fetch before attacking the shaman; or it may fight with the shaman. If it fights with the shaman, both the shaman and the fetch are attacked by the incoming spell or spirit, but both shaman and fetch are treated as one entity which fights with the better of two separate rolls, one for the shaman, and one for the fetch
- e) A fetch often possesses mystical or intuitive knowledge of things it cannot express. At the discretion of the GM, the fetch can give a kind of sixth sense warning that something the shaman is about to do is a really bad mistake; or will probably work out much better than expected. This will happen at most once per session, and is not a divination ability which may be invoked by the player of the shaman.

A fetch starts out with the basic minimum for a spirit of that type. A hawk spirit will spot ambushers as well as a beginning hawk; which will be much better than a rock spirit, which will spot like a beginning rock.

A fetch knows everything the shaman knows, sees everything the shaman sees, hears everything the shaman hears, etc. The shaman knows everything the fetch knows, sees everything the fetch sees, hears everything the fetch hears, etc.

A shaman may, if he or she wishes, attempt to increase the power or skills of his or her fetch, in addition to the experience the fetch earns on its own. To do this, use the rules given above for fetishes. A player may not combine the checks the fetch has earned with those of the shaman; if the fetch uses its checks to try to improve something, the player cannot use the shaman's checks to try twice.

A fetch is very loyal, but may be killed in spirit combat. It may also desert the shaman, if he or engages in conduct grossly unbecoming a shaman (learning sorcery lore and aid for example).

Types of Spirits

Spirits are discussed here because they are the source of the shaman's magic. Some other, such as ghosts, are also commonly encountered monsters. These are discussed in the chapter on Monsters.

Agony Spirits

Speed: Very Fast

POW: 3D6+6

These spirits inflict pain. Like disease spirits, they attack CON rather than POW in spirit combat, and if they overcome the target possess him or her via associate possession. A character possessed by an agony spirit is incapacitated till the end of the episode, and is walking wounded until the pain ends. This possession lasts until either the agony spirit is driven out or the shaman calls the agony spirit back to its fetish

Characters may be freed from agony spirit, if a healing spirit or shaman attacks the agony spirit and defeats it; or if the Divine Banish Disease Spirit banishes the spirit

Agony spirits come in all of the sizes described above under fetishes, and gaining the support of an agony spirit costs the standard number of checks.

Agony spirits cannot be seen on the normal plane.

Ancestor Spirits

Speed: Fast

POW: 3D6+6

Ancestor spirits are a specialized type of ghost. They are in the next world, not irritated ghosts who cannot move on to the next world, but the spirits of ancestors who have come back to help their descendants. Thus, they must be summoned to appear. Unlike most ghosts, they can possess characters, but they only possess their descendants, and then only when the descendants use the channeling skill to allow them to do so. While a character is channeling them, they can be asked questions and will answer the questions based on the knowledge they had in life. This is abstracted by assuming that the lore skills of an ancestor survives and can be exploited by the other characters in the party {the channeling character loses control of his or her own body, and so cannot ask questions}. A few ancestor spirits can also use physical skills, such as sword attack, while in possession of their descendants. This is subject to the almost impossible (-20) difficulty modifier, so it is rarely advantageous.

Ancestor spirits may combine their power with of the summoner to defend in spirit combat; and they may fight in spirit combat instead of their descendant to shield their descendant. Ancestor spirits cannot attack spirits that are not attacking the spirit of their descendants.

Ancestor spirits come in all of the sizes described above under fetishes, though very large ancestor spirits are very rare. Gaining the support of an ancestor spirit costs the standard number of checks. Ancestor spirits are invisible on the material plane.

Ancestor spirits may be bargained with, placed in fetishes, and kept available on a continuing basis. If this is done, they require one check every other session in sacrifices, until their POW is reached.

Animal Spirits

Speed: As animal they are spirit of
POW: 3D6+6

These are spirits of animals, and beasts, similar to those normally present on the physical plane. Unlike their animal equivalents, they are often sapient, capable of talking, learning spells, etc. Some have the power to become visible on the normal plane. They are most commonly encountered as totem animals serving as a shaman's fetch, or as "great spirits", worshipped by animists that grant spells appropriate for the totem animal. They may have multiple forms, some fox spirits can appear to be human women, for example. They usually have personalities with traits traditionally associated with the totem animal; foxes are clever, bears slowly to respond but tough when really angered, cat's independent, etc.

Animal spirits come in all of the sizes described above under fetishes, though very large animal spirits are very rare. Gaining the support of an animal spirit costs the standard number of checks. Small and medium sized animal spirits are not manifest on the mortal plane. Large and very large animal spirits may materialize on the normal plane. Large animal spirits look like normal animals of the same species. Very large animal spirits materialize in a form one size class larger than normal for the animal, and are intelligent. They may know shamanic skills and/or divine cult lore skills and spells. Animal spirits do tend to get jealous; if a shaman is clearly favoring another spirit {except for the fetch}, by giving it checks while ignoring them, they will ask for more, stop obeying the shaman, etc.

Apsara

Speed: Fast
POW: 24+3D6

These are cloud spirits, and serve some air deities as angelic messengers. They can appear as clouds, or as beautiful girls. As beautiful girls, they perform music or dance, often from lutes. Their music or dance affects listeners as if it were the divine [City Harmony](#) spell, creating a feeling of peace and contentment. It also feels "heavenly, because it is heavenly. Apsaras can embed a message into their songs or dances. Treat this for game purposes as if they were trying to convince the listener(s) with the rhetoric skill, treating their sing or play instrument skill as the equivalent of rhetoric.

If attacked physically, an Apsara usually dissolves into air. On the other hand, listeners love Apsaras, and will often attack the character that attacked the Apsara. Apsaras are quite powerful in spirit combat, with a minimum power of 35 or so.

Apsaras cannot possess characters. They will never allow themselves to be put into a fetish. They have been known to do services for training, if the trainer is good enough to teach performing arts skills. The smallest Apsara encountered will be a very large spirit; larger Apsaras, up to POW 50, have been known.

Apsaras have been known to have allied animals and monsters that they won over with their art. They rarely organize attacks on their own initiative. Lesser Apsaras have been known to serve as allied spirits.

Apsaras have been known to act as intercessory spirits for deities, and grant access to divine magic on behalf of the deity.

Apsaras will only ally themselves to very powerful characters with magical or combat skills of 30 or higher. They demand 1 check every other session or so, until a number of checks equal to half their Power have been donated. They are then willing to reduce their tribute to once every other session.

Banshees

Speed: Very Fast

POW: 3D6+6

These are female mourning spirits, that show up when someone is about to die, and keen for the character who will die. They are not infallible, but they are reliable enough, and their keening is upsetting enough, to be unnerving. For more details see the entry for [banshees](#) in the section on monsters.

Banshees come in all of the sizes described above under fetishes, though very large banshees are very rare.

Banshees will never ally themselves to individual characters, and refuse to be placed in fetishes.

Cult Spirits

Speed: As spirit type they are

POWAs spirit type they are

Animist characters sometimes interact with cult spirits, though they are primarily associated with theists. Cult spirits may be of any type appropriate for the deity described in these rules. See the [description](#) in the [Theism](#) chapter for details.

Curse Spirits

Speed: Fast

POW: 3D6+6

Curse Spirits deliver a curse, which is usually a disability or reduction to some medical condition {walking wounded, etc}. Curse spirits differ from disease spirits in that they must be summoned by a shaman {or rarely a divine caster}, and when once they possess a character they remain in the body. Thus, characters affected by a curse never get either better or worse, except for death curses. Death curses put the character into a medical condition, usually either walking wounded or badly wounded, and then force characters to roll to try to get better. The problem is that they never get better, and may get worse. So eventually, if nothing is done, a character with a death curse, often known as the “evil eye”, will die. Example curses include the evil eye, a madness curse that acts like a permanent madness spell, and a curse spirit that cuts a character off from contact with his deities. Players often find this last annoying, since it prevents a character from casting divine magic

Curse spirits come in all of the sizes described above under fetishes. Gaining the support of a curse spirit costs the standard number of checks. Curse spirit cannot materialize, and are invisible to characters without the Second Sight skill or a spell enabling them to see spirits.

Curse spirits are opposed by healing spirits and the divine [Exorcism](#) spell. Other spirits cannot engage a curse spirit, and often cannot even see the curse. Healing spells which treat the disability do not remove the curse. At the next midnight, a new round of spirit combat breaks out between the curse spirit and the victim. The victim experiences this spirit combat as a nightmare. If the victim loses the spirit combat, the curse returns. If the victim wins, the Curse spirit leaves.

Curse spirits may be bound and placed in fetishes. When this is done, they are released, attack the enemy they are directed to attack, and then possess the target. They remain in possession until they are banished, or until the controlling character summons them again. Curse spirits remember bargains they have struck across summoning attempts.

Curse spirits demand 1 check every other session or so, until a number of checks equal to half their Power have been donated.

Curse spirits do not usually inspire the same revulsion as disease spirits, because curse spirits only affect the intended target. But they are not regarded as nice, either

Disease Spirits

Speed: Very Fast

POW: 3D6+6

For each described Cure spell, there is a disease spirit to match. Disease spirits attack their enemies in spirit combat, and if they win possess their targets. They then remain in possession of the target for a latency period, which is usually one day, and cause a disease. They are then free to move on to the next target, leaving the possessed character to suffer the effects of the disease. If the appropriate Cure spell is cast on a diseased character while the disease spirit is still in possession, the Cure cures the disease and starts another round of spirit combat. If the victim loses, the latency period begins again. Disease spirits are highly unusual in that they can attack a character of their own volition. Another unusual feature is that they are resisted by CON, not POW, in spirit combat.

When seen on the spirit plane, they usually appear as a malevolent mist. Disease spirits come in all of the sizes described above under fetishes, though very large Disease spirits are very rare. Gaining the support of an animal spirit costs the standard number of checks. Disease spirits with POW characteristics greater than 28 to 36 usually split into two disease spirits. If a disease spirit wins in spirit combat it briefly possesses the target character, giving him the relevant disease.

For convenience, getting a disease spirit is treated as producing an effect similar to a result on the combat incapacitation table; except that it must be healed with the appropriate Cure spell or equivalent, and the damage is determined by the disease description, not a random roll. Thus a disease spirit may reduce a character to dying medical condition, with a side effect of blindness. Once the disease has done its damage, the spirit is free to go elsewhere, and at the end of the episode it usually does, leaving behind a sick body in one of the defined medical conditions.

Disease spirits are rarely bound into fetishes, because the shamanic community considers them vile and loathsome. The reasons the shamanic community frowns on them is that they are terror weapons, striking after fights have been won or lost; and the collateral damage from releasing a disease spirit into the world can be horrendous. Also, at the end of the episode they do not return to the fetish and must be summoned again. They do remember deals they have made when summoned again. If bound, they usually demand 1 check every other session.

Many disease spirits ask only to be propitiated; they appear to the victim in a dream, and if the performs minor sacrifices amounting to losing a check, the disease spirit will go away. Some disease spirits have gotten very powerful this way.

Dream Spirits

Speed: Fast

POW: 3D6+6

Dream spirits are like curse spirits, except that instead of inflicting a disability, they cause the target to experience a recurrent dream. Dream spirits usually try to convey a message, which is specified in thirty words by the sender when he sends the spirit off to attack. The dream is often quite pleasant, and can usually be remembered. Possession by a dream spirit ends when the dream is interpreted by using the Dreamspeaking skill.

Dryad

Speed: Human

POW: 3D6+6

These are the spirits of trees. They appear to second sight when it is used to look at a tree. They can also appear as beautiful girls. These girls are not material, and vanish when touched. As beautiful girls, they perform music or dance, often from lutes. Their music or dance affects listeners as if it were the divine [City Harmony](#) spell, creating a feeling of peace and contentment. It also feels "heavenly, because it is heavenly. Dryads can embed a message into their songs or dances.

Dryads resemble Apsaras, but they are usually associated with a particular tree, and usually have alliances with the local [elves](#), and the nearby woodland animals. They are also often allied to local animal spirits. Also, Dryads are usually much weaker than Apsaras, with Power characteristics in the 10-25 range, not 30+.

Dryads usually ignore anything that is not a direct threat to their allies, their tree, or themselves. It is possible, indeed common, to walk right past a dryad's tree and never notice that the dryad is there.

Dryads will never allow themselves to be put into fetishes. They have been known to do services for training, if the trainer knows something that they want to learn. A Dryad cannot be summoned from outside of its wood.

Ghosts

See the [ghost](#) description in the chapter covering Monsters.

Hag Spirits

Speed: Human

POW: 3D6+6

Hag spirits look like s very ugly hags and so look like physical creatures when they are manifesting. Hag spirits always dodge physical attacks with an effective roll of 20. They can attack any enemy within javelin reach with a Fear attack, which for game purposes should be treated as a demoralize spell backed by two points of prayer and with a +10 to the die roll for the purpose of overcoming opposition. They differ from banshees in that they attack individuals, not everyone who listens. They will attack anyone who closes to within melee in spirit combat, fighting one enemy in spirit combat each round.

Hag spirits may be bound and placed in fetishes. Hag spirits come in all of the sizes described above under fetishes, though very large Hag spirits are very rare. Gaining the support of a hag spirit costs the standard number of checks.

When called from a fetish hag spirits emerge within ten paces of the summoner, at a place of his or her choice. The summoner may tell them who to attack, etc. If they have no orders, they attack the nearest enemy. At the end of the episode, a hag spirit returns to its fetish.

Healing Spirits

Speed: Fast

POW: 3D6+6

When encountered on the spirit plane, healing spirits look like a fine white cool or warming, as the case may be mists, beautifully shaped like clouds. They may appear human. They usually fight a possessing disease spirit in spirit combat and if they incapacitate the disease in spirit drive out the disease spirit and cure the disease. If the disease spirit has moved on, a healing spirit usually casts [Panacea](#) with a skill equal to its POW, in an attempt to cure the disease. They try once, and if that does not cure the patient, move on. Healing spirits are usually invisible on the normal plane.

They may also have wound healing, or other divine spells. They also require that the character they are assisting defer to them when deciding who to heal and how, unless the spirit is a cult spirit and the character they are aiding is higher ranking than they are in the cult.

Healing spirits may be bound and placed in fetishes. When this is done, they are released, heal as many people as they can, starting with other healers, and then return to the fetish

Healing spirits come in all of the sizes described above under fetishes, though very large healing spirits are very rare. Gaining the support of a healing spirit costs the standard number of checks.

If they are cult spirits, the character they are attached to can help them regain their spells with prayer, or by regaining their spells as if that spells were known by the character.

Madness Spirits

Speed: Very Fast

POW: 3D6+6

Madness spirits are like Disease Spirits, except that when they possess a character they are in dominant progression, not associate possession; and they do not cause something and leave. They remain in possession of the victim until they are banished with Cure Madness.

Memory Eating Spirits

Speed: Very Fast

POW: 3D6+6

When encountered on the spirit plane, memory eating spirits look like whirlwinds of black dust. They may appear human. Like curse spirits, they attack to possess their victims. If they succeed, they cause the victim to forget anything that the summoning character wants the victim to forget and the spirit combat with the memory eating spirit. They also take the amount of their successful attack in skills points, starting with the highest value first, one at a time. The a memory eating spirit, with 4 points of dominance, attacking a character whose top skills are 22, 20 and 19, will reduce the 22 to 21, and the 21 to 20. It will then choose randomly which of the two 20 skills to reduce, reducing it to 19. It still has a point of dominance left, so it reduces the remaining 20 to 19. At that point, having subtracted 4 skill points to match its 4 points of dominance, it stops. The third skill, the one that started at 19, is unaffected. In the event that multiple skills are the highest, roll randomly to see which is reduced.

Memory eating spirits may be bound and placed in fetishes. Memory eating spirits come in all of the sizes described above under fetishes, though very large memory eating spirits are very rare. Getting a memory eating spirit to align with a character costs the standard number of checks.

When released from a fetish, Memory eating spirits, attack the enemy they are directed to attack, possess the victim, do their damage and then return to the fetish.

Nightmare Spirits

Speed: Fast

POW: 3D6+6

Nightmare spirits are like curse spirits, except that instead of inflicting a disability, they cause the target to experience a recurrent nightmare. Nightmare spirits usually try to convey a message, which is specified in thirty words by the sender when he sends the spirit off to attack. The nightmare is often very unpleasant. It can usually be remembered when the character is awakened. Characters possessed by a nightmare spirit usually feel exhausted during the day, and suffer a -10 modifier to skill use. Possession by a nightmare spirit ends when the nightmare is interpreted by using the Dreamspeaking skill, or when it is banished with remove curse.

Object Spirits

Speed: Move with object

POW: 1D6+3

Objects, such as swords, or for that matter rocks, have spirits, which in exceptional cases can be awakened and interact with characters. An object spirit usually has one or more spells that it knows as skills affecting the object itself; a sword object spirit might be able to sharpen the sword it is a spirit of, for example. They may have personality compulsions, for example a particularly perverse sword might hate bloodshed and require a Cure Madness spell every time blood was shed with it. Object spirits with personalities may attempt to impose their personalities on their users; this is done using the normal possession rules. If the spirit succeeds, the character does what the object spirit wants till the end of the episode. Objects which are cult spirits may also either grant the ability to cast divine spells they have to the user of the object, or cast and regain spells as if independent entities. Object spirits may have the capabilities of other types of spirits; a blessed Healer goddess staff might act as a Healing Spirit for example.

Object spirits that are cult spirits have the normal expectation of cult spirits with equivalent divine magic capability. This may be increased if the object spirit has one or more really impressive features, such as casting Black Blade of Death as a skill. Other object spirits usually want about one check per 3 sessions, plus possibly a bonus.

Object spirits cannot be placed in a fetish, nor can they be ordered to disincorporate and attack other spirits. They remain in their object at all times.

Oread

Speed: Slow

POW: 24+3D6

These are mountain spirits, and often serve gods. When this happens, treat the mountain as a large temple to the deity. Characters can sacrifice for spells; receive visions, etc, there. Many animists see Oreads as great spirits, and they can get divine spells by pleasing the Oread, without formally becoming theists. Oreads are usually invisible on the normal plane, though they can materialize. When they do so, they look like dwarfs.

If attacked physically, an Oread can either dissolve into the ground or fight. If he fights, the attacks may regret it, since the dwarf turns into a giant.

Oreads cannot possess characters. They will never allow themselves to be put into a fetish. They have been known to do services for training, if the trainer is good enough to teach performing arts skills. The smallest Oread encountered will be a very large spirit; larger Apsaras, up to POW 50, have been known.

Oreads have been known to have allied animals and monsters native to their mountain. They rarely organize attacks on their own initiative.

Oreads have been known to act as intercessory spirits for deities, and grant access to divine magic on behalf of the deity.

Apsaras will only ally themselves to very powerful characters with magical or combat skills of 30 or higher. They demand 1 check every session or so, until a number of checks equal to half their Power have been donated.

Passion Spirits

Speed: Fast

POW: 2D6+6

Passion spirits attack a character, and if they win in spirit combat possess that character. If they possess a character, that character has free will, and continues to be played by the normal player of the character most of the time. The problem is that the character will be dominated by a passion – love for someone else, hatred for someone else, fear of trolls, etc.

This possession is in effect a curse, and players are encouraged to look for ways to apply it, since this can have interesting role-playing effects. Even if the player does not do so, whenever the character wants to act in a manner clearly contrary to the passion (leave the loved one behind when running away, etc), the player must make an opposed skill roll, rolling his character's INT characteristic against the POW characteristic of the passion spirit. If the player loses, the GM can take control of the character and make him act as the passion dictates.

Passion spirits are invisible on the normal plane. Passion spirits come in all of the sizes described above under fetishes, though very large passion spirits are very rare. Gaining the support of a passion spirit costs the standard number of checks.

Some common types of Passion spirits:

Love spirits – make the character in love with another

Hate spirits – make the character hate someone else.

Fear Spirits – make the character suffer an unreasoning fear of someone or something

It should be noted that being possessed by a passion spirit is not necessarily unpleasant. Love for either another human or deity indeed can be very pleasant, allowing a character to transcend his or her normal limitations and feel wonderful. Some characters do not resist passion spirits. Being possessed by a passion spirit is usually considered a curse by others, and is undesired by the rest of society because possessed characters often ignore social obligations while in the grip of the passion. From the viewpoint of the player, having a character possessed by a passion spirit is a bad thing because it reduces the player's control over the actions of the character.

Passion spirits will allow themselves to be summoned and placed in fetishes. The only thing they will do, though, is attack another character when the shaman commands them to. Once the

passion spirit attacks, it is out of the shaman's control. If the shaman knows its true name, he or she may of course summon it again, after it is no longer in possession of the target character. Passion spirits will perform this limited service for free, since they like to possess characters.

Spirits of Darkness

Speed: Fast

POW: 3D6+6

Spirits of Darkness hate light. They fight Spirits of Light when encountered in spirit combat. They manifest on the normal plane as if they were Divine [Darkness](#) spells. They differ from Darkness spells in that they cannot be dispelled, a voice can speak out of the Darkness, and anyone caught inside the Darkness is attacked, either in spirit combat, or by the equivalent of a divine [Demoralize](#) spell.

Spirits of Darkness are often cult spirits in the service of darkness deities. When they are cult spirits, they can know other spells, may be able to cast those spell at targets visible though the eyes of the character they are associated with, etc.

Spirits of Darkness cannot possess characters.

Spirits of Darkness will allow themselves to be summoned and placed in fetishes. When called out from the fetish, they appear anywhere within one round's movement of the fetish. They may be moved by the player of the calling character, if and only if the character uses an action and does not cast a spell that round. Darkness spirits that know divine spells get one spell back per day.

Spirits of Light

Speed: Fast

POW: 3D6+6

Spirits of Light hate darkness, and affect normal darkness as if they were a [Godly Light](#) spell. They attack Spirits of Darkness in spirit combat. They differ from Godly Light spells in that they cannot be dispelled, a voice can speak out of the Light, and anyone caught inside may be attacked in spirit combat, or with a divine [Blind](#) spell.

Spirits of Light are often cult spirits in the service of light deities. When they are cult spirits, they can know other spells, may be able to cast those spell at targets visible though the eyes of the character they are associated with, etc.

Spirits of Light cannot possess characters.

Spirits of Light will allow themselves to be summoned and placed in fetishes. When called out from the fetish, they appear anywhere within one round's movement of the fetish. They may be moved by the player of the calling character, if and only if the character uses an action and does not cast a spell that round. Light spirits that know divine spells get one spell back per day.

Chapter V - Theism

These rules are intended to cover polytheistic religions, such as Hinduism or classical Greek religion. The highest level of abstraction is the “pantheon”. This is composed of all deities worshipped in a particular area, and involved with each other in the mythology of a culture. Polytheistic religion was chosen because it is probably the most common religious system in fantasy. Monotheistic religions usually do not have their deity constantly interfering in human affairs by granting some people access to magic. This system would be suitable for modeling a monotheistic religion which sees pagan deities as angels, and saints, seeing them as intercessors with the true “God”. These intercessors could then grant access to pagan style divine magic. Because mythology and ritual are not enough to perform all of the functions of a religion, there are also provisions for philosophies and ethical codes. These are dealt with below under “World View”. Cults may emphasize parts of a culture’s world view, and ignore others. For example, the cult of a healing deity might stress the value of being merciful as expressed in healing people; while the cult of a warrior deity might ignore this.

Pantheons

A pantheon is a group of deities accepted by a culture. The deities in a pantheon may or may not form a unified whole with tightly intertwined mythologies. In general, an initiate or higher of a cult usually recognizes the other deities in the pantheon, and is a worshipper of those deities. Most people in a culture are worshippers of the deities in its pantheon. Many are not very religious, being worshippers of several deities but really committed to none.

A deity may be in more than one pantheon. In this situation, the god is the same, but the cults should be treated as distinct. Thus a temple to Isis in Phoenicia might not even let an Egyptian worshipper of Isis into the temple. If they do let the Egyptian in, thought, ceremonies performed there by the Egyptian or on his behalf will work. It is the same Isis, though it is a different culture.

Example: Zenobia worships Sorana, the Goddess of Healing. Other deities worshipped in the area include Vijeta the War Goddess, Ognian the god of death, and night; Charissa the Goddess of Love and Beauty; Galdan the Gold, the sun god and god of wealth; Tanshar the God of Trade; Lothos the Lawgiver and Verina the Goddess of Truth. Her companions worship Vijeta, the Goddess of Victory; and Ognian the God of Night and Death.

World View

A world view is what determines what is admirable or despicable; how the character thinks the world was made, if there is an afterlife what form it will take, when and why the world will be destroyed, etc. These questions come up, and the answers tend to be culture-wide, not the property of an individual cult. For example, ancient Greeks had a vague idea that the world had been created before the birth of the Titans, thought pride in one’s skills and city to be admirable, thought there is an afterlife in Hades.. This would be true of an ancient Greek, whether he venerated Zeus, Apollo, or Athena as his patron deity.

These rules do not support an inner model of virtue as the result of personality traits, as Pendragon™ and HeroQuest™ do. The reason for this is that many players strongly object to rules which take the definition of a player character’s character out of the hands of the player.

Acts that seem outstandingly admirable will be rewarded with influence or fame. Despicable acts will be rewarded with infamy points. In the absence of a culture description specifying what is admired or despised, the game master is urged to rely on common sense. Members of a warrior cult or class will despise cowardice; members of a healer cult will usually admire generosity, etc. Rules for getting fame and influence, and what a character can do with them, are included in the Politics chapter.

Example: Sorana teaches that the healer should strive to remain compassionate yet detached so as to allow her followers to heal others more effectively. Vijeta worshippers are supposed to be tough, stoical, and detached. All members of her culture value detachment, as the first step toward enlightenment, courage to face whatever comes, etc. All members of her culture believe that is unavoidable, and that an honorable death will be followed by a good resurrection and that a dishonorable death will be followed by a bad death. Zenobia is in the middle of a philosophical conflict within the Sorana temple. Most Sorana worshippers think that healers should not carry swords, or go on adventures. After all, they are obligated not to harm others, and if they do not intend to harm others, why are they carrying weapons? Also, most Sorana worshippers see adventurers as responsible for their own injuries; after all, they are looking for a fight and it is only after they find one that they need healing. Zenobia, and her teacher, think that adventurers often attack things that would eventually get around to attacking the Sorana temple, if not stopped first, and that it is not a Sorana worshipper's place to pass judgment on others. Zenobia holds that Sorana worshippers should be willing to put themselves in the place where healing will clearly be necessary, instead of rejecting adventurers as unworthy of being healed..

Cults

A cult is the structure and organization that intermediates between the deity and its worshippers. The temple, priest or acolyte who leads ceremonies, etc; are parts of the cult.

Cults generally do three things: they mediate between the worshiper (or higher) and his deity. They act as a mutual assistance organization for members, in many situations acting much like guilds or unions; in some circumstances, they may be the means by which the entire society converts the power of the god(s) being on its dies to actual power in conflict with other societies. In any event, most cults have a hierarchy or at least something that might loosely be called an organization.

In game terms, the primary relationship between worshippers and their deities is defined in terms of "divine magic spells". These are effectively provided on the basis of what amounts to a contract between the deity and his worshipper. The worshipper sacrifices power to the deity, and in exchange he gains the ability to cast "spells", which serve to channel the power of the god to so some specific thing his worshipper(s) want.

The second function is modeled by treating each cult as a social organization. Cults have lists of skills, modeled on the abilities of the deities. Older cult members train young cult members. Many temples also have small libraries. Cults can collect worshippers to help their more senior people regain divine magic spells quickly, etc.

Cults have a number of religious titles and offices. These are discussed in the politics chapter under Titles and Offices.

Cults of polytheistic deities usually are not large bureaucratic organizations, but loose federations of temples. The temple to Apollo in Athens did not report to the temple of Apollo at Delphi. There was no central authority, comparable to the Pope in Roman Catholicism, to insure uniformity of belief or religious practice. Artemis, for example, was worshipped as "The Lady of Ephesus", where she was an earth mother deity, but elsewhere was a deity of the hunt, and even of chastity. So the basic unit of a cult, which the characters interact with, is the temple. Beliefs about the god, and therefore what spells the temple offers, vary.

Characters do not interact directly with an entire cult. They interact with a particular temple or teacher.

Example: Zenobia does not interact with the entire Sorana cult, which exists in twelve different cities and a large number of towns. She knows, and interacts with, her teacher. This teacher is a guru at the local temple. At the moment, his teachings and the spells available at the local temple are the Sorana cult, to Zenobia. If adventuring takes her to a Sorana temple in a different city, she will find that Sorana is seen a little differently there and a slightly different assortment of spells may be available

Temples

Temples are a subtype of Institution, as discussed in the Politics chapter. If a temple is to play a significant role in a campaign, a description of the temple should be provided. A sample temple description is provided below:

Vijeta Temple

Heraldry	Red sphinx with a female human head, outlined in silver, on a black background
Vision of Deity	Goddess of wisdom and war. Her mythos is one of passion contending with reason, and winning about half the time. Her ideal warrior figure would be Odysseus, not Achilles. She is the patron goddess of this city; and has an ongoing rivalry with Ognian the god of Death. Ognian's worshippers would prefer Achilles.
Aims	To provide a temple to support Imperial army and navy's Vijeta worshippers in worshipping Vijeta. To consistently win in ritual duels with the Ognian temple. To recruit potential, and actual, people of Azadan or Guru rank, into the temple. To assist the satrap in any way he deems fit. To help the high priest distinguish himself, so he can be transferred to a more career enhancing posting. To act as a club, where Vijeta worshippers can talk shop, exchange favors, etc
Ideology	<i>We serve the Emperor directly, not through a chain of feudal barons.</i>
Contact People	High Priest, Aufidius: about forty, he once commanded a company, and is married to the daughter of a minor noble. He takes an intense interest in local military developments. He is a master of ritual and ceremony, and does divinations if necessary. Champion, Petronius: one of the Azadan. He fights in the ritual duels with the Ognian temple, and leads the temple forces in the occasional brawl. Azadan Galzar: claims to be from the main island, he left the army, came out this city, and joined the Navy. He is a very good fighter, much better than most of the people the Navy has, and no one knows why he did this. Azadan Zadfar: a very good fighter, he was born a noble, in a minor house known for supporting the Pretender. He is a member of the Firuz the Founder temple, and the Ognian temple, officially he is back to being a member of Count Castle Builder's house. He has spent a lot of time associating with sorcerers as well.
Resources	A small formal temple near the satrapal palace and a larger temple near the barracks. Regular subsidy as part of the army and navy budgets Come influence in the capital Member of the Federation of Vijeta temples 10,000 silver pieces, cash.
Dress	Ordinary initiates wear blood red belt buckles or belts. Champions, Devotees and Gurus usually wear burgundy leather belts, decorated with ivory sphinxes in the image of the goddess. Otherwise, they wear leather tunics and trousers of varying quality. At temple ceremonies initiates or higher wear riding boots, even if they do not own a horse. Wearing a red or burgundy leather belt when a character is not an initiate is illegal. This is not usually enforced, but it is also cause for challenge to a duel by a Vijeta worshipper of the appropriate rank. The duel is legal, and fear of losing a duel prevents most people from impersonating Vijeta worshippers.
Skills	Administration, Archery, Ceremony, Dagger, Dagger Parry, Javelin Attack, Kayan Custom, Kayan Culture Lore, Lance Attack, Leadership, Logistics, Military Lore, Rhetoric, Ride Horse, Scan, Scimitar Attack, Scimitar Parry, Shield Parry, Siegecraft, Spear Attack, Spear Parry, Tradecraft
Spells	Analyze Item, Arrow Armor, Art of Vijeta, Battle Calm,, Black Blade of Death,, Bless I, II, III, Coup d'Oeil, Death Resistance, Decrypt Text, Demoralize, Dismiss Magic, Divination I, III, Eloquence, Excommunication, Exorcism, Find the Path, Form Up, Glamour of the Goddess, Godly Light, God Spear, Hide Magic, HorseMastery, Inspiration, Intercession, Invocation of <Deity>, Mage Sight I, II, Mind Link, Mind of the Warrior, MultiMissile, Oath of Loyalty, Oath of Veracity, Prayer. Rally Round, Sanctify I, III, Seal of Vijeta, Secret Writing,

Seize the Initiative, Shield, Soldier of Vijeta , Soul Sight, Spirit of the Faithful, Summon Cult Spirit

This is a fairly big temple, offering a wide variety of spells. A small temple might offer only a basic assortment of combat spells: Black Blade of Death, Bless, Death Resistance, MultiMissile or God Spear, Prayer and Shield.

Example: Priscus is a Vijeta initiate, and is glad to find out that the local Vijeta temple, described above offers an excellent array of spells. He called at the Vijeta temple, gave them a letter of introduction from a prominent champion of Vijeta, and was introduced to Zenobia's cousin. Zenobia's cousin sent him to this bar.

Divine Magic Spell Concepts

The primary benefit of being a divine worshipper is the right to sacrifice for divine Magic spells. The theory behind this is basically that the worshipper gives up something of value to the deity, raw magical power and turns the deity acts as a catalyst, making it possible to harness of that magical power on the worshipper's behalf. In game terms, a character sacrifices POW characteristic points, and in return gets a spell described in a format that resembles the following:

Bless I, II, III

Cost: 1 Pt for I, 2 Pts for II, 3 Pts for III

Duration: Episode

This spell adds to effective skill, for all cult skills. +1 for 1 Point, +2 for 2 Points, +3 for three points. Has no effect on dice rolled. Thus, a skill of 17 under Bless III becomes in effect a skill of 20.

The first line is the name of the spell. The second line is the cost to sacrifice for the spell. The third line is the duration, in the normal or unmodified form. Some spells have a range specified, the default range for those spells that do not is the range of a short bow. Some spells are only available to characters of a specific status or higher. If so, this will be stated in a heading line, like:

Special: Champion or Devotee only

If this is present, it means that to learn the spell a character must be qualified for the title or office listed as required, not that they must actually have it. The idea is to create a simple system for confining some capabilities, like removing curses and banishing demons, to high level characters without creating an elaborate system of prerequisites.

There is then a body, describing what the spell does. A divine magic spell may be anything approved by the Game master, but a list of core divine magic spells, with a link to descriptions, is provided below.

The first step in sacrificing for a divine spell is making sure the character can sacrifice for it. Requirements for learning the spell must be met. If the spell is only available to devotees and champions, a character who is only an initiate may not sacrifice for it. Once it is determined that a character is qualified, the next step is to determine if the spell is suitable for a worshipper of this particular deity. If a spell is specifically listed as favored {and thus allowed} in the cult description, the character can sacrifice for it. If the spell is explicitly forbidden in the cult description, the character cannot sacrifice for it. If a spell is neither explicitly allowed nor denied by the cult description, the next step is to confirm that it is suitable with the GM. In general, if the spell is described as being available to the class of deity to which the character's god belongs, and there is no strong reason to disallow it, the GM should allow it. Thus a GM should allow a character to sacrifice for Greater Healing from a Healing deity, or Prayer which is described as suitable for "any" deity, even in the absence of a cult description allowing it. If a spell is not described as suitable for that class of deity: but the player wants it; there is some storytelling reason why the character should want it; and the spell is not clearly unsuitable in the eyes of the GM; the GM should grant the player the right to have his character try for the spell with a -10 difficulty modifier to cult lore. A GM may decide that a spell is clearly unsuitable for a deity. Even if it is convenient for the story, Battle Frenzy would not be offered by a healing deity.

One point spells may be sacrificed for with a successful cult lore role, in a temple or other permanently sanctified holy place. Two point spells require cult lore with a resistance of five;

three point spells require overcoming a resistance equal to ten, under the same conditions. Sacrificed for spells also requires access to sanctified ground. A one point spell requires access to ground sanctified by a one point sanctify spell. Since there is no Sanctify II spell, a two point spell requires access to ground sanctified by a three point sanctify spell, as does a three point divine spell. Sanctify comes in two forms, temporary and permanent. A permanent sanctify involves blessing the ground or other relevant area. This blesses the area and makes it possible to sacrifice for spells of equivalent size there. Sanctify can also be cast in a temporary mode. When this is done, spells already sacrificed for may be regained in the sanctified area, but it is impossible to sacrifice for new spells.

To regain a spell a character must participate in a ceremony. This takes two hours, and can come in one of several forms. The simplest is an initiate trying to regain one of his or her spells. The player must make both ceremony and a roll against POW, usually on a D20. The second is a worship service led by a divine magic specialist {devotee, guru or priest}. In this case, the player of the acolyte makes a ceremony skill roll and if he makes no one else has to make Ceremony. If the specialist is alone, he or she is +1 to effective POW. If the acolyte has one other member of the cult present, both are +2 to effective POWER. If the acolyte has three other people, for a total of 4, everyone is +3 to effective POWER. Sanctify I adds +1 to the die rolled/+5 for purposes of overcoming opposition; Sanctify III add +2 to the die rolled/+10 for purposes of overcoming opposition, to the POW roll. The third form is at a worship service led by a priest in a temple. In this situation, for simplicity, the ceremony roll is always considered to be made, and effective POWER is +10 for purposes of regaining spells only. Finally, in cults which favor Enlightenment; an Enlightenment roll may be substituted for a ceremony roll. Using Enlightenment to regain spells is instant, unlike ceremony. A character may attempt to regain spells only once per day, per deity.

A normal success on the POW roll regains a one point spell; a success exceeding a five difficulty will regain a 2 point spell; a success exceeding a ten difficulty regains a three point spell. A special success regains 2 spells, of any size. A critical success on the POW roll regains all spells, or regains the spell and allows a POW check.

It is also possible for a character to regain a spell by substituting an equal number of points of Prayer. If this is done, he or she regains the spell, but expends the Prayer spell.

This game comes with a large assortment of “core divine magic spells” described later in this chapter. A game master is free to add additional divine magic spells. It is recommended that he benchmark new divine magic spells against the most effective core divine magic spells, making sure that the spells he adds are not always preferable to the core spells. In particular, three point offensive divine magic spells should not be more effective against single targets than Madness or attack more than the six foes Mystify III does. Generally available skill enhancements should not be clearer better than Mind of The Warrior or Bless, etc. Spell descriptions should be written and follow the format used for the core spells.

Example: after the fight Priscus needs to regain Black Blade of Death. He goes to the temple after the fight, and prays. He has Vijeta cult lore of 19, and a ceremony skill of 10. Charlie rolls an 8, so he might be able to regain Black Blade of Death. The next step is to roll Power. Priscus has a POWER of 12, he faces a resistance of 5 because it is a 2 point spell. He rolls a 7, and regains the spell.

Cult Spirits

Champions and some other characters that have obtained a favor from a temple may have a “cult spirit”. They are technically angels sent by the deity to watch over, and/or assist the character.

Cult spirits are usually ghosts, animals or object spirits which follow a deity in much the same way that a human worshipper would. They often have cult skills and/or spells as appropriate, which they can lend to their human allies. Cult spirits may be of any kind. .

Cult spirits come in many varieties. The most common are ghosts of loyal cult members willing to serve the deity after death, cult animals, and object spirits for objects sacred to the cult. To obtain their services, the character gaining the services of the spirit must usually offer something. The conditions these spirits demand usually resemble those of their shamanic equivalents.

Cult spirits come in two types, passive and active. A passive cult spirit will cast divine spells it has, and report what it sees, etc, when the character with the cult spirit expends an action to

request this. Passive spirits do not take the initiative. They usually require 1 check for every 2 points of divine magic they start with, plus one. Extra abilities like flying cost 2 extra checks. For example, a healing dove with 2 points of Greater Healing would cost 1 check for getting a cult spirit, 2 checks for the ability to fly, and one check for the two points of Divine Magic that it knows. They accept payment on a one check every other session basis, until they are fully paid, after which they hang around indefinitely. Additional checks may be spent to increase a cult spirit's POW and skills; as POW increases the spirit may sacrifice for additional divine spells, provided that its POW is never decreased to less than the POW it started play with. Active cult spirits can act on their own, as separate entities. They cost one check per divine magic point they have, plus two checks; they may cost an additional 4 checks if they fly or have other special abilities. Thus, the dove above, if it were to use its own initiative, would cost two checks for being an active cult spirit, four checks for flying, and two checks for its Greater Healing spell. It would have the advantage that when the character with it was incapacitated, it could use its own actions to heal that character.

Allied spirits are a special kind of spirit, possessed by some cults. Some cults are partly shamanic in nature, and allow for semi-fetch like spirits. An allied spirit:

- a) Can operate on its own, engaging on the spirit plane and so forth independently of the character;
- b) Is a separate entity, and gets half as many checks as the character does, rounded down, per session. Thus, for a five check session, the shaman would still get five checks, but the fetch would get two more.

An allied spirit knows everything the character knows, sees everything the character sees, hears everything the character hears, etc. The character knows everything the allied spirit knows, sees everything the allied spirit sees, hears everything the allied spirit hears, etc. The character can cast spells known by the ally as if he or she knew them, and the ally can cast spells known by the character as if the ally knew them. Allies are so devoted to the character they are allied to that for all practical purposes their interests may be viewed as identical, and the allied spirit may be played by the player of the character. Allied spirits are granted at the discretion of the GM, and must be paid for as if they were active cult spirits.

Core Divine Magic Spells

This game comes with a list of core divine magic spells, described below. Many spells are inappropriate for some deities. For example Battle Frenzy would be inappropriate for a follower of the Healing Goddess, and Heal Body inappropriate for a follower of a war god. So, for convenience, the core divine spells are listed in the following table.

Analyze Item

Cost: 1 Point

Duration: Special, usually an hour or so.

Range: Touch

Success gets the caster an answer to three of the following questions if the item is sacred to the granting deity, one question if the item is sacred to another deity in the granting deity's pantheon, or for some other reason the granting deity something about it, and whether the item is not magical, divine, shamanic or sorcerous in nature otherwise.

Success with a ten difficulty gets the answers to all of the questions if the item is sacred to the deity granting the spell, three questions if the item is sacred to a deity accepted in a common pantheon with the deity granting the spell, and whether the item is not magical, divine, sorcery or shamanic in nature, plus the answer to one question, otherwise three questions will be answered. The caster may choose which questions are answered. Hide Affiliation, if enchanted into an item, will block this spell.

The questions:

Does the item have more than one effect?

What is one effect of the item?

How does the item affect divine magic spells?

Does the item have any traps to threaten the unwary?

Does the item need to be attuned to an individual to use?

Was the item worn by or associated with a named individual?

Was the item present at a particular place and time in the past?

How was the item created?

What are the conditions a character must fulfill in order to be able to use the item?

Arrow Armor

2 Points

Duration: Episode This spell gives the target a +3 on all incapacitation rolls vs. missile fire. This +3 also affects the chance for named characters to "auto-survive", e.g. a 7 becomes a 10. This spell may be combined with Damage Resistance or Shield.

Art of (Granting Deity)

Cost: 1 Point

Duration: Episode

Special: Champion, Devotee, Knight or Spook

Grants a +1/+5, following the usual rules for spells like Mind of the Warrior, on all cult skills from the granting deity. This spell does not affect cult lore when used to cast spells.

Assassin's Dagger

Cost: 3 Points,

Duration: Episode

Special: Devotee or Champion only

This spell adds +5 to the roll to hit to hit, increasing normal hits to specials and specials to critical on any surprise round of combat. It also adds +5 to the damage done, and +5 to the lethality, cumulative with any poison or other lethality enhancements. This spell can be cast on any weapon, not just a dagger. Only weapons held or used by the caster are affected. It is incompatible with other weapon enhancing spells. If cast on a weapon with another spell already cast on it, the casting fails. If another spell is cast on a weapon with this spell on it, it goes down. The spell is cannot be detected by magical means.

Assassin's Venom

Cost: 2 Points

Duration, one blow

Cast on a dagger, mace, or sword, the first time that weapon wounds an enemy, it melts into poison. This destroys the weapon, but subtracts 5 from incapacitation rolls and adds 5 to survival dice (what happens after the character is incapacitated). Also, wounds, including death, inflicted with this spell cannot be healed by normal successes in casting healing spells; they can only be healed by special successes. It may be used on a magic weapon, but rarely is because it destroys the weapon on which it is cast.

Avenging Fury

Cost: 2 Points

Duration: Episode

The character on whom this spell is cast experiences an icy rage; In game terms this Adds +1 to rolled damage, never increasing damage above the maximum normally roll able for the weapon, and raises rolls of below 10 to 10 for purposes of overcoming opposition. The addition to rolled damage, since it has an upper limit of the maximum normally roll able, is different from and stackable with, spells such as Damage Boost.

Characters affected by this spell are somewhat tougher than normal, because they are more able to block out pain and keep on fighting. In game terms, this gives a +1 to rolls to avoid incapacitation.

Also raises rolls of less than 10 to 10 for purposes of resisting mind affecting spells such as Mystify.

Banish <Demon, Undead, Disease Spirit> II, III

Cost: 2 Points for II, 3 Points for III

Duration: Instant

Special: Devotee or Champion only

This spell sends a creature which has been summoned back where it came from. Has no effect on creatures which were not summoned.

In game terms, for Banish II the die rolled to cast the spell attacks the POW of the creature the caster is trying to banish.

Banish III is the same, except that one is added to the die rolled for purposes of computing whether or not the result was a critical success, and five is added to the die before comparing it to the roll of the creature being banished. Thus, a roll of 10 when casting Banish II is treated as a 20 if casting Banish III. This is the same mechanism used in the [Mind of the Warrior](#) spell

If the spell succeeds, the target creature vanishes during the magic phase of the next round.

Banish Soul

Cost: 2 Power Points

Duration: Special

Special: Devotee or Champion only

This spell banishes the soul, either to a hell or to dissolution by chaos. In game terms, this spell is cast on a weapon, and has no effect unless the victim is killed. It will not be triggered by a blow that fails to kill the victim; it will be triggered if the weapon is plunged into a corpse. Either Resurrection or Return like the Phoenix may overcome it, if the Resurrection/Return spell is a higher successful die roll than the casting of Banish Soul.

Battle Frenzy

Cost: 2 Points

Duration: Episode

The character on whom this spell is cast experiences intense rage, in effect going berserk. In game terms this Adds +2 to rolled damage, never increasing damage above the maximum normally roll able for the weapon, and raises rolls of below 10 to 10 for purposes of overcoming opposition. The addition to rolled damage, since it has an upper limit of the maximum normally roll able, is different from and stackable with, spells such as Damage Boost.

Berserkers ignore pain. So characters under the influence of this spell resist incapacitation with a D12, rerolling all 1's. They are unaffected when only one damage point gets through.

Berserkers cannot retreat of their own volition, must fight in the front rank of a multi ranked fighting formation, and must fight any enemy willing to challenge them.

If they fail insight rolls, berserkers must fight anyone within range when they run out of real enemies.

Berserkers may retreat if their leader orders them to retreat, and his order overcomes the spell in an opposed roll. When this happens, the spell goes down.

Also raises rolls of less than 10 to 10 for purposes of resisting mind affecting spells such as Mystify.

Black Blade of Death

Cost: 2 Points

Duration: Episode

This spell makes a dagger, scimitar, or sword into a Black Blade that seems to radiate death. This spell adds +D3+1 to damage if wielder is an initiate, +D3+3 if the wielder is a Champion. This spell also allows the wielder to send a ghost to its final resting place; attacking the target ghost when hit in a POW vs. POW contest. If the wielder loses the POW contest Black Blade is dispelled. If the ghost loses, the ghost is sent to the next world, as if Banish Soul had been cast on him.

This spell is incompatible with other blade affecting spells.

Bless I, II, III

Cost: 1 Pt for I, 2 Pts for II, 3 Pts for III

Duration: Episode

Bless increases effective skill, for all cult skills. +1 for 1 Point, +2 for 2 Points, +3 for three points. This spell has no effect on the dice rolled. Thus, a skill of 17 under Bless III becomes in effect a skill of 20.

Blind

Cost: 2 Points

Duration: Episode

A physical, and not mental, effect, Blind blinds an enemy dependent on vision. If the enemy's POW is overcome, he cannot do anything for one round and suffers a -5 difficulty to do anything not clearly independent of vision for the rest of the spell's duration. If the enemy's resistance is not overcome, but the attacker's die roll is successful and ten or greater, the enemy is at -5 difficulty to do anything dependent on vision in the next combat round, after which the spell has no effect.

Bloodaxe

Cost: 2 Points

Duration: Episode

This spell adds +3 to damage done by an axe. +5 if the axe is being used by a champion. Has no other effect.

BraveHeart

Cost: 2 Points

Duration: Episode

This spell gives the beneficiary an extra roll to resist incapacitation in combat. This is always a D8; take the better result from this roll and the normal die roll to resist incapacitation. It also gives double resistance rolls, roll twice take the better result, against mind affecting spell.

Breathe Water/Air

Cost: 1 Point

Duration: Episode

Allows a naturally air breathing creature to breathe water, or a naturally water breathing creature to breathe air, as if it were the normal environment of the creature on which it is cast.

Calling the Dark

Cost: 1 Point

Duration: Instant

This spell can be used to do any one of three things:

Extinguish a normal fire, campfire sized or smaller. This works automatically.

To dispel magical light or fire sources. When used for this purpose, all rules that would apply to normal Dismiss Magic apply to this spell. Typical uses here would be against Divine Light or Firespear.

Finally, it can do 1D10 of damage against creatures that do not have a native dark vision power.

Catseye

Cost: 1 Point

Duration: Episode

Gives low light vision, similar to that possessed by a cat; also causes the recipient's eyes to appear to glow in the dark like the eyes of a cat. In game terms, compensates for a difficulty modifier of -10 or less due to darkness.

Catch the Wind's Favor

Cost: 1 Point

Duration: Special, 1 round

On a gusty day, allows the caster to create a sudden gust of wind of moderate intensity, enough to use the Ride the Wind spell in the desired direction. If there is a prevailing wind, the direction of Catch the Wind's Favor cannot be again, but may shift the wind direction temporarily by up to 90 degrees. Catch the Wind's Favor lasts one round and Ride the Wind is cast the following round.

Catch the Wind's Favor can also be used to improve the range and impact of javelins. With Catch the Wind's Favor behind it, a javelin becomes a D10+2 weapon with short bow range. Two can be thrown in the round Catch the Wind's Favor is in effect.

Two opposed castings of Catch the Wind's Favor neutralize each other.

Change Color of Horse

Cost: 2 points

Duration: Until withdrawn or dispelled

Special: Cannot be regained while it is in effect; resists attempts to detect it with a resistance of 20

This spell changes the color of a horse, so that the horse is unrecognizable. It lasts as long as the caster is willing to leave it up, but cannot be regained while it is in effect.

Charge!

Cost: 1 Point

Duration: 2 rounds

Doubles movement speed, adds 10 to the effective attack die roll, and adds +2 to the Impact bonus for all weapon attacks on the first round of melee if this happens while the spell is in effect. While the spell is in effect, the caster must either charge towards the nearest enemy at full speed, or melee that enemy. If this condition is not met, the spell ends. A horse and rider count as one entity for purposes of this spell.

Charisma

Cost: 2 Points

Duration" Episode

Special: Devotee or Champion only

This spell in effect adds 5 points to the Charm characteristic; +1 to Influence; and +1/+5 with the +1 to effective die roll, never increasing effective skill roll above skill maximum but increasing to skill maximum and increasing chance to critical, the +5 to overcome opposition only, for Fast Talk, Rhetoric and Leadership skills. The +1 to Influence is virtual, and cannot be spent.

City Harmony I, III

Cost: 1 point for I, 3 points for III

Duration" Episode

Special: City Harmony III is reserved for Champions, Devotees or Priests

If this spell is cast within the city it was sacrificed for, it prevents the victim from attacking unless attacked for at least one round, in which he parries. Unlike Mystify, the target is not confused and may run away, talk, or be interrogated.

If this spell is cast while committing a crime, the spell works but is lost, and the caster appears as a bad initiate to Soul Sight.

City Harmony is most effective against normal humanoids. Unintelligent beasts and monsters can be affected, but it is harder; the caster must roll an even number, ten or higher, for the spell; in addition to overcoming resistance, for the spell to take effect. Spirits can be affected, but only if they are in spirit combat with the caster of City Harmony. Again this requires an even roll of ten or higher, for the spell to take effect, in addition to overcoming any resistance.

City Harmony III is like City Harmony I, except that it attacks six targets at once.

Cloud Memory

Cost: 2 Power Points

Duration: Special

Special: Champion, Devotee or Guru only

If this spell overcomes the target in a Spell vs. Power roll the target forgets everything that happened during the episode in which it was cast. The lost memories are not replaced, so the target may be aware that something funny is going on.

This spell can also be used to force someone to forget something which happened in the past. The memory that is clouded must be no more than one episode in duration.

This spell may be used to eliminate the memory of a specific event in an episode, rather the entire episode, if the caster prefers.

Comparison of Purity

Cost: 1 point

Duration: instant

This spell compares one object, known to be of pure metal, to another object whose purity is unknown. The spell gives a feeling that the item which is being analyzed is as pure as the standard of comparison, slightly debased with other metal, debased, seriously debased, or totally different. Iron pyrite ("Fool's Gold") is revealed as totally different from gold by this spell. A thin gold wash over lead is very debased, compared to a solid gold wheel, but only slightly debased if the comparison object is lead.

Coup d'Oeil

Cost: 2 Points

Duration: 1 Week

Adds +2 to effective die rolled on Military Lore skill rolls, never exceeding maximum skill but raising to maximum creating a chance to critical; a +3 as if Bless to Military Lore; and a +5 to effective die rolled on Military Lore rolls when comparing die rolls to see which is higher.

Create Market I, III

Cost: 1 point, stackable

Duration: until dispelled or caster ends the spell

Special: Available only to champions, devotees, or priests

A variant of Sanctify, this spell creating a market area within which all who come to trade or talk are welcome, and considered initiates of the granting deity, for purposes of entering the magic Market; and all who come to rob or steal are treated as enemies, and repelled as if entering ground sanctified by the granting deity. Also, thieves or robbers will be visible to Soul Sight granted by the granting deity as enemies of the cult, when within the magically blessed market area.

Crush

Cost: 2 points

Duration: Episode

This spell causes a mace head to glossy black and damage done by it to ignore up to 4 points of physical armor. Has no other effect. This spell cannot be combined with other spells which add to damage, such as damage boosting.

Cure Madness II, IIO

Cost: 1 point for I, 2 points for II

Duration: Permanent

Cure Madness attacks a madness spirit which possesses a character, and if it is victorious, forces the madness spirit out of the body of the victim. The madness spirit then departs, but the target character is "addled" {see the [Spirit Combat](#) section for definition of addled} for one game week after the madness has been cured. If Madness was the result of the Madness divine spell, treat Cure Madness as if it were Dismiss Magic directed at the Madness spell.

Cure Madness II is like Cure Madness I. except that 10 is added to the roll to overcome the POW of the Madness spirit.

Cure Specific Disease I, II

Cost: 1 point for I, 2 points for II

Duration: Permanent

There are a variety of diseases. Flesh Rot covers normal wound infections; Frostbite deals with Frostbite; Grippe anything resembling a respiratory infection, from cold to pneumonia; Plague anything with plague like symptoms, Pox anything from Chicken Pox to Smallpox. Diagnosis is obvious to the healer.

Roll the dice; apply the modifier listed in the Cure Difficulty table below. If the latency period has not ended, the disease spirit also rolls to resist the spell. If the result is greater than 0, and higher than the Disease Spirit roll {if he spirit is present}, the disease is cured.

Cure Difficulty Table

Severity	Difficulty
Uncomfortable	0
Ill but Walking (treat as Walking Wounded)	-5
Seriously Ill	-10
Dying	-15

The cure takes one day per medical condition raised. Thus a dying character cannot walk for two days, even if the cure works. If Cure Disease fails to overcome the disease, that caster can never cure that disease. If a character is cured in the latency period, when the disease is present, the disease spirit is banished.

Cure Disease II is like Cure Disease I, except that a + 5 is added to the die roll before subtraction and comparison; and a +1 is added when determining the chance of a critical success

Darkness

Cost: 2 Points

Duration: Until Dispelled, or spell is regained.

This spell creates a roughly three pace sphere of darkness, inside which enemies dependent on vision are blinded, as if by successful casting of the Blindness spell above. Torches and normal Divine Light, low level sorcery light spells (5 points of intensity or less), etc are dispelled automatically if carried or cast into the area. Two point or higher divine light spells, and normal intensity sorcery (6-18 pts), fight Darkness spell vs. spell. The spell has no direct effect on fire magic, but fire magic has no effect on it.

Darksee

Cost: 1 Point

Duration: Episode

It gives creatures without echolocation, echolocation. Due to the unfamiliarity of the magically added senses, skills such as Listen, Scan, and Spot Hidden have a -10 difficulty modifier to skill. This spell also works to offset supernatural darkness in the Underworld.

Darkwalk

Cost: 1 Point

Duration: Episode

This spell adds 5 for purposes of overcoming oppositions {usually the Spot skill}. It also adds +2 to roll, if result would exceed skill, treat result as equal to skill exactly, creating a chance to critical. Only useful is there are shadows to hide in.

Deadly Arrow

Cost: 1 Point

Duration: Episode

This spell adds +3 to the damage done by the arrow affected; arrows that did 1D10 will do 1D10+3. This spell affects only a single arrow, and is therefore fairly rare.

Deadly Dart

Cost: 1 Point

Duration: Episode

This spell adds +3 to the damage done by the dagger, dart or javelin; thus throwing daggers or darts become 1D8 + 3; while javelins are raised to 1D10+3. This spell affects only a single dart or javelin.

Death Resistance

Cost: 3 points

Duration: Until needed

Special: Knight or champion only, caster only

This spell is cast when it is acquired, and lasts until it is needed. It is regained normally.

Any time a character has to roll not to die, and fails to make the roll, the player can roll again. If the second roll does not result in death, the player may take the results of the second roll.

Death Ward

Cost: 1 Point

Duration: Duel

When cast on ground sacred to the granting deity which is being used for a duel to first blood, this prevents accidental death resulting from wounds to either combatant. Characters can still be incapacitated, lose limbs, become infected, etc.

Decrypt Text

Cost: 1 point

Duration: Indefinite

Special: Devotee or Champion only

This spell opposes Secret Writing in the same way that [Dismiss Magic](#) dismisses most magical spells. Treat Decrypt Text vs. [Secret Writing](#) as if it were Dismiss Magic aimed at the Secret Writing spell

Demoralize I, III

Cost: 1 Point

Duration: Episode

Special: multiple shots of this may be cast once per episode, by a champion, on first unsheathing his sword. Special: Demoralize III is Devotee or Champion only

If successfully cast and enemy resistance is overcome, this spell reduces successful enemy attacks with effective skill roll greater than 10 to 10 prevents affected enemies from getting any closer to the caster, and causes the target enemy to strike second in melee, after the caster and his friends have attacked him. Critical successes cause the target enemy to run away from the caster as fast as possible, and to continue until rallied by an unaffected character making a Leadership skill roll, or until they are out of spell range of the caster.

Champions count as +2 to effective casting roll, and +3 to relevant lore skill when casting this spell. Champions attacking other champions with this spell roll to overcome the enemy normally, that is, enemy champions do not get the automatic resistance at Max Power benefit.

If the target is affected by Avenging Fury, Battle Frenzy, BraveHeart, or similar morale enhancing spell, this spell dispels morale enhancement automatically, but has no other effect.

Dismiss Magic

Cost: 1 Point

Duration: Permanent effect, or episode at caster's option

Special: Stackable

Dismiss Magic tries to eliminate a spell. There is a -5 difficulty modifier per point of the target divine magic spell, or a minus 5 for every two intensity points {rounded down} of the target sorcery spell; when casting Dismiss Magic. Thus, a one point Dismiss Magic would be -5 to dismiss a one point divine spell; two points would increase Dismiss Magic's effectiveness to casting skill. If the spell being targeted is a divine spell which has been cast with additional points of prayer, the prayer is added to the spell for purposes of resisting Dismiss Magic. Thus, a three point Shield spell stacked with a point of prayer is a four point spell for purposes of resisting Dismiss Magic. Adding additional points of Dismiss Magic can never increase the chance of Dismiss Working to a level higher than the character's cult lore.

A spell with multiple targets, such as Mystify III may be dispelled on all targets, by dispelling the entire spell; or removed from individual targets by removing the effects from the individuals affected. This applies if and only if there is a single target spell, like Mystify, that could produce the same effect on an individual target.

The caster of Dismiss Magic may specify that the effect is limited to the episode in which Dismiss Magic is cast, but if he does not specify that he is limiting Dismiss Magic to episode duration, the dismissal is permanent.

Dismiss Magic may be cast to suppress an enchantment. Dismissing an enchantment does not destroy it, but it does suppress the magical effects of the enchantment for an episode. When using Dismiss to suppress an enchantment, each POW point put into the enchantment counts as 2 points of Divine Magic.

Two or more points of Dismiss Magic may be stacked to overcome a target spell. If this is done, the second point adds five to the effective roll, the third point adds ten to the effective roll, the fourth point fifteen to the effective roll, etc. This addition never increases the effective roll above casting skill, so this feature never hurts the caster of the Dismiss spell. This addition does not upgrade the effect of the Dismissal, the +5 does not affect the type of success rolled.

If Dismiss Magic is cast at someone with multiple spells up, and no target is specified, roll randomly to determine which spell Dismiss Magic targets. If a target is specified, it goes against that target unless for some reason the enemy does not have that spell up, in which case it is wasted. For example, a character does not have Mage Sight up, and decides to cast Dismiss Magic at an enemy. He wants to take down the enemy's Shield spell. He can specify that he is going after Shield, but if the enemy does not have Shield up he will have wasted his Dismiss Magic. If he does not specify a target spell, Dismiss Magic will not be wasted, but it might not go after the enemy's Shield spell.

Dismiss Magic has no effect on spirits, or Heroic powers.

Divination

Cost: 1 point for I, 3 points for III

Duration: 4 hours

Special: Divination is restricted to champions and "prophets". A prophet is any character holding a title or office conferring a relationship to the deity allowing him or her to speak on behalf of the deity, or a character who uses a favor from the deity {not the cult, which is a mundane institution} to obtain a point of Divination. Divination I is one favor, Divination III is two.

Divination I asks the deity whether the omens are good or bad for a particular course of action, or whether the deity agrees or disagrees with a certain statement. The answer to Divination I is stereotypical:

The omens are very good, good, silent, bad, or very bad;

The deity thinks something is or is not a clue: very important; important; irrelevant, probably important but not to the deity; unimportant, insignificant

Importance is judged on the basis of both importance to the deity, and importance to the person making the query. Probably important but not to the deity means the deity thinks the person on whose behalf will probably care, but the deity does not.

Divination III is much stronger. It asks the god what he would do, if he were you, in this situation. It is much like the champion's Divine Intuition power. The advantage of Divination III is that the diviner is not compelled to do what the deity would do. On the other hand, it is a three point spell, takes a four hour ritual in a sacred place to cast, and usually yields vague long term guidance as opposed to specific immediate action.

Divination may only be cast on sanctified ground, or in the presence of a sanctified object.

Dream Sending

Cost: 1 Point

Duration: Special

This spell is cast just before going to sleep, defining a target individual who is specifically identified and not more than a week's march away. During the night, the spell attacks the target. If successful, the caster may plant one vivid image or up to seven words in the target's dreaming mind. This image, or these words, have the feel of the answer to an unknown divination question, and will be remembered and recognized as significant by the target.

A successful Dreamspeaking roll will reveal that the image was a sending, and recall the image of the sender. It will also recall the emotion(s) of the caster at the time of casting.

A character may declare herself open to this spell; if so she performs a ceremony to deity granting this spell. If this is done, the spell overcomes her power automatically.

The location of the target must be known to within normal divine spell range accuracy.

If the casting fails the spirit of the caster does not find the spirit of the target, and by next morning the spell has no effect.

Duelist's Edge

Cost: 1 Point

Duration: Episode

Special: Champion, Devotee or Knight/Azadan only

This spell gives a "first strike" advantage against other weapons of the same length class. Thus, if cast on a broadsword, it stills strikes after a spear on the first round, but blows from it take effect before other sword blows.

Eloquence

Cost 1 point

Duration: episode

Special: Devotee or Champion only

This spell allows the player of a character who is using the Rhetoric skill to roll two skill dice and take the better result.

Endurance

Cost: 2 Points

Duration: 1 Day

When a character benefiting from this spell is incapacitated in combat, roll a D20, and if the result is 5 or less the character is not incapacitated and keeps fighting. This spell also offsets all difficulty penalties due to fatigue or exhaustion, and allows a character to go one night without sleep without penalty, two nights without sleep affecting him as one night would a normal character, etc. Finally, this spell gives subtracts 3 from D20 Constitution rolls. For example, when the GM calls for a Constitution roll to avoid becoming exhausted, a CON 15 character with Endurance up, whose player rolls a 17 gets the effective roll reduced to 14, and the character is not exhausted.

Excommunication

Cost: 2 Points

Duration: Special

Special: Priest or Champion only

This spell dispels Initiation, and is the only way to dispels Initiation. All benefits of being an initiate are lost. It works only if the character against whom it is cast has behaved in a manner unworthy of an initiate in the eyes of the deity. If used unjustly, by targeting against someone who the god thinks deserves to remain an initiate, Excommunication does not work and is lost. Excommunication targeted at initiation automatically removes higher ranks dependent on initiation. Thus if this spell were cast at a champion it would normally cause loss of champion status as well. Still, gods are fickle, and if the god wanted initiation dispelled but champion status retained, champion status would be retained.

Usually cast only after Divination and/or Soul Sight have convinced the caster that the target is a pretty bad initiate.

Exorcism II, III

Cost: 2 Points for II, 3 Points for III

Duration: Instant

Special: Champion, Devotee, Guru or Priest only

This spell attacks the POW of a spirit possessing a character. If it succeeds in overcoming the POW of the spirit, the spirit is forced to leave both the character and the area, and the character is no longer possessed.

In game terms, for Exorcism II the die rolled to cast the spell attacks the POW of the creature the caster is trying to remove. Remove Curse III is the same, except that for purposes of determining whether success was critical, one is added to the die roll, and five is added to the die roll for purposes of overcoming opposition. This is the same mechanism as in the [Mind of the Warrior](#) spell. Thus, a roll of 10 when Exorcism II is treated as if it were a 20 when Exorcism III is cast.

If the spell succeeds, the spirit departs during the magic phase of the next round.

If cast at a character who is not possessed, Exorcism seems to work but has no effect, since there is no spirit possessing the target.

If Exorcism fails, the caster cannot exorcise the possessing spirit. Another caster will need to be found if the possession is to be eliminated.

Extinguish

Cost: 1 Point

Duration: Instant

This spell can be used to do one of two things:

Extinguish a normal fire, campfire sized or smaller. This works automatically.

To dispel magical light or fire sources. When used for this purpose, all rules that would apply to normal Dismiss Magic apply. Typical uses here would be against Divine Light or Firespear.

Finally, it can do 1D10 of damage against creatures that are not tied to the darkness rune. Others are not.

Eye of the Eagle:

Cost: 1 point

Duration: 8 hours

This spell allows telescopic vision, making things appear 10 times closer, and also allows the player of the character it is cast on to roll twice, and take the better result, when rolling Scan or Spot skills.

False Memory

Cost: 3 Power Points

Duration: Indefinite

Special: Champion or Guru only

If this spell overcomes the target in a Spell vs. Power roll the target accepts a one sentence suggestion that he remembers something that did not in fact occur. The target makes up, in his own mind, the memories needed to make the false memory plausible. Since some false memories -say, that the target was not mystified while on watch - are more plausible than others - for example, you heard the Emperor order you to assassinate the Emperor -the G.M may impose a difficulty level that this spell must overcome if an implausible memory is suggested.

Fight Disease

Cost: 1 point

Duration: 1 Day

This spell allows the beneficiary to roll twice against CON, taking the better result, in combat against Disease Spirits.

Find Otherworld Gate

Cost: 1 Point

Range: Longbow

Duration: Sundown to Sunup

Special: Priest or Champion only

This spell locates a gate to the Otherworld, if it comes within range of the spell. The location is not specified exactly, but takes the form of an inner sense of which direction to go in, felt by the caster. The caster can also see the Gate, when found, as outlined in red light comparable in intensity to the Godly Light spell.

The usual way to use this spell is to find out where a gate should be by other means, come fairly near it during the day, and make a search while moving at night.

Find the Path

Cost: 1 Point

Duration: 7 hours

Tells a lost caster which way to go to find the path he thought he was on, May require multiple castings. It is essentially a specialized form of Divination.

Fleet Foot

Cost: 1 Point

Duration: Episode

This spell doubles movement speed of a walking or running target. Has no other effect.

Float

Cost: 1 point (stackable)

Duration: Episode

Each point allow up to 20 SIZ points to float. Must be cast upon inanimate objects, is typically cast upon a belt or vest (which is worn by somebody in the water).

Form Up

Cost: 1 Point

Duration: Next Combat Round

Special: Devotee or Champion only

If the caster is leading a group of foot soldiers, this allows the player of the caster to move all characters so linked into a line or column formation of his choice, overriding the will of the players of the characters being commanded. It also ensures that all characters hear the commands; no one collides with the guy next to him, etc, and in general makes sure coordination is perfect and anything physically possible occurs. Does not confer any control over horse, or characters not under the formal military command of the caster.

Glamour of the Goddess

Cost: 2 Points

Duration: Episode

This spell reshapes the image of the character casting it so that the caster's effective appearance is equal to her Charm characteristic plus five. The result, if greater than 18, is stunning beauty. This gives a modifier to Communication and Entertainment skills of +1 for Appearance greater than 18, +2 for appearance greater than 22, or +3 for Appearance greater than 25. These pluses are not cumulative, but they may be combined with Bless or chaos gift. These modifiers are to effective skill, as in the Bless spell; not to dice rolled as in the Mind spells. The stunningly beautiful vision of the caster is still recognizable as her; this is never an effective disguise spell.

Godly Light

Cost: 2 Point

Duration: Special

Colored light spell, which illuminates as if it a very bright lamp, for a distance out to about javelin reach from the target point to which it is cast. There are no minuses for darkness out to short bow reach, again from the target point at which it is cast. There doesn't actually need to be anything at the target point at which it is cast, this spell is often cast at the air. When cast at the air, this spell falls at the rate of a feather, and the light goes out when it hits the ground. It may of course be cast at an object on the ground, or in a lantern, in which case it has episode duration.

This spell resists Dismiss or Neutralize Magic with the full power of the caster, and specialized Darkness spells to extinguish light or fire with a normal spell vs. spell resistance roll, even if the Darkness magic works automatically against normal light or regular Divine Light.

The color of this spell is selectable by the caster, from. The most common selections are amber, blue, red and white. This may be restricted by the deity, which may limit the possible colors of Godly Light.

This spell can also be used as a directional light spell, cast at the palm of the hand, and equal in intensity to a small torch; this is handy when the caster doesn't want the light to be visible in other directions than the one is pointing it in.

God Spear

Cost: 2 Points

Duration: Episode

Cast on a spear whose head has been painted white, or gold, this spell adds +2 to effective die rolled; increasing chance to critical if the roll is raised to maximum skill. Skills rolls are never raised to a miss. It also adds +2 to the damage die roll. This spell can be combined with Mind of the Warrior, giving a +3 to critical. A champion may paint the head of his spear red; this doubles the effect to +4/+4, which may again be combined with Mind of the Warrior.

Great Parry

Cost: 2 Points

Duration: Episode

Raises successful parry rolls below 10 to 10 for purposes of resisting the attack only. Also adds 1 to the bonus for parrying successfully, even if the enemy overcomes you. Thus, a large shield parry that doesn't stop the blow adds 2 to in capititation resistance; parries with other sizes of shield or weapon add 1 (thus having the same effect as a large shield).

Great Shout

Cost: 1 Point

Duration: Instant

The caster shouts, usually the war cry of his clan or tribe, and focuses on a particular enemy. If he overcomes that enemy with a Spell vs. defense roll, the enemy is stunned and takes no action until his player rolls higher than the spell, and lower than his character's Con, on a D20. The player of the foe gets one try per round, at the beginning of the round, success always lasting at least one round. The stunning is magical, and may be dispelled. Being hit by an attacker will dispel the stunning effect. A Great Shout has no effect on creatures which are unable to hear it.

Greater Healing

2 Points

Duration: Permanent

This spell gives two Con rolls, both guaranteed not to make things worse to Badly Wounded or Walking Wounded characters. It gives one Con roll guaranteed not to make things worse to a Dying character. Otherwise, treat this spell as if it were Healing.

Hand of the Hag

Cost: 1 point

Duration: Episode

A hand materialized in thin air, allowing a disincorporate caster to manipulate objects in the normal world as if she were corporeal. Must be where the spirit world place she is corresponds to the physical. Caster must be disincorporate at the time of casting.

Healing

Cost: 1 Point

Duration: Permanent

Healing allows one CON roll to recover from injury, guaranteed not to make things worse. To benefit from this spell, the target must be at Badly Injured or better medical condition; dying or dead characters are unaffected by this spell. It can only be applied once per game week per character needing healing; recover takes 6 hours or next episode, whichever is longer. If CON roll is made, patient status improves one level; Seriously Wounded to Walking Wounded; Walking Wounded to cured, etc.

Heal Body

3 points

Duration Permanent

Special: Champion or "Healer" only. A healer is any character holding an a title or office conferring a relationship to the deity allowing him or her to act as a healer of greater than normal power, or a character who uses a favor from the deity {not the cult, which is a mundane institution} to obtain Heal Body.

As Greater Healing except that it allows up to three CON rolls for badly injured characters, and two CON rolls for dying characters; and the spell cures disabilities that call for Heal Body on the disability table. It should be noted that both of these effects can happen at the same time. A badly injured character with damaged hearing gets three CON rolls to get better and regains his or her hearing with one casting of this spell

Healer's Sight

Cost: 1 Point

Duration: Episode

Healer's Sight allows the caster to see, by spending an action to look at a creature, entity, or spirit, any one of the following. What is being looked for is determined at the time the spell is cast:

Whether the creature or spirit being viewed is native to this world or another;

Whether or not the entity being viewed is living is dead, living, or undead;

Whether the creature or spirit being viewed is spiritually possessed by another entity'

Whether an entity being viewed needs healing, and if so what type of healing it needs;

Whether or not disease spirits are present, and if so, where they are and what type of disease they transmit;

Whether or not any incorporeal healing spirits are present, and if so, where they are.

Healer's Sight is useless if the caster cannot see the target. Darksee and similar spells granted by the same deity that granted the Healer's Sight can be combined with Healer's Sight. Other night vision spells and abilities do not.

Healer's Sight is incompatible with Mage Sight or Soul Sight. It prevents the other spells from being cast on the beneficiary, unless they are cast by the user of Healer's Sight, in which case

Healer's Sight will go away automatically. Healer's Sight turns the eyes a pale green color while it is in effect.

Health of the Bull

Cost: 1 point

Duration: Episode

This spell allows the player of the affected character, to roll twice, take the better result, for all rolls related to Constitution. This includes the roll for death or injury at the end of combat after incapacitation.

Heart of the Bull

Cost: 2 Points

Duration: Episode

Allows the player of the beneficiary to roll twice, take the better result, for all die rolls related to male sexual performance or fertility.

Heart of the Whirlwind

Cost: 2 Points

Duration: Episode

This surrounds the caster with a whirling circle of air, which blows arrows aside and creates a five difficulty to hit for incoming javelins. The spell has the same effect on shooting out, so is most often used as protection from missiles while charging. Heart of the Whirlwind also confers limited flight capability, up to an altitude roughly equal to the height of a human sized caster; while flying the caster may move at any speed up to his normal ground running speed.

This spell has no effect on non-physical missiles, such as Magic Missiles and Arrows of Light.

Hide Affiliation

Cost: 1 Point

Duration: Permanent

This spell hides cult affiliation from, (specify at the time of casting), either all hostile cult Soul Sight, all Soul Sight, all magical perception. This does nothing to affect non magical perception. If someone notices that since a character is dressed like a champion of the war god, is swinging a sword like a champion of the war god, and trying to cult him in half like a character under the influence of Battle Fury; he is therefore probably at least an initiate of the war god, this spell will not prevent him from reaching that conclusion.

Note that if cult affiliation is hidden, it is really hidden. Cult spells cannot be shared through Mind Link, traded, regained via Intercession, etc.

Hide Magic

Cost: 1 Point

Duration: Episode

This spells conceals the fact that divine magic has been cast. It does not hide shamanic magic, sorcery or heroic powers. It is cast after the spells to be hidden, and also hides itself. After it is cast, the spells are concealed from Mystic Vision, Mage Sight, and similar magical vision. If a character with magical vision tries to spot hidden magic; he rolls his Spot versus the cult lore of the caster of Hide Magic. If he overcomes the caster's cult lore, he notices the Hide Magic itself. Hide Magic still hides the magic it was intended to conceal.

Horse Mastery

Cost: 1 Point

Duration: Episode

Creates a mystic harmony between man and horse, in which the horse instinctively knows what the rider wants to do and does it.

In game terms, it allows the target to roll twice, taking the better result, when a Ride roll is called for. It also adds 10 to the character's Ride skill, for purposes of limiting the use of other skills while on horseback. Thus an archer with a Ride skill of 9 and an archery skill of 16 could use his full archery skill while riding, if he has this spell cast upon him and his horse.

Inspiration

Cost: 1 Point

Duration: Episode

This spell allows the player to roll Leadership skill twice, taking the better result, while it is in effect.

Champions may cast this spell at the same time they make a Leadership skill roll, without taking a separate action to cast this spell. It affects that leadership skill roll, and all subsequent leadership skill rolls.

Invocation of <Deity>

Cost: 1 Point per participant

Duration: Permanent Effect

All characters participating in the invocation swear an oath to the granting deity. If any of the characters involved in the invocation breaks the oath, he or she becomes a bad initiate when viewed via Soul Sight

Javelins of Lightning

Cost: 1 Point

Duration: Episode

This spell turns javelins {full sized javelins only, up to a maximum of three}, into bolts of lightning when thrown. In game terms, it increases their range to short bow range, and add +2 to effective die to hit dice rolled, never increasing the roll above skill, but instead increasing it to skill exactly increasing chance to critical; the spell also adds 2 to damage dice done.

Justice of the Lawgiver

Cost: 2 Points

Duration: Episode, Special

Special: Champion, Judge, Priest only

When judging a legal case or arbitrating a dispute; Justice of the Lawgiver does two things:

- a) It warns the caster if the result of his or her Culture or Law Lore roll would be a fumble, preventing the possibility of a gross miscarriage of justice. It allows a reroll of failed or fumbled Culture or Law skill rolls.
- b) It makes the judgment binding, unless this spell is dispelled, participants in the dispute will live up to their obligations. This spell resists dispel attempts with the full power of the caster, automatically. If dispelled, the caster will know it has been dispelled. Also, if the participants in the dispute then refuse to live up to their obligations, they will appear to be bad initiates of whichever deity granted this spell, when viewed with Soul Sight.

Lawspeaking

Cost: 2 Points

Duration: Episode

Special: Champion, Devotee or Guru only

If the parties to a dispute appeal to the caster for judgment, or in a criminal prosecution by the authorities; casting this spell allows him to enforce the judgment as if it were a military command. That is, if the player of the caster makes his leadership skill roll, the parties will comply with his ruling, whether or not they like it. This means that rhetoric and similar persuasion skills cannot be used to persuade them to disobey the ruling. Also, when viewed with Soul Sight those who disobey are seen as "bad" members of the cult of the granting deity. Finally, before doing anything to disobey the ruling the player of the character trying to disobey the ruling must defeat the Lawspeaking spell roll with his character's POW in a D20 opposed skill test.

Lend <Language>

Cost: 1 Point

Duration: Episode

The beneficiary of this spell learns the language granted by this spell, for the duration of this spell, at a skill level equal to the lower of the caster's relevant language and custom skill, and his own best language and custom skill.

Lightning Blade

Cost: 2 Points

Duration: Episode

This spell temporarily turns a broadsword into a blade of Lightning. In game terms, it adds +2 to damage done, and +2 to effective die rolled, never increasing the roll above maximum skill, but instead raising to maximum skill and increasing the chance to critical. The +2 to effective die roll can be combined, or "stacked", with the +1 from Mind of the Warrior.

This spell cannot be combined with Black Blade of Death, Damage Boosting, or similar spells

Lock

1 Point, Stackable

Duration: Until Dispelled

This locks a door, or closable container, so that the caster can open the locked door or container automatically, but others must break it down. The strength of the Lock is equal to the cult lore of the character casting the spell; it may be overcome by a Light fingers skill or Strength roll greater than the resistance of the Lock spell. The Lock spell may also be dispelled, but it resists attempts to dispel it with the full cult lore of the caster, not a cult lore roll.

If the caster wishes to allow others to open the locked door or container, he may stack Lock spells, 1 point per individual authorized to open the lock, and cast the spell while they are touching the locked door or container.

Madness

Cost: 3 points

Duration: Until Dark Moon, unless attacker is special vs. missed resistance roll or critical vs. normal resistance success, in which case effect last until madness is cured.

Special: Devotee or Champion only

This spell attacks the enemy once, as if by a madness spirit attempting to possess him, and induces madness if the attack succeeds. Treat the attacker's cult lore as if it were the power of the spirit. If successful, roll D6:

Madness Table

D6 Roll	Result
1-2	indecision, character can defend him or herself, but player cannot declare intent
3-4	Catatonia, character becomes unresponsive
5-6	Nuts, character is unresponsive, except that sometimes the character hits him or herself in the head, thinks he or she is an elephant, etc.

If resisted, roll again; if the second attack is successful, the target is mystified.

This spell has no effect on animals, unintelligent spirits, golems, zombies, or other creatures ruled by the GM as not having sufficient intellect to be driven insane.

Mage Sight I, II

Cost: 1 Point for I, II Points for II

Duration: Episode

Mage Sight I identifies instantly whether a person or item has a magical spell cast on them. It identifies whether than magic is divine, sorcery, or shamanic in nature. Finally it identifies instantly whether or not the person or object is by nature magical. Finally, it tells the viewer approximately how much magic there is:

None

A little, (1-4 pts)

A fair amount (5-9 points)

A lot (10-20 points)

More than a lot (21 or more points)

By looking for a while (several minutes), it becomes possible to: identify individual spells; determine whether or not the deity granting Mage Sight can tell the character more if he or she casts Analyze Magic; and, if a Spot Hidden roll is made, which pantheon the character or spirit being viewed worships, if that pantheon is the same as the pantheon of the deity granting the spell, the identity of the deities worshipped. Finally, this spell automatically identifies champions, the deities they are champions of, and whether or not an individual or item has performed a Hero Quest worth at least one fame point.

Mage Sight II gives all the information Mage Sight I gives, instantly. For example, it allows the viewing mage to see whether or not an enemy charging him has Black Blade of Death on his sword in time to dispel it the same round. Mage Sight II also combines with Spot ability; allowing the caster to see Magic which has been hidden by normal means, such as a magic item hidden by a Hide skill roll. Finally, a character using Mage Sight II can oppose spell vs. spell to penetrate magical concealment, such as Mystic Block, Insignificance, etc.

Mage Sight is incompatible with Healer's Sight or Soul Sight. It prevents the other spells from being cast on the beneficiary, unless the character with Mage Sight wants to replace, in which case Mage Sight goes down automatically. Mage Sight turns one eye black and one eye violet while it is in effect.

Mariner's Sight

Cost: 2 Points

Duration: 1 day

Grants vision as if looking through 10x binoculars. Also allows the beneficiary to roll twice on Spot rolls, using the better result.

Mask of the Hag

Cost: 1 point

Duration: Episode

This spell causes the caster to look like an elderly, ugly, revolting hag. Also conceals the identity of the caster, unless the observer is using Mystic Vision {more than 4 points of Mystic Vision are required}, Mage Sight, etc. Even with Mystic Vision or Mage Sight, the observer must overcome the cult lore roll plus 10 of the caster with the cult lore of the caster of the Magical Vision spell.

Master the Air

Cost: Three Points

Duration: Episode

Special: Champion, Devotee or Guru only

This spell allows the caster to fly as if he were a Sylph. Has no other effect.

Melt Into the Background

Cost: 1 point

Duration: Episode

This spell allows the player of the caster to roll twice, taking the better result, when trying to use his character's Hide skill.

Mind Link

Cost: 1 Point

Duration: Episode

Special: multiple points of this spell can be combined with each other, to allow borrowing bigger spells

Mind Link allows telepathy, seeing through each other's eyes, and hearing through each other's ears, between two characters. Each is aware of what is happening to the other. Each participant may borrow a divine magic spell from another participant. The lender does not lose the spell, but if the lent spell is cast the borrower must participate in a ceremony to regain it before Mind Link

can be regained. One point of Mind Link allows the character to borrow a 1 point spell, 2 points of Mind Link allow the character to borrow a 2 point spell, and 3 points of Mind Link allows the character to borrow a 3 point spell.

A character who wants to keep Mind Link up while casting another spell through it may cast Prayer at the same time he or she is casting the other spell. The prayer will be used instead of the Mind Link; and the borrower must participate in a ceremony to regain the other spell before regaining his or her prayer spell.

Borrowed spells must have been granted by a deity that offers Mind Link. Deities that do not offer Mind Link do not lend spells through it.

Most functions of Mind Link do not work when one of the two linked characters is or becomes, mad, seriously wounded, unconscious, dying, dead, or possessed by a spirit. It is interrupted {that is, it will come back} if one of the involved characters is in spirit combat, asleep, mystified, etc. The location of the character that left the Mind Link and the reason for loss or interruption of the Mind Link is not revealed to the other participant in the link.

Mind of Death

Cost: 3 Power Points

Duration: Episode

Special: Champion Only (can only affect the caster)

This spell gives a +2 to effective skill roll for purposes of rolling a critical, thus a 20 skill character whose player rolls an 18 also has a chance to critical, just as if the player had rolled a 20. It also gives a +10 to the effective skill roll for purposes of overcoming opposition. Thus a character that rolls a 10 to parry counts as having rolled a 20 for purposes of resisting enemy attack. This spell counts as a morale improving spell, resisting, and being dispelled by, Demoralize.

This spell affects all attacks and parries and melee.

Mind of the Warrior

Cost: 2 Power Points

Duration: Episode

This spell gives a +1 to effective skill roll for purposes of rolling a critical, thus a 15 skill character whose player rolls a 14 also has a chance to critical, just as if he had rolled a 15. It also gives a +5 to the effective skill roll for purposes of overcoming opposition. Thus a character that rolls a 10 to parry counts as having rolled a 15 for purposes of resisting enemy attack. This spell counts as a morale improving spell, resisting, and being dispelled by, Demoralize.

This spell affects all attacks and parries in melee.

<Monster> Slayer

Cost: 3 Points

Duration: Episode

Special: Champion, or character who has five fame points earned in combat, only

This spell is intended to help the caster fight a specific type of monster, thus it is Dragon Slayer, etc. It usually opposes a type of monster that is a traditional enemy of the deity in myth, and which he or she has expertise in killing. In game terms, it allows the player of the caster to roll twice for damage, taking the better result, if and only if the target is a "monster", where a monster is an enemy which is either of huge {or larger} size or has a demonic feature. Monster slayer also subtracts 10 from bonuses due to Size modifiers, so that a huge monster is +0, a gigantic monster is +5, and a colossal monster is +10.

Monster Slayer is incompatible with Black Blade of Death, Bloodaxe, Sorcery Damage Boost, and other weapon affecting spells.

This spell is rare, because of its limited applicability. Also, a character with Dragon Slayer is often still toast fighting a dragon, even with Dragon Slayer.

MultiMissile

Cost: 2 points

Duration: Episode

This spell gives an archer a second shot, during the magic phase of the round, at the same target he or she shot in the first round. This is rolled separately, and is treated independently. No second shot is conferred if the character benefiting from this spell casts another spell during the round.

Mystify

Cost: 1 point for I, 3 points for III

Duration: Episode

Special: Mystify III is devotee or champion only.

If this spell overcomes the enemy's resistance, the enemy will sometimes stand still, confused, until he is attacked. If a fight breaks out, his player may choose to have him run away, on the theory that even a confused character knows enough to want to get away from a battlefield. When a mystified character is attacked, he snaps out of it, reacting normally except that he regards his attacker as his enemy, whether or not they were enemies at the start of the fight. A fumble which hits a mystified friend is regarded as an intentional attack by that friend.

Mystify is most effective against normal humanoids. Unintelligent beasts and monsters can be mystified, but it is harder; the caster must roll an even number, ten or higher, for the spell; in addition to overcoming resistance, for the spell to take effect. Spirits can be mystified, but only if they are in spirit combat with the caster of Mystify. Again this requires an even roll of ten or higher, for the spell to take effect, in addition to overcoming any resistance.

Mystify III is like Mystify I, except that it attacks six targets at once. Roll once to see if the Mystify III is successfully cast. When the spell has been cast, roll separately against each target to see if that target is mystified. Ignore rolls greater than the cult lore used to cast the spell, and roll again.

Oath of Loyalty

Cost: 2 Points

Duration: Until Renounced

This spell binds the caster to serve another, who need not be a member of the cult of the granting deity. If the caster wants to do anything which would violate the oath, the player must roll the character's cult lore, opposed with his character's Power. If the cult lore wins, the caster is bound by his oath and cannot break it

If POW defeats cult lore, the character may do as he wishes. If he or she does so, it is treated as a violation of the caster duty to the granting deity. Soul Sight reveals that the caster is a bad initiate

A loyalty oath may be renounced, but only in a public ceremony performed by a priest of the granting deity, who must not be the caster. At the ceremony, the deity judges whether or not the caster has sufficient cause to renounce his oath. If the caster has been given sufficient cause to end his service, the oath ends. If not, there is no effect

Oath of Veracity

Cost: 1 Point

Duration: One day

This spell binds the caster to tell the truth, the whole truth, and nothing but the truth. If the caster wants to say anything which would violate the oath, the player must roll the character's cult lore, opposed with his character's Power. If the cult lore wins, the caster is bound by his oath and cannot break it

If POW defeats cult lore, the character may do as he wishes. If he or she does so, it is treated as a violation of the caster duty to the granting deity. Soul Sight reveals that the caster is a bad initiate

Open/Close Otherworld Gate

Cost: 3 Points

Duration: Special

Special: Priest or Champion only

This spell opens a gate to the Otherworld, and if it overcomes the power of the Gate Guardian(s), allows the caster and up to six companions unopposed entry to the Otherworld. If it fails to overcome the Guardian's power, the Gate is opened, but the guardian must be fought.

This spell will also open a gate to normal world from the otherworld, but if used for this purpose it does nothing to overcome opposition.

When an otherworld gate is open, and this spell is cast on it, the gate is closed.

Panacea

Cost: 3 Points

Duration: Special

Special: Champion or "Healer" only. A healer is any character holding an a title or office conferring a relationship to the deity allowing him or her to act as a healer of greater than normal power, or a character who uses a favor from the deity {not the cult, which is a mundane institution} to obtain Panacea.

As Cure Specific Disease I, except that it affects any disease.

Pathwatch

Cost: 2 Points

Duration: Journey

Special: Devotee or Champion only

+1/+5 to Scan at all times while on the path; +2/+10 if the character stops and deliberately scans for a couple of rounds. Also, the character on which Pathwatch is cast may react when he or a group he is in is ambushed even if he is otherwise unable to react due to surprise.

Prayer

Cost: 1 Point

Duration: Special

A handy support for divine magic, any time this spell is cast the caster can get one and only one of the following effects:

This spell allows the caster or another initiate or higher chosen by the caster, to regain one point of divine magic, if and only if the deity granting the regained spell is also the deity granting the prayer. When praying to help others regain divine magic, the character doing the praying must actually want the character being prayed for to succeed, not merely have been paid to pray, in the eyes of the deity being prayed to. Whether this is or is not the case is determined by the GM, but as a general rule prayer granted as a favor in response to active persuasion will work, and prayer purchased on the open market or in response to a request from the religious hierarchy will not. One point of prayer can extend the range of a divine magic spell from short bow range to longbow range, and two points of prayer will allow a divine magic spell to be cast at anything the caster can see. A deity can only extend the range of spells that it grants, other spells cannot be extended.

Prayer can be added to a spell to help that spell resist attempts to dispel or neutralize it. For example, two points of Prayer might be added to a Mystify spell, to make it counts as a three point spell for purposes of resisting attempts to dispel or neutralize it.

Prayer may also do other things, varying by immortal or deity, as described in the cult or temple description.

Multiple points of prayer may be regained at one time. Thus a character whose player rolls well enough to regain a three point spell may choose to regain three points of prayer, if the character had used up that much prayer.

Preserve Scroll

Cost: 1 Point (one-use)

Duration: Permanent

Special: Stackable

Special: Devotee or Champion only

This spell preserves one “check” worth of information on a scroll. This means that it will not be damaged or destroyed unintentionally, as a side effect of reading it; or through normal wear and tear associated with time. It does not protect the scroll for fire, or against intentional destruction. Note that this spell is “one use”. Once cast it is gone, and must be sacrificed for again. Multiple points of this spell may be used to preserve all of a multiple check scroll. This spell cannot be used to preserve part of a scroll; if a scroll has three “checks”, three points must be cast; the caster cannot isolate one “check” of information and preserve that.

Rain Dance

Cost: 2 Points

Duration: Special

Special: Devotee or Champion only

This spell is cast during the planting season, and the entire village must participate in casting it. Most villagers use Prayer, and not this spell itself, to cast it. It requires a Ceremony roll at the time of casting, which if made eliminates drought risk and creates better growing conditions for crops. In game terms, add 5 for purposes of overcoming agricultural difficulty to the D20 agriculture results roll. Reroll all 20's, making it much harder to fumble.

Rally Round

Cost: 3 Points

Duration: 1 Round

Special: Devotee or Champion only

Stops charging cavalry who are no more than one movement round away from the caster, and returns them to a line formation no more than two paces apart, with at least one cavalryman on each side of the caster. May also be used to rally disordered cavalry within one movement round, and reform them in the line formation described above, column two wide or column four wide. Rally Round may also be used to change cavalry under the command of the caster from any formation to any other formation, automatically in one round.

This spell has no effect if the caster is not himself mounted. This spell can be resisted by any cavalryman who does not want to rally to his commander. This spell has no effect on cavalrymen who are neither formally under the military command of the caster, or followers of the caster.

Reconstruction

Cost: 3 Points

Duration: Episode

Special: Devotee or Champion only

This spell gives the best visual reconstruction that the granting deity can offer of a particular past event, as viewed from wherever the caster is currently standing. This will be very good, if an initiate of the granting deity personally observed the event, or if there are a large number of witnesses, many written accounts, etc. It is not so good if no one was watching, as when two thieves break in, etc. This visual reconstruction can be enhanced with other divine sensing spells granted by the granting deity. In this case, the granting deity will give his best guess as to what these spells would have showed, had the caster been viewing the event with them on. Where this is unknown to the deity, the worshipper will be so informed. Reconstruction counts as a divination spell for purposes of sharing the vision reconstructed.

Reconstruction may be of any event that is connected to an object or place that the caster is looking at it. The reconstruction is not limited by the ability of the caster to understand it; successfully casting a reconstruction of a major battle will result in the caster getting a vision of an extremely confusing mess.

Reflection

Cost: 2 Points

Duration: Episode

Special: Devotee or Champion only

This spell reflects spells cast at the beneficiary, which fail to overcome his resistance roll, back at the enemy who cast them with an effective attack roll equal to the successful resistance.

Regenerate

Cost: 3 points

Duration: Permanent

Special: Champion or “Healer” only. A healer is any character holding an a title or office conferring a relationship to the deity allowing him or her to act as a healer of greater than normal power, or a character who uses a favor from the deity {not the cult, which is a mundane institution} to obtain Regenerate.

Cures disabilities listed as requiring Regenerate to heal. This spell keeps the patient out of the campaign for 1D6 play sessions, or two game weeks, whichever is longer.

Reset Bone

2 Points

Duration: 1 Week

If a character suffers from a broken bone, this spell will fix that, if the character has a week of recovery time. After that, the bone is reset, and the character is as good as he was before the injury,

Restore Vision

Cost: 3 points

Duration: Permanent

Special: Champion or “Healer” only. A healer is any character holding an a title or office conferring a relationship to the deity allowing him or her to act as a healer of greater than normal power, or a character who uses a favor from the deity {not the cult, which is a mundane institution} to obtain Restore Vision.

Restore Vision cures blindness. It keeps the patient out of play for 1D6 game sessions.

Resurrection

Cost: 3 Points

Duration: Permanent

Special: Champion or “Healer” only. A healer is any character holding an a title or office conferring a relationship to the deity allowing him or her to act as a healer of greater than normal power, or a character who uses a favor from the deity {not the cult, which is a mundane institution} to obtain Resurrection.

If applied at the end of the episode in which the character was killed, works automatically. Otherwise, a summoning roll to retrieve the soul being resurrected is required; this summoning must be resisted, and only affects souls who went on to a normal afterlife in the relevant pantheon. For each day of delay, the character loses skill points, 1 for each skill above 20 on the first day; 2 for each skill above 20 on the second day, 3 on the third, etc. Second day, it is also 1 for each skill above 18, 3rd day one for each skill above 16, etc.

Resurrected characters are so exhausted that they have a -10 difficulty modifier on any skill use for the next week.

Return like the Phoenix

Cost: 3 Points

Duration: Special

Special: Devotee or Champion only

The spell is cast at the time it is sacrificed for, and remains on the character, having no visible effect except to make her faintly magical until she dies. When she dies, if her death was not due to old age, and her body is in good enough condition for healing spells to work, she does not decay, and at the next full moon she returns to life. If the moon is full at the time of death, she returns to life during the night and is fully healed and ready to act at sunrise. Otherwise, she returns to life in a weakened state, and needs Greater Healing to fully recover. This healing will take place automatically at the next full moon, but all skill use is difficulty 10 until then. Return like the Phoenix will reconstruct a body destroyed by fire; but does not otherwise repair damage such as limb loss or disfigurement.

Return like the Phoenix has no effect if the character commits suicide.

Once the character has returned to life, the spell is expended, and must be regained. The rules for regaining it are the same as those for regaining any other spell.

Ride the Wind

Cost: 2 Points

Duration: 1 Round

Special: Champion, Devotee or Guru only

A limited teleport spell, this spell moves the target immediately to a place downwind of his current location, up to short bow range away. This is effectively instant. It cannot go anywhere the wind cannot, thus it does not allow the caster to teleport from one side of a castle wall to the other. Also, if the wind's path leads through any entity capable of resisting magic, that entity will resist the spell as if it were the target.

Sanctify

Cost: 1 Point for I, 3 Points for III

Duration: Until moved, may be cast for permanent duration at certain times

Special: In general, Sanctify I is devotee or champion only, and Sanctify III is champion only.

This spell is used to create a holy object or piece of ground. Sanctify one blesses a small room or cell sized area. Sanctify two a small apartment, Sanctify III a fairly large temple, capable of holding up to fifty people.

Sanctify 1 adds a +1 to the die rolled for all purposes, and a +5 to the die roll for purposes of overcoming difficulty, when attempting to regain a divine magic spell from the granting deity. These cannot be combined. A player rolling a 5 is 10 for regaining divine spells, not an 11.

Sanctify III adds a +2 to the die rolled for all purposes, and a +10 to the die roll for purposes of overcoming difficulty, when attempting to regain a divine magic spell from the granting deity. These cannot be combined.

Anything that happens inside the area affected by the Sanctify is immune to divination by other deities. Thus, the actions of a character wearing Sanctified vestments are unknown to other deities and words spoken on Sanctified ground are not overheard.

The Sanctify spell attempts to dispel all offensive or scrying sorcery cast into the area affected by the Sanctify, Sanctuary I tries to dispel as if with one point of Dismiss Magic, Sanctify III tries to dispel as if with two points of Dismiss Magic. If the Sanctify is overcome, the incoming spell gets through, but the Sanctify still exists and may attempt to dispel the next spell.

The Sanctify spell protects all within as if with Spirit of Faithful against incoming spirits. Again, this protection is equivalent to the comparable Spirit of the Faithful spell.

If any person not an initiate or higher in the cult, or invited in by an initiate or higher of the cult, enters, they must, the first turn they enter, resist the Sanctify as if it were a spell cast at them by a character with a cult lore of 10 for Sanctify I, or 20 for Sanctify III. If they fail to resist the spell, they must attempt to leave the Sanctified area until such time as they get out. This supersedes other intents, except to attack and parry enemies who close to melee with them, or are in the way of their attempted exit.

Scholar's Memory

Cost: 2 points

Duration: While reading one "check" of text

Special: Devotee or Champion only

This spell allows the beneficiary, if he is reading an unreadable text, to see it through the eyes of a devotee or higher of the granting deity, of earlier times, who read it. This can compensate for the effects of damage on a scroll, and improves the character's chance of reading it. This spell is useless if the text being read was never read by a devotee or higher of the granting deity. In game terms, it allows the player of the character on whom it is cast to roll twice when trying to read the scroll, once against the relevant culture lore and once against his cult lore.

Seal of the <Deity>

Cost: 1 Point

Duration: Indefinite

This spell seals a scroll in its case. The intended recipient, looking at it, gets a vision of the caster or sender, to authenticate the message as coming from the sender. If anyone other than the intended recipient opens the case to read the scroll, the Seal disappears, and an image of the person opening the case is made available to anyone casting divination to the granting deity. Of course, this image is sometimes simply a Mask of the Hag, but sometimes it is useful. This spell also water, alcohol, etc proofs the scroll by making the case watertight.

Secret Writing I, III

Cost: 1 point, 3 points

Duration: Indefinite

Special: Secret Writing III is Devotee or Champion only

Hides a text, so normal readers cannot understand it. The one point version reveals gibberish; the three point version hides it completely. If hidden completely, text may be written over the Secret Writing; this cover text disappears when the hidden text is revealed. When someone that the caster defined as capable of reading the message picks it up, the message is revealed. Who can read the message is defined at the time of casting.

This spell is opposed by [Decrypt Text](#) using the normal spell vs. spell rules. It cannot be dismissed, neutralized or dispelled by general purpose Dispel Magic spells.

Seeing Behind the Mask

Cost: 2 Points

Duration: Episode (interview, interrogation, or party)

Special: Devotee or Champion only

Gives a +1/+5 interpreted as usual, to Insight and Intrigue skills. This spell is unusual in that even if a character has Mystic Vision or similar magical sensing spells up, he must still make Spot Hidden, resisted by the roll to cast the spell, to see that this spell is up.

Seize the Initiative I, III

Cost: 1 Point for I, 3 Points for III

Duration: Declaration of Intent phase costs 1 action but takes place prior to combat

This spell gives the caster the ability to shout an order to an entire company {the unit size normally commanded by a centurion}. This takes effect, before the Declaration of Intent Phase. This order is automatically communicated to the entire unit. Intents can be declared, or if already declared, changed to conform to the order. Seize the Initiative I is automatically sent to the entire unit under the caster's command. Leadership skill rolls may be made if appropriate to get characters to change intent.

Seize the Initiative III is like Seize the Initiative I, except that it allows the spell to take effect before castings of Seize the Initiative I takes effect, so that Seize the Initiative III can be used to give orders to company commanders casting Seize the Initiative I. Seize the Initiative III can also be used to communicate an order to only a part of the troops under the caster's command.

Sever Spirit

Cost: 3 points

Duration: Permanent

Special: Champion only

If caster overcomes target, and target is alive; target was alive, and is now dead. This spell will not work if the target is unaware of the caster, or if in the view of the god, the intent of the caster was to strike from ambush or as an assassin.

Share the Truth

Cost: 1 Point

Duration: Episode

Special: Devotee or Champion only

The targets of this spell sees what the caster sees, hears what the caster hears, and remembers what the caster remembers, as if he were the caster. This spell can be used by a scout to allow others to target an enemy he can see with offensive magic; by a diviner to insure that others can directly experience his divination, either as it happens or as it is remembered, etc.

Shield

Cost: 1 Point for I, 2 Points for II, 3 Points for III

Duration: Episode

This spell adds 1 for I, 2 for II, and 3 for III, to effective armor against physical attacks, and to effective cult lore against magical attacks. Shield I allows the protected character to resist incoming magical attacks with the relevant cult lore of the caster, rather than POW. As usual, the plus to resistance is to effective die rolled, never increasing effective result above cult lore, but creating an increased chance to critical.

Shield I adds 1 Point to the effective POW for purposes of attack and defense only, of the protected character if he or she is engaged in spirit combat; Shield II adds two points to the effective POW of a character in spirit combat; Shield III adds 3 points to the POW of the protected character in spirit combat. Shield has no other effect in Spirit Combat.

This spell does not protect other spells on the character protected. Nor does it protect itself. So Dismiss Magic is resisted by POW, not cult lore.

Skulking with Intent to Lurk

Cost: 3 Points,

Duration: Episode

Special: Devotee or Champion only

Adds +2/+10 to Hide rolls. This is interpreted in the usual manner for +1 +5 spells

Slow Horse

Cost: 2 Points

Duration: Episode

Cast against a horse ridden by enemy, this spell slows it to the speed of a comparable human gait. Most importantly, an enemy galloping away moves at the speed of an enemy running away and can be ridden down. An enemy riding towards the caster with a lance can have his momentum drastically reduced, resulting in a -4 to damage rolled.

This spell's effects are too visible and well known to make it effective as a means of cheating in a horse race; and use of it in this context is a cause of infamy.

Soldier of <Deity>

Duration: Episode

Cost: 2 Points

Raises successful cult skill rolls less than 10, to 10, for purposes of overcoming difficulty and opposition

Soul Sight

Cost: 1 Point

Duration: Episode

Soul Sight allows the caster to see, by spending an action to look at a creature, entity, or spirit, any one of the following. What is being looked for is determined at the time the spell is cast:

Whether or not any person or spirit he is looking at is an adherent of the pantheon of the granting deity.

Whether the creature or spirit being viewed is native to this world or another;

Whether or not the entity being viewed is living is dead, living, or undead;

Whether the creature or spirit being viewed is spiritually possessed by another entity'

If the creature, entity or spirit being viewed is an adherent of, initiate of devotee of, or champion in the cult of the granting deity., whether or not it is good standing in that cult., and rounded to the nearest 5 points how many divine spells it has;

Whether the creature, entity or spirit being viewed is of subhuman intelligence, normal human intelligence, high human intelligence, or superhuman intelligence;

Whether or creature, entity or spirit being viewed is subhuman power, normal human power, high human power or superhuman power.

Soul Sight does not penetrate Hide Affiliation, unless the player of the other character wants it to do so. Soul Sight is useless if the caster cannot see the target. Darksee and similar spells granted by the same deity that granted the Soul Sight can be combined with Soul Sight. Other night vision spells and abilities do not.

Soul Sight is incompatible with Mage Sight or Soul Sight. It prevents the other spells from being cast on the beneficiary, unless they are cast by the beneficiary of Soul Sight, when Soul Sight will go away automatically. Soul Sight turns eyes jet black while it is in effect.

Characteristics of 6 or less are considered subhuman by this spell; 6-15 are normal human; 16-25 is considered high human, and anything above 25 is considered superhuman or heroic.

Speak with the Dead

Cost: 2 Points

Duration: Episode

Special: Devotee or Champion only

An image, like a ghost, the quality of which varies with the roll to cast the spell, appears. For a variable period, which in game terms is from 5 to 15 real minutes, the ghost of the departed will appear and answer questions. This spell compels the ghost to appear and not to attack, but not necessarily to cooperate. Also, the ghost answers using the knowledge he had at the time of his death. Questions he didn't know the answers to at the time of his death; or questions about the next world, are never answered.

The session ends when the caster runs out of questions, or the 15 real time minutes have expired. That dead individual who has been summoned cannot be summoned again with this spell.

Spell Trading I, II, III

Cost: 1 point for I, 2 points for II, 3 points for III

Duration: Indefinite

Special: Champion, Devotee or Priest only

Two parties wishing to trade spells ask a champion, devotee, or priest of the granting deity to be the Middleman; or someone wishes to trade with the granting deity. The caster then casts Spell Trading and then each of the others casts the spell they intend to trade. The spell traded can cost at most one point if Spell Trading I is used, two points if Spell Trading II is used, or three points if spell trading III is used.

Spell trading fails if Spell Trading, or either of the two spells to be traded, is not successfully cast. Successfully cast spells disappear

Once a spell has been traded, it cannot be regained until the spell it was traded for has been cast.

Traded spells are cast at the power of the character using the spell, if a POW 11, Cult Lore 20 character trades away a spell to gain another he casts the traded spell with his POW not his cult lore. An exception arises; a character with cult lore for the deity the spell traded for came from, higher than his POW, may use that cult lore to cast the spell, Thus two characters in the same cult can profit from using Spell Trading to trade inapplicable spells for powerful 3 pointers ahead of time, but if they go outside their cult the spell traded for is cast with POW.

Restricted spells, such as champion only spells, may be traded; but the act of trading does not remove the restriction. The character who traded for it can "cast" it at any time, but it will have no effect. Spells can only be traded between worshippers of deities in the same pantheon.

Spirit of the Faithful I, III

Cost: 1 Point for SOF I, 3 Points for III

Duration: Episode

Special: SOF III is devotee or champion only

Spirit of the Faithful I adds 5 points of "virtual" POW on the spirit plane. Spirit of the Faithful III adds 10 points of "virtual" POW on the spirit plane. Thus, a POW 15 character becomes POW 20 for purposes of spirit combat, with Spirit of the Faithful I, and 25 with Spirit of the Faithful II etc. The "virtual POW" is lost first, and its disappearance has no effect after the spell ends

Spirit Warrior

Cost: 2 Points

Duration: Episode

This spell is like Mind of the Warrior, but for spirit combat. It adds a +1 to the effective die roll, increasing the chance to critical if it raises a roll to exact skill. It also adds 5 to the die rolled for purposes of overcoming opposition. It does not convert a critical success to a miss by adding one. It has no effect outside of spirit combat.

Strongbow

Cost: 2 Points

Duration: Episode

This spell adds 2 to the damage done by arrows shot from the bow on which it is cast. It cannot be combined with MultiMissile.

Summon <Cult Spirit>

Cost: 2 or 3 points

Duration: Special

Special: Cast with Summoning, not Cult Lore

This spell summons a cult spirit or demon, whose true name is always somewhere in the spell. It summons only that spirit or demon; the nature of the spirit or demon is determined by the GM at the time the spell is learned. The cost varies depending on the power of the entity summoned. Note that the deity, not the character, determines when he or she can sacrifice for this spell, and what he gets. GM's may disallow it at times; deities are not usually particularly interested in play balance across different instances of the spell.

The entity summoned will serve the caster until his obligations are fulfilled, or until he dies. This varies; a raven that incarnates some of the powers of the War Goddess may be only required to grant one favor, and then allowed to return to Valhalla for three sessions, until it can be summoned again.

The advantages of this spell are that it allows the summoning by true name of an entity loyal to or controlled by the deity, without angering the deity; when you sacrifice for the spell you automatically learn the true name of the entity to be summoned; and it protects against the effects of failed or fumbled summoning rolls.

The nature of the connection between summoned entity and summoned varies on a case by case basis.

Sure Shot

Cost: 2 Points

Duration: Episode

Sure shot negates all difficulty modifiers due to cover, range, movement, or light conditions. It does not allow a character to shoot at a target he cannot see.

Thief's Cloak

Cost: 1 Point

Duration: 1 round

Special: Master Thief, Spook or champion only

Renders the caster invisible, so that he cannot be seen by physical means, and attempts to see him magically must overcome the roll for Thief's Cloak on magic vs. magic combat. Spot Hidden specials higher than the roll to cast Thief's Cloak, and all criticals, see evidence of something when looking at a user of Thief's Cloak. This spell is stackable, to cover consecutive rounds, up to a limit of three, So three points of this spell may be cast at once, leading to 3 rounds of invisibility beginning the round after casting has ending.

Thief's Cloak ends when the caster attacks or casts another spell.

Thief's Mask

Cost: 2 Points

Duration: Episode

This spell blurs the caster's features, so they are unrecognizable unless the witness is using magical vision, such as Mystic Vision or Mage Sight. Even with Mystic Vision or Mage Sight, the observer must overcome the roll to cast Thief's Mask + 10, in order to identify the caster.

Note that this spell is visible as a kind of dark grey, and does not actually hide the caster. So someone can look at someone whose identity is hidden by this spell; decide that it looks like somebody is up to something bad, and cut him in half with a sword, without bothering to identify him.

Translate Text, II, III

Cost: 2 Points for II, 3 Points for III

Duration: 2 days

Range: Touch

This spell will allow the caster to translate one check's worth of a scroll written in a language he does not know, but the granting deity does. The two point version will only translate normal scrolls {i.e. non-technical scrolls that do not require the reader to have skill in something other than reading to understand}. The three point version will translate anything the deity can understand {that is, anything requiring competence in a cult skill}. Note that a character may use this spell to translate a scroll that he or she cannot understand once it has been translated.

Trickster's Luck

Cost: 2 Points

Duration: 1 round

Special: Cast at beginning of round, costs no actions to cast

Allows the player of the character casting the spell to roll twice, taking the better result, for any die roll he is required to make during the round in which it is cast

Trickster's Mask

Cost: 1 point

Duration: Episode

This spell replaces the features of the caster with the features of the granting deity, for the duration of the episode. This replacement is for all purposes, so not only sight but also voice and even sex are disguised. It applies to observation assisted by magical spells, such as Soul Sight, MageSight or even Visions from the Past. It is not perfect, and the Mask can be penetrated if the character doing the looking overcomes a 20 with his spot skill on the first attempt. When this spell is cast, it appears as a separate holder of the object to the sorcery Object Reading spell.

True Sight

Cost: 3 Points

Duration: Episode

Special: Devotee or Champion only

This spell adds a +2 to effective die roll, never increasing above skill and making rolls raised to skill exactly, critical successes. It also adds +10 to Spot skill rolls for the purpose of overcoming opposition. A Spot of 14 becomes a spot skill of 24 with this episode. Finally, True Sight allows the beneficiary to see through Illusion spells, if the caster's cult lore skill is higher than the skill used to cast the illusion.

Truthsaying

Cost: 2 Points

Duration: Episode

Special: Champion, Devotee or Guru only

+2 to effective die rolled, never increasing above maximum skill and creating a chance to critical if increased to maximum skill rolled; and +10 to overcome opposition, on all Insight skill rolls used to determine if someone is speaking the truth or lying. Has no effect on Insight used to determine people's feelings, motivation, etc?

Verification of the Words of the Prisoner

Cost: 1 Point

Duration: Special

Special: Devotee or Champion only

This spell is in effect a specialized version of Divination, which allows the caster and all initiates or higher of the caster's god, when conducting an interrogation on Sanctified Ground, to know whether or not the deity agrees that what the person or entity being interrogated is the truth. This knowledge takes the form of a feeling of certainty if the god agrees, extreme doubt if the god disagrees, and no feeling at all if the god doesn't know, doesn't care, or is totally clueless. This spell may give differing results, varying with the deity being consulted. Also, this spell gives no clue about the _intentions_ of the speaker, merely whether or not the deity being consulted agrees with the words.

Wall's Ear

Cost: 2 points

Duration: 1 week

Cast on a small object, or small piece of a much larger object (hence the name), this spell turns the object into a third ear for the caster. The spell is hard to spot; anyone trying must beat the caster's Hide skill to see it, as well as requiring the ability to sense magic by some means

The caster can listen through this ear as if it was one of his normal two, if he concentrate, and is aware of noise being made within easy earshot. Of course, this assumes that the caster is within divine spell range of the ear at the time the noise is made.

A character may only have one Wall's Ear up at a time ... listening to a lot of different locations would be extremely confusing.

Whispering Wind

Cost: 1 Point

Duration: Episode

Allows the caster to listen to a conversation within range of the spell as if he were physically present {one or two paces from the speaker}; also allows him to talk with a friend as if he were physically one or two paces away from that friend.

Chapter VI - Sorcery

Sorcery is what most of us think of as magic, the magic worked by wizards. It is magic which has been tamed, and made subject to the will of the caster. Unlike either shamanism or divine magic, it uses a spell point system, in which units of magic, called “magic points”, are spent on various effects such as intensity, range, duration, etc. If the caster is very good, sorcery can be awesome. But since each spell is a skill of its own, sorcery is very difficult to master.

Learning Spells

Sorcery spells are learned using sorcery lore. To learn a sorcery spell a character must spend one game week, and has a book or source of training available. The player must then make a sorcery lore roll, with skill adjusted for the difficulty of the spell of the spell. To research a sorcery spell from scratch, a character must also spend a week, and critical his sorcery lore roll, after apply any modifiers for the difficulty of the spell. Sorcery lore is necessary to research a spell because sorcery lore involves deep knowledge of the structure of sorcery, while school lore does not. When learned, sorcery spells start out at an effective skill of four. They may be increased as magical skills, following the normal skill increase roll.

Some sorcery spells can only be learned by students of particular schools, or advanced sorcerers. These will be indicated by a line right below the effects of manipulations line. These spells require either a specialized or an advanced understanding of sorcery to comprehend. Rare spells can only be learned with the specific consent of the GM, and the GM should consider carefully both the likelihood that the rare spell could be learned in the game context and the possible impact on the campaign of letting characters learn them.

Manipulating Spells

Each point of spell (except Ease) costs 1 MP to cast, and the total spell can be no greater than the skill of the caster in that spell. The ability to use manipulations is considered factored into spell skill. Thus, a character that has just learned a spell can do up to four points of manipulation. The default manipulations are given below, but may vary if noted specifically in the spell description.

Intensity

Varies with spell, default is one point per point of effect. However, there are two other common systems, called Cumulative Cost and Exponential Cost.

<i>I</i>	Cumulative Cost		Exponential Cost	
	Effect	Cost (intensity)	Effect	Cost (intensity)
	1	1	1	2
	2	3	2	4
	3	6	3	8
	4	10	4	16
	5	15	5	32

Duration and Range

The standard costs for duration and range are given here:

Duration		Range	
Cost	Length	Cost	Distance
Free	Episode	Free	Self or touch
1	Until next sunrise	Free	20 Paces
3	Entire Day	Free	Short Bow Range
6	Seven Days	3	Long Bow Range
10	One Month	6	Vision Range
15	One Season	10	One Days March
21	One Year	15	Seven Days March
28	Seven Years	21	One Month's March (600 miles)
36	Forty Nine Years	28	One Season's March

Ease

Subtracts 1 MP per point of Ease used, up to a maximum of half the magic point cost of the spell. Magic point cost reduction due to Ease always comes last, after modifiers for wands and other enchantments.

Subtlety:

Each point of subtlety hides two points of other manipulations. This can be beaten by a character using both a form of magical perception and the Spot Hidden skill, if the character's Spot skill roll is higher than the die roll to cast the spell.

Area

Some spells require an area effect, normally 5 square meters per point.

Multispell:

If multiple targets are available, visible at the same time and within range of the spell, they may be attacked by paying the intensity cost to attack each target separately. Range, Duration, etc to attack the second, third, etc targets are free.

Casting Spells

Sorcery spells are cast by rolling skill or less on D20. If intended to affect a resisting target, the spell is treated as opposed in spell vs. spell combat by the resistance of the defender. By default, defenders resist with POW, but this may be affected by spells and status. Thus, a sorcerer casting Engulfing Darkness against a POW 17 enemy is in a very similar position to a warrior swinging a sword against an enemy with a 17 parry. Where appropriate, the character may use Ceremony to enhance their skill in casting a spell. Each uninterrupted hour spent in Ceremony adds +1 to skill. The character may spend no more time in hours than their skill at Ceremony. If the character spends more than 8 hours in Ceremony, they must make a CON roll every hour thereafter. That is, if attempting +9 or better, a CON roll will be required at hour 9, 10, 11... A failed roll negates the Ceremony.

Example: Talwin knows a sorcerer, named Mani. He suggests that the group have a meeting with Mani's town rep, and see if Mani needs a band of adventurers to go looking for something. The answer comes back that Mani needs adventurers to look for Ichiyasu, an ingredient of sorcery magic point restoring potions.

The group haggles some for payment, getting 1500 silver pieces plus expenses, and one point of enchantment from Talwin. So they decide to go look for Ichiyasu plants.

To help them in the field, Mani casts Awareness on people. Zenobia will have to look for the plants, and Talwin and Priscus are to be lookouts. The first component of the spell is intensity, 4 points of additional Spot capability cost 20 points. One month of duration will also cost 10 points. Mani is only 20 at the spell, and he is willing to put 40 magic points into Awareness for the group. Three castings of one month duration +4 Awareness would be 60 points. So he reduces the effect to +3, which is 6 points, anuses the four points to ease the spell, reducing its cost. Each casting now costs 12 points, so he can afford to cast the spell on three people. The GM, laying Talwin, rolls 5, 15 and 12, so all castings succeed.

Enchanted Items

Enchantments are made with the sorcery enchant skill, and are by far the most common type of magic items. The basic rules for producing these are given below.

The item to be enchanted must be of masterpiece craftsmanship. One POW is required to prepare the item for initial enchantment.

Costs of Effects Tale

Cost	Effect
1 point	+2 to POW for MP regeneration only
1 point	+1 to POW for resistance only
1 point	+1 to Specific Spell casting skill when casting that spell
2 points	+1 to school lore used when casting all spells for that school
1 point	3 points of permanent enchantment of a spell onto an item

Apply Bonuses for Form of Item:

Wand - may be improved, can add to already existing enchantment for spell casting skill increase only. Magic Metal - Half cost for Dam Boost (Weapon) or Dam Resist (armor);

Roll Results, one enchantment skill roll per point of POW used

Enchantment Skill Results Table

Skill Roll	Effect
Fumble	item destroyed
Miss	no effect, no loss of POW, may try again
Success	normal effect (as on cost section above)
Special	effect +1 (or extra 3 points of spell)
Critical	effect +2 (or extra 6 points of spell)

Limitations

A character can never make a permanent spell greater than the largest intensity spell he can cast without ceremony or aid from magical items.

The player computes the cost of the item, adds the form bonus if applicable, sacrifices one POW point per point of needed effect, and rolls Enchantment skill once per POW point used. If he exceeds the limitations of the maximum size item he can create, because he rolled well on Enchantment Skill Results, he must stop rolling and keep the POW.

Example: A character wants a +3 to POW for resistance purposes ring. Each +1 to POW for resistance purposes costs 1 POW point. So the total cost of his item is 4 points. His enchantment skill is 24. He rolls a 12, prepping the item; a special 3 making it +2 for Resistance, a 15, making it +3. If all he wants is a +3, he can stop here, having gotten his +3 ring at a slight discount. Or having put in 4 points of power, he can roll again. He tries again, and with a 20 followed by a 14, criticals. He gets a +2 to effect, adding 3 to the total resistance of his ring. This gives a total of, 6 points of resistance for 4 POW.

Example: A character with a 17 Damage Resistance skill wants to make a suit of armor tougher by providing permanent Damage Resistance. He finds that 4 point Damage Resistance costs 16 Points to cast. He has, again, an enchant skill of 24. He looks up Damage Resistance, and finds his 4 point Damage Resistance will cost 16, round up to 18/3 or 6 POW points, plus one to prep the item. Ouch. He waits till he has some armor made of magic iron. That's half POW point cost to Enchant. So we're now looking at one to prep, and 3 to make the item. This looks more reasonable. So he starts, 12; prep succeeds; special 3, armor now has 12 intensity points of Dam Resistance permanently enchanted. He rolls a 1? This could be bad, but then 14, so no effect. He then rolls a 17, making it, leaving him with the equivalent of 18 intensity points in enchantment. Now, he has to stop. He cannot go over his maximum normal spell casting limit. So he gets some pretty tough iron armor, for only 3 POW points. If the iron began as medium, before enchantment, it is now Damage Resist 4 and is effectively +6.

Maintained Sorcery Spells

Most campaigns allow for some "semi-permanent" spells to be maintained during "off time". In general, the rules are:

1. All such spells must be cast with at least a month duration
2. The total MP available is X * daily regenerated POW. X will vary campaign by campaign, but is typically 7, reflecting a week of "off time" per month.
3. All such spells may be eased.
4. Ceremony may be used. However, no more than 8 points of Ceremony total can be used on these spells (i.e., the character took 1 day off per month to do the ceremony)

Sorcery Schools

Most sorcerers belong to a school. Being a member of a school has two advantages. Each school has a school lore, which can be used to cast any of a number of different spells, as if it were knowledge of the specific spell(s). Another advantage is that schools have secrets – where a spell is a secret known only to a specific school or schools. If so, this will be noted in the spell description. None of the spells described in these basic rules are school secrets.

Summoning for Sorcerers

Some sorcerers know the Summoning skill. This means that they can summon the common types of elementals, [Gnome](#), [Salamander](#), [Sylph](#) and [Undine](#); and any demons they know the true name of. A sorcerer may have no more than his or her POW/5 elemental servitors at any one time. To summon an elemental servitor, use the summoning skill, treat it as a sorcery spell with intensity and duration, and use the rules provided under the elemental description. To summon a [demon](#), a sorcerer must first obtain the true name of the demon; what must be done after that is up to the game master, though guidelines have been provided in the demon description.

Sorcery Spells

The basic rule is that a sorcery spell must be something a game master will allow a character to cast. A fairly complete list of sorcery spells has been provided, and a wise game master will not allow any spells clearly superior to the existing standard spells. In general, sorcery spells are strong on manipulation of the elements, and physical damage and much weaker in the mental and emotional area. Sorcery spell descriptions follow a simple format. The first line is the name of the spell. The second line describes any modifications to the normal rules for manipulations. Below that is the description of what the sorcery spell does, the following core sorcery spells are included as part of the basic game:

Absence of the Spirit

Effects of manipulations are normal

Absence of the Spirit detaches the construct shamans think of as the sorcerer's spirit from the spirit world, making it harder to engage in spirit combat. When trying to engage a character protected by Absence of the Spirit in spirit combat, the attacker must roll D6 difficulty and defeat the difficulty conferred by Absence. For 5 points of Absence of the Spirit, a roll of 3 or less on D6 means that the attacker cannot grasp the protected spirit to attack it. For 10 points of Absence, the protected character is protected on a roll of 4 or less. For 15 points of absence, the protected character is protected on a 5 or less. There is no level of Absence of the Spirit which will provide total immunity to spirit attack.

Age at a Snail's Pace

Effects of manipulations are normal, except Duration

This spell slows aging, reducing the effective aging for the duration of the spell to the next lower time on the duration chart. Thus, 15 points of duration reduce a season's aging to a month, etc.

Aid

Effects of manipulations are normal

This spell gives magic points to another caster, which he can use to cast spells, either immediately or for the duration of the spell. Each intensity point of aid allows transfer of up to three more magic points to the character being helped. Under no circumstances does Aid allow the character being helped to end up with more than twice his Power in magic points. Aid cannot be used to help the caster, nor can Aid spells of long duration be used to transfer more than a total of three magic points per point of intensity.

Alarm

Effects of manipulations are standard, except Duration which is indefinite and free.

This spell complements Castle Defense, and in many ways resembles it.

This spell must be cast on a building or ship, and does not move {if cast on a ship or movable building, it moves with the ship or building}.

This spell protects a volume which must be clearly defined at the time of casting. It is triggered whenever any creature of human size or larger, not authorized to enter the area, tries to enter the protected volume. The result is to set off a medium intensity sound illusion, saying something like "unauthorized entry attempt detected" in a loud male human voice. This basic functionality costs 5 intensity points. To increase the functionality to detect spells {including Vision Projection, Voice Projection, Mystify, etc} costs an additional 5 points of intensity. Spells which are totally hidden by the subtlety manipulation are not detected. To lower the size threshold to include small or very small creatures costs 5 points for small or 10 points for very small. To make the

voice a whisper in the caster's {or any other person's ear, designated by him} costs 5 intensity points. Each additional person for whom "whisper notification" is required is 5 additional points of intensity. To make the alarm very loud, like a blast on a war horn, costs 5 additional points of intensity.

The alarm is triggered by anyone who is not authorized by being inside at the time of the casting of the initial spell, or anyone else who accompanies them inside, or anyone who they specifically invite into the protected area. People who were inside at the time of the casting of the original spell

The volume protected is a small room for 5 points, a large room for 10 points, and a single tower for 20 points. Larger buildings, such as castles, are usually protected by multiple castings of this spell. A small ship counts as a large room, a medium sized or large ship is an equivalent to a tower.

Alarm has no effect against attackers who are already inside the protected area, or if any doors or windows have been left open, giving outsiders freedom to enter. A ship with a gangplank lowered also loses its Alarm.

The Duration of Alarm is indefinite. For purposes of resisting Dispel or Neutralize Magic, Alarm is rolled normally, except that 20 is added to its roll. Against spells such as Dismiss Magic, which assign a fixed value based on size of spell to defense, add twenty to the intensity of the spell prior to determining whether it is spelled, and then roll. If Dispelled, Alarm automatically comes back at the end of the episode, as if it were an enchantment. If the protected area is breached, as by a battering ram, or otherwise ceases to be a unified defensible entity, Alarm is automatically dispelled.

If a character makes a Lightfingers skill roll higher than the roll to cast Alarm, or a character defeats Alarm with the intensity component of an Insignificance spell cast upon him {as if the intensity of Insignificance were a skill}, the Alarm does not go off. The Alarm does not go off if an attempt to dispel it is made, and gives no warning that it is not functional if dispelled for one episode.

Animate <Substance>

Duration is normal; other manipulations have effects described below

This spell animates a substance. There are several types of substance, with varying capabilities. Animate <Substance> cannot be cast on a living being or spirit.

Bronze: One point of intensity will animate a metal object the size of a one handed sword, Two points animates an object the size of a two handed sword. Five points will animate an object the size of a dwarf; ten points will animate an object the size of a normal human, fifteen points will animate an object the size of a troll; twenty points will animate an object the size of a horse or great troll.. The animated object may attack and parry in combat, but only if the caster concentrates on running the animation, costing one action. If this is done, the object will attack and parry with skill equal to that of the spell caster. This spell can be combined with vision, hearing, or voice projection. When used to animate metal, such as bronze, ten points gives a +1 impact bonus, fifteen points gives a +2 impact bonus, and twenty points gives a +3 impact bonus.

Animations use a different system in combat; they have hit points. An object the size of a one handed sword has five hit points, an object the size of a two handed sword has ten hit points, an object the size of a human has fifty hit points, an object the size of a troll has one hundred hit points, and an object the size of a horse has two hundred and fifty hit points. Instead of forcing a roll on the incapacitation table, each point of damage that "gets through" does a hit point of damage. Animated bronze object are treated as if in heavy bronze armor; it costs five intensity points to animate bronze so that it moves at half human speed, ten intensity points to allow it to move at full human speed

Fire can be animated; this does fire damage; D12, if it "hits" the target. A given object made of fire has one tenth the number of hit points of a similar sized object made of bronze.

Aura of Power

Effects of Manipulations are normal

Increases effective POW for purposes of resisting spells and spirit combat, see Cumulative Cost chart for costs.

Awareness

Effects of Manipulations are normal

This spell Increases effective perception skills as if it were the Divine Magic Bless spell. See Cumulative Cost Chart for costs.

Blast of Air

Effects of Manipulations are standard

All characters within the area affected by Blast of Air must make DEX rolls vs. the intensity of Blast of Air. If they fail the DEX roll entirely, they fall down, and their players must make a roll against incapacitation as if 3 points had gotten through armor. If they make DEX but do not defeat the Blast of Air, and the intensity of Blast of Air was 8 or less, they are knocked off balance and cannot move for one round. If the intensity of Blast of Air was 9 or greater, they are knocked off balance for two rounds, and have to roll against incapacitation, but are only incapacitated if their player(s) roll a 1. If a character in the affected area makes his DEX roll and also defeats the Blast of Air, the character can move normally.

Blur

Effects of manipulations are standard

Requires 10 intensity points on when D20 are rolled to cast spells, 15 intensity points where D30 are rolled, 20 intensity points where D40 are rolled, etc. When opponents of the target attack with weapons, and their first attack roll is not a critical success, they must roll again, and take the worst result.

Burning Cloud

Effects of manipulations are standard

This spell creates a smoky, fiery cloud immediately in front of the caster. For each MP expended on area effect, 1 "hex" (corresponding to one normal-sized human) is covered. The cloud has an initial direction of movement, assigned by the caster. The cloud slowly moves, at half-normal human speed, up to the range allocated at casting. Changing the direction of movement requires an action by the caster. Anyone hit by the cloud takes damage, which ignores armor. The first 3 damage require 1 MP each, each damage point from 4-8 requires 2 MP each, 9-15 requires 3MP each, etc... (e.g., to do 7 damage takes 9MP)

In addition, during the Magic Phase of any round a character is engulfed they are attacked by a roll vs. twice the spell's damage. If this overcomes the target's CON roll they may take no action next round other than stand still or run in a random direction. This effect is countered by Breathing spells.

E.g. That 7 damage cloud engulfs Foobar the Barbarian for two rounds before moving on. The 1st round (in the Magic Phase) it rolls an attack of 16, a miss, and Foobar can do whatever he wants 2nd round. After the 2nd round it rolls a 13, and Foobar fails to resist with a CON roll of only 7. On the 3rd round Foobar may be SOL, even though the cloud may have passed on.

This spell does not work in high winds, and is strongly affected by Sylphs, Blast of Air or similar.

Calling on the Earth

Effects of manipulations are standard

Each point of intensity adds 1 to the caster's effective POW, for the purpose of regaining magic points only, for the spell's duration. Unless the caster specials the casting roll, it can never more than double a character's effective POW for this purpose, nor does it have any other effect. This spell is incompatible with Calling on the Fire.

Calling on the Fire

Effects of manipulations are standard, except Duration. This spell cannot be extended past episode duration.

Each point of intensity regains one magic point, for all sorcerers within javelin reach of the fire on which it is cast. For obvious reasons, this spell is usually cast with an Ease Component. The fire must be kept under control and going for at least two hours if the spell is to work. This spell can never more than triple a character's ability to regain magic points in a day. If the casting attempt fails, Calling on the Fire will never work on that fire.

Castle Defense

Effects of manipulations are standard, except Duration which is indefinite and free.

This spell must be cast on a building or ship, and does not move {if cast on a ship or movable building, it moves with the ship or building}.

Each intensity point of the spell subtracts one from the roll to overcome of any spell targeting or affecting anyone or anything in the area protected, if and only if the caster is outside the protected area. If the result is negative, the spell has no effect. Thus a Divine Mystify spell cast with a roll of 18 is 8 to overcome enemies within a 10 intensity point Castle Defense, and a Divine Mystify spell cast with a roll of 8 in the same circumstances will have no effect. This spell also acts blocks attempts to cast Hearing Projection, Vision Projection or Voice Projection into the area protected, resisting this casting with the skill of the caster of the Castle Defense spell. The spell also locks all doors, allowing them to be opened only by people who were inside the protected area at the time of the casting. Others must use Lightfingers skill, defeating twice the intensity of the spell, to enter. They can of course batter the door open, and the spell adds no physical strength to the door. There is an upper limit of 10 points intensity for a normal casting of this spell, and 15 points for a special casting of this spell. This spell resists attempts to find out what is going on inside by divination, etc, as if they were attack spells cast at the people inside whose activities would be revealed.

The area protected is a small room for 5 points, a large room for 10 points, and a single tower for 20 points. Larger buildings, such as castles, are usually protected by multiple castings of this spell. A small ship counts as a large room, a medium sized or large ship is equivalent to a tower.

Castle Defense has no effect against attackers who are already inside the protected area, or if any doors or windows have been left open, giving outsiders freedom to enter. A ship with a gangplank lowered also loses its Castle Defense.

The Duration of Castle Defense is indefinite. For purposes of resisting Dispel or Neutralize Magic, Castle Defense is rolled normally, except that 20 is added to its roll. Against spells such as Dismiss Magic, which assign a fixed value based on size of spell to defense, add twenty to the intensity of the spell prior to determining whether it is spelled, and then roll. If Dispelled, Castle Defense automatically comes back at the end of the episode, as if it were an enchantment. If the protected area is breached, as by a battering ram, or otherwise ceases to be a unified defensible entity, Alarm is automatically dispelled.

Clingfire

Effects of Manipulations standard except duration which is 1 round per point. '

The effect of Clingfire is to attack the target with fire, 1 point of intensity provides a 1D6 lethality weapon, 2 points of intensity provides a 1D8 lethality weapon, 4 points of intensity provides a 1D10, and 6 points of intensity provides a 1D12 lethality, for the a duration in rounds equal to the duration manipulation of the spell. This damage is burn damage, and will not be affected by healing spells or herbs specifically listed as targeting wound damage. The caster of Clingfire must overcome his target in a spell vs. spell roll. If he fails to overcome his target, Clingfire has no effect. Normal armor protects the target from the first round of Clingfire damage, but does not affect damage in subsequent rounds. Magical protection protects the target on both the first and subsequent rounds.

Conceal

Effects of manipulations are standard

This spell, invisible to Mystic Vision, blocks the Reveal sorcery spell, opposing the strength of the Reveal with its own intensity as if the two were skill rolls. Unlike reveal, the sorcerer need not

have the object or rune of the thing concealed on his person; conceal may be cast by drawing the rune of the thing concealed on the ground or even in the air at the time of casting.

Control Phantasm (a.k.a. Realize Phantasm)

Effects of manipulations are standard

Each point of intensity adds one point of INT, POW, or STR to a Phantasm. No stat can be higher than SIZ/2 of the original Phantasm Spell. (i.e., a SIZ 10 illusion has a maximum STR of 5) If INT is added, this spell allows an animated object to function autonomously. The animation will follow the orders of the caster or whomever the caster specifies for the duration of the spell. Any skills of the phantasm are limited to INT, and any die roll to inflict damage is limited to STR. (Design note – this spell is not intended to create true fighting phantasms, just ones that can walk around carrying messages or torches) Each 5 points of intensity can give the phantasm 1 point of Heroic Charisma.

Create Phantasm

Duration Normal, with an exception

This spell creates, and animates, an illusion. 2 points of intensity will create an illusion up to 10 SIZ. Each additional two points of intensity doubles the available SIZ. To allow the illusion to move, add one intensity point per speed class. Sounds can be generated, with volume appropriate to that size of object. The quality of the image is based on the casting roll. Duration is normal except that an illusion can be made “permanent” for 6 magic points,

Example - creating a reasonable SIZ 40 Griffin would cost 6 MP for the SIZ, and 3 MP to give it 3x human speed. The animated Phantasm will only move as directed and requires concentration (i.e., 1 action per round). (See also Control Phantasm) Duration is normal, except, an immobile illusion can be made "permanent" for 6 intensity points. The illusion will not cause direct damage. That illusory Griffin approaching a knight on a horse will not cause any claw damage, but the horse getting spooked and throwing the rider might.

Cushion Impact:

Effects of manipulations are standard

Each 10 points of intensity provides one level of C.I. Each level of Cushion Impact negates one incapacitation effect on the target. When triggered, the level then ablates. The spell ends when all levels have ablated, or the duration expires.

Damage Boosting

Effects of manipulations are standard

This spell increases damage that will be done by a weapon. See Exponential Cost Chart.

Damage Resistance

Effects of manipulations are standard

This spell is usually cast on clothes or armor, and protects the wearer by providing additional armor protection. See Exponential Cost Chart.

Engulfing Darkness

Effects of Manipulations are standard, except that duration which is 1 round per point.

This spell creates a black cloud in front of the caster, upon any target capable of resisting the spell, out to the maximum range of the spell. For each MP expended on area effect, 1 "hex" (corresponding to one normal-sized human) is covered. If the caster overcomes the resistance of the target, the cloud is bound to the target, and moves with the target. If the cloud does not bind to the target, it may be moved by the caster at up to normal human speed, in any direction. Moving the cloud requires an action on the part of the caster, and happens during the movement phase.

The cloud blinds anyone within, and cannot be seen through. On the first round inside the cloud, enemies of the caster (which can include friends who are unaware of who cast the spell), must leave the cloud by proceeding away from the caster, and out of the cloud, as quickly as possible.

Of course, if they are the target, they will take the cloud with them. Someone who cannot get out one round will panic. If they an INT roll, with the intensity of the Engulfing Darkness spell as a resistance, they collapse into numb shock and don't do anything for the rest of the episode.

Creatures with Dark vision are immune to the fear shock attack, and may see through the spell.

Expose the Lie

Effects of manipulations are standard

Each point of intensity allows a particular statement, of up to one sentence in length, to be analyzed as true or false. This spell must overcome the resistance of the speaker, since it relies on physical consequences of nervousness due to lying to succeed. Expose the lie will be ineffective if the speaker has been tortured, is possessed, or is otherwise in a state where desire to please or compulsion is far more important to him than the truth or falsity of what he is saying. Expose the Lie exposes lies, it does not reveal truth. Thus, if the speaker is misinformed, Expose the Lie will not reveal his error.

Fire Rain

Duration is One Round; Other Effects of Manipulations are Standard

This spell causes a rain of droplets of red fire, in game effect being the same as attacking the characters below it with a D12 Fire spear. Each character affected costs 1 Magic Point, plus a base cost of 4, thus attacking six characters with this spell would cost ten points, but ten characters would only cost 14. Only characters that would be exposed to normal rain are affected. Characters inside structures, tunnels, etc are protected. All targets must be within the range of the spell.

Follow Fashion

Effects of Manipulations are Standard

This spell allows the caster to change one or more of the following features: hair color, eye color, shape of nose, breast size (if female), and size of ears. See Cumulative Cost Chart. The change may be to any naturally occurring size or color; at double intensity costs colors may be changed to colors that do not occur naturally.

While most players will probably think of this as a disguise spell, it is more often used in the big cities as a beauty spell - if blonde hair and blue eyes are in this season, a society lady would go to the local sorceress and ask for a casting of this.

Freeze Blast

Effects of manipulations are standard except for duration which is always instant

For the basic cost of 5, a narrow blast (1 hex wide) of freezing air comes out of the caster's palm, extending up to the range allocated. The first target hit takes a D10+2, the next a D10, next a D10, and thereafter any target hit takes a D8. Only non-metal and magical armor protects against this damage. Targets who resist the spell take no damage. Each addition 5 points of intensity add one to the damage done. Thus, ten points of intensity would do 1D10+3 to the first target hit, etc.

If used underwater, the range on this spell is reduced by 1 level, i.e. 3 MP only gets you Short Bow range, not longbow. This spell also extinguishes normal fires, if the damage roll exceeds their size. A candle is size 0, a typical torch would be size 2, a typical campfire size 5.

Hide the Message

Effects of Manipulations are Standard, except that 1 point of Duration buys an indefinite duration

This spell hides the writing on a scroll, until dispelled. The effect is to create an apparently blank scroll or parchment, which may itself be written on. Writing over the hidden message will be erased when this spell is dispelled. Each point of Area manipulation hides approximately one modern normal page worth of message.

Hearing Projection

Effects of manipulations are standard

This spell is exactly like vision projection, except that the caster's ear rather than eye is projected. Note that this means that spells cannot be targeted indirectly through hearing projection, though they may be targeted against an eavesdropper using hearing projection.

Illusory Paperwork

Duration: "permanent", special, Subtlety effects special

The basic effect, which requires 1 intensity point, creates paperwork, similar to that which could be created with a normal Administration roll at the level rolled for casting the spell. The spell resists magical detection and analysis, generic Dispel Magic sweeps, and other attempts to detect it as false, with 2*Subtlety used + the roll to cast the spell. If the spell is ever detected it (and the "paperwork"!) disappears.

For 2 additional intensity points the caster has the option to add in their own Administration roll, if successful the paperwork is at a level equal to the sum of the two skill rolls. In this way "Special" successes can be obtained. However, if either roll is a failure the paperwork is a failure, if either is a fumble the result is a fumble.

Image Intensification

Effects of manipulations are standard

This spell offsets minuses to perception skills resulting from poor light. It will not allow vision in complete darkness, but does improve vision if there is any light at all. Each intensity point of Image Intensification offsets one difficult point from low light levels (if using a D6), or four difficulty points resulting from low light levels (if using a D20). One intensity point will be partially effective, thus a difficulty of 3/6 will be reduced to 2/6 by one point of intensity. This spell is not obvious, and the eyes of the beneficiary continue to look normal.

Image Resolution

Effects of manipulations are standard

This spell allows the caster to view a particular point he can see, as if he were standing there, if he casts a range component sufficient to get the spell there. The advantage of this, relative to Vision Projection, is that the user does not become vulnerable to spells as if he was there, nor does he lose vision from his current location. But he cannot change the point where he or she is seeing from, nor can the user of Image Resolution cast spells as if he or she were at the point projected to. This basic effect costs one point of intensity.

Incredible Lightness of Being (a.k.a. Magic Carpet)

Effects of manipulations are standard

It allows the caster to lift an inanimate object and anything on top of it into the air and move it around. This is usually a carpet, though it has also been cast on a chair, a broomstick, and a cut off piece of a ship's sail. Each intensity point allows the lifting of 3 size points. Carpets vary from 1 size for a welcome mat to size 20+ for a large oriental rug suitable for a Great Hall. In general, a rug can carry one person or pack for each point of size. Any excess lifting capacity can be used for 1 hex (3 meters?) of movement. One unit of vertical movement costs two units of horizontal movement. If the object leaves spell range it is no longer controllable by the caster and falls to the earth.

Guiding the object requires one action and any complex maneuvering will require a successful spell skill roll. Otherwise the object will continue moving however the caster last directed it to until the direction or range expires. Also, actions broomsticks carried out from the back of broomsticks require a riding roll, but a lance can be used and does not require an additional action (don't know why you'd want to since a broomstick does not have a meaningful damage bonus).

Insignificance

Effects of manipulations are standard

The first point of Insignificance forces other characters that are looking for or at the insignificant one to make Spot Hidden Rolls if they wish to see him. Each additional point of Intensity adds one to the resistance to Spot Hidden.

Insignificance is temporarily suppressed if the insignificant character does something dramatic, violent, or obviously important. This suppression lasts until one round after the end of the dramatic action.

Intensify Healing

Effects of Manipulations Standard

This spell improves natural healing, intensifying the body's normal tendency to restore itself to health. The game effect is that the player of a character under the influence of this spell may roll twice any time a natural constitution roll allows a chance to recover from incapacitation or wounds is called for, and take the better result.

This effect costs 3 Intensity points to produce if the character who benefits from the spell is Walking Wounded, 7 intensity points if the character is Badly Wounded, and 12 points if the character is dying. It has no effect on dead characters. This spell has no effect on CON rolls resulting from the casting of divine healing spells.

Invisibility

Effects of manipulations are standard, except duration which costs 5 points per combat round

This spell makes the character invisible. Treat this as the equivalent of a successful Hide skill roll equaling (roll to cast this spell + 20). Ignore negative modifiers to hide skill, since the character is invisible, not hiding. This spell does not hide the beneficiary on the spirit plane, nor does it conceal tracks, etc made by the character. As with the hide skill, any dramatic action, such as attacking with a weapon attracts attention and dispels the spell.

Lightning Fingers

Duration: instant

Range: normal, affects all the bolts

For each 3 intensity, a bolt of lightning erupts from one of the caster's fingers on one hand, targeting opponents in the same general direction (≤ 60 degree arc). Each bolt does D10 damage, ignoring metal armor. Targets that resist take no damage. For obvious reasons, most sorcerers are limited to a maximum of 4 bolts. This spell works underwater.

Magic Missile

Duration: Instant, Other Manipulations normal

This spell creates magical missiles, which are treated as darts thrown with a chance to hit equal to the character's skill at casting the spell, with a lethality of 1D8, but which ignore armor lethality minuses. Magic that protects against incoming spells is ignored, but magic that reduces lethality die rolls, or absorbs wounds, is effective. Thus, Shield II does not absorb the missiles, does affect their lethality with a -2 to the lethality die. Each missile costs 3 Magic points of intensity to create. Archery difficulty resistance due to low visibility or cover apply vs. Magic Missile, other difficulty resistance does not.

Mystic Block

Effects of Manipulations are standard

This spell attempts to conceal the presence of spells on the target, or the fact that the caster touched an object being read using by object reading.

If the enemy caster fails to overcome the skill of the caster, plus twice the intensity of the block, with his roll plus twice the intensity of his sensing spell {each point of divine magic counting as 4 pts of intensity}, the block conceals the presence and nature of all spells on the target including itself. If the enemy is using object reading, he or she must overcome the skill of the caster, plus twice the intensity of the block, with his or her roll to cast Object Reading. When this spell is cast to block Object Reading, it blocks one episode worth of contact with the object for duration equal to the duration component.

Mystic Light

Effects of Manipulations are standard

This spell normally produces a circle of soft, even amber light, with a radius of 2 meters per intensity. Other colors may be produced for double the intensity cost. If it is successfully cast on an enemy, it will subtract 2 from all skill abilities requiring vision.

Mystic Lock

Effects of Manipulations are standard, except that indefinite duration comes at a cost of one point

This spell creates a magical, as opposed to mechanical lock. The caster, and possibly some other people designated by him at the time of casting, then become the only ones who can open it. The first other person costs one point of intensity; the second costs two more for a total of three, etc. Additional intensity may be added for the purpose of making spell harder to dispel. This must be placed on something that can be opened (and thus locked), (i.e., doors, cabinets, etc).

Mystic Vision:

Effects of Manipulations are standard,

- One point of Intensity allows the character upon whom it is cast to see whether or not something is magical.
- Two points allow identification of the magic by type and intent {i.e. spirit, divine or sorcery; offensive, defensive, support}.
- Four points allow estimation of the approximate power, counting each point of divine magic as four points of intensity; it also allows the viewer to use an appropriate lore skill {sorcery, god or spirit lore} to attempt to identify the exact power and source of the spell.
- Eight points allow the viewer to attempt to Spot Hidden spells, using the Intensity of his Mystic Vision as if a skill or spell rolled on the opposing skills or spells chart.

Example: A character has hidden one of his magic items, inside a scarf. Mystic Vision 8 is effectively an 8 point Spot Hidden skill, in looking for hidden magic items. It also allows exact identification of the caster, and in the case of divine spells, deity involved in casting, if no attempt at magically hiding this information has been made.

Neutralize Magic

Effects of Manipulations are standard,

Add the intensity doubled, plus the skill roll to cast, and compare it to the intensity plus the raw POW of the target. If the Neutralize magic number is higher, it wins. If the defending intensity plus POW of caster is equal or higher, neutralize fails to dispel the opposing spell. Each point of a divine spell counts as five points of intensity. Neutralize magic will suppress enchantments, as if they were the corresponding spells; but a suppressed enchantment will come back to normal when the duration of the Neutralize Magic spell ends.

Which spell is targeted by Neutralize Magic does not have to be declared in the Declaration of Intent Phase. The selection of a target to be neutralized may be done when the Neutralize spell happens in the magic phase. Within the magic phase, Neutralize Magic goes first, and may target a spell being cast at the same time as the Neutralize spell. If the Neutralize overcomes the spell that is being cast, that spell has no effect.

Object Reading

Effects of manipulations, except Duration, are standard

This spell analyzes the nature, past use, and associations by the magical principle of sympathy, of an object, which need not be magical. Use the Cumulative Cost Chart for the cost per piece of information. Object reading works only once per object per caster. The information desired may be specified by the caster; thus the caster could ask if a dagger was used to commit a particular crime; how the dagger is enchanted; who enchanted it; who last owned it; who owned it before the last owner did, etc. The information gained can only refer to events that occurred in the past if the time the event occurred in the past would be included in the duration component of the spell, if duration were read backward in time {i.e. measure the duration backward in time, if the event occurred in that interval, then information about it can be revealed by this spell}.

Object Reading, unlike Mystic Vision will give an exact description of an object's functioning and properties, in game rules terms.

If this spell is opposed by sorcery which would conceal the information desired, then it tries to overcome the concealing sorcery by the normal spell vs. spell combat rules.

Object Tracing

Effects of Manipulations are standard,

This spell traces a specific object, which the caster must be able to visualize by the caster. Tracing a large magical object requires one point of intensity; a small magical object, or large normal, object three points of Intensity; while a small normal object requires seven points of Intensity. The object to be traced must be within the range of the spell. Each foot of stone between caster and object requires an additional point of intensity. The Tracing spell gives the caster the current direction of and a feel for the distance to {i.e. what range component would be the minimum required to reach it}. If two or more objects fit the description, Object Tracing traces the nearest one. Object Tracing is ineffective on the Spirit and Hero Planes, and in areas where normal spatial relations are distorted.

Portal

Effects of Manipulations are standard,

This spell creates a portal that people can move through. The caster needs one point to anchor each end, one point of intensity per three size points of the maximum size creature intended to move through it, one point per wall or foot of rock or so between the two ends, one point per creature to move through it, and normal range and duration components. Note that a Portal takes one round to cast, and one round to form; characters can only start moving through it after one round has elapsed between successful casting and first movement.

Presence

Effects of manipulations are standard

This spell magically matches a character's awarded fame or heroic charisma. Each fame or heroic charisma point doubled costs 4 MP to enhance. Thus a character with 2 awarded fame points could have them doubled to an effective 4, at a cost of 8 magic points of intensity. This spell will never increase either awarded fame or heroic charisma by more than the character started with.

Purple Rope of Binding

Effects of Manipulations are standard,

Turns a short length of rope the caster is touching into a lacquered purple rope, which then moves at normal human speed towards a single target and attempts to entangle it. The entangle attack has a skill level equal to twice the intensity of the spell, and rolls each round against this skill level to entangle. The target may resist by using an action to take an opposed DEX roll.

One may slash at the rope before it entangles the target. A successful hit with a cutting weapon that overcomes the spell intensity cuts the ropes and dispels the spell.

Once entangled, the victim has only two possible normal actions: (other than D.I. etc.)

- 1) Try to cut the rope; this requires a successful dagger attack that overcomes the spell intensity, or a 1-handed sword/scimitar attack that overcomes 2X intensity.
- 2) Try to break out by main strength. This may only be attempted once per episode and requires a STR roll that overcomes 2X intensity.

Someone else can cut the victim free; this requires two consecutive successful attacks (no opposition) with a suitable edged weapon.

The rope can travel as far as the range component of the spell allows.

Reveal

Effects of Manipulations are standard,

This spell reveals the presence or absence of the thing or substance searched for, if the caster has a sample of that object on his person. Thus, reveal silver would work if the caster had a silver coin, to use in invoking the principle of sympathy in searching for silver. The thing, feeling or what have you, being searched for can also be represented symbolically; thus Reveal could be used to detect humans with a man rune as the sympathetic object; enemies with a run for malice; disease with a disease rune, etc.

To make the object(s) revealed glow magically, the caster must put three points of intensity in the spell. To give the caster an intuitive sense of the distance and direction of the nearest instance of

the object, mood, spirit, etc searched for, the caster must put five points of intensity into the spell. Solid rock may be penetrated in the search, at a cost of one point of intensity per foot of rock searched.

If someone is trying to hide the object searched for on or within his or her person, then the caster of Reveal must overcome the defender's power per the normal rules for resisting spells. If the object is behind six feet of rock or metal, this spell will not pass through the rock to reveal the item

Seal

Effects of Manipulations are standard, except one point of duration buys indefinite {i.e. until dispelled} duration.

This spell magically marks an item, with a sigil unique to the caster. Reading, magically analyzing, or removing something from inside the item on which it is cast, will break the Seal. Whether the Seal is broken or unbroken, and who cast the Seal, are readily visible to anyone with Mystic Vision.

Seize the Essence of the Text

Effects of Manipulations are standard, except that duration is always one day

This spell doubles effective reading speed, for the duration of the spell. It has only one effective level of intensity; one point. For example, a one point one day duration casting of this spell would allow the caster to read one check's worth of material per day, instead of two. In all other respects, the caster remains subject to the normal rules for reading scrolls.

Shadow Walk

Effects of Manipulations are standard

This spell improves Hide skill. Each three points of intensity buys a +1 to the effective die roll, after the roll is made. Increases that would adjust the character's Hide skill roll beyond his skill level increase to skill exactly instead. For example a character with a Hide skill of 16, benefiting from a 12 intensity point Shadow Walk has a roll of 6 increased to a ten, when resisting Spot Hidden. A 14 is raised to 16, not 18, and a second roll to see if the character makes a critical success may also be attempted.

Sphere of Protection

Effects of manipulations are standard

The first point of intensity creates a virtual wall around the beneficiary, making it possible to block incoming spells. Each point of intensity thereafter adds two points of POW to the virtual shield. This shield is the first thing encountered by an incoming spell. For example, suppose a Sorcerer with a POW of 13 casts an 11 point Sphere of Protection on himself. A divine caster casts Blind at the protected character. The Blind would first have to overcome the Sphere of Protection, which has a virtual POW of 20. If his spell overcame that, he would have to roll again to overcome the caster's POW of 13.

Sphere of Protection protects objects that are on the protected character's person {sword, clothing, food} as well as the protected character. Sphere of Protection does not protect against spells that do not have to roll to overcome the POW of the protected character – a Sword with Black Blade of Death is not affected by Sphere of Protection as it cuts the protected character in half}. Spells that project a character's senses, such as Vision Projection, are not protected by Sphere of Protection.

If and only if the protected character is the caster, Sphere of Protection will absorb any spells that it stops, giving the protected character one magic point per two intensity points of the blocked spell {if sorcery} or one magic point of POW sacrificed {if divine}. If there is no storage for the absorbed magic points, they remain till Sphere of Protection ends, and then go away. Sphere of Protection cannot store more magic points than twice the intensity of the spell. Sphere of Protection does not affect spells that are not cast with hostile intent. If ten divine casters try to help their sorcerer friend by casting all of their Mystify at him {before going to regain it and leave on the adventure}, Sphere of Protection will have no effect on their Mystify spells.

Stairs of the Banana Peel

Effects of Manipulations Standard, Area Manipulation required

Copied from a Trickster Divine Spell of the same name, this spell makes an area of ground or stone slippery. The size is 5 square meters per point of Area manipulation. Everybody crossing it, or trying to fight in it, must overcome the intensity of the spell with a Dexterity roll {D20 less than or equal to DEX, but greater than spell Intensity}. If they fail, they fall down. They cannot move, cast spells, or fight, until they stand up, which may be done within the area if they can beat the spell Intensity with a Dexterity roll, or if they crawl out of the slippery area and make an unopposed Dexterity roll.

Vision Projection

Effects of Manipulations are standard

One point of intensity creates a viewpoint, additional points allow that viewpoint to be moved 10 paces per point of intensity, at a rate equal to human walking speed. The viewpoint is invisible to normal, but not to mystical vision. It need not be anchored on a physical object. It may be hidden from magical vision; this is done using the viewer's Hide skill. Magic may be cast by or at the caster, as if the caster were where his viewpoint is. The viewpoint may not be moved through solid rock or in any other way impossible to the viewer personally, if the viewer was standing where the viewpoint is. This spell may be combined with vision enhancement spells, such as Image Intensification, Image Resolution, or Alertness. Divine magic may be combined with this spell, if and only if, the deity approves of sorcery and knows sorcery him or herself {that is, sorcery spells are also cult skills}.

Vision From the Past

Effects of all manipulations except Duration are standard

This spell allows the target to see into the past, starting at a specified time no earlier than the current time minus the duration component of the spell, for ten minutes. This vision is exactly as if the target were standing then, where the target is standing now. This spell lasts for ten minutes or until the target moves significantly. This spell does not carry the effects of other sense enhancing spells, such as Mystic Vision, with it; nor does it confer any unusual ability {i.e. any ability other than the unaided vision of the target} to defeat spells such as Insignificance.

Voice Projection

Effects of Manipulations are standard

This spell is like Vision Projection, except that the voice is projected. One point of intensity projects normal voice, two points of intensity projects either a whisper or a loud voice; four points will project a very quiet whisper, barely audible to the recipient if it is in his ear, or a loud shout. Eight points allows a great shout, as loud as the human voice can get.

Wing Foot

Effects of Manipulations are standard

Five points of intensity adds half again to the movement of the target, if and only if it is moving on land. Ten points of intensity doubles it. Fifteen points of intensity multiplies land movement speed by two and a half. This multiplication occurs after all other modifiers, for example characters slowed by mud are first slowed and then sped up. This spell has no other effects.

Chapter VII - Economics

These rules will not spend much effort on economics, since most characters do not spend much time analyzing the economic structure of their societies. The primary purpose of this chapter is to determine what characters can buy, at what cost. It also covers trading in enough detail to run a trading adventure or two. A little background knowledge about the economic structures of the society characters live in is also sometimes helpful for the game master.

These rules separate earnings and expenditures into two kinds, ordinary and extraordinary. Ordinary earnings and expenditures deals with daily income and outgo, the things a character could buy in a story without requiring more than a sentence in a narrative. An example would be a character buying a glass of cheap wine. No one really cares where he or she gets the money to do this, and it is unlikely to be significant in either character development or narrative.

Extraordinary economics covers substantial one shot profits, such as loot, the haul from an occasional very rich trading run, a one shot payment from a noble sponsoring a tomb raiding expedition, etc; and unusual expenses such as purchasing magic items. There is some overlap between them; in that a character's normal life will produce a small savings that may be put into the extraordinary fund

In addition, these rules divide economies into two types, Imperial and Barbarian. The Empire has a large and prestigious army and civil service, and a substantial luxury trade promoted by the fact that the Empire has {comparatively} a lot of wealthy people to create demand. The Empire also acts as a free trade zone, reducing the threat of banditry and lowering the cost of taxation by local authorities, thus reducing the cost of trade. The Empire also has a more efficient farming and fishing base than most barbarian societies {though still inefficient by modern standards} so that 10% of the population is free to do something other than raise food. On the other hand, the Empire has a very high degree of inequality, with a few very wealthy people at the top and a lot of slaves at the bottom. Barbarian economies are much less wealthy, and have a greater percentage of the population involved in raising food. On the other hand, they are also more egalitarian, with no really wealthy, by Imperial standards, and fewer very poor, people. The Imperial economy is mostly monetized, while the barbarian economy still has a substantial barter component.

Neither economy is capitalistic, in the modern sense of having joint-stock companies judged by return on investment. The principal institutions are extended families, which have sometimes formed business partnerships; temples; towns and guilds. And of course, in the Imperial economy, the Empire is an institution.

Neither society is individualistic, in the modern sense of people seeing themselves primarily as autonomous individuals. People tend to think of themselves as first and foremost members of clans or extended families, secondly as members of nuclear families and as individuals last and least. This is a matter of degree of course. In a modern individualist society many people think of themselves as fathers or mothers first, and individuals second and some people are highly devoted to larger groups. Likewise, individualism is not unknown in fantasy settings based on the ancient world. On the other hand modern individualism would be seen as extremely selfish, and is more likely to be characteristic of villains than heroes.

This affects characters in a number of ways, but it impacts economics primarily by affecting the concept of property rights. Goods are relatively scarce, and are seen as being held in trust for one's descendants to a much greater extent than they are in modern times. So an expensive item is not so much the property of an individual, but of a family or institution, not the character using it.

Many major items and property belong nominally to institutions such as noble families and temples, not individuals.

Normal Economics in the Empire

The Empire has a professional army and civil service, and expects the higher ranking people to live in a manner which befits their rank. People in the Empire know these expectations, and loosely classify the economic status of the other people they meet accordingly.

This is abstracted into a system of pay grades, called FTE grades to emphasize the bureaucratic flavor of the Empire. Historically, this actually most closely resembles the Czarist Russian administration, but it will also work for civilized Empires resembling Rome or Byzantium.

There are 14 pay grades for characters, plus “super grades”. A character’s status is in part determined by his power of patronage - in effect, to preserve the bureaucratic flavor, FTE’s. So we have a number of FTE’s, of each grade, assigned to each major character.

Many characters are not members of a bureaucracy; merchants, some farmers, and nobles have property of their own. But bureaucracy is pervasive enough in the Empire so that anyone with a moderate amount of Imperial custom knows the rank structure and classifies people’s incomes by it.

FTE Grades and What They Mean

1-3 Army recruit, servant in a temple, poor farmer, etc. This is just barely getting by, with few luxuries, except uniforms, meat once a week, etc. No savings.

4-6 Trained soldier, journeyman, most farmers, poor merchants, etc. Getting by, you can live this way but still not much. This level has a new outfit once a year, a little firewood in winter, an occasional beer binge or minstrel show. At this level a character saves (FTE grade -5 silver pieces per session) * (FTE grade -5 silver pieces per session).

7-9 Decurion, Specialist, priestess, clerk, master in a guild, most merchants in town, minor noble, etc. A couple of new outfits a year, once really nice outfit, a little silver jewelry, paper and ink, etc. FTE Grade 8 is usually the lowest supervisory grade entitled to support a servant or follower of his own. This level Saves (FTE grade -5 silver per session) * (FTE grade -5 silver per session) per session.

10-11 this level includes the following: Centurion, Champion, Senior Priestess, Junior Tribune, rich merchant, etc. A minor magic item or two, reasonably new clothes all the time, a really nice outfit for parties, aged wine, a scroll every third or fourth session, etc. This is the lowest rank which confers political “clout”, and normally creates eligibility to become one of the “Few”, if not born to this status. Often have fairly major magic items, but usually they get them by making or capturing them, not pulling rank to get them. This grade saves (FTE grade - 5) * (FTE grade - 5) silver per session.

12-13 Tribune, Urban Praetor, Rich noble, High Priestess, Member of the Assembly of Experts, Minor Hero, etc. Can have most of what they want, within reason. At this level, the character can buy a scroll every session, if the character wants one and has the opportunity. The character becomes an ex officio, a Senator if he or she holds an office of this rank. At this level, a character can use admin skill to acquire magic items, significant commands, etc. At this level, a character saves (FTE grade -5) * (FTE grade -5) in silver per session.

14 Legate, Praetor or Strategos, high minor to middling hero, etc. Can have pretty much anything he or she wants within reason, and on occasion, something that’s not within reason. But not something that will unbalance the game. Saves 81 silver per session.

S - Super grade. This category is reserved for named individuals known in the entire society for their wealth; a historical example would be [Marcus Crassus](#), or a modern example Bill Gates. No PC will ever be promoted to this without consultation of all GM’s.

A few notes: Super grade characters are pretty much unplayable. You usually get promoted by persuading someone who has the slot that you want to get promoted to promote you.

Savings may be added at the end of each session, since these rules do not track normal earnings in detail. Add savings to the character’s war chest.

Ordinary Economics for Nobles, Merchants and Peasants

While most player characters in this campaign are soldiers, clerics, civil servants, or mercenaries in the pay of the Empire, most of the population is not. But the civil service rank system and its military and clerical equivalents are well enough known to the population so it can be used as shorthand.

Most peasants have the right to till some land, or are sharecroppers under a relatively stable hereditary system. They live as the equivalent of a level 3-5 FTE. An occasional rich peasant is level 6 or even 7. The poor peasants and unskilled laborers in the cities live as level 1-2. Since

exactly how well the peasants are living is seldom of concern to the player characters that is about all I'll say about this.

Merchants vary in social class. To survive as a merchant requires trading capital. This can be made to yield enough to live at a corresponding FTE level. The trading capital equivalent of each FTE level:

FTE Level	Trading Capital Cost
Level 1	1 silver piece
Level 2	20 Silver pieces
Level 3:	100 Silver pieces
Level 4	200 Silver pieces
Level 5	400 Silver pieces
Level 6:	1000 Silver pieces
Level 7	2500 Silver pieces
Level 8	5000 Silver pieces
Level 9	10,000 Silver pieces
Level 10	25,000 Silver pieces
Level 11	50,000 Silver pieces
Level 12	100,000 Silver pieces
Level 13	: 250,000 Silver pieces
Level 14	500,000 Silver pieces
Super grade	- The sky's the limit

Small town street vendors live at level 2 or 3. Owners of a decent shop tend to live from level 5 to level 7. Substantial inter-city traders range from about 8 to 11.

Example: A character wishing to raise her level of comfort by investment must accumulate investment capital to make up the difference. For example, Lyra, as a Level 10 FTE, might want to live as level 11. To do so, she would need to accumulate 15,000 Silver pieces and invest them. Her best shot at 15,000 Silver pieces is plunder of course. And she has the connections to invest it, since she is a member of the trader god cult {which also functions as a club}. Most characters don't. Living one level higher than you're entitled to by your civil service rank is not uncommon, and probably won't get a character investigated. Living two levels higher is very unusual, and any character doing that should expect to be investigated by the authorities, who will want to find out where the money came from (and want some of it).

A character wanting to set up or retire as a merchant will have to raise the above capital from his extraordinary resources. Thus, a Decurion who wants to buy a tavern and live as the equivalent of a level 8 FTE must get 5000 Silver pieces in his war chest.

Nobles own land, which customarily carries with it legal obligations to support others as well as oneself. How many FTE a given piece of land supports, and the title to go with it, will be described when the land is awarded. Legally, nobles cannot sell land. In practice they can, but it will be seen as a sign that the seller has serious money problems. Selling and buying land will be handled on a case by case basis. For example, being an Azadan might yield:

Title	FTE Level
Azadan	9
Constable	Squire
Soldier x 3	5
Manservant	5

FTE a character has by being a noble are simply added to those he controls through title or office, but the funding source is distinct.

Cost of Followers

Characters sometimes want to support more followers, maidservants, etc than their titles or offices cover by default. To figure out what this will cost, use the table above for Nobles, Merchants and Peasants. Of course, if a knight is supporting an army of followers, people may wonder where the money is coming from.

Normal Economics for Barbarians

Barbarian societies differ from the Empire in not having a large bureaucracy, and in being poorer. They are also less well organized and law abiding; almost all men and some women in a barbarian society own weapons and know something about how to use them. A final major difference is that while cash is known, most barbarian societies do not have a full cash economy; what people can get is set by custom and barter instead. Such societies usually have a class of small traders, but the real money that creates rich merchants will usually be made by traders from neighboring civilized areas. Administration will be much less important in most barbarian cultures than it is in the lunar heartland. Some parts of the Empire qualify as barbarian by this definition. A barbarian will usually fall into one of the following categories, economically:

Poor peasant: Living standard rarely as bad as the worst off in the Empire, usually lifestyle is comparable to that of a peasant in the Empire at FTE 3. Usually free, and has a spear and shield if male. Clothing is poor quality homespun, armor is light or none. They are usually illiterate.

Middle peasant: Like poor peasant, except somewhat better fed and clothed, Will have medium armor if a luck roll is made; and a sword or axe as appropriate if a luck roll is made. No savings.

Rich peasant: Like poor peasant, except much better fed and clothed. A rich peasant will have a few rugs, or a little furniture, and a decently maintained but small, house. These types will usually, if male, have medium armor and a sword, as well as a spear or bow. Will save 1 silver a session or so. They are usually, but not always, illiterate.

Shepherds, hunters, fishermen and the like will usually have possessions comparable to those of poor or middle peasants.

Craftsman: Comparable to Rich peasant, except will own the tools of his craft. He usually lives in a town, more likely to be literate. A craftsman saves one silver piece per session.

Clerk or scholar: There are relatively few of these in most barbarian societies, treat as rich peasants except that they will be literate, know how to write, and will probably own 1-10 scrolls, quill pen and ink, etc. Clerks usually save one silver piece per session.

Poor Warrior: Treat as a rich peasant, except that he is a full time fighter, will have weapon and other combat related skills at 15 or higher, and will usually be a member of a warrior cult. In some cultures, a poor warrior will start off with a horse, but only light armor. Would save one silver a week, except that being a warrior does not encourage saving for the long term, likely to drink a lot.

Rich Warrior: Like a poor warrior, plus. May have iron weapon or armor, some magic enchantments, etc. A rich warrior will usually own horse and at least medium armor. He or she is usually either a noble or a very successful, formerly poor, warrior. If a successful warrior, primary weapon skills will be 18+. A rich warrior is sometimes a devotee of a war deity cult, or a full time warrior in the entourage of a noble. If a very successful warrior, may have one or more magic items.

Minor Noble: A rich warrior, with 1 to 10 poor warrior followers. A minor noble will usually also a comparable number of servants, whose living standards will be comparable to those of middle peasants. Depending on age and a number of other factors, may have weapon and other combat skills ranging from 15 to 22 or 23. May hold any rank in a military related cult. A noble often has leadership and persuasion skills, in addition to warrior skills. A noble will usually have at least one magic item. Dresses and eats well for a barbarian, will usually have a nice place to live by the standards of the culture.

Noble: Can have up 5D30 warrior followers personally, and 1D20 poor nobles following him. Lives very well, roughly at a level comparable to FTE 9-11; may have iron weapons and armor, heirloom magic items, etc.

Clerics: devotees, not being full time church types, usually live at a living standard set by their secular rank; priests usually live at the clerk or scholar level, unless the priesthood they hold also ennobles them, in which case they live as, usually poor, nobles. Champions are treated as nobles.

Extraordinary Economics

Extraordinary economics covers rare events, such as inheriting wealth, making a killing from loot on an adventure, etc. Characters may of course get rich from loot more than once; the point is that loot by its nature is not a predictable source of income. Money gained from loot, etc, is referred to as “extraordinary resources”.

Extraordinary resources are those a player keeps track of on his character’s sheet. They are listed as, 1500 silver in gems, for example. If visibly worn, they must be described. If hidden, they need not be described, but are assumed to be in small portable gems or gold. Their location should be described, but is assumed to be reasonably secure (a money belt underneath outer layer of clothing, for example).

Spending extraordinary resources is a dramatic event, and usually will not be required for anything significantly greater than a character’s savings rate. A reference price list is given below; this is just a guideline for game masters and is not intended to be binding as to either availability or price.

A few things that can be bought from extraordinary resources:

Market Price Table

Item	Cost
Scroll (Common Skill)	50 L. per check
Scroll (Uncommon Skill)	100 L. per check
Scroll (Rare Skill)	200 L. per check
Scroll (Sorcery)	250 L. per check
Light Armor	100 L.
Medium Bronze Armor	300 L.
Shield	50 L.
Scimitar	250 L.
Dress (Level 9, party)	500 L.
Trained cavalry horse of mediocre quality	500 L.
slave girl, maid, App 13	500 L.
Trained cavalry horse of excellent quality	1000 L.
slave girl, maid, App 16	1000 L.
Dress (Level 11, party)	1000 L.
Enchantable Iron Scimitar	1200 L.
Knight's Charger	2500 L.
One Point Enchantment	1500 L. + cost of item enchanted
Two Point Enchantment	5000 L. + cost of item enchanted
Three Point Enchantment	15,000 L + cost of item enchanted
Slave girl, trained dancer, App 17	10,000 L.
War Mammoth	10,000 L.

There are a lot of other things characters might want, but I’m not going to cover them all in detail here.

Note that some items may require an admin roll plus a modest bribe. For example, a Vijeta consecrated object that adds +2 to Lore for divine spell casting and counts as a sanctified object for the purpose of regaining Vijeta spells would require either 1000 L. in bribes and either a hard admin roll or a contact in the Vijeta temple. In general, divine relics can rarely be purchased outright, and where this is being considered should be converted into the equivalent cost in sorcery enchantments,

Extraordinary resources can also be used to buy land, titles and offices. This usually requires a luck roll (possibly with some difficulty), some service which is deserving of reward, and a bribe

equal to about a tenth of the listed cost of trading capital needed for living at that level as a merchant.

Trading

It will sometimes happen that individual trading expeditions need to be gamed. For purposes of the game profits from trading is the result of the following factors: funds invested; suitability of the goods selected; volatility of the prices at the source; risk or time involved in the trade itself; volatility of prices and demand at the receiving end; and total demand at the destination.

The amount of funds invested is determined by the player character in character, the game rules do not discuss how the funds invested are obtained in detail. Suitability of the goods selected is determined by rolling the bargaining skill of the head trader in the syndicate. If the roll is made, the goods are suitable. A failure means that the value of the goods at the destination will be half that expected.

The volatility of prices at the source is determined by estimating a base cost at the source, and deciding whether demand varies a little or a lot. If it varies a little, a special bargaining roll gets a reduction of 20% to the cost, a normal Bargain skill roll results in the desired goods being available at the normal cost, and a failure adds 20% to the cost.

For volatile goods, follow the same procedure, except that the swing is plus or minus 50%.

Subtract 10% if the buyer can make a clout roll with the trader's guild or cult. This adjustment is to the amount the characters pay for trade goods, but it has no effect on the theoretical "worth" of the goods.

Next add 20% per game session to the cost of the goods, to obtain their worth at the destination. This covers transport time and risk, modified by the need to prevent rewards from trading becoming excessive for a particular session.

Add ten percent to the value if a character can make a clout roll with the trader's guild or cult at the other end.

Finally, make another roll for the effects of price volatility at the destination end.

Then apply a cap of five thousand silver pieces in a town of 10,000 people or less, ten thousand silver pieces for a small city of twenty five thousand or less, or twenty thousand silver pieces for a larger city of a hundred thousand or so. There is no cap for cities larger than this. This deals with the fact that demand for anything is limited in the destination city.

Example: a group of characters pools five thousand silver pieces for a trading run. Their trader makes a bargain roll, and the goods he buys are suitable for sale at the destination, and should net the expected profit at the other end. The goods are perfume, a couple of small gems and a magic item, so that they can be easily transported. The next issue is price volatility at the source. None of these goods are subject to sporadic demand, nor are any so scarce that there will be a shortage of sellers. So they are low volatility goods. Another bargain skill roll by the player of the trader is also normal, and the character fails a clout roll with the trader's guilds at the source end, so the goods cost five thousand to buy. The characters spend one game session transporting the goods, fighting their way through a medium sized encounter. This raises the value of the goods to seven thousand. The goods are also low volatility at the receiving end, because they are cheap enough that there will usually be buyers, and demand will be fairly steady. So the trader makes another bargaining skill roll, and the goods are worth seven thousand. This time the trader makes her clout roll, and by getting a good spot in the market and being introduced to the right people, she can sell them for seven thousand and seven hundred silver.

Chapter VIII - Politics

Politics has eight significant aspects in this game: Institutions, Status, Fame Points, Virtue Points, Infamy Points, Influence Points, Favors, Clout, Titles and Offices.

Institutions deals with how society is organized. It deals with temples, noble houses, guilds, trading partnerships, etc.

Status covers a character's "place in society" in the traditional sense, or "where are you in the food chain?" in modern slang.

Fame Points track really remarkably good acts that individually affect a character's position in society.

Virtue points track the cumulative effects of individual, relatively minor, that add up to create a character's reputation. That reputation in turn affects a character's position in society.

Infamy points track remarkably bad acts that are individually significant enough to hurt a character's reputation and position in society.

Influence points are a minor version of favors. They track the cumulative impact of actions that are not individually important to make an impact, but which cumulatively amount to support for another character, institution or cause.

Favors are the things that fall under the category of "we owe you one". If your character has helped another person or group in the past, they are expected by the rest of society to help you in return. If they fail to do so, they will be seen as less than reliable allies by others, and will be less likely to get help when they need it. Also, if your character has helped another person or group, he or she has been useful, and is expected to be useful in the future, if treated properly.

Clout is a way of converting status and favors into the support that a character might expect to get in the course of play.

Titles and Offices are discussed here because they confer authority and provide a more comfortable and steady living than being a freelance adventurer. They are also a major component of status and thus clout.

In theory, there ought to be "Vice points", to track the cumulative effects of bad acts that are not individually remembered. In practice, it seems to the designer that trying to force a player to track minor negative impacts will hurt the player's enjoyment of the game more than the added realism of simulating this will help.

Institutions

Institutions are social organizations that last for more than a generation, and with which player characters can establish relationships. For example, a prominent mercenary commander might have a relationship to a particular noble house. Another player character might be an initiate in a temple, and another might have an investment in a trading company. In setting up a game, it is often helpful to know basic information about the institutions that the player characters may get involved with. In these rules, we recommend a short form, usually in the form of a table giving the heraldry, aims, ideology, contact people and resources associated with the institution. Temples were described above in the Religion chapter. Sorcery schools were described in the sorcery chapter. A sample noble house is described below.

House Chakad

Heraldry	Black bull's head on a white background
Aims	To retain their wealth in land, sheep and cattle, and acquire more. To win the legal disputes they have with House Kambiz and House Farhad, which are currently before the satrap To keep freight rates low, so that beef, hides, wool, mutton, etc can be shipped into Tishrei at a reasonable cost To suppress cattle rustling and predators in the back country.
Ideology	<i>We exist to serve our feudal superior, King Kavad</i>
Contact People	Patriarch Kavkaz: He leads the House, in traditional patriarchal feudal fashion. He can usually be found at the House Seat, or riding around its lands giving

	judgment, resolving problems, etc Constable Darman: he heads the azadan of the house and can often be found in Tishrei hiring mercenaries and hero bands Advocate Trebonius: a hotshot lawyer hired from the imperial capital to represent the House before the satrap. He is wondering why the satrap keeps postponing the legal inquiry. Commercial Agent, Sotimos: a freedman who used to be a slave of the house, now a junior Jaran worshipping merchant, often to be found buying and selling for the House in Tishrei.
Resources	Cattle barons, they have vast rangelands and about 35,000 cattle and sheep. Slave shepherds and cattlemen to herd them. Four small castles, one on the river and two inland, sited to protect these lands; they also have three castles in the Zama province. Comfortable, but not outstanding luxurious, town houses in Tishrei and Zama. About one hundred fifty Azadan, with horses. About 120 of these are mounted, about 30 of the mounted men have heavy chargers Strong ties with the Royal House; their heir Fayal is married to one of the King's nieces. About 90,000 silver pieces in cash, most of which are not in Tishrei

For purposes of the game, the entire house relates as one entity to outsiders. If a party of adventurers returned a hundred cattle captured by bandits to Constable Darman, the entire house feels a debt to them, and they would gain one influence point each with House Chakad.

This is a compromise, between the need to know about the institutions the players deal with and the need to minimize the effort required to GM. Institutions the player characters probably will not interact with on a continuing basis can be simulated with a wave of the hand. On the other side of the balance, our home campaign has noble house that some of the characters are members of. It has a ten page description, including the name and deeds of the founder, history, about a dozen different members with personalities and conflicting objectives are described, and religious affiliations and philosophies are described in detail. This effort is justified by the importance of knowing exactly what is going on in the House to the player characters, the fact that some player characters are insiders and would know this information, etc. Also, communication may not be instantaneous. Patriarch Kavkaz may not be aware of the return of the cattle to Constable Darman if this happened elsewhere, recently. Also, this is a general guideline. If it is important to the narrative, individuals within an institution may act as individuals, and ignore the obligations of the institution. Since the institution will be seen as responsible for this, and may acquire infamy, this will not make the people ignoring the obligations of the institution popular within it, but when it is important enough to the individual being asked for a favor, it can certainly happen. This should happen rarely, and only when it has some narrative significance.

Really large institutions, such as the Imperial Army, or the historical Catholic Church, are too large to be represented by this system. Break these institutions down into smaller component institutions, such as the legion or the bishopric. Then describe the parts of the institution that the player characters will be likely to be dealing with. If a character wants to have influence elsewhere in the larger organization, he or she should ask someone in the part of the organization he or she deals with to write a letter of introduction to someone in the other part of the organization. This will give the character the influence he or she currently has, minus one, in the different part of the larger organization he or she will be dealing with. The influence point used to get the letter of introduction is lost.

Status Points

Status describes a character's links to other people, groups and institutions. This status is then changed according to the table below. When anything changes that might affect status, refigure status:

Status Table

Cause	Value
Being a noble, of the kingdom you're in or the Empire as a whole	+1
Being a hero	+1 per fame point awarded on legendary quest

Each title or office held	+ Status value of title or office
Earned Fame	+1 per point awarded in play
Earned Infamy	-1 per point awarded in play
Being rich	(FTE level – 9) ^{Empire only}
Having clients	+1 for 1-3; +2 for 4-9; +3 for 10-20; +4 for 20-50
Having CHA 18+	+2
Any other characteristic 18+	+1
Having CHA 17	+1 {not cumulative with the 18+ bonus}

Any act notable enough to affect status should be recorded on the character sheet for the character. A GM is entitled to audit status claims, and if no one remembers incidents for which status was assigned, strip the character of that status.

Fame Points

A fame point is awarded for outstanding success or effort, which is indicative of strong will or commitment, and is likely to be remembered. An example would be:

One fame point awarded for completing a substantial quest {quest to rescue Mira and bring back Dragon's Egg}.

This is an actual example of a fame point awarded, in play, and brings out key elements of the idea of a fame point. This quest was extremely dangerous, lasted multiple sessions, and helped a major institution in society {the noble house Mira came from}. Also, a fame point should never be awarded during a session in which it was earned, but at the following session. Fame points are awarded at the discretion of the GM, though he or she will usually consult with the players.

In addition, a character gets one Fame Point for each of the following titles or offices held: Adept, Arghban/Castellan, Azadan/Knight, Captain, Champion, Companion, Guru, Judge, Priest, Shaman/Shamanka or Vizier.

A character also gets one fame point for having a skill at 25 or higher, one additional fame point for having a skill at 30 or higher, etc.

Virtue Points

Sometimes characters do a lot of little things, which show that they have some outstanding virtue, that do not individually merit a fame point. [Virtue](#) points are awarded for these actions. For example, people will think more highly of a warrior who goes back to retrieve a dead friend's body, risking attack by a nearby hydra, than one who does not.

What counts as a virtuous act that build's one's rep varies depending on the culture the character is in. A good default list is: Justice, Courage, Wisdom, and Moderation.

Virtue point checks are awarded for actions in play by the GM, who may award more than one check at a time. If a character gets more than one check, his or her player should resolve then one a time. A 20 is always a success. Each roll made increases virtue by one.

When a character reaches 15 influence points, he or she can trade 10 of them in for a Fame point.

Infamy Points

Infamy points reduce status, and are awarded whenever a character does something so stupid, or so cowardly, that the other players remember it weeks later, and keep wondering how the character could have done such a thing. They are never awarded during a session, but always awarded, by the GM at the end of a subsequent game session. A player cannot refuse to accept an infamy point.

Influence Points

Sometimes a character does a lot of little things, that individually are not very important, but as a continuous pattern of behavior amount to a considerable amount of work on behalf of some institution or cause. For example, a player character healer who shows up at the healing temple

every day, and helps them by healing people, will spend a considerable amount of magic on behalf of the temple and be more influential in the healing temple than a character that does not. To track this, these rules have “influence points”. A character increases influence points by rolling D20 higher than the current number of influence. A 20 is always a success. Each roll made increases influence by one. One check per session may be used to get an influence increase roll. The institution or cause, in which influence is gained, must be appropriate and should be approved by the GM. If this option is chosen the check is lost. In addition, the GM can award influence rolls based on a character’s actions in play. Unlike normal skill checks, more than one influence check can be awarded in a game session – a particular action could be viewed as being worth 3 influence checks. The GM may be fairly liberal in awarding influence points, if he wishes to encourage interaction with the institutions and causes involved in his campaign.

A character has his or her influence points/5 of “virtual status” in an institution or cause which he or she supports. Add this to the character’s status when making [Clout](#) rolls. In addition, when a character reaches 15 influence points, he or she can trade 10 of them in for a [Favor](#), which may in turn gain the character a title, office, magic item, or other significant increase in power. When he or she does this, the influence points are lost, but the favor can then be used to fulfill the clout requirements for something he or she wants.

A character may “borrow” the influence of other characters to add to his or her [clout](#). This is less effective than using his or her own influence, so the “borrowing character gets one point of virtual status for every 7 points of influence. A character can also, with the permission of another character, add the other character’s influence to his or her influence, when securing a favor. If this is done, the favor costs 12 influence points, not 10. The other character loses the influence he or she contributed to getting the favor.

A character may “combine” influence in two separate institutions or causes; if they can be appropriately combined {you normally cannot combine influence with two cults that are enemies of each other, for example}. Whether or not combination is appropriate should be ruled on by the GM. This is less effective than using influence with one source, so the “combining” character gets one point of virtual status for every 7 points of influence. A character can also “combine” influence with different groups when securing a favor. If this is done, the favor costs 12 influence points, not 10.

Favors

A character is awarded a favor whenever he or she does something valuable enough for another person or group to be recognized as significant in play. Typically, a character gets a favor point whenever he or she goes on an expedition lasting multiple sessions and involving risk of death for which he or she was specifically recruited; when he or she saves the life or limb of an individual; and whenever he or she does work for another group or individual that costs three checks. Favor points may also be awarded for other reasons at the discretion of the GM.

Clout

If a character wants a favor, the player of that character will be asked for a Clout roll. The GM determines how much Clout your favor will require, using the Clout Use Guidelines below to determine the difficulty your character must overcome.

You then determine clout, which is:

Status + Influence Points + (+1/+2/+3 for relevant skill rolls)
+1/+2/+3 means +1 for success, +2 for special, +3 for critical, etc

Relevant skills are skills that can be used to persuade others. These often include rhetoric, intrigue, admin, and seduction used for flirting. The GM rules on whether a skill is relevant. If your character is trying to convince a nomad to do something and both are male, skill in flirting might not be too useful. On the other hand, archery might be very relevant. Only one relevant skill may be attempted. The +1/+2/+3 means +1 for success, +2 for special, +3 for critical, etc. The player then rolls dice for the request, as described below.

Minor Request

Getting a meeting with someone who is fairly hard to see;

Trading a divine magic spell to you if you pay for the trading and it won’t get the trader in

trouble;

Telling your character something that is not public knowledge but not a closely held secret;

Casting of a common sorcery spell by a character with a skill of 16 or so with the spell;

Getting a priest to lead a ceremony specifically for your character ;

Getting a check or so of training up to a skill of 15 or so;

Getting a 10% discount from a trader who is not particularly greedy;

Borrowing a scroll from a group or cult you are a member of.

To get a minor request, roll the character's clout or less on a D10. Failing the roll means that the request is impossible at this time {the trader does not have or just traded the spell, etc}. Success means that your character gets the request, at no cost to the character if he is willing to do something minor {that costs a check or so} in exchange. If your character has a status of five or greater, or has any influence points with the group or individual he is asking from help from, the request is fulfilled at no cost to the requesting character.

Major Request

Getting a meeting with a king, hero, or celebrity;

Trading a divine magic spell to you if it will get the trader in trouble;

Telling your character something that is a closely held secret;

Casting a common sorcery spell by a character with a skill of 24 or so with the spell;

Getting backing for appointment to an office that the character is qualified for;

Getting from anyone else anything that would earn a character an influence point if he did it;

Getting a rare spell cast by someone who will keep quiet about it

Borrowing a magic item from a group or cult you are a member of.

To get a major request, roll less than your character's clout on a D20. Failing the roll means that the request is impossible at this time {the trader does not have or just traded the spell, etc}. Success means that your character gets the request, at the cost of an influence point. If he or she does not have an influence point with the group he or she is asking for the request, roll D20 again. If this is less than your character's status, they will let you owe the favor to them, at the price of entering into a patron/client relationship as the client. Characters of higher status than the character they are asking for help do not become clients, since society thinks that on some level they are entitled to the request. If the second roll is failed, the character does not get the request. If status – influence point sowed = 0, your character's credit has run out and he or she will not be allowed to borrow any more influence.

Huge Request

Asking for a magic item as a gift;

Any request which if granted will cause major problems for the granter;

Getting backing for appointment to an office the character is not qualified for;

Requesting the grant of a title of nobility;

Requesting a pardon for a felony.

To get a huge request, roll less than your character's clout or less on a D30. Failing the roll means that the requested favor is impossible. Success means that your character gets the request, if and only if he or she has a favor point to pay for the request. If the character does not have the favor point to pay for the request, then the request is not granted.

Impossible

Asking a character to do something the GM cannot imagine that he or she would do;

Asking a character to violate a taboo or geas;

Asking someone to do anything leading to probable or certain death without a strong religious or ethical requirement that he or she take this risk.

If a character wants something that is impossible, he or she is not going to get it. An exception may be made at the GM's discretion, if he or she has a strong story reason for bending the rules.

Relationships

There are several types of socially recognized relationships in this game that have an impact on clout and influence. This is different from relationships of passion, like falling in love, which this game assumes that the players will deal with on their own. These rules are intended to reflect what third parties expect of the character, and outline the penalties for violating social expectations. These relationships are of the following types, and should be noted on the character sheet.

Nuclear family members start with 10 influence points, and one free favor, owed to each other. This represents the fact that a character is socially recognized to owe something to his or her brothers and sisters, father and mother, etc. Also, nuclear family members start out as “Friends”, in the eyes of the rest of the world. A character may choose to deny his close relatives the use of this influence, but doing so will normally be cause for the award of an infamy point.

Extended family members start with 5 influence points, owed to each other. This represents the fact that a character is socially recognized to owe something to his or her cousins, mother and father in law, etc., father and mother, etc. Also, extended family members start out as “Friends”, in the eyes of the rest of the world. A character may choose to deny his relatives the use of this influence, but doing so will normally cost him or her an influence point with them, and may if the situation is important enough, be cause for the award of an infamy point.

Friendship is a socially recognized relationship which is voluntarily entered into. To become friends, two characters must experience a “qualifying event”. Adventuring together qualifies, as does one party doing something that would cost an influence point if requested, without requiring a clout roll or demanding the expenditure of an influence point. Other things may count as qualifying events if it is dramatically useful in the eyes of the GM. The players of the two characters may then agree to become “friends”. The GM decides if a non-player character is willing to become friends with a PC. Once two characters become friends, each gets 5 influence with the other; minor requests are assumed to be fulfilled without requiring a clout roll; and the two characters are assumed to be willing to meet with each other even if social conventions of rank would normally make this difficult. A friend may refuse to allow the other friend to call on his friendship; but this will always cost an influence point with the friend being refused. If may, at the GM’s option, cause the end of the friendship if favor is denied when a friend would be expected to help. When a friend has spent all of his her influence with another friend, the friendship may be ended at any time by the player of the other friend. Friendship is usually informal. In some circumstances, it may be a formal title, such as Friend of the High Priestess. When Friend of <individual or institution> is used as a formal title, see the description below in the section on titles and offices.

Patron/client is a formalized and restricted version of friendship. This comes about whenever a character asks another for something that would normally require an influence point, or a favor, when he or she does not have one to expend, and gets it anyway. If the helping character wants to establish a client/patron relationship, the requesting character becomes a client. He has three influence points with the character making the request, who becomes a client. Both client and patron are expected to fulfill minor requests from the other. If the patron does not do so, it costs him an influence point with the client. If the client does not do so, the patron/client relationship ends and an infamy point may be awarded at the discretion of the GM. What the patron gets from the client is support in fulfilling various minor requests; and the glory {see fame points above} of having helped a lot of people. What the client gets is the fulfillment of the initial request; both get each other making it easier to get along in daily life. The key difference between patron/client and friendship is the recognized inequality of patron and client; and the difference in “qualifying events”.

Once a relationship is established, characters gain and lose influence within it in accordance with the Influence Point rules above.

The values awarded actually vary by culture. Some cultures have very close nuclear families, very weak extended families; very strong friendships, and very weak client/patron relationships, if so, the number of influence points each side gets will differ from the above default values.

Titles and Offices

Several generic titles and offices were mentioned above. More titles and offices may be added at the discretion of the GM. A brief description of common titles and offices is provided below.

Titles and offices usually confer the following benefits:

- a) The player of a character with a title or office may roll skill increase checks for characters not currently in play, but performing duties associated with the title or office, as if that character had participated in the session.
- b) The title or office holder is assumed to be supported at a particular FTE level, which is usually higher and sometimes much higher, than the default caravan guard and the like positions adventurers without a position are qualified to hold. This level varies with the title or office
- c) Title or office holders may gain fame, as described above.
- d) Title or office holders may be able to use the institutional clout conferred by their position to get what they want in some cases.
- e) Title or office holders may have authorization to do things, and make decisions, which others do not.
- f) A title or office may confer the right to support followers.

In a theocratic empire, religious status may be required for nominally secular position. The list below covers religious, quasi-religious and secular offices. Note also that a character can hold more than one title or office; for example, a character might be a devotee, a knight, and a captain at the same time. In this case support is at the highest FTE level of any individual title or office

Adept

Description

An [adept](#) is a sorcerer, who has mastered sorcery, and is generally considered good enough to operate without being under the supervision of another. Adepts are expected to teach others, and usually have apprentices.

Entry requirements

- a) 5 20's, at least 4 of which are magical in nature (cult lore, school lore or sorcery lore, Ceremony, Summoning, etc).
- b) An adept must have cast a 25 point sorcery spell without using Ceremony, but he or she may use any enchantments he or she may have to boost his or her skill.
- c) He or she must have earned either: a fame point for casting a spell or being on a quest; or campaign where the character was primarily a spell caster, a big favor from the authority recognizing Adept status.
- d) The player of the aspiring adept must be prepared to explain to the satisfaction of the GM why his character wants to be an adept and is a suitable candidate for adept. The character may be forced to explain to a board or panel of mages, what he has done, and what he plans to do with adept status once granted. He or she may be forced to answer a series of questions about hypothetical situations to the satisfaction of the panel. .

Upsides

- a) An adept gets a familiar, which will be either a sorcerous familiar that knows Aid and regains spell points or a cult spirit; this spirit becomes an ally in permanent Mind Link with the character, and its MP/Divine Spells and skills may be used as if they were the adept's own. This spirit is usually a small animal, but some sorcerers have a homunculus instead.
- c) FTE level upgrade {+1 FTE level, up to a maximum of 10}, Adepts who are below FTE 7 are automatically raised to 7.
- d) Resists mental magic such as Demoralize or Mystify with a minimum effective roll of 10; increase all rolls below 10 to 10
- e) Status is +1 for being an adept
- g) 3 rolls on Loot table.
- h) The school or organization recognizing the character as an adept will bestow one sorcery item {from the table in the appendix}. This will often have been contributed by another group wanting the character to be recognized as an adept, and may fit the new adept's existing abilities.

- I) an adept is entitled to 2 followers; one is often a student training to become an adept; one is a cook/batman, etc, who also knows Aid to help the adept, but is not of great combat value; These followers start at an FTE level 2 below the adept
- j) Being an adept is always an advantage in qualifying for magical or scholarly positions, and sometimes a necessity.

Downsides

- a) An adept must not behave in a "manner unbecoming an adept"
- b) Must put at least half of all checks, rounded up, into "magical skills"; this category includes Ceremony, Enchant Sorcery Lore, Summoning, and any sorcery spell.
- c) An adept will usually not be offered titles or offices the performance of whose duties would be inconsistent with adept status, knight being the most obvious example.
- d) An adept may not become a devotee, or hold any secular office such as knight, etc. An adept may become a "companion", in effect serving as the house, court, etc sorcerer for a hero band, league, noble house, satrap, etc.

Loss of Adept Status

- a) A sorcerer loses adept status when he earns three infamy points for "conduct unbecoming an adept; infamy points may be offset by fame, if the adept has twice as much fame as infamy.
- b) A sorcerer loses adept status if he or she joins a cult or accept a title or office which is incompatible with being an adept.

Adherent

Description

An adherent is a character who is a formal supporter of a deity, but who is not an initiate.

Entry Requirements

An adherent must accept the teachings of the deity, and comply with any ritual requirements associated with such acceptance.

Upsides

An adherent may sacrifice for divine magic from the deity adhered to, using the normal rules for sacrificing for divine magic. He cannot regain divine magic on his own, but an initiate or higher may use prayer spells to regain his magic for him. An adherent's magic cannot be shared through Mind Link, spell traded, etc; since he has not fully accepted and understood the teachings of the deity.

Disadvantages

To become an adherent a character must make some sacrifices. These are abstracted as two checks, which is time spent buying incense for sacrifice, praying, forging a mystic link to the deity adhered to, etc.

Renouncing Adherence

It is acceptable to renounce Adherence. A character that does so loses all benefits of adherence, until he or she returns to the fold. This includes divine magic.

Argban/Castellan

Description

The [Argban](#) were fairly similar to western [castellans](#), and this description will also do for castellans as well.

Entry requirements

- a) 5 20's, including at least one weapon attack and parry
- b) Earned either a fame point for fighting something tough or a big favor from the authority conferring the status
- c) Must already be an azadan, or already be a captain; and be able to meet the requirements for the status the character does not have.
- d) The player of the candidate must explain to the satisfaction of the GM why the character is a good candidate for Argban status. The GM may require that this explanation be made in character to the authority conferring the status, or its representatives,
- e) The character may be asked to perform a quest on behalf of the authority conferring Argban status.

Upsides

- a) Character gets to live in, and run a castle, living much like a feudal baron;
- b) Character gets +2 to Status, cumulative with status gained from other titles and offices.
- c) FTE level upgrade {+1 FTE level, up to a maximum of 12}, Arghban that are below FTE 9 are automatically raised to 9.
- e) One magic item, from the magic item rewards table of the GM's choice, or designed by the GM.
- f) Resists mental magic such as Demoralize or Mystify with a minimum effective roll of 10; increase all rolls below 10 to 10
- h) +1 Fame point.
- i) 3 rolls on Loot table
- j) An Arghban is entitled to 10 followers; at least 6 are soldiers or Azadan assigned to defend the castle.

Downsides

- a) One of the Arghban must not behave in a "manner unbecoming a noble"
- b) Arghban are expected to defend the castle they are assigned; if it falls in their absence Arghban status is automatically lost and 1 infamy point is assigned. Depending on what the Arghban was doing at the time he was away while the castle was being lost, more serious penalties are sometimes imposed.
- c) Arghban must meet the requirements imposed on Azadan
- d) Arghban will usually not be offered titles or offices the performance of whose duties would be inconsistent with defense of their castle.

Loss of Arghban Status

- a) Earn three infamy points for "conduct unbecoming a noble; infamy points may be offset by fame, if the Azadan has twice as much fame as infamy.
- b) Any Arghban who loses his castle loses Arghban status immediately; he may or may not be reappointed when and if the castle is retaken,
- b) Join a cult or accept a title or office which is incompatible with being an Arghban.

Azadan/Knight*Description*

The [Azadan](#) were fairly similar to western [knights](#), and this description will also do for knights as well. A character who is a full time military professional, and master of several weapons, who is not outstandingly devoted to any particular deity, is one of the Azadan. He gets his special powers more from the fact that he is tough, and knows he's tough, than from devotion or representation of, any particular deity. These guys are elite fighting men, and they know it.

Entry requirements

- a) 5 20's, including at least one weapon attack and parry
- b) Earned either a fame point for fighting something tough or a big favor from the authority conferring the status
- c) Must have defeated either a skill 25 opponent or a "monster" of huge or greater size. This may be the same incident that the candidate got his fame point for.
- d) The player of the candidate must explain to the satisfaction of the GM why the character is a good candidate for Azadan status. The GM may require that this explanation be made in character to the authority conferring the status, or its representatives,
- e) The character may be asked to perform a quest on behalf of the authority conferring Azadan status.

Upsides

- a) Armor upgrades {current armor +1, up to a maximum of 5}
- b) Weapon upgrades {normal to magical, magical to better magical, to a maximum value of about 10.000 silver}
- c) FTE level upgrade {+1 FTE level, up to a maximum of 10}, knights that are below FTE 7 are automatically raised to 7.
- e) D12 to resist incapacitation {I'm tough, I'm a knight}
- f) Resists mental magic such as Demoralize or Mystify with a minimum effective roll of 10; increase all rolls below 10 to 10
- g) Status +1 in dealing with all members of his or her primary culture; +2 in dealing with Clan, House or League; +2 Status in dealing with warrior or soldier cultists.
- h) +1 Fame point.
- i) 3 rolls on Reward table

- j) An Azadan gets a magic item, usually from the knight gift table, but it may be any item at the GM's discretion, from the knighting authority.
- k) By custom, an Azadan is entitled to a mount at the expense of the personage conferring the status. Traditionally, if he doesn't own a horse, he gets a cavalry horse; if he owns a cavalry horse, he gets a warhorse or charger. Instances have been recorded of fancier mounts being granted; trained mammoths and bison have been granted to Azadan capable of riding them.
- l) An Azadan is entitled to 2 followers; one is usually an old friend who is also a good fighter but not of Azadan status; one is a cook/batman, etc, who usually sacrifices for prayer or knows Aid to his master but is not of great combat value; a knight may have one or more squires in addition. These followers start at an FTE level 2 below the knight
- m) An Azadan has an advantage in qualifying for command positions such as Arghan or Captain, and the title is sometimes required for these offices.

Downsides

- a) One of the Azadan must not behave in a "manner unbecoming a noble"
- b) An Azadan is expected to fight when others are willing to fight; if not could end up with infamy point
- c) Must put at least half of all checks, rounded up, into "combat skills"; this category includes weapon attacks and parries, unarmed combat, Ride, Leadership, Military Lore, Spot, Cult Lore for combatant deities {those that have weapon attack and parry as cult skills}, and Siege Craft; others may be included at the discretion of the GM.
- d) Azadan will usually not be offered titles or offices the performance of whose duties would be inconsistent with knightly status, priesthood being the most obvious example.

Loss of Azadan Status

- a) Earn three infamy points for "conduct unbecoming one of the Azadan; infamy points may be offset by fame, if the Azadan has twice as much fame as infamy.
- b) Join a cult or accept a title or office which is incompatible with being an Azadan.

Captain

Description

A [captain](#) is the leader of a company, which is a group of fighters smaller than a phalanx or legion.

Entry Requirements

A captain is a prominent individual, usually but not always a companion or Azadan {but champions, adepts, and even viziers have also been known to serve in this role}. There must be a requirement for a captain, of course. The player must explain to the satisfaction of the GM why his character wants to be a Captain and is suited for the job.

Upside

- a) +1 Fame point;
- b) +1 to FTE level, up to a maximum of FTE 11;
- c) Immunity from prosecution or taxation while serving as a captain
- d) Can recruit and maintain a personal staff of up to 4 others, to at one FTE level below the captain, and two at two levels below the captain, plus some number of squads;
- e) A captain has broad discretion about when to fight, who to fight, etc; consistent with his commission;
- f) Equipment for the troops the captain is authorized to raise is usually provided with the captaincy.
- g) The captain and his or her entourage may keep up to 25% of the value of loot captured in war or fighting.
- h) A captain usually receives a symbol or office, usually a weapon, which may possess magical powers.

Downsides

- a) Captain is an office, conferred for a set number of sessions or the duration of a campaign. A captain may be confirmed in office by the next GM; but he or she may also be removed from office and prosecuted for abuse of power. So abuse of power in pursuit of loot is discouraged.
- b) A captain is expected to lead his men, not follow them, into situations where there is an excellent chance of death.
- c) A captain spends a lot of time on administration and logistics, so he loses one check per session to administrative duties, and his success will likely hinge at least as much on his administrative and leadership skills as his combat skills

Loss of Captain Status

a) Character may lose captain status if he disgraces himself, engages in excessive speculation, or otherwise behaves in a manner unbecoming a captain.

Champion

Description

A champion is an agent of a particular deity on the mortal plane. He or she was usually a devotee prior to becoming a champion, and when his or her deity does not require a champion, he or she reverts to devotee status. When reversion occurs, he or she keeps any benefits gained while serving as a champion, but is a devotee for purposes of gaining new spells, rolling skills, etc.

Entry requirements

The character must either be a devotee, or meet the qualifications for being a devotee, to become a champion. The player of a potential champion must explain to the GM why the deity would want the character as a champion, or the needs of the plot must call for a champion and the character must be the best qualified candidate among the player characters, in the eyes of the deity.

Upsides

a) Access to Devotee or Champion only spells

b) Champions can ask for Divine Intervention. A champion starts a relationship with his deity, much as described under the Clout rules. This relationship goes up by directed checks, much like normal influence. This relationship is called divine favor. Unlike normal influence, it is always reduced when used.

To use divine intervention, the player makes his character's Divine Intuition skill, if he fails; he is on his own and gains no D.I. If he succeeds, he knows what the god will do, and how much it will cost him, in terms of lost divine favor. The cost may range from 0 points, if the character is asking for a small amount of help in a situation where the deity wants to help, to 6 or 7 points; if the champion is in a real mess and there is nothing in it for the god except helping his champion. Cost is basically determined by how much help is given, and what other benefits if any the god gets by giving it. The champion knows the cost, and can elect to pay it, or not, of course, if not, he does not get any help.

Divine Intervention can never ask for anything the god would deem unethical; it can never give help beyond the power of the god to give. The champion may suggest what type of aid he wants. The god is not bound by this suggestion.

The cost of divine Intervention must be paid in Divine Favor, if insufficient divine favor is available for the intervention requested, the deity will not intervene. A common form of assistance is to perform a "presence attack". This attack demoralizes (or for some deities or stuns) enemies within short bow reach. A "presence attack will have no effect on other champions, demons, heroes and anything that has a reasonable expectation of beating an incarnation of a god in combat. Even enemies that should not stand a chance will resist with a special or critical magic resistance roll. If this is done, other champions may automatically respond with a presence attack from their own deity; and a Leadership skill roll by an enemy Azadan, or champion in command will undo the effect anyway. A critical leadership roll from anyone will also undo the effect,

A champion may use one check on divine favor per session. He also gets a divine favor check every time he earns a fame point in a manner acceptable to the deity. Finally, the GM may award Divine Favor checks as he deems appropriate for actions in play

c) Champions, if they do not already have the skill, may start a new skill, Divine Intuition. This skill can be used no more than once per real hour, takes one action, and represents using the champion's link to the deity to have the deity directly guide his actions. In effect, in declaration of intent, the character says he will do as his deity wills, the GM decides the will of the deity, and the character does it. In many situations, the deity has no will of his own; in this case the character feels no intuition, and the player must make up his own mind. Also, characters who abuse this power, can lose it for the rest of the session at the discretion of the GM (god is tired of the champion).

d) Champions get permanent Bless III and Shield III; if dispelled these spells go down and comes back up gain at the end of the episode

- e) D12 to resist incapacitation {I'm tough, I'm a champion}
- f) Champions resist mental magic such as Demoralize or Mystify with a minimum effective roll of 10; increase all rolls below 10 to 10
- g) Champions are -5 to clout rolls within the cult of the deity championed
- h) Champions are supported by the cult, usually as warriors or minor nobles, unless the cult description specifies otherwise.
- i) Champions get 1 earned fame point awarded for being chosen as champion by the deity, and another fame point per quest completed. A quest must span at least three sessions, be in the interests of the deity, and involve substantial health risk.
- j) Champions may receive guidance from the deity, in the forms of dreams or visions; this guidance is listed as both an upside and a downside, since the guidance may not always be welcome.
- k) If a champion has Summon Cult Spirit III, or sacrifices for it, the spirit summoned hangs around instead of going back to the spirit plane at the end of an episode. Champions often get spirits for their weapons, but hawks, ravens, and other animals have also been champion familiars. This is not, by the way; a formal requirement. A champion who gets a sylph does not have the elemental with him when walking the streets of Glamour; the champion may dismiss the spirit and summon it again.

Downsides

- a) Cannot themselves cast magical the deity they are championing does not offer other than those granted by their deity. They cannot benefit from spells granted by deities that did not in myth, help the champion's deity. Since a Portal spell is not cast on the Champion, he may walk through it, but he or she counts as two people going through.
- b) must "act like the god", that is not do anything which leaves the GM saying that he cannot imagine the god doing what the character is doing. Character may cancel action or lose champion status on the spot.
- c) A champion cannot accept secular offices, etc while performing his champion duties, without performance of a divination to the deity championed where the omens are favorable {they usually won't be}
- d) A champion may receive guidance from the deity, in the forms of dreams or visions. This guidance is listed as both an upside and a downside, since the guidance may not always be welcome.
- e) Champions must divorce themselves from ties, and lose associated clout, to family, clan, institutions, other cults, etc {note, this is because while a champion may be very powerful, he is known to owe his allegiance to the god, not other people, groups or institutions - so he is always assuming to be using others for the benefit of his deity}.
- f) A champion must, as part of the ritual requirement to "act like the deity", put all but one of their checks into cult skills, checks which cannot be used for cult skills are lost.
- g) A champion may not ritually impersonate any other deity as part of a ritual.
- h) A champion may not claim or use a magic item sacred to another deity, or enchanted by sorcery. If he had such items when he became a champion he may continue to use them

Loss of Champion Status

A character stops being a champion if the god doesn't need a champion, or he or she fails to "act like the god". Characters that lose champion status retain their special champion only spells, but cannot sacrifice for more; they retain any fame they have gained; and can usually retire to become priests or Azadans if so qualified. Other benefits are lost.

If the reason for the retirement is that the deity doesn't need a champion, and the deity needs one, the champion may be selected as a champion again.

A champion may "partially" lose champion status, as a result of conduct unbecoming a champion. For example, a warrior who made a little money on the side, or who played the role of the Trickster on a quest, might lose the D12 roll to incapacitation.

Note

Theoretically, championship need not imply direct combat, for example a healer might become a healing goddess champion if she became an expert in Cure Madness, and was involved in dealing with an epidemic of Madness at significant personal risk. But most champions, most of the time, will be very good fighters and employed on combat quests.

Companion*Description*

A companion is a character who is known to be a friend and adviser to another much more powerful character, and who derives his or her power and influence from this fact. In effect, because he or she is known to have influence, he or she has part of the power, of the character he/she is known to be a companion of.

Entry requirements

- a) Skill 20 or higher in intrigue, and any other skill the GM rules to be of interest to the patron
- b) A friendship or client to patron relationship with the character that he or she will become a companion of.
- c) Formal introduction at court, plus one or more private meetings with the patron
- d) The player of the aspiring companion must be able to explain to the GM why his character should be granted companion status. The GM, if he or she so chooses, may have this explanation made in character, to the patron or the patron's representatives.
- e) An aspiring companion may be forced to perform a quest or other service for the character he or she aims to become a companion of.

Upsides

- a) A companion has half the influence of the noble he or she is a companion of, rounded down, up to a maximum of 6. This is added to his own status when seeking favors with others. This status is "virtual" It may be used to gain favors for the companion him or herself, but cannot be spent. He may, however, get a lot of minor requests that would be denied an ordinary character {it's smart to nice to a friend of the king}, and has a long leg up in competition for titles or offices with another character of comparable accomplishment.
- b) A companion gets a +1 to his or her FTE level, up to a maximum level of 12, or one less than the rank of the noble conferring the honor, whichever is lower.
- c) A companion gets one additional fame point.
- d) A companion will usually be given a magic item, and possibly an office, by the patron, if he qualifies for them, when he or she becomes a companion.
- e) A companion is +10 to admin skill rolls, because people don't want to make trouble for people who have the ear of his patron.
- f) The companion is seen by the friends of the noble or king he is a companion of as a representative of the noble or king he is associated with
- g) A companion is a Friend of his patron, and has all of the associated benefits. See the description of the Friend of <Individual or Institution> description for details.

Downsides

- a) A companion must usually lead a hazardous quest, or perform some other big favor, for the king or other noble he or she is associated with this, to "make" companion.
- b) A companion is expected to grant anything that would count as a minor request to the character he or she is a companion of, without requiring a Clout roll. If he or she refuses this, he or she will suffer the loss of one influence point with the character he or is a companion of. If this reduces his influence to zero, the companion loses companion status.
- c) The companion is seen by the enemies of the noble or king he is a companion of as a representative of the noble or king he is associated with.
- d) The A companion is a Friend of his patron, and has all of the associated disadvantages. See the description of the Friend of <Individual or Institution> description for details.

Loss of Companion Status

Companion is basically a title, but it can be lost by doing something that makes it publicly obvious that you are not a friend of the noble, satrap, sultan or whoever you are a companion of. Companion status disappears when the character's influence with the character that he or she is a companion of is reduced to zero. Death of the character that the companion is a companion of will also cause loss of companion status.

Devotee

Description

A devotee is just that, a character who is devoted to his or her deity. He or she is an initiate who has made it into the inner circle. He has mastered the skills of his or her deity, and has access to all spells.

Entry requirements

- a) 5 18+ cult skills, including cult lore; having done a big favor for the cult {or deity}. At least 20 points of divine magic from the deity the character is a devotee of. At least 1 awarded fame point for acts appropriate to a devoted follower of the deity.
- b) The Blessing of the deity. The deity temporarily possesses the character, and judges him. If he or she passes this test, he or she is a devotee. If not, the penalty is up to the GM.
- c) The player of the character must explain why the character is a good candidate for devotee to the satisfaction of the GM. The GM may require that this be done in character, in effect resembling a modern devotee
- d) A candidate for devotee may be required to go on a quest to prove his or her devotion to the deity.

Upsides

- a) Devotees can learn to Champion or Devotee only spells
- b) Devotees start a new skill, Divine Intuition. This skill can be used no more than once per real hour, takes one action, and represents using the devotee's link to the deity to have the deity directly guide his actions. In effect, in declaration of intent, the character says he will do as his deity wills, the GM decides the will of the deity, and the character does it. In many situations, the deity has no will of his own; in this case the character feels no intuition, and the player must make up his own mind. Also, characters who abuse this power can lose it for the rest of the session at the discretion of the GM.
- c) They get a permanent Bless III; if dispelled this goes down and comes back up gain at the end of the episode
- d) Devotees get a +1 to status, and an effective additional +2 to status when trying to influence other adherents or initiates of their deity.
- e) Devotees may receive guidance from the deity, in the forms of dreams or visions; this guidance is listed as both an upside and a downside, since the guidance may not always be welcome.

Downsides

- a) must "act like the god", that is not do anything which leaves the GM saying that he cannot imagine the god doing what the character is doing. Character may cancel action or lose devotee status on the spot. Note that this forbids the casting of sorcery spells, or becoming a shaman, for most deities. It also by implication forbids being a devotee of more than one deity.
- b) Devotees may receive guidance from the deity, in the forms of dreams or visions. This guidance is listed as both an upside and a downside, since the guidance may not always be welcome.
- c) Devotees have a highly visible tie to the deity. They can be recognized as devotees by unaided normal vision; unless the deity customarily shields members from identification, in which affiliation may remain hidden if and only if the devotee sacrifices for a second point of Hide Affiliation on the spot.
- d) Devotees lose one check per session, due to the requirement to perform services for the cult, teach others, etc.
- e) Events may come up that create a conflict between the needs of the hero band, league or noble house the character serves and his or her cult. A devotee is expected to place the demands of his or her deity above those of his or her other associations. Failure to do so may lead to loss of Devotee status.
- g) A Devotee cannot join a new cult

Friend of <Individual or Institution>

Description

This title is conferred on people who have done something significant for the granting individual or institution. In general if it is appropriate to award something, but no other title or office is appropriate for the recipient, then this title is awarded.

Entry Requirements

The recipient of this title must do something which would cost at least one influence point if requested, without requiring a clout roll or demanding the expenditure of an influence point. Other things may count as qualifying events if it is dramatically useful in the eyes of the GM.

Upsides

A friend receives at least one influence point with the person or entity granting the title. He or she can get one minor request per game session from the grantor without having to roll. If the request for which the title is granted would have been a major request had it been asked for, this is the only benefit obtained. If the favor done was something which would count as a huge favor, a minor magic item or high class article of clothing is usually thrown in to sweeten the deal. If the favor is something which is greater than a huge request, a nice magic item, or a sinecure raising the recipient's income by the equivalent of an FTE level would be appropriate.

Downsides

A friend must come to the aid of his friend(s). One minor request every other session or so may be demanded of a character with a powerful friend, by that friend. Failure to do so may be cause for the award of an infamy point. Enemies of the grantor may regard friends of the grantor as enemies as enemies, on the theory that the friend of my enemy is my enemy. Things can get awkward if a character is a friend of two people who are enemies of each other.

Guru

Description

A [guru](#) is a teacher, usually a religious teacher, who is qualified to be an interpreter of the written teachings of the gods. The title of guru is sometimes loosely extended to any character who has mastered something, and is an expert deemed qualified to teach.

Entry Requirements

- a) Five appropriate skills at 20 or higher, including at least two religious skills. Religious skills include cult lore, philosophy, rhetoric, meditation, dreamspeaking, etc. Generally, physical combat skills, or skills like Hide with obvious practical use and little religious or scholarly significance, are excluded;
- b) Publication of at least one book length scroll;
- c) The player of a guru candidate must explain to the satisfaction of the GM, why the character is a good choice for guru. This GM may require that this explanation be made in character, to an appropriate evaluating official.

Upsides

- a) A guru gets +1 status point;
- b) A guru gets a +1 to his or her FTE level, up to a maximum level of 11;
- d) A guru who has the skills to qualify as a devotee in a cult he is at least an adherent of, gains access to the devotee spell list. This is true if and only if the cult actually values knowledge skills. The cult of the Gladiator God will not recognize a guru as the equal of a devotee. He does not acquire the ability to start a divine intuition skill, or the other upsides and downsides of being a devotee.
- e) A guru can attract up to a dozen or so followers, provided he or she is willing to teach them. These will be people who are interested in religious teaching, and are more likely to be aspiring religious devotees, or rich people supporting the propagation of religious knowledge, than a crack corps of Azadans. The exact nature of these followers will vary, and is left up to the GM.
- f) A guru will, if he is lucky {i.e. his player rolls POW or less on D20} be given a pretty big magic item, or 10,000 silver pieces, by one of the people looking to him for spiritual advice.
- g) Being a guru can be a powerful leg up in applying for titles or offices for which knowledge is a requirement, such as priest or vizier.
- h) A guru gets an [influence point roll](#) with one of his followers {his choice} whenever he or she uses a check to teach his followers.

Downsides

- a) A guru must not behave "in a manner unfitting to a guru". Drunken gurus who go on adventures explicitly for purposes of gaining loot; swing swords, and challenge other characters to duels may lose guru status.
- b) A guru has an obligation to teach his followers, which costs the character one check per session. The character does get an influence roll as part compensation. This may be waived at the GM's discretion, but should not be waived on a continuing and regular basis.
- c) A guru is generally seen as scholarly and unworldly. He or she is unlikely to be offered an office like champion or captain, which these qualities would be seen as a serious drawback in.

Initiate

Description

An initiate is a committed cultist, who adheres to the general code of conduct mandated by the cult, and relies on its divine magic to assist him or her in his tasks

Entry Requirements

- a) To become an initiate a character must have the appropriate cult lore skill, and ceremony skill, at a level of at least ten.
- b) He or she must also have at least five cult skills at a level of 10 or higher.
- c) The player of an initiate candidate must explain to the satisfaction of the GM, why the character is a good choice for initiation. This GM may require that this explanation be made in character, to an appropriate evaluating official.
- d) An initiate cannot be a devotee or champion of any other cult, nor, unless an exception is made in the cult description, can he or she be an adept or shaman. If a character does become an adept or shaman after initiation, he or she remains an initiate but cannot advance further.
- e) The ceremony to become an initiate costs a point of the POWER characteristic.

Benefits

A character has to be at least an initiate before he or she can become a devotee. An initiate is entitled to one training check, in a cult skill per session. This training check is available if and only if the aspirant spends another check from that session on the performance of cult duties. Treat this as training from a skill 21 character. This check is instead of, not in addition to, any checks that may be awarded for participation on adventures. An initiate may sacrifice for, and regain, divine magic as described in the rules for divine magic and described in the cult descriptions. He does not suffer the -10 penalty to cult lore of adherents. He or she may not sacrifice for spells that are listed as requiring a higher office.

Renouncing Initiate Status

A character may renounce initiate status at any time. All benefits stop immediately. A character who has renounced initiate status may return to initiate status, with the consent of the deity and the sacrifice of another point of POWER.

Losing Initiate Status

A character may lose initiate status if he or she breaks a taboo, or otherwise engages in conduct unbecoming an initiate.

Judge

Description

A Judge is an imperial judge, authorized to decide legal cases as a representative of the Emperor.

Entry Requirements

To become a Judge, a character has to be in the right place at the right time or the wrong place at the wrong time. No player character can become a judge unless the plot require one. If the plot requires a judge, a [companion](#) or [vizier](#) is chosen for the role. If neither a companion nor a vizier is available, or if all companions and viziers are unsuitable, the best fir for judge is selected.

Upside

- a) +1 Fame point;
- b) +1 to FTE level, up to a maximum of FTE 11;
- c) Immunity from prosecution or taxation while serving as a judge;
- d) Can recruit and maintain a staff of two investigators, one FTE 8 and one FTE 7, and two bodyguards, both FTE 7, and one clerk, FTE 7;
- f) The judge has the power to investigate crimes, arrest and try suspects, etc. Jury trials are not unknown, but an inquisitorial procedure is more common
- e) The judge and his or her entourage may keep up to 25% of the value of property confiscated or fines levied, on malefactors.
- f) A judge receives a symbol of office, usually an orb, which may possess magical powers.

Downsides

- a) Judge is an office, conferred for a set number of sessions or the duration of a campaign. A judge may be confirmed in office by the next GM; but he or she may also be removed from office and prosecuted for abuse of power. So abuse of power in pursuit of loot is discouraged. Also, a character may cease being a judge if the campaign changes, there is no role in the plot of the new

campaign for a judge, and the player wants to continue playing the character. In that case, the judge is considered to have resigned without prejudice.

b) Administration of justice in a violent society may involve health risks. Criminal gangs may be unenthusiastic about judges who rule against their members.

Mercenary

Description

A mercenary is a soldier who fights for a living

Entry Requirements

To become a professional mercenary a character must have a missile weapon or spear skill of 15 or higher, a sidearm {scimitar, sword, axe, etc} skill of 15 or higher, and a parry skill of 15 or higher. This is in normal circumstances; standards have declined dramatically during wars, etc. A mercenary must also be an initiate or higher in a combat cult, or have a few fetishes, or know aid, depending on the unit. The would be mercenary must also usually bring his or her own equipment, or suffer a loss of one FTE grade in living standards while paying the company he or she joins for his or her gear.

Upside

a) Support at FTE level 4, FTE level 5 if mounted, and a small chance at striking it rich or gaining a magic item through loot.

b) If not a player character, half the checks, rounded down, the player characters get, per session

Downsides

a) A mercenary has to obey orders, or lose his status as a mercenary {possibly along with his head}.

b) Mercenaries can get killed, or seriously injured. It is normally expected that healing will be provided to the extent that it is available, but common soldiers seldom have priority when there is not enough healing to go around.

Missionary

Description

A missionary is a specialist in converting people to his religion. Most traditional religions have few missionaries, since they have a traditional ethnic base that is mostly raised in the faith and they are not interested in gaining converts. Others persist in trying to convert others and support missionaries.

Entry Requirements

To become a professional missionary a character must usually have a rhetoric skill of 10 or higher, a custom skill in the culture he or she is intending convert people from of 15 or higher, and a cult lore skill for the cult he or she intends to be a missionary for.

Upsides

a) Support at FTE level 4, FTE level 5 if mounted, and a relationship point roll for the denomination he or she serves for the 1st, 3rd, 6th, 10th, 15th etc convert made. Note that this is the Fibonacci sequence if any doubts arise about what number should be next.

b) If not a player character, half the checks, rounded down, the player characters get, per session.

Downsides

a) A missionary has to remain orthodox and obey orders, or lose his or her status as a missionary. They are usually expected to remain in the area where the people they are expected to convert can be found.

b) Missionaries are not always popular, and have been known to be killed and eaten; it is not as risky as serving as a soldier, but it is not risk free, either.

Priest

Description

A priest is a religious official, often but not necessarily tied to a temple, who is a member of the religious hierarchy. A priest is usually the lowest rank for a full time religious type, and the rank most compatible with going on adventures.

Entry requirements

a) A candidate for the priesthood must be one of the following: a devotee of the deity he or she is to be a priest of; a guru and at least an initiate of the deity he or she is to be a priest of; a

companion of someone with the authority to award a priesthood and at least an adherent of the deity the candidate is to be a priest of; a member of a hereditary priestly family. In all cases, the priest must be literate, which requirement can usually be satisfied by a Culture Lore of 12 or higher.

b) The player of a priest candidate must explain to the satisfaction of the GM, why the character is a good choice for priest. This GM may require that this explanation be made in character, to an appropriate evaluating official.

Upsides

a) FTE level upgrade {raise FTE level from below 8 to 8, or 8 to 9, rarely and as a big favor, from 9 to 10}.

c) A priest resists mental magic such as Demoralize or Mystify with a minimum effective roll of 10; increase all rolls below 10 to 10

d) Status +2 in dealing with all members of the cult he is a priest of, +1 Status in other situations

e) +1 Fame point

f) A priest will usually receive a magic item from the divine magic item table upon investiture

g) others can "give" prayer spells for the priest, that is sacrifice for prayer which he or she can then use and regain as if it were his or hers; up to a maximum number of points equal to the sacrificed divine magic of the priest.

h) A priest is an intercessor, and may use his or her own prayer spells to regain divine magic for others in his congregation, as if he were using it to regain his own divine magic.

Downsides

a) A priest must not behave in a "manner unbecoming a priest"

b) A priest must sacrifice one POW point

c) A priest is expected to sacrifice for Soul Sight

d) A priest is expected to perform ceremonies for others, assist champions, etc

e) A priest must put half his checks, rounded up, into religious skills {cult lore, culture lore skills, POW, Ceremony, enchant, summoning, etc}; this makes priesthood incompatible with Azadan status. What is a religious skill is a question for the GM to finally rule on, but non-cult non lore skills rarely count; and the only religious weapon skill is the sword for war god types.

f) A priest loses one check per session to the abstract performance of religious duties. In the right circumstances he can obtain an [influence point roll](#) by sacrificing another check and going "above and beyond the call of duty" in support of the cult.

Loss of Priestly Status

a) A priest may lose his or her priestly status if he or she earns three infamy points for "conduct unbecoming a priest; infamy points may be offset by fame if the priest has twice as much fame as infamy.

b) A priest will lose his or her priestly status if he or she accepts a cult or accept a title or office which is incompatible with being a priest.

Shaman/Shamanka

Description

A [shaman](#) is a specialist in shamanic magic. Shamanka is the correct feminine form of shaman; references to "or she" below are technically references to Shamanka and not shamans.

Entry requirements

a) 5 20's, at least 3 of which are magical in nature (spirit combat, etc).

b) A Shaman must also have beaten a POW 25 or higher spirit in Spirit Combat

c) He or she must have earned a fame point in spirit combat; this may be the fight used in b),

d) The player of a witch candidate must explain to the satisfaction of the GM, why the character is a good choice for witch. This GM may require that this explanation be made in character, to an elder who is already a shaman.

Upsides

a) A shaman receives a fetch, if he or she does not already have one.

b) A shaman resists mental magic such as Demoralize or Mystify with a minimum effective roll of 10; increase all rolls below 10 to 10

c) A shaman is usually gifted with a [shamanic item](#) by the tribe or shamanic elder recognizing him or her as a shaman.

d) +1 Fame point

e) 3 rolls on Reward table

- f) A shaman gets the true names of three spirits to summon, etc, as specified in the tradition description.
- g) A witch is entitled to 2 followers; one is often a student training to become a shaman; one is a cook/maid, etc, who is not of great combat value; these followers start as poor peasants {FTE 4 in the Empire}.
- h) If a shaman rolls below 10 in spirit combat, if successful, are automatically boosted to a 10 for purposes of resisting or overcoming opposition

Downsides

- a) A shaman must not summon or use Disease spirits
- b) Must put at least half of all checks, rounded up, into tradition skills, as defined in the game information section of the tradition description
- c) A shaman will usually not be offered titles or offices.

Loss of Shaman/Shamanka Status

- a) A shaman known to summon disease spirits may lose his or her status as a healer, and become known instead a "witch". This may result not merely in loss of shamanic status, but in exile or death
- b) A shaman who joins a cult, or accepts a title or office which is incompatible with being a shaman may lose his or her status.

Spook

Description

A spook is anyone whose primary duty is to gather information by going out and looking for it as opposed to sitting in the library, or who engages in covert action for a living.

Entry requirements:

- a) 5 20's, including Hide and either Intrigue or Street Wisdom;
- b) Earned a big favor from the organization making the character a spook
- c) Resist a special spot while hidden, or overcome a special or critical resistance with Intrigue
- d) The player of a spook candidate must explain to the satisfaction of the GM, why the character is a good choice for spook. This GM may require that this explanation be made in character, to an appropriate evaluating official.

Upsides

- a) Stealth oriented magic item, or armor quality improvement {light +1 or medium +1} up to a maximum worth of 10.000 L.
- b) Investigation oriented magic item {maximum value of about 10.000 L}
- c) FTE level upgrade {+1 FTE level, up to a maximum of 10}, spook who are below FTE 7 are automatically raised to 7.
- e) D12 to resist incapacitation {I've got to hang in there and pull this off, "My name is Bond, James Bond"}
- f) Resists mental magic such as Demoralize or Mystify with a minimum effective roll of 10; increase all rolls below 10 to 10
- g) Status +1 in dealing with all members of his or her primary culture, +2 Status in dealing with Clan, House or League, +1 Status in dealing with fellow agents.
- h) Generally assumed to have "need to know", has +5 when using clout to obtain a scroll to research relating to mission.
- i) 3 rolls on Reward table
- k) The spook may create for himself, at the time he is promoted, one sacred item which has a permanent divine magic spell. If divine magic, the spell must be one he can cast during the ritual; if sorcery, a sorcerer can cast it for him. The item used for this must be of masterpiece quality, and "appropriate"; a horn would not be appropriate for Melt into the Background. What is and isn't appropriate will be decided by the GM on a case by case basis, except that items listed as appropriate in the cult description are always appropriate.
- l) A cash bonus of 2500 L. or so
- m) A spook resists mental magic such as Demoralize or Mystify with a minimum effective roll of 10; increase all rolls below 10 to 10

Downsides

- a) A spook must not betray the organization he or she is an agent of, or at least must not get caught doing so.
- b) A spook is expected to undertake assigned missions; if not could end up with infamy point

c) A spook must put at least half of all checks, rounded up, into "agent skills"; this category includes weapon attacks and parries, unarmed combat, hide, intrigue, light fingers, street Wisdom, Spot, Cult Lore for "spook deities" {those that have two or more spook skills as cult skills}; others may be included at the discretion of the GM.

d) A spook will usually not be offered titles or offices the performance of whose duties would be inconsistent with serving as a secret agent.

Loss of Spook Status

A character loses spook status if he:

A) earns three infamy points for "loose talk, betrayal of the company, etc"; infamy points may be offset by fame, if the spook has twice as much fame as infamy;

b) Chooses to join a cult or accept a title or office which is incompatible with being a spook.

Vizier

Description

A [vizier](#) is a scholar/administrator who holds a position as an expert adviser or administrator, in the service of an individual or organization.

Entry Requirements

a) Three skills at 20+, one of which must be administration, another of which must be either rhetoric or intrigue

b) Being a [Guru](#); or [Companion](#); or being owed a [Favor](#); by the individual being advised, or the individual heading the organization being advised

c) The player of a vizier candidate must explain to the satisfaction of the GM, why the character is a good choice for vizier. This GM may require that this explanation be made in character, to an appropriate evaluating official.

Upsides

a) a vizier has access to half the status of the institution or individual he or she is a vizier of, up to maximum of 6, rounded down, when making clout rolls. This status may be used to gain favors for the vizier personally;

b) a vizier gets a +1 to his or her FTE level, up to a maximum level of 11, or one less than the rank of the noble conferring patronage, whichever is lower;

c) A vizier gets +1 fame point;

d) A vizier will have access to the library of the institution or individual conferring the rank upon him, and an ability to have clerks copy scrolls for them, abstracted as 300 silver pieces worth of scrolls per session.

e) A vizier may roll admin skill twice whenever an admin skill roll is called for, and take the better result. Exception, if a fumble is rolled, the player must roll twice and if a result in the lower half of the range is rolled, he or she must accept the fumble. This is because his or her status makes people reluctant to challenge the vizier, not because of outstanding administrative skill. It does not apply in strictly technical contexts, such as determining the authenticity of paperwork.

f) A vizier is seen by the friends of the noble or king he is a companion of as a representative of the noble or king he is associated with.

h) A vizier may support two followers, one of whom is usually a clerk/student who copies scrolls, etc, and one of whom is a trusty companion.

Downsides

a) A vizier is expected to undertake missions, usually legal or diplomatic but sometimes theological or even military, when asked by his or her patron.

b) A vizier is expected to grant anything that would count as a small favor to his or her patron free of charge

c) A vizier seen by the enemies of the noble or king he is a companion of as a representative of the noble or king he is associated with.

Loss of Vizier Status

a) Conduct unbecoming a vizier can lead to loss of vizier status

b) Accumulating a net of three infamy points for stupidity can lead to loss of vizier status; infamy for stupidity can be offset by Fame for sagacity at a rate of two for one – he's a very smart guy, but he's done some pretty stupid things.

Chapter IX – Interacting with the Legendary World

The rules for interacting with the legendary world are based on stories like Jason and the Argonauts. These are narratives involving interactions with the Gods, etc. They differ from normal adventures because the actions of the characters must, to a considerable extent, conform to a predefined narrative structure.

What Makes an Adventure a Quest?

Major and consistent differences between normal adventures and legendary quests are:

- I. Legendary quests begin with calls that have a mystical flavor – a vision from a deity or the like. Normal adventures usually begin with something that is not remarkable, a chance to hunt boar or join a caravan as guards.
- II. The decision to go on a normal adventure is usually not a big deal. The characters are hunters asked to hunt or caravan guards guarding a caravan. On normal adventures, characters are not asked to deviate from their social roles or make major sacrifices. Characters do not risk ostracism for going on normal adventures.
- III. The sacrifice demanded by participation in a normal adventure is minimal. Characters may be risking their lives, but they are usually not risking their reputations. Likewise, deities and other legendary creatures do not usually interfere in normal adventures. Most “monsters”, such as orks that are presented in the rules are common enough in an FRP setting so that their mere appearance does not make a quest legendary. A giant sized Ork, or one of superhuman intelligence, might well be a legendary entity whose involvement in a quest would help to make it legendary.
- IV. Preparation is pretty minimal for most normal adventures. The characters may buy some one use magic items, talk to people, sacrifice for spells, etc. Major rituals or large preparatory efforts are extremely rare in normal adventures. A normal adventure may be undertaken with no preparation whatever.
- V. There are no special rules for the scenes in a normal adventure. The scenes of a normal adventure are its episodes. The scenes in a normal adventure do not usually involve legendary entities. Fame points are usually not awarded just for participation in a normal quest, though there are exceptions.
- VI. Legendary quests involve things of such difficulty that the DM can envision singers of the quest and the questers, while normal adventures tend to be less remarkable.

It should be noted that this division is not hard and fast. A normal adventure might involve a serious decision, or include a scene where the player characters encounter a “legendary” creature. Some things that might at first appear legendary are normal. Going to talk to a dragon is not in itself legendary, though dragons are so rare and powerful in Fire and Sword that they are arguably legendary; and success in convincing the dragon to join your side would certainly be worth a fame point. Likewise, a legendary quest might begin in an unremarkable manner and miss a couple of the criteria above. In general, I regard a quest as legendary if it involves significant sacrifice, risks a character’s reputation as well as his or her life, and involves significant participation by one or more legendary entities as opponents of the questers.

Legendary Quests have several stages: the Call; the Decision; the Sacrifice; one or more scenes; the Climax; and the Conclusion. These are described in more detail in the rest of this chapter.

The Call

A major quest begins when the character becomes aware of a big issue, justifying the quest, This can be the result of anything from an assignment to go on the quest by a superior {Jason and the Argonauts, where the King sent Jason on the quest in hopes of getting rid of him} to a dream sent by a deity. If a deity is sending a dream, the GM should make sure that the quest is to some extent in the interest of its worshippers.

Polytheistic deities, intercessory saints in a monotheistic world, founders of sorcery schools, ancestral spirits, and intelligent animal “great spirits” have all instigated quests. Sometimes a human, asking a goddess { or great spirit, or whatever} for help starts a quest; in granting the help the deity recognizes the action proposed as a quest, and converts the action into a legendary quest.

The legendary entity asking for the quest can send a dream or message to anyone known to any of its worshippers, shamans, sorcerers, etc. It cannot reach people who have no indirect connection {with only one link} to anyone with loyalty to it and its aims. More than one character may be solicited by a legendary entity to go on a quest. In general, legendary entities select characters with at least one awarded fame point, and high relevant skills, as these improve a character’s chances of success on a quest.

Characters who have been asked to go on a quest, may also ask others to go on the quest. Since legendary quests involve risk to life and limb, and often start with earning an infamy point by walking away from a character’s responsibilities, this leads to a decision point.

The Decision

The next step is for the character(s) to decide whether or not to respond to the call. This is a real issue, because quests are hazardous. Also, not all quests are in the interest of all characters. My healer character Zojila probably would not respond to a call to bring a True Sword of Death into the world. A deity may compel a character to go on a quest, if he or she is a devotee or champion of the deity; refusing to go could result in a loss of their status. Initiates, gurus or priests cannot be so compelled.

The final reason not to go on a quest is the sacrifice involved. Most characters have obligations and lives. Going on a quest involves walking away from army and feudal superiors, wounded in the hospital a healer character volunteers at or works for, etc. So it is not something to undertake lightly.

The Sacrifice

The sacrifice has three parts to it.

The first is just the natural result of dropping whatever a character is doing in order to go along on a quest. All offices are lost, titles lose their pluses to FTE, and at the discretion of the GM an infamy point may be awarded for ignoring one’s obligations to go off on a quest. Fame resulting from lost titles and offices is retained for the duration of the quest.

The second aspect is that sacrifices may be called for from the character. In general, a deity or legendary character is restricted in the help it can offer, by a rule of balance. It cannot provide more help than has been sacrificed to it. So, if a character wants or will need from a greater power in performing the quest, he or she must sacrifice to it.

The third sacrifice a character makes is of free will. While performing the quest, he or she will sometimes feel an impulse to do things that may not make sense to the player {just as they do not make conscious sense to the character}. When the character feels the inner compulsion to do what is necessary to perform the quest, he or she has to do it. A player can refuse this inner compulsion, but then the quest ends unsuccessfully.

Preparation

This involves convincing people to support the quest. It also involves telling the hero about any help the supporting legendary entities are prepared to provide in return for the sacrifices made to them. In our Jason and the Argonauts example, this is where Jason gets the Argo, talks to Hera, and she tells him she can answer seven questions. It also covers assembling the crew. Next, we move on to the quest itself.

Scenes

The next phase is one or more dramatic incidents. These differ from normal episodes in that they take place on the God Plane, or Legendary Plane, involve creatures of greater than normal size, intelligence and power(s), and do not necessarily obey the normal rules of physics, space and time. A non-combat example from Jason and the Argonauts would be the scenes on Mt.

Olympus, where Jason looks at a giant size Zeus and Hera. The Clashing Rocks would be another such scene.

Heroic scenes can be set in the middle of normal battles. At one time, a character named Rolf was engaged in battle on three planes at once, a fight as part of a large battle in the normal world, several different combats on the spirit plane, and fighting an enemy hero on the legendary plane.

To go on to the legendary plane as part of a scene, a character must have at least one awarded fame point. Depending on the scene, and how you get there, it may require more than one. A character with more than enough awarded fame points to get on the legendary plane, may use his or her points to help other characters onto the legendary plane.

Skill rolls made on the Legendary Plane are made on D30.

Fame points also serve as "Will" points. Fame gained under another name or actions which would have made a character famous had they been attributable to the character may be counted at the discretion of the GM. Robin Hood's fame strengthens the will of Robin Hood, even if he is busy rescuing the Lion heart under another name. A spook character may not be famous, but his or her successes will increase will just the same.

A will point may be used to:

- Enter the legendary plane.
- At the discretion of the GM, a character may use one will to start a "legendary" or "heroic" skill, or learn a spell, which is not normally available. These skills or spells follow the normal rules, except that there is a -5 modifier to skill because they are hard to use or to cast.
- Roll twice, taking the better result, for all rolls of a particular type in a particular scene. This may be started at any time, but only lasts till the end of the scene. It never affects rolls that are already made. A type is considered to be any single thing that might be rolled against. Sword attack, shield parry, Power, etc. Thus luck rolls and power rolls for purposes of casting traded divine spells are the same "type", while melee attack and parry are distinct. More than one type of roll may have the better of two results if an only if more than one will point is expended. If a character already gets "best of two" and uses will for this purpose, he or she gets "best of three". If a character already has "best of three", and uses will for this purposes, he or she gets best of 4. A character cannot use will to add more than one roll.
- To regain up to 21 magic points of divine magic spells, or 85 magic points. This does not allow a character to sacrifice for new spells, etc.
- To make up to one day of time pass, to allow the performance of ritual ceremonies and summoning.
- To change the location of a terrain feature on the scene of an encounter, if and only if the feature is not essential to the plot.
- A character may "give" will to another character. Any will given must be used immediately, not stored for later use.
- To resist any other effect which the GM requires be resisted by will. For example, a monster might be so terrifying that it paralyzes with fear any character who does not either roll fame or less on D10, or spend one will point. Characters might have to keep walking all night in freezing weather, requiring the character to make a roll of will or less on D20, and if the roll is missed, the character loses one will.

Characters lose one will for each will use, except that when a roll of dice against will is called, a character whose player makes the roll does not lose will.

Events on the Legendary Plane are sometimes visible on the normal plane, but shimmer giving the feeling that something supernatural is going on. A character that is fighting three enemies, one of whom has been sent as opposition for the scene for the character, and two of whom are followers that cut down his followers, are fighting three enemies. He fight his destined opposition using D30, and the others using D20.

It should be noted that not every event that takes place In a Legendary Quest takes place on the Legendary Plane. Movement from the site of one scene to the next will often be made on the

normal plane, and the characters may face normal plane encounters. An enemy king, totally unaware of the legendary quest might send a band of assassins after the questers, based on his interpretation of events on the normal plane. The resulting fight would take place on the normal plane.

Opposition may also take the form of opposing questers, sent by enemy deities. Encounters with this kind of opposition are always Legendary, and resolved using D30.

The quest continues from one scene to the next, until the climax is reached and the questers have either succeeded or failed. Usually, as a matter of dramatic structure, the challenges get more difficult to overcome as the quest continues

Climax

The climax is the final challenge that the characters face. It is subject to all of the special rules given for scenes of a legendary quest. In a well design quest it will contain multiple challenges specific to the different characters involved, and require choices which determine the character of the questers. This encounter is also the point where fame point(s) are usually awarded

Conclusion

This is the wrap up phase. Seeds for the next quest are planted here, rewards are handed out if appropriate, and the effects of the quest on the social status of the characters are determined.

Characters will usually get at least one awarded fame point for completing a quest, and may get additional fame points for their parts in individual scenes. Characters who succeed in a quest and qualify for the title will often become champions of the sponsoring entity.

One or more items will often be created that are “relics” of the quest. These items have been enchanted by the events on the legendary plane.

Finally, influence may be awarded because the quest benefited certain groups, which may be grateful.

On the other hand, the people the character walked away from to go on the quest might not forgive him or her. Offices lost might not be regained. The infamy point for being unreliable and walking away from his or her obligations, may, at the discretion of the GM, remain.

Any influence, friendships, etc lost because the character did what he had to do to make the quest work, remains lost.

Chapter X – Creatures

A basic list of non human creatures, with attached descriptions of their characteristics, is provided in this appendix. The GM should not limit him or herself to these creatures, but use the provided creatures as benchmarks when creating his or her own creatures. The sample creatures do provide a useful beginning list, and cover most creatures likely to be encountered in most game settings. The reader may notice that I have not described the creatures; this is not because I think description is unimportant but because I think most potential fantasy role playing game masters will know what a horse or a dragon is. For those interested in creature descriptions, links have been provided, usually to Wikipedia entries describing them.

Format for Creature Descriptions

Name: The creature's common name. This usually includes a link or two so that readers unfamiliar with the creature can find out something about what it was, is, or is described in myth as.

Characteristics: Some creatures are potential player characters, and the statistics for creating a player creature of these species are provided here. If no characteristics are listed here, the creature is usually not sentient and unsuited for use as a character by a player. The characteristic modifiers are in addition to, not instead of, size modifiers to impact bonus, etc.

Attacks: the creature's favored attacks, how much damage they do, and the associated skill

Parries: active defenses, not always limited to parrying but also includes dodging

Armor: The armor value of the creature when commonly encountered.

Size Class: how big the creature is, for details see below under rules;

Speed Class: how fast the creature is, for more detail see below under rules;

Strength Modifier: a modifier to the impact bonus, based on how strong the creature relative to its size. The values for this can range between -3 for a hollow boned bird to +3 for a dwarf. If no modifier value is included in the description, assume that the strength modifier is zero.

Agility Modifier: a modifier to the enemy's chance to hit based on the creature's skill in dodging. The value for this can range from -3 for a sloth to +3 for pixie. If no modifier value is included in the description, assume that the strength modifier is zero.

Magic Resistance: Usually the effective POW characteristic of the creature, but may describe other magical resistance as well;

Poison: The effects of any poison the creature possesses.

Significant Abilities: The creature's typical abilities. Sentient races divide these into Innate Abilities (the minimum ability ratings possessed by all members of the race, equivalent to the Racial Keyword) and Typical Abilities (those specific to an average member of the sample occupation).

Innate Magical Abilities: The creature's innate magical abilities.

Creature Descriptions

Angel

Notes: Angels are spirits that come from a deity, either as divine messengers or as aid for characters. For purposes of this game angels include not only the traditional [cherubim](#) and [seraphim](#), but also entities such as [Charmed's Whitelighters](#) and a champion's allied spirit. Angels are often a source of knowledge, and magical support; they are much less often a source of direct combat power. Usually, angels will only fight directly if there is a demon on the other side. Angels may appear in a variety of forms, most commonly that of winged humanoids, but also as talking doves, talking swords forged in Valhalla, apparently ordinary humans, and ghosts. Angels are individual, so no standard angelic statistics are provided.

Basilisk

Attacks: Gaze, Bite does 1D8, Gaze skill is 18-25, Bite 15-20

Parries: Dodge, skill usually 15-20

Armor: scaly hide (1 point)

Size Class: [small](#)

Speed Class: human

Strength Modifier: +1

Magic Resistance: 15 (always)

Typical Abilities: Hide in Cover 18, Spot Intruder 18.

Innate Magic: Corrosive Blood 18, Death Gaze 22, Resist Magic 18.

Poison: roll 1D10+10 vs. Constitution characteristic, if injected, if Poison works character is dying; if poison fails roll again and if poison works character is incapacitated. Rules for healing are as normal, except that rolls of 10 or below have no effect.

Banshee

Banshees are one of the few types of spirit that often interacts with non shamanic people. They appear as pale, translucent keening women dressed in white. The keening is usually foretells the death of at least one person who hears it; and is frightening in itself. A banshee's keening attacks those who hear it as if it were the Demoralize divine spell. If a character resists demoralization, he or she cannot be affected by banshee keening for the rest of the episode. The effect of banshee keening is not instant; it takes at least ten rounds to demoralize a character. When shamans use banshees in combat, banshee keening is often the first warning that a group is about to be attacked. The maximum number of enemies a banshee spirit can attack is equal to its POW. These are the nearest targets, so a wise shaman will make sure that a banshee is closer to his enemies than to his friends before it starts keening. When a banshee has finished its keening, and attacked the maximum number of targets possible, it disappears.

Demoralization due to banshee keening lasts a week. Banshee keening is not a spell, so Dismiss Magic and Neutralize do not remove it. Specialized spells to improve morale will eliminate banshee demoralization. Spells intended to banish demons will work against banshees as well. Banshees are not actually undead, and spells against undead do not affect them.

Some ghosts also have the ability to keen like banshees. They are often mistaken for banshees, but after the demoralize attack has ended, they stick around and fight like other ghosts. These ghosts are affected by spells that affect other ghosts.

Banshees dodge physical attacks, with an automatic dodge skill roll of 20.

If a shaman or Shamanka has summoned a banshee, he or she is not affected by its keening. A bound banshee requires one check per session, spent on it; if this does not happen it will depart. If gained as a cult spirit, a banshee is more cooperative, and the cost is given by the [cult spirit](#) rules below.

Bear

Attacks: Claw and Bite do 1D10+2 usually skill is 18-25; Grapple {bear hug} squeezes 1D10+8, 18

Parries: Dodge 12

Armor: 2 {fur and thick skin}

Size Class: [large](#)

Speed Class: Fast

Strength Modifier: +2

Magic Resistance: POW 2D6+12.

Significant Abilities: Catch Fish 18, Charge at Foe 20, Dig 12, Forage 15, Scent Intruder 15, Swim 12.

Boar

Attacks: Slash with Tusks does 1D10+2; usually skill is 15-20.

Parries: Dodge 12

Armor: 2 points

Size Class: [human](#)

Speed Class: Fast

Strength Modifier: +3

Magic Resistance: POW 2D6+6

Distinct Abilities: Acute Smell 18, Charge 16, Cunning 15, Root for Food 20, Scent Predator 15

Boar, Giant

Attacks: Slash with Tusks does 1D12+2; usually skill is 18-22.

Parries: Dodge 15

Armor: 3 points

Size Class: [large](#)

Speed Class: Fast

Strength Modifier: +3

Magic Resistance: POW 2D6+6

Distinct Abilities: Acute Smell 18, Charge 16, Cunning 15, Root for Food 20, Scent Predator 15

Innate Magical Talents: Up to three at 22 each; typical talents include Glowing Bristles, Invulnerable to Normal Weapons, Magically Acute Sense of Smell, Razor Tusks, and Thundering Trotters.

Brontothere

Attacks: Butt 1D10+2, usually skill is 20.

Parries: None

Armor: 4 point

Size Class: [huge](#)

Speed Class: Fast

Strength Modifier: +3

Speed Modifier: -2

Magic Resistance: POW 2D6+12

Significant Abilities: Charge 25; Hear Noise 15, Scent Food 18

Cat

Attacks: Claw does 1D8, Bite does 1D10, both are usually skill is 15-22.

Parries: Dodge 20

Armor: Fur equivalent to light armor

Size Class: [Very small](#)

Speed Class: Fast

Strength Modifier: 0

Magic Resistance: POW 2D6+6

Significant Abilities: Catch Vermin 18, Climb 15, Dodge 18, Hide.18

Centaur

Characteristics: STR, 3D6+6 INT: 2D6+6 CON: 2D6+6 DEX: 2D6+3 POW: 2D6+6 CHA: 2D6+3 SIZ: 2D6+9

Attacks: Kick does 1D8, Bite does 1D10, both are usually skill is 15-22; Bow (1D10) usually skill 22, Lance (1D10) usually skill 20; broadsword (1D10) skill usually between 15-20

Parries: Dodge 12

Armor: Hide equivalent to 1 point

Size Class: [Large](#)

Speed Class: Fast

Magic Resistance: POW 2D6+6

Significant Abilities: Listen 15-20, Hearing 12, Jump 20, Centaur Tradition Knowledge 16, Centaur Customs 14, Close Combat 14, Know Animals 18, Know Local Area 13, Play Lyre 18, Track 20

Centipede, Giant

Attacks: Bite, does 1D10 + size bonus

Parries: none

Armor: Hide equivalent to 8 point

Size Class: Gigantic

Speed Class: Fast

Magic Resistance: POW 2D6+21

Significant Abilities: Listen 15-20, Spot 15-25, Hide 10-20 {cannot hide while moving, it knows how to find hiding places for a creature its size}, low light vision 15-25

Chonchon

Attacks: A demoralizing howl, affecting all that hear it and fail to resist it. Skill varies between 15 and 30. Chonchons are an alternate form for some sorcerers, and may also know and cast any sorcery spells

Parries: Dodge 20

Armor: Hide equivalent to 1 point

Size Class: Small

Speed Class: Fast

Magic Resistance: POW 2D6+12

Significant Abilities: Fly 15-25, Spot 15-25, Listen 15-25, Hide 15-25,

Demon

Rules Notes: For purposes of this game, demons are an unusual type of spirit that is usually dealt with by theists and sorcerers, not by shamans. They are malevolent spirits that can be dealt with by anyone who knows summoning, not just a shaman. Demons speak human languages. Like other spirits, they require a fee for their services, but the fee is often an evil act such as a human sacrifice, not the relatively innocuous sacrifice of time spent in study, etc.

Demons usually have INT, POW, and CHARM characteristics of 3D6+6, minimum. When first summoned they customarily appear as a beautiful creature of the same kind as, but opposite sex to, the character summoning them. This is a convention, which demons adhere to because it is the most effective way to distract and manipulate the summoning character, and may be ignored by the demon at the Game master's discretion. Demons may possess any skill the Game master chooses to give them, but usually do not have cult lore skills. They may, at the GM, know sorcery.

Demons may possess other creatures, using the spirit combat rules. They are usually restricted to attacking either the summoning character {if a deal is not reached}, or targets designated by the summoning character.

Demons often have the power to assume a material form and fight for the character summoning them. The simplest way to create a physical combat demon is to start with a monster of another type and add one or more of the following demonic features:

Demonic Features Table

D100 Roll	Name	Effect
1-4	Bat Ears	Bat sonar like ability to sense in darkness. Scan, search, etc can be used but at -5 to effective skill.
5-8	Tough	+2 on incapacitation roll, and -2 to injury roll
9	Gray Third Eye	Creature has permanent Magesight II
10-12	Great Vision	Creature rolls Spot skill twice, taking higher result
13-16	Fast	Character moves at double normal speed for creature of its type.
17-19	Dancer's Grace	Moves like a dancer, +2 on Dance skill increase rolls, distinctive so everyone will remember seeing the creature, +2 to critical which is cumulative with Mind of the Warrior, etc when attacking and parrying.
20-23	Magic Resistant	Add 10 to POW before rolling to resist magic
24-27	Mediocrity	Add 5 to successful rolls below 10, subtract 5 from successful rolls above 15
28-29	Resilience,	Roll twice, taking the better result, on incapacitation roll
30	Hand Blade	Hand is a curved sword, treat as scimitar with Black Blade of Death and attack skill 25
31-34	Immolates	Does extra +6 with flaming weapon, 1D10+6 damage if you touch it or it couches you, produces light as if Yelm's Lesser Light spell
35-37	Three Lives	Creature has to be incapacitated three times before it finally goes down.
38-39	Charming	+5 Virtual (cannot be spent) to relationship points when making any clout roll
40-41	Nerd	-5 hard modifier to all social and persuasion skills, including Leadership,
42-43	Terrifying	Anyone fighting character in melee must resist as if attacked by Demoralize spell on first round of engagement
44-45	Insignificant	Treat as permanent 15 Intensity Insignificance spell, may be shut off at will or to attack but not regained until next sunset
46-53	Extra Arms	Character has 2 extra arms, and two extra actions. This does not provide extra weapons, etc.

54-55	Aura	Chaotic aura distracts all enemies in melee with the character, in game terms roll twice to attack taking lower result
56-58	Beauty	Character appearance mysteriously beautiful, +5 to Appearance, treat as Charisma spell as well.
59-61	Ugly	Character appears hideously ugly, -5 to appearance and a -3 modifier to all social skills except intimidate
62-64	Red Skin	+2 on incapacitation roll, as it were armored, combinable with armor and other armor enhancing magic.
65-66	Reflection	Treat as Reflection spell
67	Immunity	Character resists offensive magic or spirit combat with critical POW or cult lore roll as appropriate
68-70	Fire Breath	1D10+6 Fire attack, spitting fire out to javelin reach, skill equal to character's POW
71-74	Haste	Character has double number of actions per round, and moves as if Fleet Foot were cast on him or her
75-76	Mace Resistance	+10 to resist incapacitation by maces
77-78	Axe Resistance	+10 to resist incapacitation by axes
78-83	Sword Resistant	+10 to resist incapacitation by swords
84-85	Spear Resistant	+10 to resist incapacitation by spears or javelins
86-89	Missile Resistant	+10 to resist incapacitation by missile weapons
90-91	Lucky	Creature critically parries or resists a spell once per combat, in a situation where only a critical would parry or resist
92-94	Death Resistant	Roll incapacitation and injury dice twice, taking the better result
95-96	Floats	Creature floats in water without needing to make swim skill roll
97-98	Astral	Creature can go onto the spirit plane for one round, as if he wasn't there, walk through a wall or whatever and rematerialize
99	Shape shifter	Have two different shapes that may be different looking creatures of the same type, or different creatures. Intelligence and other mental characteristics are the same in all forms, but the physical characteristics can be distinct.
00	Endearing	Rolls twice taking the better result, on Rhetoric, Fast Talk, Seduction, and all custom skills, taking the better result. Also +10 virtual relationship points when making clout rolls

Dire Wolf

Magic resistance: Treat as successful POW roll of 15

Attacks: Claw does 1D8, Bite does 1D10, and usually skill is 20-25.

Parries: dodge, skill usually 15-20

Armor: 2 pt

Size Class: large

Speed Class: fast

Strength Modifier: +2

Magic Resistance: POW 2D6+10

Significant Abilities: Corner Prey 12 (+2 per pack member), Scent Prey 18-22, Track by Scent 18-22.

Dog, Guard

Attacks: Bite does 1D10 usually skill is 15-22.

Parries: Dodge 15

Armor: 1 point

Size Class: human

Speed Class: fast

Strength Modifier: +1

Magic Resistance: POW 2D6+6

Significant Abilities: Track by Scent 18-22.

Dog, Hunting

Attacks: Bite does 1D10 usually skill is 15-18.

Parries: Dodge 15

Armor: fur equal to leather armor

Size Class: Small

Speed Class: fast

Strength Modifier: 0

Magic Resistance: POW 2D6+6

Significant Abilities: Bark at Stranger 15-18, Corner Prey 10 (effective skill is 10+number of pack members)

Dragon, Black

Attacks: Bite (1D10), Claw (1D10), skill 35, Breathe Flame (1D10 cone shaper fire), Tail lash (1D6 plus knock flat oppose with dexterity roll) 40

Parries: None

Armor: 9 point scales

Size Class: huge

Hit Points: 1,000

Speed Class: fast {when flying}, slow {when walking}

Magic Resistance: 30

Poison: roll 1D10+10 vs. Constitution characteristic, if breathed in, if Poison works character is dying; if poison fails roll again and if poison works character is incapacitated. Rules for healing are as normal, except that rolls of 10 or below have no effect.

Significant Abilities: Hear Intruder 25, Spot Prey 20

Dragon, Fire

Attacks: Bite (1D10), Claw (1D10), skill 35, Breathe Flame (1D10 cone shaper fire), Tail lash (1D6 plus knock flat oppose with dexterity roll) 40

Parries: None

Armor: 9 point scales

Size Class: gigantic

Hit Points: 10,000

Speed Class: fast {when flying}, slow {when walking}

Magic Resistance: 30

Significant Abilities: Hear Intruder 25, Spot Prey 20, Resist Critical Hit {reduce special or critical hits to normal hits} 15

Dwarf

Characteristics: STR: 2D6+9 INT: 2D6+6 CON: 2D6+9 DEX: 2D6+3 POW: 2D6+6 CHA: 1D6+3 SIZ: 2D6+3

Attacks: Axe (1D0+2) skill 15-55, Hammer (1D10) skill 15-55, Repeating Crossbow (1D8+1) skill 15-35

Parries: Medium Shield {protects as large due to small size of dwarf} skill 15-55

Armor: High quality medium or heavy armor {3 pts or 4 pts}

Size Class: small

Constitution Modifier: +5

Strength Modifier: +3

Speed Class: small

Speed Modifier: -1

Typical Abilities: Unarmed Combat 12-36, Dwarf Customs 15-35, Dwarf Sorcery School Lore 15-35, Smith 18,

Eagle

Attacks: Claw and Bite do 1D8; usually skill is 18.

Parries: Dodge 18

Armor: Feathers and Tough Hide equivalent to medium bronze,

Size Class: human

Speed Class: Small

Strength Modifier: -1

Magic Resistance: POW 14

Significant Abilities: Aerobatics 15-25, Dive 20-30, Spot Prey 18-25

Tactics: Eagles fly high, and dive down on small targets such as birds or rabbits. They rarely attack humans or larger targets

Elf

Characteristics: STR: 2D6+3 INT: 2D6+6 CON: 2D6+3 DEX: 2D6+6 POW: 2D6+6 CHA: 2D6+8 SIZ: 2D6+3

Attacks: Bow: 1D8/1D8+3 skill is 20 {+5 in forest, -5 outside forest}, Spear 1D10, Short Sword 1D8 skill with both is 15

Parries: Small shield, parry skill 15

Armor 1 point skin, plus another point of light armor, or more rarely 2 pt medium

Size Class: [human](#)

Strength Modifier: -1

Speed Class: human

Typical Abilities: Acute Hearing 14, Elf Tradition Knowledge 20, Alert 17, Camouflage Self in Trees 20, Climb Tree 17, Close Combat 14, Elf Language & Custom 13, Night Vision 18, Local Area Lore 22, Move Quickly in Forest 17, Plant Lore 16, Stealth 18.

Fox

Attacks: Bite does 1D10 usually skill is 15-18.

Parries: Dodge 18

Armor 1 point

Size Class: [Small](#)

Speed Class: fast

Magic Resistance: POW 2D6+10

Significant Abilities: Acute Hearing 18, Cunning 23, Dig 12, Hide: 23 Leap 15, Run Fast 15, Scent Food 18

Gargoyle

Attacks: Claws do 1D10, Thrown Javelin, skill is usually 15 for both.

Parries: dodge, skill is 12

Armor 8 point armored hide

Size Class: [human](#)

Speed Class: human, modifier plus 2

Magic Resistance: POW 20

Significant Abilities: Camouflage (against rock) 20, Climb Cliff 15, Jump 12

Gaur

Attacks: Butt does 1D10; usually skill is 18-22. Can charge, which doubles their damage bonus

Parries: None

Armor: Hide equivalent to medium bronze armor

Size Class: [Huge](#)

Speed Class: Fast

Magic Resistance: POW 2D6+10

Significant Abilities: Scent Predator 18

Ghost

Ghosts are one of the few types of spirit that often interacts with non shamanic people. They are usually the spirits of creatures that have died by violence, and been unable to go to a normal afterlife, instead remaining near the scene of their deaths. Less often, a ghost went on a normal afterlife, but then returned to the normal plan as a spirit in the service of a deity or shaman. Ghosts are insubstantial beings that look like translucent versions of the creature they were in life. They are usually bound to an area, though they may be in the service of another character. If bound to an area, they are free to attack anyone who enters the area, and sometimes they must attack whoever enters that area. If in the service of a shaman, they attack only enemies they are ordered to attack. To create a ghost, first determine what kind of creature it was in life, and then determine its Intelligence, POW and CHARM characteristics. A ghost may have any skills that the original creature could have had in life. They are usually guardian spirits, confined to an area, if a character leaves the guarded area, they will usually not pursue. Some ghosts can communicate using human speech, others cannot. All appear misty, not solid.

When first scene, a ghost has a demoralize attack {treated as the [Demoralize](#) spell} which is automatically cast at any creature entering a defended area, with a roll equal to its POW. If a character fails, he is demoralized until he or she can no longer see the ghost. A ghost can also

attack it foes in physical combat. It attacks its enemies with whatever weapon it has, as if it were a normal attacker. On the other hand, both attack and parry skills are -20 against a ghost. Ghosts are almost impossible to hit.

Ghosts may cast spells, and have spells cast at them. Spells that affect humans work against ghosts, if and only if the attacking spell roll is an odd success greater than 10. For purposes of spirit combat, ghosts are treated as disincorporate spirits. They can be attacked by shamans in spirit combat.

Ghosts come in all of the sizes described above under fetishes, though very large ghosts are very rare. Ghosts will only align with characters if they are not guarding an area. Gaining the support of a ghost costs the standard number of checks.

Gnome

Note: This is the earth elemental, not the goblin. It is a tiny, hard working humanoid, less than one meter tall. It is usually summoned to build earthworks and tunnels, or as a servant. A sorcerer can summon a gnome, if he has a small amount of earth available. Summoning it takes about an hour, and if the summoning roll is failed cannot be tried again for a day. A gnome will serve a sorcerer, when summoned, for magic points in accordance with the normal duration rules given in the sorcery chapter. In addition, magic points may be sacrificed at the time of summoning to give it hit points. It uses these magic points to materialize in the physical world. Gnomes are unusual in that they are not subject to the normal incapacitation rules. They have a number of hit points equal to the number of magic points sacrificed when they are created. Ordinary physical damage done to a gnome is ignored. Damage from magical weapon enchantments or spells is counted, and when a gnome has been reduced to zero hit points it is destroyed. Gnomes are not intelligent in the normal sense of the word and are immune to mind affecting spells. Gnomes can talk, and understand single sentence commands of ten or fewer words in length, provided that none of the words have more than two syllables. Usually, they are just told to go get things, clean up the house, and carry things. They can be used as guardians, and often warn sorcerers. Gnomes can merge into the earth and grab people who walk over them as described below.

Attacks: Gnomes usually attack by merging into the ground and grabbing the foot of a person passing overhead. This is a 1D10 attack, and if grabbed a character must overcome the strength of the gnome {automatic roll of 15} to break free. A gnome then tries to pull the victim into the ground, this is like quicksand and is not fast, but unless the character can defeat a strength roll of 15 at some point, he will be pulled underground and buried alive.

Parries: Dodge, skill usually 15-20

Armor: none

Size Class: [small](#)

Speed Class: fast

Magic Resistance: POW 2D6+6

Special: immune to non-magical damage eliminated by hit point damage, not normal combat incapacitation rules.

Typical Abilities: None

Great Ork

Characteristics: STR, 2D6+12 INT: 2D6+6 CON: 2D6+9 DEX: 2D6+6 POW: 2D6+6 CHA: 2D6+3 SIZ: 3D6+2

Attacks: Heavy Mace does 1D10+1 sling does 1D8, skill usually 15-20

Parries: Large Shield, skill usually 15-20

Armor: Any, usually leather

Size Class: [human](#)

Speed Class: human

Size Modifier: +3

Magic Resistance: POW 2D6+6

Typical Abilities: Acute Dark vision 17, Acute Hearing 17, Ambush 16, Butchery 20, Hide 22, Know Local Area 22, Ork Tradition Knowledge 20, Motionless 18, Set Traps 14, Stalk Prey 22, Ork Language and Customs 13.

Griffin

Attacks: Claw and Bite do 1D10+2; usually skill is 18.

Parries: Dodge 12

Armor: 2 pt Feathers and Tough Hide

Size Class: [huge](#)

Hit Points: 400
Speed Class: Fast
Strength Modifier: +1
Magic Resistance: POW 20
Significant Abilities: Aerobatics 12, Dive 25, Spot 22, Grab 20

Harpy

Attacks: Claws : Damage 1D10, skill 15; Drop Stones Damage; Dung : does no damage but exposed target to disease, most often Flesh Rot or Pox, and stench is horrible, forcing a hard Constitution roll {Con-5} to remain effective for the next round. If roll is missed, character must make a regular Constitution roll or be incapacitated. If incapacitated, the character is unwounded and automatically recovers at the end of the combat round.

Parries: dodge with a skill of 18 but strongly prefer ranged attacks

Armor: Feathers and Tough Hide equivalent to light leather,

Size Class: small

Speed Class: Fast

Strength Modifier: -1

Magic Resistance: POW 14

Significant Abilities: Aerobatics 18; Close Combat 15; Defecate on Foe 18; Drop Rocks 15; Resist Disease 25; Spot 18

Hippogriff

Habitat: Mountains.

Attacks: Claw and Bite do 1D10; usually skill is 15-22. Hippogriffs can also use their Claw attacks against disembodied spirits, when they fly into the spirit world.

Parries: Dodge 10

Armor: Hide equivalent to medium bronze,

Size Class: Large

Speed Class: Fast

Strength Modifier: 0

Magic Resistance: POW 2D6+18

Significant Abilities: Aerobatics 20, Cunning 22, Dive 25, Spot 20, Grab 20

Innate Magical Abilities: Attack Disembodied Spirits (Attacks), Fly Into Spirit World 22-30, Second Sight 18-25.

Horse, Heavy

Attacks: Kick does 1D8, Bite does 1D10, both are usually skill is 10-15.

Parries: None

Armor: thick hide equivalent to light armor

Size Class: Large

Speed Class: Fast

Speed Modifier: -3

Strength and Size Modifier: +3

Distinct Abilities: Battle Training 18.

Magic Resistance: POW 2D6+12

Horse, Light

Note: This is the horse ridden by unarmored or lightly armored cavalry

Attacks: Kick does 1D8, Bite does 1D10, both are usually skill is 10-15.

Parries: Dodge 15

Armor: thick hide equivalent to light armor

Size Class: Large

Speed Class: Fast

Speed Modifier +3

Strength and Size Modifier: -3

Distinct Abilities (sometimes): Battle Training 15.

Magic Resistance: POW 2D6+6

Horse, Medium

Note: This is the horse ridden by scale, mail, or lamellar armored cavalry who do not bard their horses

Attacks: Kick does 1D8, Bite does 1D10, both are usually skill is 10-15.

Parries: Dodge 12

Armor: thick hide equivalent to light armor

Size Class: [Large](#)
Speed Class: Fast
Strength Modifier: +3
Magic Resistance: POW 2D6+12

Hydra

Attacks: Bite does 1D10.
Parries: none
Armor: 5 point scaly hide
Size Class: [large](#) (but may be [huge](#), [gigantic](#), or [colossal](#))
Speed Class: human
Hit Points: 500 per head
Magic Resistance: POW 20
Innate Chaos Features: Drool Acid 20 {attacks at 1D10 + 5 and destroys armor that stops it}
Poison: Attacks with a 15 against CON characteristic. If target character does not resist first attack he is dying; if he resists roll again and if does not resist the second time target character is seriously wounded; otherwise target character is lightly wounded.

Impala

Habitat: Chaparral.
Attacks: Butt and Kick does 1D8 usually skill is 10-15.
Parries: Dodge 20
Armor: 1 point Feathers
Size Class: [human](#)
Speed Class: Fast
Strength Modifier: +1.
Magic Resistance: POW 2D6+6
Significant Abilities: Leap 22, Scent Predator 18.

Indricotherium

Attacks: Trunk and Kick do 1D10 usually skill is 15-23.
Parries: None
Armor: 4 point
Size Class: [gigantic](#)
Speed Class: human
Strength Modifier: +1.
Magic Resistance: POW 2D6+15
Significant Abilities: *Significant Abilities:* Acute Hearing 20, Cunning 15, Dig 12, Intimidate 25, Scent Food 15

Jotun

Attacks: Throw boulder (1D8 + Strength bonus), Tree Trunk (1D10 + Strength bonus) skill 10-25
Parries: usually none
Armor: 7 pt hide
Size Class: [gigantic](#) {though some smaller giants are merely huge, and the biggest colossal}
Hit Points: 800
Speed Class: human.
Magic Resistance: 20 {always}

Lamia

Habitat: deserts, hills.
Attacks: May use any weapon a normal human uses. Also, when a lamia and a human look each other eye to eye, the player of the human must roll higher on a POW roll than the lamia's power. If he or she fails, the human character finds the lamia sexually exciting, and will be willing to give blood to the lamia when asked. The lamia has a "control appetite" skill, which his or her player uses to determine whether he or she can stop drinking blood before the victim is incapacitated. When this roll is failed, roll for the effects of incapacitation of the victim is if in combat. When disguised as a human being, lamias will feel cold to the touch when the temperature is below about 75 degrees Fahrenheit.
Parries: Any
Armor: Any human
Size Class: human
Speed Class: fast
Strength Modifier: +1.

Magic Resistance: POW 2D6+10

Significant Abilities: Hide 15-25; Intrigue 15-25, Seduction 20-30, Spot 15-25,

Magical Abilities: Appear Human 15-25, Glamour {treat as Glamour of the Goddess Spell} 15-25, Mystify {treat as the Divine Spell} 15-25

Lion

Habitat: Open terrain.

Attacks: Bite and Claw do 1D10 usually skill is 22-25.

Parries: Dodge 15

Armor 1 point

Size Class: [large](#)

Speed Class: fast

Strength Modifier: +2

Magic Resistance: POW 2D6+10

Significant Abilities: Ambush 18, Panic Target 15. Panicking targets flee; this ability is resisted with the Intelligence characteristic.

Manticore

Habitat: Hills, mountains, rough terrain, chaparral.

Attacks: Claw does 1D10, skill is 22; Tail 1D10 (+poison) skill is 18;

Parries: Dodge 15

Armor 2 points {mane and thick skin}

Size Class: [large](#)

Speed Class: fast

Strength Modifier: +1.

Magic Resistance: POW 2D6+10

Significant Abilities: Ambush 18, Climb Rocky Slope 18, Cunning 18, Spot Prey 15.

Poison: +5 to incapacitate if one point gets through, +5 to lethality, wound resists Cure spells with a resistance of 15.

Mastodon

Habitat: Forest.

Attacks: Body Slam 1D12, usually skill is 15-22.

Parries: None

Armor: 4 point

Size Class: [huge](#)

Speed Class: Fast

Strength Modifier: +3

Speed Modifier: -2

Magic Resistance: POW 2D6+12

Significant Abilities: Acute Hearing 15, Cunning 15, Dig 12, Intimidate 18, Scent Food 15

Minotaur

Attacks: Great Axes (1D10+2), Horns (1D8), skill usually 15-25

Parries: Great Axe Parry: skill usually 15-25

Armor: Any human, usually 2 pt

Size Class: [large](#)

Speed Class: Fast

Magic Resistance: POW 2D6+6

Typical Abilities: Berserk Rage 22, Bull Cult Lore: 18, Close Combat 20, Tracking 15, Wilderness Lore: 18

Mule (Jenny)

Attacks: Kick does 1D8 usually skill is 10-15.

Parries: Dodge 10

Armor: 1 point Hide

Size Class: [human](#)

Speed Class: Fast

Strength Modifier: +2.

Constitution Roll plus: +2

Magic Resistance: POW 2D6+6

Mummy

Note: These are The Mummy and The Mummy Returns fantasy horror mummies, not the real mummies created by the Egyptians.

Habitat: Graveyards, tombs

Attacks: Any weapon attack the mummy knew in life

Parries: Any parry attack the mummy knew in life

Armor: ignore any hit on a mummy that is not an even roll over 10, because it chops off a small nonessential part of the zombie. Mummies also have 2 points of armor from the wrappings used in mummification. They have been known to wear armor, usually bronze, over the wrappings which mummified them.

Size Class: [human](#)

Speed Class: fast

Strength Modifier: +3

Magic Resistance: 2D6+12

Significant Abilities: Mummies are much like zombies, except that they move faster and are intelligent. They can know divine magic or sorcery, and often control zombies. They do not smell as bad as zombies, and so do not have a stench attack.

Naga

Note: This is the Buddhist Naga, a large King Cobra like snake with a human face, usually with one head but sometimes with many

Attacks: Bite (1D10), Claw (1D10), skill 15-25, Bite is poisonous, see below – some have up to seven heads, these have one attack action per head

Parries: Dodge 15-25

Armor: 4 point scales

Size Class: [human](#) or [large](#)

Hit Points: 100

Speed Class: fast

Magic Resistance: 15-30

Poison: roll 1D10+10 vs. Constitution characteristic, if breathed in, if Poison works character is dying; if poison fails roll again and if poison works character is incapacitated. Rules for healing are as normal, except that rolls of 10 or below have no effect.

Significant Abilities: Any human that does not require arms; usually at least one appropriate language and custom skill, but sometimes culture as well {even though they cannot write}.

Ork

Characteristics: STR: 2D6+3 INT: 2D6+3 CON: 2D6+3 DEX: 2D6+6 POW: 2D6+3 CHA: 2D6 SIZ: 2D6+2

Attacks: Spear does 1D10, Club does 1D8, and Sling does 1D8, skill usually 15-20

Parries: Small Shield, skill usually 15-20, Dodge 15

Armor: Any, usually light

Size Class: [human](#)

Speed Class: human

Strength Modifier: -1

Size Modifier: -1

Magic Resistance: POW 2D6+3

Typical Abilities: Dodge 14, Fear Sunlight 16, Hide 18; Know Local Area 13, Ork Tradition Knowledge 13, and Search for Food 14, Unarmed Combat 15, Ork Language and Customs 13.

Panther (Leopard)

Habitat: Almost any, but most common in forested hills.

Attacks: Claw does 1D8, Bite does 1D10, both are usually skill is 15-22.

Parries: Dodge 12

Armor: Fur equivalent to medium bronze armor

Size Class: [human](#)

Speed Class: Fast

Strength Modifier: +1

Magic Resistance: POW 2D6+10

Significant Abilities: Ambush 18, Climb Tree 12, Cunning 15, Leap 15, Pounce 12.

Pixie

Characteristics: STR: 1D6 INT: 2D6+3 CON: 2D6+2 DEX: 2D6+9 POW: 2D6+3 CHA: 2D6+3 SIZ: 1D6

Attacks: Sling (1D10) skill is usually 15

Parries: Dodge 20

Armor: None

Size Class: [Very small](#)

Speed Class: fast

Typical Abilities: Aerobatics 12, Elf Tradition Knowledge 15, Dodge Attack 20 12, Fly Fast 18, Set Traps 15

Innate Magical Abilities: Invisibility 22

[Rakshasa](#)

Characteristics: STR, 2D6+12 INT: 2D6+6 CON: 2D6+9 DEX: 2D6+6 POW: 2D6+6 CHA: 2D6+3 SIZ: 3D6+2

Attacks: Any human weapon, usually skill 15-30

Parries: Large Shield, skill usually 15-30

Armor: Any

Size Class: [human](#)

Speed Class: human

Size Modifier: +3

Magic Resistance: POW 2D6+9

Typical Abilities: Any human, usually warrior archetype

Common Magical Abilities: Demonic Features {see under demons}, sorcery – particularly Create Phantasm and Control Phantasm, a few have a gaze attack similar to that described for vampires. Rakshasas never know divine magic

[Rhinoceros](#)

Habitat: Plains, Forests

Attacks: Butt 1D10+2, usually skill is 20.

Parries: None

Armor: 4 point

Size Class: [huge](#)

Speed Class: Fast

Strength Modifier: +3

Speed Modifier: -2

Magic Resistance: POW 2D6+12

Significant Abilities: Charge 25; Hear Noise 15, Scent Food 18

[Saber Toothed Cat](#)

Habitat: Almost any, but prefer open terrain.

Attacks: Claw does 1D8, Bite does 1D10+2, both are usually skill is 15-22.

Parries: Dodge 12

Armor: Fur equivalent to medium bronze armor

Size Class: [large](#)

Speed Class: Fast

Strength Modifier: +3

Magic Resistance: POW 2D6+10

Significant Abilities: Ambush 21, Climb Tree 10, Cunning 15

[Salamander](#)

Note: This is the fire elemental, not the lizard. It resembles the lizard, but is made of fire, though it does have two golden eyes. It burns anyone it bites. A sorcerer can summon a salamander, if he has a small fire available. Summoning takes about an hour, and if the summoning roll is failed cannot be tried again for a day. A salamander will serve a sorcerer, for one episode, in exchange for a number of magic points sacrificed to it when it is summoned. It uses these magic points to materialize in the physical world. Salamanders are unusual in that they are not subject to the normal incapacitation rules. They have a number of hit points equal to the number of magic points sacrificed when they are created. Ordinary physical damage done to a salamander is ignored. Damage from magical weapon enchantments or spells is counted, and when a salamander has been reduced to zero hit points it is destroyed. A salamander vanishes at the end of the episode, unless it has been bound into a brass or gold enchantment. Salamanders are not intelligent in the normal sense of the word and are immune to mind affecting spells. Salamanders can talk, and understand single sentence commands of ten or fewer words in length, provided that none of the words have more than two syllables. Usually, they are just told to burn particular targets

Attacks: Fiery Breath does 1D10+10, melts weapons that hit it and do more than five points of ordinary damage. Enchanted weapons that roll less than the power of the enchantment on 1D6 are ignored. Salamanders may set fire to any area where they stop for more than one combat round, at the option of the GM. Poison has no effect on a salamander.

Parries: Dodge, skill usually 15-20

Armor: none

Size Class: small

Speed Class: fast

Magic Resistance: POW 2D6+6

Special: immune to non-magical damage eliminated by hit point damage, not normal combat incapacitation rules.

Typical Abilities: None

Scorpion Man

Characteristics: STR, 2D6+12 INT: 2D6+2 CON: 2D6+3 DEX: 2D6+3 POW: 2D6+6 CHA: 2D6+3 SIZ: 3D6+12

Attacks: club does 1D10, bow does 1D10, and Sting does 1D 10 + 2; skill usually 15-20

Parries: Dodge, skill usually 10-15

Armor: chitin (1 point)

Size Class: [large](#)

Speed Class: human

Strength Modifier: +1

Magic Resistance: POW 2D6+6

Special: Odd rolls to hit are leg hits, which have no effect

Abilities: Climb Mountainside 16, Knowledge of Local Area 14, Move Quietly 12, Set Traps 14

Poison: +5 to incapacitate if one point gets through, +5 to lethality, wound resists Cure spells with a resistance of 15.

Shedu

Habitat: Open terrain.

Attacks: Charge (knock opponent flat to stomp); Butt and Stomp do 1D10+2; usually skill is 18.

Parries: None

Armor: 3 pt Tough Hide

Size Class: [huge](#)

Hit Points: 400

Speed Class: Fast

Strength Modifier: +3

Magic Resistance: POW 2D6+12

Significant Abilities: Smell 18

Sphinx

Characteristics: STR, 3D6+12 INT: 3D6+6 CON: 3D6+3 DEX: 2D6+8 POW: 2D6+12 CHA: 2D6+12

Attacks: Claws: 1D10 + Size Bonus

Parries: Dodge 15-25

Armor: 6 pt Magical fur

Size Class: [large](#), but can be as big as [colossal](#)

Speed Class: Fast

Strength Modifier: +3

Magic Resistance: POW 2D6+12

Magic: May know any, except that sphinxes never know Mind Link

Significant Abilities: Smell 18

Sylph

Note: This is the air elemental. It appears as a beautiful woman, usually about a meter and a half tall and as thin as a modern supermodel; she is of unearthly beauty. This is usually very frustrating for the sorcerer, since the spirit will disappear if anyone tries to have sex with it. A sorcerer can summon a sylph, if he has a small amount of air available. Most breathing sorcerers can manage this. Summoning it takes about an hour, and if the summoning roll is failed cannot be tried again for a day. A sylph will serve a sorcerer, when summoned, for magic points in accordance with the normal duration rules given in the sorcery chapter. In addition, magic points may be sacrificed at the time of summoning to give it hit points. It uses these magic points to materialize in the physical world. Sylphs are unusual in that they are not subject to the normal

incapacitation rules. They have a number of hit points equal to the number of magic points sacrificed when they are created. Ordinary physical damage done to a sylph is ignored. Damage from magical weapon enchantments or spells is counted, and when a sylph has been reduced to zero hit points it is destroyed. Sylphs are not intelligent in the normal sense of the word and are immune to mind affecting spells. Sylphs can talk, and understand single sentence commands of ten or fewer words in length, provided that none of the words have more than two syllables.

Usually, they are just fly around and look pretty, but they can fly one person for each five magic points sacrificed at their creation; they can also dissolve into air and protect characters from incoming arrows like a whirlwind, protecting a maximum of one character per five points sacrificed at their creation. They can be used as guardians, and often warn sorcerers.

Attacks: As blast of air spell with intensity equal to current hit points {that is, magic points at creation minus damage done to the sylph}

Parries: Dodge, skill usually 20-30

Armor: none

Size Class: [human](#)

Speed Class: very fast

Magic Resistance: POW 2D6+6

Special: immune to non-magical damage eliminated by hit point damage, not normal combat incapacitation rules.

Typical Abilities: None

Tiger

Habitat: Forest, jungle.

Attacks: Claw does 1D8, Bite does 1D10+1, both are usually skill is 20-25.

Parries: Dodge 12

Armor: Fur equivalent to 2 pt armor

Size Class: [large](#)

Speed Class: Fast

Strength Modifier: +3

Magic Resistance: POW 2D6+10

Significant Abilities: Ambush 20, Move Silently 18, Terrify Prey 18.

Troll

Characteristics: STR, 2D6+12 INT: 2D6+2 CON: 2D6+3 DEX: 2D6+3 POW: 2D6+6

CHA: 2D6+3 SIZ: 3D6+12

Attacks: Maul does 1D10+2, Light Mace does 1D8, sling does 1D8, skill usually 15-20

Parries: Large Shield, skill usually 15-20

Armor: Any, usually leather, plus 1 point thick skin

Size Class: [large](#)

Speed Class: human

Strength Modifier: +1

Magic Resistance: POW 2D6+6

Typical Abilities: Acute Dark vision 10, Acute Hearing 10, Hide 10, Know Local Area 13, Ork Tradition Knowledge 15, Ork Language and Customs 9

Undine

Note: This is the water elemental. It appears as a beautiful woman, usually about a meter and a half tall and as thin as a modern supermodel; she is of unearthly beauty but her skin is blue. This is usually very frustrating for the sorcerer, since the spirit will disappear if anyone tries to have sex with it. A sorcerer can summon an undine, if he has a small amount of water available. Summoning it takes about an hour, and if the summoning roll is failed cannot be tried again for a day. An undine will serve a sorcerer, when summoned, for magic points in accordance with the normal duration rules given in the sorcery chapter. In addition, magic points may be sacrificed at the time of summoning to give it hit points. It uses these magic points to materialize in the physical world. Undines are unusual in that they are not subject to the normal incapacitation rules. They have a number of hit points equal to the number of magic points sacrificed when they are created. Ordinary physical damage done to an undine is ignored. Damage from magical weapon enchantments or spells is counted, and when an undine has been reduced to zero hit points it is destroyed. Undines are not intelligent in the normal sense of the word and are immune to mind affecting spells. Undines can talk, and understand single sentence commands of ten or fewer words in length, provided that none of the words have more than two syllables. Undines can give the ability to breathe water to one person for each five magic points sacrificed at

their creation; they can breathe water themselves and look around in a river or ocean. Undines attack by siren song as described below

Attacks: An undine rolls her sing skill against the POW {or cult lore} of a listener as a magical attack. If successful the listener is entranced by magic, and unless the magic is dispelled by the end of the round, the listener will dive under water at the end of the episode. If the undine does not see fit to give the listener the ability to breathe water, the listener will drown. If there is no lake, river or ocean, the listener will not jump into the water, but will sink into inconsolable depression when he or she leaves the undine; this lasts until the disease is cured with a Cure Madness or the player of the depressed character manages a critical power roll. .

Parries: Dodge, skill usually 20-30

Armor: none

Size Class: human

Speed Class: human

Magic Resistance: POW 2D6+6

Special: immune to non-magical damage eliminated by hit point damage, not normal combat incapacitation rules.

Typical Abilities: Sing skill is usually 20-30

Unicorn

Habitat: Forest.

Attacks: Kick does 1D8, Horn does 1D10+5, and usually skill is 15-25.

Parries: Dodge 12

Armor: 2 points

Size Class: Large

Speed Class: Fast

Magic Resistance: POW 2D6+12

Significant Abilities: Large 2w, Spot 20

Innate Magical Abilities: Detect Injury 20, Detect Poison 25, and Resist Magic 18, Unicorn Law 20,

Common Unicorn Powers: Unicorns can perform almost any type of healing, including resurrection; they can also interact directly with non-corporeal spirits.

Vampire

Notes: It is very difficult to provide a single set of statistics that will cover all vampires, since they vary widely in folklore and due to the influence of US media new versions of the vampire legend are increasingly propagated. A “default” vampire should be treated as looking like a human, with the strength of a troll, and a maximum strength charm characteristic, who is -10 at all skills due to exhaustion if he or she is out in full sunlight for a short period of time. If staked out in full sunlight, a vampire will be destroyed.

Vampires may not cross a threshold until they are invited in, but once invited in they may come and go as they please.

Characteristics: STR: 2D6+12 INT: 2D6+6 CON: 2D6+9 DEX: 2D6+6 POW: 2D6+6 CHA: 2D6+9 SIZ: 2D6+6

Attacks: May use any weapon a normal human uses. Also, when a vampire and a human look each other eye to eye, the player of the human must roll higher on a POW roll than the vampire's power. If he or she fails, the human character finds the vampire sexually exciting, and will be willing to give blood to the vampire at the vampire's request. The vampire has a “control appetite” skill, which his or her player uses to determine whether he or she can stop drinking blood before the victim is incapacitated. When this roll is failed, roll for the effects of incapacitation of the victim is if in combat.

Parries: May use any shield or parrying dagger a human normally uses

Armor: Any

Size Class: human

Speed Class: human

Strength Modifier: +3

Magic Resistance: POW 2D6+6

Typical Abilities: Night Vision 17 may have any human abilities.

Magical Abilities: Vampires may shape shift into bat, or for that matter any other form the GM finds convenient.

Wolf

Habitat: Almost any.

Attacks: Claw does 1D8, Bite does 1D10; skill is usually 17-20.

Parries: dodge, skill usually 15-20

Armor 1 pt

Size Class: [human](#)

Speed Class: fast

Strength Modifier: +1

POW 2D6+6

Significant Abilities: Corner Prey 12 (+2 per pack member), Scent Prey 18-22, Track by Scent 18-22.

Wyvern

Attacks: Bite does 1D10, Can also Sting doing 1D10+2; skill 25-30

Parries: Dodge 15

Armor: 5 point armored hide

Size Class: [large](#)

Speed Class: slow on ground, fast in air

Magic Resistance: POW 2D6+8

Significant Abilities: Aerobatics 15, Listen 15, Scent Prey 18, Spot 15

Zombie

Habitat: Open terrain.

Attacks: Any weapon attack the zombie knew in life

Parries: Any parry attack the zombie knew in life

Armor: ignore any hit on a zombie that is not an even roll over 10, because it chops off a small nonessential part of the zombie. Zombies may wear any armor, though it is rare to spend the money on good armor for a zombie.

Size Class: [human](#)

Speed Class: Slow

Strength Modifier: +3

Magic Resistance: Cannot be affected by mind affecting spells, resist physical damage spells as if they were a physical attacks

Significant Abilities: Zombies are soulless and have no spells; they do have a stench attack that disables anyone first moving into melee weapon reach if the closing living creature fails a Constitution roll {Constitution or less on D20}. Zombies sense living creatures of larger than tiny size well enough to attack and kill them, though no one quite knows how. Zombies can be taught to do simple unskilled labor type tasks, and have been used to do so by the very desperate or the very cheap.

Chapter XI – Miscellaneous Rules

This chapter includes rules that do not fit anywhere else, such as the rules for the effects of poisons and diseases. It also includes tables of sample magic items. In general, magic items should not be determined randomly and handed out casually. On the other hand, many players have been conditioned by D&D™ to expect magic items as a reward for victory. At the end of a long play session, it can be handy to be able to tell the players roll on a rewards table. The GM should be careful to make sure he can deal with the resulting increasing in character power on a long term basis, though.

Poison Rules

Poisons are defined in terms of a period of onset, an effect if the Constitution roll to resist the poison is made {most often character is walking wounded for a short period of time}, and an effect if the constitution roll to resist the poison is failed. The Constitution roll to resist may suffer a hard (-5) modifier if the poison is unusually lethal, and may be easier if the poison is weak. It is assumed that the character gets something resembling a normal dose; the GM may modify the Constitution roll and the roll on the injury table if the dose is stronger or weaker than normal.

An example poison is Rattlesnake venom.

Rattlesnake Venom: Effect is delayed till end of episode, if Con roll is made, character is walking wounded for rest of day; if Con roll is special or critical character is unaffected. If first Con roll is failed, character is incapacitated, and rolls for the effects of incapacitation with a modifier of +5 on the injury table, ignoring rolls on disability table and disease.

Effects of Diseases

For convenience, the effects of diseases are considered to be the same as those of combat, as described in the medical conditions associated with [incapacitation](#). The effect varies from one disease to another, and is described below.

Flesh Rot covers normal wound infections; it reduces a character to walking wounded if his player makes his or her Con roll, it reduces a character to badly wounded otherwise; roll for further effect from there.

Frostbite deals with Frostbite; it has effects similar to *Flesh Rot*, but a different cause

Grippe is anything resembling a respiratory infection, from cold to pneumonia; a mild case of the grippe reduces a character to walking wounded; a serious case of the grippe reduces a character to badly wounded, and a very serious case reduces the patient to dying. A very serious case can only be brought about by a Disease Spirit with Power 25+.

Plague anything with plague like symptoms. All forms of the plague reduce the affected character to the dying medical condition.

Pox comes in two forms, brown pox and black pox. Brown Pox reduces a character to walking wounded; Black pox reduces the character to dying. The Cure Pox spell can be used to cure either kind.

Madness covers mental illness of all kinds; most people are a little nuts, it is only when a character gets so out of touch with consensual reality he can no longer deal effectively with others that he or she is considered mad.

Rewards Tables

Ideally, all magic items and other rewards should be adapted to the situation, the campaign and the characters. Unfortunately, often the GM finds him or herself at the end of a long session, without having decided in advance what the characters will get. When this happens, consult these tables for inspiration. Feel free to reject random results that yield items that are too strong, or otherwise unsuitable for your campaign. These tables are a convenience only, not a rule which must be followed.

Loot			
Roll	Item	Effect	Value
1	Potion of Healing	1 Casting of Greater Healing	40 Silver pieces
2	Red Fox Fur Cloak	FTE 11 clothing, roll for sex and size	100 Silver pieces
3	White Fox Fur Cloak	FTE 12 clothing, roll for sex and size	400 silver pieces
4	Silver Pomander	FTE 12 clothing, with perfume	250 silver pieces
5	Masterpiece Silver Ring (Lunar style)	FTE 11 jewelry, may be enchanted	200 silver
6	Masterpiece Silver Bracelet with Ruby	FTE 12 jewelry, may be enchanted	500 silver
7	Red belt with dove buckle, room for 2 gems	FTE 11 jewelry, may be enchanted	400 silver
8	1-3 rubies,	Can be set in jewelry	1D8x50 gap. each
9	1-3 doses sorcery MP restoring potion	Restores 5 MP per dose, only one may be drink in 2 hour period	50 MP per dose
10	1-3 doses of woad	Storm God One Use Divine Magic Shield III spell	30 silver per dose
11	Potion of Disease Resistance	As Fight Disease Spell	100 silver
12	Potion of Spirit Resistance	+1D6 POW for one episode in spirit combat	50 silver
13	1D6 Magic silver tipped arrows	+5 damage to lycanthropes, trolls, undead	75 silver
14	Masterpiece gold torque	Barbarian noble jewelry	600 silver
15	Masterpiece gold ring (Imperial Style)	FTE 12 jewelry	750 silver
16	Masterpiece silver mirror	FTE 11 jewelry	500 silver
17	Silk robes	FTE 12 clothing	750 gold
18	Jar of Henna	FTE 11 cosmetics	450 silver
19	Drink Me if You Dare Beer - keg	FTE 9+ alcohol	250 silver
20	Fine Parchment	FTE 9+ paper	200 silver
21	Sandalwood perfume	FTE 10+ perfume	300 silver
22	Frankincense	FTE 11+ perfume	500 silver
23	1D3 sticks incense	Each stick is 1 point of prayer when burned.	100 silver ea stick
24	Bearskin rug or cloak (PC choice)	Barbarian noble garment or rug	500 silver
25	Composite Bow	Comp bow does D10 damage, longbow range	600 silver
26	Two ivory tusks	Raw material for diptych	400 silver
27	Ivory signet ring	Stamp of noble house, etc	200 silver
28	Silver and glass monocle	+5 to spot skill, for seeing distant objects	1000 silver
29	Fine wine – 1-3 amphora	FTE 13 alcohol	500 silver
30	Embroidered silk umbrella	FTE 13 clothing – protects for sun, rain	1000 silver
31	1D3 Doses Blade Venom	+5 to incapacitate if any gets through, +5 to lethality die (21-25 death)	500 per dose
32	Magic Resistance Potion	+5 to Effective Power while under the effects	200 per dose
33	Pendant with image of goddess	Masterpiece jewelry, +2 to app, may be enchanted with Moon Goddess spells	1000 silver

34	Golden ring of Disease Resistance	Wearer has permanent Fight Disease spell up	2000 silver
35	Insignificance Potion	Potion with Insignificance 15 on it	100 silver
36	Damage Boosting 4 potion	Applied to blade, is equivalent of Dam Boost 4 spell for entire day	200 silver
37	Satrapal pardon	One use, character will be forgiven one crime in satrapy pardon is found in	1500 silver
38	Friend of temple award	3 free castings of divination or skill 20 trainer training checks as appropriate	500 silver
39	Lucky Charm	+2 to POW for purposes of making luck rolls only	400 silver
40	Holy Candle	When burnt, character burning gets Bless III from appropriate deity (3 uses)	400 silver
41	1D6 Golden arrows	Banish III vs. vs. Shades, Darkness Elementals, etc; +2 to hit	150 each
42	1D3 doses Wing foot Potion	As 10 intensity point Wing foot spell,	90 silver
43	Masterpiece silver pendant, with image of goddess	Masterpiece quality jewelry, can be enchanted	750 silver
44	Wooden cat statue	Masterpiece carving, suitable for a small cat spirit fetish	150 silver
45	Potion of Magic and Spirit Resistance	+1/+5 to POW as if Mind of Spell when resisting spells and spirits	200 silver
46	Silver scroll case	Magically protects a scroll stored in it against damage of all kinds	250 silver
47	1D3 uses of lipstick	+2 to App for female characters in civilized empires	50 silver per dose
48	Follow Fashion potion	As 15 intensity point follow fashion	100 silver
49	Blue Magical Gem	Looks to be about as magical as a 3 Pt. divine spell, but does nothing	1000 silver
50	Silver Statue of Trader god	Decorative, masterpiece quality,	500 silver
51	Black Candle	Regains 10 points of {non healing} divine magic, if burned in one evening	350 silver pieces
52	Astrological Divination Tolls	Knowledge Deity Divination I, once per week	800 silver
53	Manuscript Illuminator's Kit – Fine Paint Brushes	Five paint brushes, plus red, blue, black and gold paint	400 silver
54	Black Whip	+1, +5 to Evil Deity Ceremony	500 silver
55	1D3 uses Veil Dust	Grey Dust the thrown up in air over a person's head gives him Insignificance 15	200 per use
56	Scented red candle	Get 1 POW check when burned in 8 hr ceremony, at most once per week	600 silver
57	Silver Mirror	Reflects the images of humans, but not undead, usable for one episode per week	250 silver
58	1D6 doses of rosemary perfume	+1 to App.	100 silver per dose
59	1D6 Doses Blue Athletic Dust	Apply to entire body, roll twice taking better result and +3 as Bless to swim skill; dust is one use as it is washed off when swimming	50 silver per dose
60	Red Tipped Javelin	Stores Deadly Dart spell, so can be cast in advance and regained, spell works when javelin is thrown	500 silver

Scrolls

Scrolls usually confer some number of “checks” in a skill. These should be treated as if they were experience checks. It takes two game days to get one check worth of experience from a scroll by reading it.

Roll	Item	Effect	Base
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			Value
1	Admin	D3 checks in Administration skill	100 silver per check
2	Advanced Admin	If character is 15 or higher in Administration skill, character can get one Administration skill check +2 to a maximum skill of 25	300 silver
3	Area Lore – Local	D3 checks in area lore for city or province characters are in	150 silver per check
4	Advanced Area Lore – Local	If character is 15 or higher in Area Lore skill, character can get one Area Lore skill check +2 to a maximum skill of 25	300 silver
5	Bargain	D3 checks in Bargain skill	200 silver per check
6	Advanced Bargain	If character is 15 or higher in Bargain skill, character can get one Bargain skill check +2 to a maximum skill of 25	600 silver
7	Ceremony	D3 checks in Ceremony skill	100 silver per check
8	Advanced Ceremony	If character is 15 or higher in Ceremony skill, character can get one Ceremony skill check +2 to a maximum skill of 25	300 silver
9	Local Culture Lore	D3 checks in Culture Lore for a culture common in the are	100 silver per check
10	Advanced Local Culture Lore	If character is 15 or higher in the Local Culture Lore skill, character can get one local Culture skill check +2 to a maximum skill of 25	300 silver
11	Exotic Culture Lore	D3 checks in Culture Lore for a culture which is not native to the area	100 silver per check
12	Cult Lore – Knowledge Deity	D3 checks in Cult Lore for local knowledge deity – replace with sorcery lore if theistic worship is rare and sorcery common among scholars	50 silver per check
13	Advanced Cult Lore – Knowledge Deity	If character is 15 or higher in Cult Lore skill, character can get one Cult Lore skill check +2 to a maximum skill of 25	150 silver
14	Cult Lore – Earth Deity	D3 checks in Cult Lore for local earth deity – roll again if earth deity is rarely worshipped locally.	100 silver per check
15	Cult Lore – War God {1D3 checks}	D3 checks in Cult Lore for local war deity – roll again if earth deity is rarely worshipped locally.	100 silver per check
16	Cult Lore – Trade God {1D3 checks}	D3 checks in Cult Lore for local trade deity – roll again if earth deity is rarely worshipped locally.	100 silver per check
17	Cult Lore – Moon Goddess {1D3 checks}	D3 checks in Cult Lore for local moon deity – roll again if earth deity is rarely worshipped locally.	100 silver per check
18	Cult Lore – Unusual Deity {1D3 checks}	D3 checks in Cult Lore for an unusual deity – roll again if earth deity is rarely worshipped locally.	200 silver per check
19	Dream Speaking {1D3 checks}	D3 checks in Dreamspeaking.	100 silver per check
20	Advanced Dreamspeaking {1 check}	If character is 15 or higher in Dream Speaking, character can get one Dream Speaking skill check +2 to a maximum skill of 25	300 silver
21	Enchant {1D3 checks}	D3 checks in Enchant skill.	100 silver per check

22	Advanced Enchant {1 check}	If character is 15 or higher in Enchant skill, character can get one Enchant skill check +2 to a maximum skill of 25	300 silver
23	Insight {1D3 checks}	D3 checks in insight skill.	100 silver per check
24	Advanced Insight {1 check}	If character is 15 or higher in Insight skill, character can get one Insight skill check +2 to a maximum skill of 25	300 silver
25	Intrigue {1D3 checks}	D3 checks in Intrigue	100 silver per check
26	Advanced Intrigue {1 check}	If character is 15 or higher in intrigue skill, character can get one Intrigue skill check +2 to a maximum skill of 25	300 silver
27	Investigate	D3 checks in Investigate	100 silver per check
28	Legend Lore	1 check in Legend Lore	300 silver
29	Language and Custom – Local	D3 checks in a local Language and Custom skill; choose randomly if more than one “local” language and custom skill exists	100 silver per check
30	Language and Custom – Local - Advanced	If character is 15 or higher in Enchant skill, character can get one “local” local Language and Custom skill check +2 to a maximum skill of 25; choose randomly if more than one “local” language and custom skill exists	300 silver
31	Language and Custom - Nearby	D3 checks in a Language and Custom skill used by travelers to this area ; choose randomly if more than one “nearby” language and custom skill exists	100 silver per check
32	Meditation	D3 checks in Meditation	100 silver per check
33	Meditation - Advanced	If character is 15 or higher in Meditation skill, character can get one Meditation skill check +2 to a maximum skill of 25	300 silver
34	Military Lore	D3 checks in Military Lore	100 silver per check
35	Military Lore - Advanced	If character is 15 or higher in Military Lore skill, character can get one Military Lore skill check +2 to a maximum skill of 25	300 silver
36	Navigation	D3 checks in Navigation	100 silver per check
37	Navigation - Advanced	If character is 15 or higher in Navigation skill, character can get one Navigation skill check +2 to a maximum skill of 25	300 silver
38-39	Rhetoric	D3 checks in Rhetoric	100 silver per check
40	Rhetoric - Advanced	If character is 15 or higher in Rhetoric skill, character can get one Rhetoric skill check +2 to a maximum skill of 25	300 silver
41-43	Sorcery Lore	D3 checks in Sorcery Lore	100 silver per check
43	Sorcery Lore - Advanced	If character is 15 or higher in Sorcery Lore skill, character can get one Sorcery Lore skill check +2 to a maximum skill of 25	300 silver
44	Sorcery Spell - Aid	D3 checks in the Aid Sorcery Spell	50 silver per check
45	Sorcery Spell – GM’s choice	D3 checks in a sorcery spell of the GM’s choice, may be common sorcery spell table	100 silver per check
46-48	Sorcery Spell - Common	D3 checks in a spell, roll randomly on the Common Sorcery Spell Table	100 silver per check

45	Sorcery Spell – Advanced - Common	If character is 15 or higher in the relevant sorcery spell, character can get one skill check +2 to a maximum skill of 25. Roll spell randomly on the common sorcery spell table.	300 silver
49	Sorcery Spell – Player Choice	D3 checks in a Sorcery spell of the player's choice	300 silver per check
50-51	Stewardship	D3 checks in Stewardship	100 silver per check
52	Stewardship-Advanced	If character is 15 or higher in Stewardship skill, character can get one Stewardship skill check +2 to a maximum skill of 25	300 silver
53-54	Summoning	D3 checks in Summoning	100 silver per check
55	Summoning - Advanced	If character is 15 or higher in Summoning skill, character can get one Summoning skill check +2 to a maximum skill of 25	300 silver
56	Player choose from entire skill list (1-5 normal, 6 advanced)	D3 checks in chosen skill	300 silver per check
57	GM choice from entire skill list (1-5 normal, 6 advanced)	D3 checks in chosen skill	100 silver per check
58	Twice normal checks – roll again and double checks	Twice rolled checks	Same as normal, per check, but for larger 3 of checks
59	Roll plus “preserved”	Same as roll, but never wears out	1000 silver per check
60	Catalyst Scroll - 1 Power Check	Gives one power check when read	600 silver

When a roll on the Common Sorcery Spell Table is required, use the following table:

Common Sorcery Spell Table

Roll	Spell
1	Awareness
2	Blast of Air
3	Clingfire
4	Conceal
5	Damage Boosting
6	Damage Resistance
7	Follow Fashion
8	Image Intensification
9	Image Resolution
10	Magic Missile
11	Mystic Block
12	Mystic Light
13	Mystic Lock
14	Mystic Vision
15	Neutralize Magic
16	Object Reading
17	Object Tracing
18	Reveal
19	Vision Projection
20	Wingfoot

Sorcery Item Table

Roll	Item	Power	Effect
1	Ring of Flight	Ring	Allows User to Cast Incredible Lightness of Being on himself even if not a sorcerer. User must supply 8 MP, for episode duration.
2	Storage Ring	Ring	Adds 1D6 + 2 MP to sorcerer's MP storage
3	Ring of Power	Ring	Adds +4 to effective POW, as if Aura of Power spell
4	Cloak of Blur	Cloak	As Blur spell, user must come up with 10 MP for episode duration
5	White Crystal	Pendant	Can cast Aid, delivering up to 12 MP one every 4 four days
6	Wand of Air Control	Wand	+5 to Animate Air, +5 to Blast of Air; often used to create 10 cone of dust in front of user, blinding foes
7	Wand of Light & Fire	Wand	+5 to Mystic Light, giving ability to cast if you don't know the spell; also +5 to Clingfire
8	Sash of Healing	Sash	Permanent Intensify Healing spell on wearer.
9	Cloak of Concealing	Cloak	Apparently non magical cloak, that if used to wrap an item blocks theistic and sorcery detection spell, unless a special or critical is rolled
10	Wing foot Boots	Boots	Boots with permanent Wing foot (1-5 intensity, 4-5 ten intensity, 6 15 intensity} enchanted into them
11	Magic Monocle	Monocle	Monocle with Mystic Vision 4 and Seize the Essence of the text; rim is silver wire
12	Rope of Binding	10" Rope	Purple Rope, 10! Long; sorcerers who know the spell are +5 to cast it. Other sorcerers may use the rope to learn how to cast the spell, as if they had a teacher for the spell, and are +5 after learning the spell. Non sorcerers, or sorcerers who don't want to take the time to do it right, may start a "Use Purple Rope of Binding" skill which is treated as if it were the sorcery spell, but are not +5, and can only use this rope.
13	Wand of Intensity	Wand	Red Wand, adds +2 to intensity of any spell if relevant
14	Wand of Duration	Wand	Blue Wand, adds +2 to duration of any spell, if relevant
15	Wand of Ease	Wand	White Wand adds +2 to ease of any spell, if relevant
16	Anti Magic Wand	Wand	Black Wand that affects Neutralize Magic. Sorcerers who know the spell are +5 to cast it. Other sorcerers may use the rope to learn how to cast the spell, as if they had a teacher for the spell, and are +5 after learning the spell. Non sorcerers, or sorcerers who don't want to take the time to do it right, may start a "Use Anti-Magic Wand" skill which is treated as if it were the sorcery spell, but are not +5, and cannot use the skill without the Wand..
17	Ring of Protection	Ring	Confers personal sphere of protection {1-5 5 points, 6 ten points} vs. {-3, sorcery, 4-5 divine, 6 spirit magic} on the wearer/ Sphere of Protection is as the spell
18	Ring of Dark Vision	Ring	Confers Dark Vision on the bearer
19	Cloak of Insignificance	Cloak	A light grey cloak that affects Insignificance. Sorcerers who know the spell are +5 to cast it. Other sorcerers may use the cloak to learn how to cast the spell, as if they had a teacher for the spell, and are +5 after learning the spell. Non sorcerers, or sorcerers who don't want to take the time to do it right, may start a "Use Insignificance Cloak" skill which is treated as if it were the sorcery spell, but are not +5, and cannot use the skill without the cloak.
20	Staff of Power	Staff	Doubles effective power, after all other modifiers, and thus

POW regeneration rate.

Divine Item Table

Roll	Name	Form	Power
1	Red Crystal	Ring or Pendant	Adds 1D3_1 to Cult Lore and POW, cumulative with Bless.
2	Healer's Ring	Silver Ring	Pale Green Crystal, which will store a spirit of healing.
3	Moonstone Ring	Silver Ring	Black and White Ring, that allows player of character wearing it to roll twice and take better result when trying to regain Moon Goddess divine spells
4	Anti-Archer Cloak	Cloak	Black cloak with silver trim, confers permanent +3 on incapacitation rolls caused by arrows
5	Demon Dagger	Glass dagger	Dagger with weird colored designs, gives wearer a demonic feature while it is being worn
6	Spell Storing	Silver Ring	Stores 1D6+6 points of divine spells {cast into ring and then regained} chosen by person doing the casting; cannot use any till fully loaded.
7	Ring of Resistance	Silver Ring	Bearer has permanent spirit of the Faithful
8	Bless Ring	Silver Ring	Permanent Bless III {roll randomly for deity conferring Bless}
9	Scimitar of Death	Silver Scimitar	Scimitar with permanent Black Blade of Death
10	Helmet of Command	Ram's Head Helmet	Gives wearer the Inspiration spell as if he or she had sacrificed for it, using his or her highest cult lore, even if the deity does not normally offer Inspiration.
11	Ring of Reflection	Silver Ring	Wearer always has Reflection up, as if cast by an entity of POW 19+1D10 {roll once, when ring is obtained}
12	Ring of Power	Silver Ring	Adds 5 to effective Ceremony and Cult Lore when regaining spells.
13	Revelation Crystal	Red Rock Crystal	Confers Divination I spell at skill 20, and adds +5 to rolls on checks to increase POW, and -1 to rolls against POW to regain divine spells.
14	Holy Armor	Medium Iron Armor	Armor with Permanent Shield III; sacrifice 1 POW check to attune Shield to deity of wearer's choice
15	Healer's Sash	Embroidered Sash	When worn, this sash provides Fight Disease as if spell; also Greater Heal spell when wearer is incapacitated
16	Lifeguard	Left Earring	Float spell, works automatically when wearer falls in water
17	Light Candle	Red Candle	Red Candle which never burns down, when invoked illusion of being lit is created and Light is cast till candle is extinguished
18	Moon Rock	Pendant	Moon Rock, used for summoning moon goddess spirits, also a +2 to all moon goddess cult lore or POW increase rolls, treat as !D10+6 attunable crystal
19	Wisdom Crystal	Pendant	Gives 1 extra check per session, in Lore skills only Treat as POW 8 attunable crystal
20	Strength Crystal	Pendant	Allows Character to roll checks for STR as if it were a skill, treat as 10 pt attunable crystal

Attunable crystals have spirits of their own; a character goes to sleep contemplating the crystal while wearing it. That night, he and the crystal engage in spirit combat; if the wearer beats the crystal he attunes it; if the crystal beats the wearer he becomes afraid of it and cannot attune it;

Shamanic Item Table

Roll	Name	Form	Power
1	Bone Dagger	Dagger	+5 to Spirit Combat skill

2	Amulet of Spirit Resistance	Amulet	+5 to effective power in spirit combat
3	Ghost Fetish	Bone	Amulet for POW 15 Ghost Spirit
4	Medicine Bundle	Fetish	Cut flower that does not die; fetish for POW 20 Spirit of Healing
5	Spirit Rock	Rock	Strangely colored rock with POW 9+1D10 Spirit will fight to defend owner of rock in spirit combat if given a check every time it does so. Rock may be small enough to set in gem
6	Cat Fetish	Ivory Cat	Fetish for up to 20 POW cougar sized, cat spirit; becomes physical body of cat when cat spirit is summoned
7	Ebon Ring	Ebony Ring	Fetish for up to 20 POW Spirit of Darkness
8	Hag Fetish	Doll	Small doll of human bone, painted black, fetish for spirit which appears to have physical form, but can only be damaged by special or critical hits; attacks any enemy within 10" with Fear attack, can engage those who stay in spirit combat
9	Bear fetish	Cap	Bear spirit fetish; wearer can be temporarily possessed by Bear Spirit, getting 4 pts of armor {plus any he has} and rolls best of 2D12 to stand up
10	Tiger fetish	Doll	Painted wooden tiger becomes real tiger which will fight for owner when spirit is called. Spirit is POW 20, can fight on spirit or normal plane with 15 Spirit Combat skill; but every time it is used it must be summoned again, before it is used again
11	Spirit Veil	Veil	A veil which hides the identity, and with a Hide skill of 15, the spirit of the character wearing it, on the spirit plane
12	Stone of Power	Rock Crystal	+2 to effective POW increase rolls
13	Air Fetish	Clear Crystal	Clear Crystal that can house an air spirit, POW 20, buffets enemies as if Intensity 15 sorcery Blast of Air spell, can only be damaged by critical or special hits, goes away and must be summoned again, if hit.
14	Mask of the Hag	Mask	Wearer frightens attacking spirit if his POW overcomes theirs; if overcome, attacking spirit leaves battlefield.
15	Heron Fetish	Feather	Fetish for up to POW 20 Spirit Heron, will fight in spirit combat for fetish owner; will remain after use if one check is put into either its POW or teaching it spirit combat Only works in daytime
16	Bat Fetish	Doll	Miniature black or red bat doll; use as fetish for up to POW 20 bat spirit; treat as heron above except nocturnal
17	Axe Fetish	Axe	Spirit of Axe, which when the user hits with it, attacks as spirit of user's POW in spirit combat; also a regular battleaxe with permanent +3 damage
18	Spear Fetish	Spear	Treat as axe fetish, except fetish is of spear spirit
19	Ivory Horse	Doll	Ivory horse doll; fetish for horse spirit. When spirit is called upon, becomes a full sized cavalry horse, which can be ridden. Must put one check into its POW {initially 15} after use or spirit will go away
20	Moon Rock	Rock	Fetish for warrior spirit made of moon rock, fetish becomes warrior when spirit is summoned. Treat spirit as active cult spirit.

Appendix A - Free Art License

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In fact, with the arrival of the digital age, the invention of the Internet and free software, a new approach to creation and production has made its appearance. It also encourages a continuation of the process of experimentation undertaken by many contemporary artists.

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The Free Art License advocates an economy appropriate for art, based on sharing, exchange and joyful giving. What counts in art is also and mostly what is not counted.

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It is not the goal of the Free Art License to eliminate copyright or author's rights. Quite the opposite, it is about reformulating the relevance of these rights while taking today's environment into account. It is about the right to freedom of movement, to free copying and to free transformation of works of art and the right to work in freedom for art and artist.

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13. History of the license?

This license has a history: it was born at the meeting "Copyleft Attitude " which took place at "Access Local" and "Public" in Paris at the beginning of the year 2000. For the first time, it brought computer specialists and freeware activists together with contemporary artists and members of the art world.

Appendix B -Useful Web Links

This appendix includes some possibly useful links. They introduce internet resources that may be helpful to gamemasters and players.

Fire & Sword Links

[BRP Central](#) – site supports Fire and Sword, though it is really much more a site supporting the Basic Role Playing rules published by Chaosium.

[BRP Central Systems Download Page](#) – location of Fire and Sword rules, Short version of Fire and Sword rules, etc.

[Fire and Sword Blog](#) – has postings of new rules, clarifications, etc by the author. Questions will be answered in response to

[Report bugs](#) in Fire and Sword here

[Request features](#) to be added to Fire and Sword here

Player Advice

[What is a role playing game?](#) – Wikipedia introduction to role playing games

[What is a social contract?](#) – TT article on group understandings in role playing

[Seven Rules of Character Creation](#) Part One – Advice on creating a character that fits into a game

[Seven Rules of Character Creation](#) Part Two – Advice on creating a character that fits into a game

[Ten best RPG characters](#) -list of characters from film and literature

Game mastering Links

[What is a social contract?](#) – TT article on group understandings in role playing

[Robin's Laws](#) of good game mastering {useful cheap pdf}

[Treasure Tables](#) – free game mastering pdf's

[Effective Game Mastering](#) – Advice for game masters

[Behind the Screen](#) – advice for Game Masters

[Big List of RPG Plots](#) – basic discussion of RPG plots

[36 Plots](#) – another discussion of RPG plots

[House Ganzak](#) – Sample noble house description for HeroQuest, can be used as a model

Role Playing Game Theory

[Role Playing Game Theory](#) – Wikipedia General Article

[Threefold Model](#) – Original defining post

[Threefold Model](#) – Wikipedia Entry

[The Big Model](#) – Wikipedia Entry

Miscellaneous

[Dice](#) – The Steve Jackson Games Dice Page, to roll dice when no physical dice are on hand

[Fantasy Name Generator](#) – Online name generator

[Chessex](#) home page - source for dice, battlemats, and figures boxes

[Minifigs](#) catalog

[Reaper Miniatures](#) – a manufacturer of miniatures