



Legendary Lives

Heroic role playing in the realms of fantasy

By Joe Williams & Kathleen Williams

Legendary Lives 2nd Edition

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Book 1

Player's Primer

Chapter 1

Introduction

Heroic Fantasy

In *Legendary Lives*, you'll play a hero in a fantastic realm of epic adventure. You'll pit your spells against the magic of powerful sorcerers, wield mighty weapons in battle with mythical creatures, and explore a world filled with sinister cults and strange societies.

Legendary Lives makes role playing easy. This manual contains everything you need to play, including a richly textured world for you to explore. There is no need to buy additional supplements or source books.

Even if this is your first role playing game, you'll have no trouble learning *Legendary Lives*. It's especially designed to welcome new players—even those who thought they would never enjoy role playing. And if you're an expert player, you'll find some new ideas that will make this game unlike any other. *Legendary Lives* stresses fast action and storytelling, helping you recapture the excitement of your first role playing experience.

Role Playing Basics

In a role playing game, each player controls a single character and reacts to people and situations according to the personality of his part. They do this by describing what their character does and says, not by physically acting out the role. One person serves as the referee. He is the interpreter of the rules, and in all disagreements, his decision is final. The referee does not control a single character like the players do, instead he plays the people and creatures they meet.

The Referee

Just as every story has a teller, every role playing game must have a referee. Using an outline prepared beforehand, the referee directs the course of the game according to the actions of the players. *Legendary Lives* occurs more in the imagination of the participants than on a playing surface. The players tell the referee what their characters are trying to do, and the referee tells them what happens, based on the skills of their characters, the luck of their die rolls, and the rules of the game. The referee uses vivid imagery, and sometimes simple maps or sketches to explain what the characters see and experience. With the help of *Legendary Lives*, he guides them through an imaginary world of his own making.

One of the referee's chief responsibilities is that of controlling the characters the players meet. The referee assumes new roles as needed, sometimes playing three or four characters at a time, all the while maintaining their unique personalities. The characters that the referee plays are called foes. As you will see in Chapter 11: Foes, not all foes are nasty. Some can even be friendly!

The referee is responsible for creating a challenging adventure for his friends. He must capture the players' interest and carry it through to the adventure's end. His job is not to kill the player characters. Instead, he should focus on running the game fairly and keeping the game enjoyable for all.

Because they have such an important role, referees should have complete knowledge of the rules. An experienced role player will make the best referee for your first *Legendary Lives* adventure. If you and your friends have never tried a role playing game, it really won't matter who referees. Odds are it'll be the person who owns this book. But don't let

yourself get caught always being the referee. It's equally fun to be a player in someone else's adventure!

The Players

The players are impromptu actors within the scenes created by the referee. Each player assumes the role of a single character in the game. Your decisions directly affect the course of the story. The fun comes from interacting with the other characters, and with the imaginary world created by the referee.

For the duration of the game, try to immerse yourself in your role. This means you must refrain from using knowledge your character doesn't possess. For instance, you may know how to make gunpowder, but that doesn't mean your character knows.

By playing, you agree to abide by the referee's decisions and never purposefully antagonize him. If a referee does something with which you disagree, state your concern and then accept his judgment. Save arguments until after the game.

Although you should be familiar with your character, you don't need to know all the rules. The referee will answer questions as they arise, guiding you as needed. This will encourage you to be a lot more inventive in solving your characters' problems. All things are possible in *Legendary Lives*, and a little mystery fosters a lot of creativity.

Later, after you've gone through a few adventures and are ready to assume the mantle of the referee, you can read the rest of the manual yourself. But beware: once you know the secrets of the referee, you may very well lose the sense of wonder that will make your first games so memorable.

The Adventure

An adventure is a story, told by the referee, in which the players participate. You may play pre-written adventures like those in this manual, or your referee may create his own.

An adventure doesn't have to be played from start to finish at one sitting. A session ends when the referee finds a good stopping place, the adventure comes to its finale, or when half the players have fallen asleep and the sun is coming up.

The next session picks up where the last one left off. To maintain interest, most adventures are finished within two or three sessions.

Characters who survive an adventure may be used later. Between adventures, characters heal wounds, squander treasure, run a business, or increase skills. Players who are interested in the daily maintenance of their characters can create detailed records explaining what their characters do between adventures.

Object of the Game

The first goal of a player is survival. Yes, your character can die during an adventure, and a dead character is completely gone. If your character is smart enough, bright enough, or lucky enough, he or she will survive to reap the benefits of becoming older, wiser, and more powerful.

But there are other goals than just mere survival. Each adventure has its own mystery or mission. Successfully achieving the goal of an adventure allows you to improve your character. Players may have individual goals as well.

There are no winners or losers in *Legendary Lives*. A successful player is someone who has enjoyed the game and brought enjoyment to his or her friends. Even if your character dies, you can always come back with a new character.

The referee's goals are different from those of the players. Since the referee does not run a single character, it doesn't really matter if his characters die. His challenge is to stay one step ahead of the players, while making the adventure as enjoyable as possible. His goal is to keep the game running smoothly. He is not the players' opponent.

Overview of Play

The referee sits at one end of a table with the *Legendary Lives* manual and any maps or notes he might need to run the adventure. He'll probably want extra paper for sketching rooms, villages, and other locations. He will also need dice for those rare occasions when he will need to make a die roll.

The players sit around the table. Each player needs a completed character sheet, a set of percentile dice, and a pencil. They should also have access to the rulebook.

If the players haven't already created characters, they do so now, following the rules in Chapters 2 to 7. The players introduce their characters to the group by giving a short description of their appearance, history and other noticeable attributes.

The referee starts the game by giving a little background on the adventure the characters are about to pursue. He sets up a scene by describing the setting, the foes that are present, and what is happening. He then presents a problem for the players to solve and asks, "What do you do?"

The players go around the table clockwise, each explaining as clearly as possible what her character wants to do. Try to be creative, and always try to act the way your character would behave. If your character is afraid of spiders, she'd be much more likely to flee a giant spider than rush to attack.

Once you've told the referee what your character would like to do, he will help you determine your degree of success or failure, using the rules of this game. Your action is resolved immediately, before moving to the next player.

After all the players have had a chance to act, the referee explains what the foes are doing, if any are present. The next turn then begins and the sequence repeats itself. The referee decides how long each turn lasts and how much a character can accomplish in one turn.

Semi-Diceless Gaming

The major difference between *Legendary Lives* and other role playing games is the limited use of dice by the referee. A referee has complete control over the game world. He decides the course of events based upon the skills of his foes and the requirements of the storyline-not by die rolls.

Still, events rarely go as the referee planned. The players roll dice to influence or resist the referee's world, adding a random element that makes the game always unpredictable.

The use of dice by the players and not the referee is called semi-diceless role playing, and *Legendary Lives* is the first game to employ this method. This innovative system takes many traditional pressures off the participants. It frees the referee and the players to concentrate on what

they enjoy most. The referee focuses on running the adventure while the players concentrate on running their characters. Both receive the maximum amount of pleasure from the freedom *Legendary Lives* gives them.

The referee will need this freedom because he'll be doing a lot of thinking on his feet. Since the players are free to try most anything, they won't always go in the direction the referee has planned. The referee must learn to change his plot to accommodate the actions of the players, not the other way around.

Fortunately, the rules of *Legendary Lives* invite the player's creativity-and the referee's spontaneity. It's easy to introduce a new foe, or create a new situation on the spur of the moment. Almost any action the players can think of is easily resolved using a consistent system. Whether they succeed depends on their abilities, daring, and a fair amount of luck. Any action a player tries has a whole range of possible results, giving the referee greater flexibility in deciding what happens and making the game always unpredictable and exciting.

Requirements

To play *Legendary Lives*, you will need:

- The *Legendary Lives* manual
- Paper for sketching maps
- Pencils & erasers
- Character sheets
- Percentile dice (also called a d100)
- At least one six-sided die (called a d6)

Dice

Die rolls help you determine exactly what happens to your character out of a range of possibilities. They provide uncertainty and excitement. You can purchase dice at most hobby or game stores. It's easiest for the players to use their own sets of dice, but they can also share.

In these rules, we use a standard gaming notation to show the kind of dice to roll. For instance, d6 means to roll a six sided die. The "d"

stands for die or dice, and the number after it shows how many sides the die has.

If a number appears before the "d" it indicates how many dice should be rolled and their results added together. For example, 2d6 means to roll two six-sided dice and total their results. If no number appears before the "d" you should roll only one die.

Sometimes, an addition appears after the die notation. This means to add the indicated number to the result of the roll. Thus, 2d6+1 means to roll two six-sided dice and add one to their total.

Percentile dice consist of two ten-sided dice of different colors. Together, they are used to generate numbers from 1 to 100. To do this, designate one color as high. Then roll both dice simultaneously, and read the high die as the first digit and the other die as the second digit. If both dice show zero, the result is 100 (also called 00, or double zero).

Example: A player rolls a red and a white die, calling red as high. The red die rolls a 0, and the white die comes up 7. The result is 07 (seven).

Using This Manual

Legendary Lives is divided into two sections, the Player's Primer and Referee's Rulebook. The

Player's Primer contains all the information you need to create and play a character. The Referee's Rulebook includes rules for running an adventure, information on the game world, and two ready to run adventures to get you started.

Players should read only the Primer. The Referee's Rulebook is for the referee's eyes only. This will make the game world all the more mysterious and exciting.

Much of the manual is simply reference material. Players will read small parts of the Player's Primer during character creation and refer to the rest only as needed. The referee will want to read at least Chapters 8, 9, 10 and 11 before running the adventures in Chapter 15.

What's Next?

Turn now to Chapter 2: Character Races to begin the character creation process. It may look formidable at first, but it's actually quite fun.

Chapter 2

Character Races

Your Character

To play *Legendary Lives*, you must first create a character, using a character sheet (you may make as many copies as you need for your personal use). As a player, a completed character sheet is almost all you'll need to participate in an adventure.

Your character is your alter-ego in the game world. Each player creates and controls a single character. Referees do not create characters at all (they design foes, but we won't get to that until Chapter 11: Foes).

The Character Sheet

Your character sheet includes places to record your character's skills, wounds, equipment, physical appearance, and background. Everything you need to know about him is listed in one place.

In the lower left hand corner of the character sheet is a large chart labeled Fail/Succeed. This is the Action Result Table (called the ART), and it is used to resolve any action that your character attempts. It is the only chart you will need to roll on while playing *Legendary Lives*, although several other tables are used during character creation. Since you don't really need to understand the chart to create a character, we'll explain it in Chapter 8: How To Play.

Races

The first thing to do when creating a character is to pick the kind of creature you want to play from those presented in this chapter. In general, character races are cooperative, social beings. Their

abilities are balanced, so don't bother trying to find the best one--there isn't any. If you want to play a powerful fighter, choose a hob. If you want a cunning trickster, take a gypsy. There are dozens of races to select from. The choice is yours.

If you like, you may leave the selection of your race to luck by rolling on the Character Race table. If you aren't comfortable with what you roll, feel free to roll again, or, for that matter, select the race of your choice. Like many of the charts used in character creation, the Character Race table is intended to inspire you, not replace your creativity. You should never feel trapped into playing a character you don't like.

Character Race

d100	Race
01-04	Avian
05-08	Barbarian
09-12	Brownie
13-15	Bush Person
16-19	Corsair
20-23	Draconian
24-27	Dwarf
28-31	Easterling
32-35	Elf
36-38	Elfin
39-42	Entomolian
43-46	Feral
47-50	Firbolg
51-54	Forester
55-58	Goblin
59-62	Gypsy
63-65	Hill Folk
66-69	Hob
70-73	Netherman
74-77	Nomad
78-81	Ratling
82-85	Serpentine
86-88	Sidhe
89-92	Spriggan
93-96	Viking
97-00	Wolfing

Skills

In game terms, your character's abilities are defined by skills. No skill is more important than any other; it just depends on the type of character you want to play. A character with a high Strength and Stamina will be more successful at fighting, while a character with high Charm and Cunning will do better at talking her way out of trouble.

Skills are initially given a rating between 2 (which is really awful) to 19 (which is nearly superhuman). When we say a character has a Strength of 19, we mean he is incredibly strong. On the other hand, a character with an Agility of 3 is very clumsy.

A character's ability to perform a task is based on his skill. A character with a skill of ten has a 50% chance of using that skill successfully on an average task. For this reason, ten is considered normal for a typical character. If your character has a skill that is above ten, he is above average; below ten, he is below average. Each point of difference will change his chance of success.

There are twelve base skills possessed by every character. They are: Agility, Alertness, Charm, Cunning, Dexterity, Fate, Intelligence, Knowledge, Mechanical, Nature, Stamina, and Strength.

Beneath each base skill on your character sheet are additional skills that are related to it. For instance, Agility will help determine the skills of Dodge, Jump, Quickness, and Stealth as explained later. Once your character is created, all skills are treated exactly the same.

Base Skills

Base skills are explained briefly below. You'll find a more detailed description of all skills in Chapter 6: Skills.

Agility indicates your character's balance, grace, and physical flexibility. It's used when walking a tightrope or dancing.

Alertness indicates how well your character notices things. An especially alert character may hear a far away bird-call, or see a ship on the distant horizon.

Charm is your character's appearance, charisma, manners, and style. It's the impression he makes on others.

Cunning measures how devious, inventive and sly your character is. It's necessary when plotting to overthrow the king, or tricking your guards into giving you the keys to the jail cell.

Dexterity rates your character's ability to work with his hands. It's used when tying or untying knots, juggling, catching, and sewing.

Fate measures your character's luck and destiny. It shows whether he was born under a lucky star, or an ill-fated comet.

Intelligence is your character's swiftness of thought and ability to figure things out. It is also your character's understanding of mathematics, science, and logic.

Knowledge shows how much your character has learned in a variety of fields. Your character's background will influence the type of knowledge she has.

Mechanical covers your character's mechanical aptitude. It's used to understand and operate machines and other devices.

Nature indicates how well your character understands and interacts with nature. It's your character's ability to predict tomorrow's weather, or cope with living in the wilderness.

Stamina is your character's health, endurance, and ability to withstand adverse condition. A character with high Stamina can better resist illness, and travel longer without rest.

Strength measures your character's brawn. When your character wants to lift a heavy object, smash a door, carry an unconscious companion, or perform any other strenuous feat, he will use Strength.

Calculating Base Skills

The racial descriptions in this chapter show the base skills for each race. To each starting skill for your race, add the roll of a six-sided die to create the score for your character. Record the totals on your character sheet next to the appropriate base skill. This is called rolling a character. With twelve base skills, the element of luck averages out. It's almost impossible for two characters to be identical.

Example: Mike decides to play a dwarf character. He finds that his dwarf's Agility is $2 + d6$. Mike rolls a six-sided die and rolls a 5. Since $2+5=7$, Mike writes 7 next to Agility on his character sheet. Like most dwarves, his character is not very agile. Mike now moves to Alertness, and repeats this procedure for each of his base skills.

Specialties

Specialties further establish a character. A specialty is a skill a character is especially good at. For instance, dwarves prefer to fight with axes and maces, they like to live in underground cities, they have superb business sense, and they're good at repairing things. A dwarf character will have all of these tendencies. These natural traits are known as specialties, and they are given in the descriptions later in this chapter.

A specialty equals the base skill above it on the character sheet. Fill in the values of your specialties on your character sheet. Everything that is not a specialty equals half the base skill above it, rounded down. Except spells—they are equal to zero. Don't fill in the non-specialties yet. You will be gaining other specialties throughout the character creation process.

Example: Mike finds that dwarves have the following specialties: Caves, Business, Hafted, and Repair. His dwarf's Caves skill equals his Nature of 7. His Business equals his Intelligence of 13, his Hafted skill equals his Strength of 10, and his Repair skill equals his Mechanical of 16. Mike writes these values down on his character sheet next to the appropriate skills.

Other Characteristics

Age

Each race has its own method for calculating age, based upon the character's Intelligence and Knowledge. Although some races live longer than others, all mature at the same rate. Even though elves may live for hundreds of years, they reach maturity just as quickly as humans. Thus, a twenty year old elf is as fully developed as a human of equal age.

Since player characters are assumed to be just starting their careers, they all begin at a fairly young age. Note your character's age on your character sheet in the space provided on the back of your character sheet.

Example: Mike's dwarf has an Intelligence of 13 and a Knowledge of 15 for a total of 28. A dwarf's age equals Intelligence + Knowledge - 7 years, so Mike's dwarf is 21 years old.

Night Vision

Nocturnal or subterranean races can see better than others at night or in low light situations, an ability called "night vision." Night vision does not allow a character to see in total darkness. In a pitch black room, even a character with night vision would be blind.

There's a place on the front of your character sheet to note whether your character has night vision.

Racial Ability

Each race has its own special ability. This is something which only members of that race can do. Note your character's special ability and uses per day on the front of your character sheet.

Uses per day indicates the number of times a character can try to use her special ability in a game day. A failed attempt counts as a use, even though it has no effect.

Effects details how the character uses his special ability during play. For now, don't spend too much time trying to figure out how the special abilities work, or what "(Passable vs Agility)" means. These notations are explained in Chapter 8: How To Play.

Description

The racial descriptions in this chapter explain the race's appearance, personality, and culture. The thumbnail sketches presented here apply to the races in general. Individuals can be totally different from these stereotypes. Not all barbarians are morose, nor all goblins mischievous. You have the final decision on how you will play your character.

Height

Each race has its own Height, Weight & Family Background table. This is actually three tables in one. It allows you to easily generate important statistics about your character.

To determine your character's height, roll a six-sided die, add your character's Strength, and consult the height section of the Height, Weight & Family Background table for your race. It will tell you your character's height relative to an average sized human. The Actual Height table gives a more detailed breakdown of character heights.

Actual Height Table

Height	Actual Height
Tiny	Under 4' tall
Very Short	4' + d6"
Short	4'6" + d6"
Average	5' + 2d"
Tall	6' + d6"
Very Tall	6'6" + d6"
Enormous	7' + d6"

Weight

To determine your character's weight, roll another six-sided die and add your character's Stamina. The weight section of the Height, Weight & Family Background table will tell you your character's build as compared to his height. Thus, a very short character who is heavy might actually weigh less than a very tall character who is thin.

Example: Mike's dwarf has a Strength of 10. He rolls a 3 for his height. The Height table for dwarves shows his character is Very Short (between four and four and a half feet tall). The dwarf has a Stamina of 13, and Mike rolls a 1 for his character's weight. A 14 on the Weight table for dwarfs means his character is thin.

Family Background

Your character's family history will influence his training and wealth. To determine the profession of your character's parents, roll a six-sided die and add your character's Fate, then

consult the background section of the Height, Weight & Family Background table.

If you want to be from a background that's not listed on the table, talk to your referee about it. You might be able to convince him that dear old dad was a professional dragon tamer, and by god, it's in your blood!

Note your family background on the back of your character sheet. The table also shows the bronze you receive for having that background. Bronze pieces are the base unit of money in the world of *Legendary Lives*. A dollar sign (\$) is used in this game to denote a bronze piece. Write your bronze down in the Treasure section of your character sheet. You'll be using it later to buy your character's starting equipment.

Your character's background will give him or her two additional specialties. These skills equal the base attributes listed above them on your character sheet. The background table for your race also shows how many free specialties your character receives. Later, you'll place these free specialties wherever you want. For now, just keep a tally of how many you have accrued at the top of your character sheet or on a piece of scratch paper.

Example: Mike's dwarf has a Fate of 8. To this, he adds the roll of a six-sided die. He rolls a 4 + 8 = 12. A twelve on the background table for dwarfs indicates his character comes from a family of engineers. Mike notes this on his character sheet. He also notes that his dwarf has \$410 bronze pieces to buy starting equipment.

Because he came from a family of engineers, the dwarf receives Build and Siege as specialties. They are made equal to his Mechanical of 16. He also receives 4 free specialties which Mike will pick later. For now, he makes a note at the top of his character sheet that he has four free specialties.

What's Next?

Now that you have determined the racial background of your character, turn to Chapter 3: Character Types to learn more about his profession.

Avian

Agility	11 + d6
Alertness	13 + d6
Charm	12 + d6
Cunning	3 + d6
Dexterity	9 + d6
Fate	8 + d6
Intelligence	10 + d6
Knowledge	2 + d6
Mechanical	4 + d6
Nature	5 + d6
Stamina	6 + d6
Strength	7 + d6

Specialties: Crossbow, Dodge, Quickness, Search

Age: Intelligence + Knowledge + 2 years

Night Vision: No

Racial Ability: Fly

Uses per day: Five

Effects: An avian can fly for (Passable vs Stamina) x 10 minutes per use. They need 10 feet on each side to fly. Their best speed while flying is 30 miles per hour. They can't cast spells while flying, and they are at -1 column with weapons. Their Defense is at +4 because flying targets are harder to hit, provided they have room to maneuver. When flying, avians must halve their carrying capacity, and they can only wear Strength - 10 points of Armor.

Description

Avians (also known as "Sky Children") are endowed with fully functional wings. Completely humanoid in all other respects, avians distance themselves from ground-dwellers by living high in the mountains, or along the treacherous sea coast. Legend has it that they were once without wings, but a powerful spell-user cursed them for having voices more lovely than his daughters. Blekar, the sorcerer, would have transformed all the avians into birds, except their leader beseeched the sun god Ler to save them. Blekar's evil plans were thwarted, and his curse only half succeeded.

Because of this special favor from the sun god, avians consider themselves to be the children of Ler, and quite superior to other beings.

The wings, skin and hair of the avians range from white to dark brown. Their feathered wings are the same color as their flowing hair. They are slim, with thin, aristocratic features. Avians wearing cloaks to cover their wings may successfully disguise themselves as ground-dwellers. Their movements are nervous and abrupt when on the ground, for they are only truly comfortable when in flight.

Avians do not like being underground or confined in any way, and will become irrational if they feel trapped. Most avians seem to have trouble concentrating on one thing for any length of time. Rather than overcome adversity through hard work, they are more likely to go on to something new.

Avians live in close-knit groups controlled by a very strict pecking order. This hierarchy is established each year at an avian gathering known as the "Cloud Climb." All Avians take wing and fly toward their "father," the sun. The higher an avian flies the greater his status will be during the following year. Underlings may challenge their superiors in one-on-one flights. If the challenger wins, his rank rises to a level directly above that of his opponent. If the challenger loses, he loses all rank and rights until the next Cloud Climb. He may make no further challenges until he has regained his rank. To make things worse, his opponent has a right to claim all his property.

Avians have virtually no social structure. Those with high status are obligated to protect and nurture the clan, but in return they have complete control over the rest of the group. In fact, a high ranking avian may banish a lower caste avian for no reason at all. However, the banished avian may try to reestablish himself at the next Cloud Climb, or endeavor to join another avian group. Because of this strict caste system, avians generally stick to their own community, only mingling with others of their race at the annual Cloud Climb.

Avians love music, singing and story-telling, but because they are somewhat flighty, they have developed no written history, and only a few strong traditions have been established. Out-cast avians sometimes find employment with ground-dwellers as messengers, lookouts, trackers or traveling show attractions, but they are usually unhappy in such

circumstances. An avian is only truly content when he is with his own people, flying to the sun.

Common Names: Flutter, Farflight, Nester, Brighteyes, Peck, Whistle, Singer, Wingwild, Polly, Nightwing.

Avian Height

Strength+d6	Height
9	Very Short
10	Very Short
11	Very Short
12	Short
13	Short
14	Short
15	Average
16	Average
17	Average
18	Tall
19	Tall

Avian Weight

Stamina+d6	Weight
8	Very Thin
9	Very Thin
10	Very Thin
11	Very Thin
12	Thin
13	Thin
14	Thin
15	Average
16	Average
17	Average
18	Heavy

Avian Family Background

Fate+d6	Background	Bronze	Free	Specialties
10	Gatherer	\$10	8	Plants, Forage
11	Fisher	\$10	8	Swim, Quickness
12	Hunter	\$10	8	Forage, Track
13	Weaver	\$110	7	Build, Business
14	Scout	\$110	7	Stealth, Direction
15	Messenger	\$110	7	Languages, Memory
16	Entertainer	\$210	6	Entertain, Mimic
17	Story-teller	\$210	6	Legends, Memory
18	Craftsman	\$210	6	Build, Artistry
19	Herbalist	\$310	5	Plants, Medical
20	Voice of Ler	\$310	5	*Air Mastery, Customs

Barbarian

Agility	8 + d6
Alertness	11 + d6
Charm	5 + d6
Cunning	9 + d6
Dexterity	7 + d6
Fate	2 + d6
Intelligence	3 + d6
Knowledge	6 + d6
Mechanical	4 + d6
Nature	10 + d6
Stamina	12 + d6
Strength	13 + d6

Specialties: Bully, Climb, Hafted, Brawling

Age: Intelligence + Knowledge + 5 years

Night Vision: No

Racial Ability: Berserk

Uses per day: Four

Effects: A barbarian can go berserk for (Passable vs Stamina) x 2 minutes. While berserk, the barbarian gets +1 column on all attacks. However, the barbarian must attempt an attack each turn. If no foes are in the local area, the barbarian must attack the nearest friend. If the barbarian is alone or knocked unconscious, the berserk state ends. A berserk barbarian can attempt to snap out of his berserk state early by rolling Good or better on his Will.

Description

Large and dull-witted, the barbarian fancies himself a king amongst men. All he needs is to win himself a crown.

Barbarians are born in the snowy mountains to the far north. They are almost always the last survivor of a clan that has been wiped out before their eyes. The barbarian swears vengeance on those that did it, but first he must find them. And that can take years.

Barbarians are a rough, crude people who take pride in strength and stamina above all else. They distrust magic (and magic users) and will not use magical items. They are often superstitious and will refuse to do something if they feel it is "bad luck."

They are easily offended and trust no one outside their immediate family. However, if you can prove to a barbarian that you are worthy of his friendship, he will be loyal to you for life. Be forewarned—a barbarian who feels that you've betrayed him (whether you have or not) is extremely dangerous! In fact, all barbarians are extremely dangerous.

Barbarians find true happiness only when they are in battle. Both male and female barbarians are loud, boisterous folk, who are mysteriously overtaken by a strange moroseness at times. This is sometimes exacerbated by strong drink. In this state the barbarian may go utterly berserk, attacking both friends, enemies and innocent bystanders until his blood lust is satisfied.

On the other hand, the barbarian may fall into a dull stupor that can last up to 24 hours.

Some barbarian tribes live together in small towns, but most barbarians live in isolated clans. Usually, a clan will build a long, low lodge where all the family members dwell. Each clan has a totem animal (like a bear), that symbolizes the community. A shaman acts as healer and clan advisor, while the best fighters and hunters act as a clan council.

Common Names: Lars, Brunhilde, Velda, Bear-breath, Gunnar, Hammerhand, Kyrak, Erikki.

Barbarian Height

<u>Strength+d6</u>	<u>Height</u>
15	Average
16	Average
17	Average
18	Tall
19	Tall
20	Tall
21	Very Tall
22	Very Tall
23	Very Tall
24	Barbarian
25	Enormous

Barbarian Weight

<u>Stamina+d6</u>	<u>Weight</u>
14	Thin
15	Average
16	Average
17	Average
18	Heavy
19	Heavy
20	Heavy
21	Very Heavy
22	Very Heavy
23	Very Heavy
24	Very Heavy

Barbarian Family Background

<u>Fate+d6</u>	<u>Background</u>	<u>Bronze</u>	<u>Free</u>	<u>Specialties</u>
4	Farmer	\$10	8	Plants, Forage
5	Herder	\$10	8	Track, Tame
6	Fisher	\$10	8	Forage, Swim
7	Trapper	\$110	7	Track, Traps
8	Hunter	\$110	7	Stealth, Run
9	Warrior	\$110	7	Bow, Flexible
10	Story-teller	\$210	6	Entertain, Legends
11	Weapon Maker	\$210	6	Build, Repair
12	Shaman	\$210	6	Plants, Medical
13	Councilor	\$310	5	Customs, Empathy
14	Tribal Leader	\$310	5	Sword, Preach

Brownie

Agility	9 + d6
Alertness	12 + d6
Charm	13 + d6
Cunning	11 + d6
Dexterity	4 + d6
Fate	7 + d6
Intelligence	6 + d6
Knowledge	5 + d6
Mechanical	10 + d6
Nature	8 + d6
Stamina	3 + d6
Strength	2 + d6

Specialties: Conceal, Entertain, Listen, Sincerity

Age: Intelligence + Knowledge + 3 years

Night Vision: No

Racial Ability: Friends

Uses per day: Three

Effects: By acting cute, a brownie can beguile a foe into thinking he is harmless. A beguiled foe will not injure the brownie, instead he will think of the brownie as a friend or favorite pet. This may backfire, with the foe thinking the brownie is so cute that he must try to capture him. The beguilement lasts (Passable vs Charm) hours or until the brownie abuses his friendship.

Description

Brownies are usually no larger than three feet tall. They have short brown hair all over their bodies, big noses and goofy-looking faces. Brownies are good-natured creatures who love rich food, silly stories and childish songs. They favor earthy colors and simple jewelry. Curious and inquisitive, they are sometimes mischievous, and are inclined to practical jokes. Brownies truly enjoy the company of others, and are notorious gossips. If you need to know the latest rumors, ask a brownie.

Brownies live in the hills and plains. They favor small towns made up of burrows and rock-walled huts. Matters of importance are decided by a council of adult brownies known for their wisdom (such as it is).

Hill folk dislike brownies because they often build their homes in prime grazing land. In some areas, this dispute has caused serious altercations between the two peoples.

Some brownies live with humans. Many are employed as jesters or minstrels while others are kept as slaves and pets. In any case, they are usually content so long as they are well-fed and in the company of others.

Most people regard brownies as cute little children, but brownies are not nearly as simple and child-like as they appear. A few make excellent spies because of their good memories and sharp wits. On the other hand, their innate talkativeness might cause them to spill the beans!

Common Names: Pibble, Dart, Sweetums, Jiffy, Max, Shorty, Delighta, Chubby, Jo-Jo.

Brownie Height

<u>Strength+d6</u>	<u>Height</u>
4	Tiny
5	Tiny
6	Tiny
7	Tiny
8	Tiny
9	Tiny
10	Very Short
11	Very Short
12	Very Short
13	Very Short
14	Short

Brownie Weight

<u>Stamina+d6</u>	<u>Weight</u>
5	Thin
6	Average
7	Average
8	Average
9	Heavy
10	Heavy
11	Heavy
12	Very Heavy
13	Very Heavy
14	Very Heavy
15	Very Heavy

Brownie Family Background

<u>Fate+d6</u>	<u>Background</u>	<u>Bronze</u>	<u>Free</u>	<u>Specialties</u>
9	Pet	\$10	8	Filch, Intuition
10	Servant	\$10	8	Lie, Run
11	Cook	\$10	8	Poison, Business
12	Farmer	\$110	7	Plants, Forage
13	Herder	\$110	7	Tame, Ride
14	Entertainer	\$110	7	Disguise, Mimic
15	Gardener	\$210	6	Plants, Poison
16	Craftsman	\$210	6	Build, Artistry
17	Guildsman	\$210	6	Business, Repair
18	Merchant	\$310	5	Business, Bargain
19	Mayor	\$310	5	Customs, Preach

Bush Person

Agility	13 + d6
Alertness	12 + d6
Charm	6 + d6
Cunning	4 + d6
Dexterity	8 + d6
Fate	7 + d6
Intelligence	2 + d6
Knowledge	5 + d6
Mechanical	3 + d6
Nature	11 + d6
Stamina	9 + d6
Strength	10 + d6

Specialties: Forage, Plants, Stealth, Track

Age: Intelligence + Knowledge + 7 years

Night Vision: No

Racial Ability: Animal Vision

Uses per day: Four

Effects: For (Passable vs Nature) x 4 minutes, the bush person can see through the senses of the target animal. When first used, the animal must be within missile range. The bush person can control where the animal goes, but cannot force it to attack or perform any unnatural action.

Description

Bush people live in the hot, southern lands. They are easily recognized by their brown skin and black, curly hair, worn shoulder-length or longer by both sexes. Bush people live in large communities in the brush. Their huts of mud and wattle are often shared by large, extended families. In fact, the bush people consider themselves to be one big family. They stick to themselves, and ignore the doings of other races. They are generally peaceful and non-aggressive unless they feel threatened or provoked.

Because the bush people live in such a warm climate, they wear little clothing. Their hands and feet are well-calloused, for they must hunt and forage for food day by day. Bush people paint themselves with swirls of color extracted from berries; the colors seem to twist and distort the bush person's image, making him hard to see. Even

though the bush people use only primitive weapons, they are renowned trackers and hunters.

The bush people have a simple social structure common to most tribal people. The oldest male member is considered the leader, followed by the shaman (male or female) and then the best hunters.

Bush people believe that animals are their spirit guides. A bush person will not eat the meat of his guide animal nor will he ever keep one as a pet. In fact, bush people have no pets other than dogs and chameleon-like, giant lizards.

Bush people respect all life, and are remarkably gentle folk.

Common Names: Cho, Alana, Zizi, Bel, Gan, Taka, Leoo, Sarr, Kee, Falla, Mon.

Bush Person Height

<u>Strength+d6</u>	<u>Height</u>
12	Short
13	Short
14	Average
15	Average
16	Average
17	Tall
18	Tall
19	Tall
20	Very Tall
21	Very Tall
22	Enormous

Bush Person Weight

<u>Stamina+d6</u>	<u>weight</u>
11	Very Thin
12	Very Thin
13	Thin
14	Thin
15	Average
16	Average
17	Average
18	Heavy
19	Heavy
20	Very Heavy
21	Very Heavy

Bush Person Family Background

<u>Fate+d6</u>	<u>Background</u>	<u>Bronze</u>	<u>Free</u>	<u>Specialties</u>
9	Gatherer	\$10	8	Direction, Search
10	Weaver	\$10	8	Build, Bargain
11	Herder	\$10	8	Tame, Ride
12	Fisher	\$110	7	Boating, Swim
13	Warrior	\$110	7	Pole Arm, Bow
14	Hunter	\$110	7	Bow, Run
15	Leather worker	\$210	6	Build, Will
16	Guide	\$210	6	Direction, Languages
17	Toolmaker	\$210	6	Build, Repair
18	Shaman	\$310	5	Preach, Legends
19	Tribal Leader	\$310	5	*Plant Mastery, Bully

Corsair

Agility	12 + d6
Alertness	7 + d6
Charm	10 + d6
Cunning	8 + d6
Dexterity	11 + d6
Fate	3 + d6
Intelligence	5 + d6
Knowledge	4 + d6
Mechanical	13 + d6
Nature	2 + d6
Stamina	6 + d6
Strength	9 + d6

Specialties: Boating, Climb, Contacts, Swim

Age: Intelligence + Knowledge + 5 years

Night Vision: No

Racial Ability: Monkey Climb

Uses per day: Four

Effects: The corsair can climb (Feeble vs Climb) x 50' at an incredible speed, scaling almost any surface in just a few minutes. This is possible even while carrying something in one hand or when fighting with a one-handed weapon.

Description

Yo-ho-ho and a bottle of rum! Corsairs are a motley race of people who have wholly embraced the pirate ethic. Their creed is simply this: Eat, drink and be merry! To a corsair, there is no tomorrow, so why worry? Corsairs are adept at leading a moment-to-moment existence; they find it exhilarating. They particularly enjoy fleeting pleasures: drinking, gambling, dueling, etc., and many of them have a sweetheart in every port. In fact, most corsairs support several families (in different towns) but never actually settle down in one place. They are happiest when they are at sea.

Corsair villages are all coastal towns, many of them found on islands near popular trading routes. These islands are protected by natural coral reefs or clever mechanical devices that the corsairs have invented to discourage unwanted guests. These cities are some of the most beautiful in the world,

having been financed by the loot of fat merchant ships.

Corsairs make their living in other ways besides pirating. Some work as coastal guides and mercenaries; others are known for their inventive abilities and many have great skill in sword and knife-making. However, a corsair will only take on such a job if it is exciting or the pay is extremely lucrative. Corsair women often become mainland traders, selling stolen goods back to their rightful owners for a profit. Yet no corsair will deal in slavery. The concept is abhorrent to their way of life. Likewise, corsairs hate galley ships which are usually powered by slaves. They will only sail on a ship powered by the wind.

Corsairs are often plagued by viking raiders who constantly pillage their small villages. They strike when the wind is calm, and flee in their galleys with their booty of treasure and slaves. The fleet galleys are also the main threat to the corsair ships, especially when the wind is still.

Corsairs are most readily recognized by their colorful shirts, scarves and hats. They are somewhat gypsy-like in coloring, but there are a few fair-haired corsairs to be found (with a healthy tan-corsairs love the sun). Nearly every corsair (including women) carry a beautiful bladed weapon, usually a knife. Gold and silver earrings and finger rings are also commonly worn by both sexes.

Corsairs have a very loose social structure. In fact, because most active pirates are men, the women generally run the villages. They train the youth until they are ready to serve on a ship, protect the town (corsair women are excellent fighters) and repair battered ships. Corsairs are considered outlaws by most other races, but they do not see themselves as criminal. They honestly don't understand why their way of life is condemned by others.

Common Names: Errol, Dash, Zarabelle, Rigger, Matey, Lucretia, Davey, Flynn, Blackbeard, Oceania, Hooke.

Corsair Height

<u>Strength+d6</u>	<u>Height</u>
11	Very Short
12	Very Short
13	Short
14	Short
15	Average
16	Average
17	Average
18	Tall
19	Tall
20	Very Tall
21	Very Tall

Corsair Weight

<u>Stamina+d6</u>	<u>weight</u>
8	Very Thin
9	Very Thin
10	Thin
11	Thin
12	Average
13	Average
14	Average
15	Heavy
16	Heavy
17	Very Heavy
18	Very Heavy

Corsair Family Background

<u>Fate+d6</u>	<u>Background</u>	<u>Bronze</u>	<u>Free</u>	<u>Specialties</u>
5	Drunk	\$10	8	Lie, Conceal
6	Fisher	\$110	7	Forage, Quickness
7	Entertainer	\$110	7	Entertain, Disguises
8	Mercenary	\$210	6	Sword, Brawling
9	Sailor	\$210	6	Bully, Direction
10	Pirate	\$310	5	Sword, Languages
11	Inventor	\$310	5	Build, Repair
12	Fence	\$410	4	Bargain, Lie
13	Boat Maker	\$410	4	Build, Repair
14	Merchant	\$510	3	Bargain, Business
15	Town Leader	\$610	2	Customs, Preach

Draconian

Agility	3 + d6
Alertness	4 + d6
Charm	2 + d6
Cunning	8 + d6
Dexterity	5 + d6
Fate	12 + d6
Intelligence	13 + d6
Knowledge	9 + d6
Mechanical	10 + d6
Nature	6 + d6
Stamina	7 + d6
Strength	11 + d6

Specialties: Aim, Arcane Lore, Bully, Literacy

Age: Intelligence + Knowledge -8 years

Night Vision: No

Racial Ability: Breathe Fire

Uses per day: Three

Effects: The draconian's fiery breath does Aim damage to up to three characters within melee range. The targets must be in front of the draconian.

Description

Draconians are a fearful race of dragon-like people. They are completely hairless, with a tough layer of green or gray scales. They have long, spindly arms and legs (they walk upright) and a thick, heavy tail. One of their most frightening features is their ability to flex the excess flesh in their necks. The skin rises into a hood, making the draconian appear twice as large as he really is. They use this ability to intimidate other creatures, which explains why draconians are specialists at bullying.

Draconians wear little clothing, typically leather halters studded with precious metals. They are cold blooded, and during cold winters they will hibernate.

Draconians are powerful magic users. Strong evidence indicates that they require human sacrifices for their rituals, something that draconians neither deny nor confirm. At any rate, other races stay far away from them. Draconians find their homes in caves and fetid swamps.

Draconian social structure is made up of an all powerful god-king, his retinue of apprentices, and their vassals. Every three years, a grand festival is held in the capital warrens. The draconians and their king participate in mysterious rituals, and at the climax of the festival, the god-king selects a new apprentice from the best of the sorcerers.

It is from his many apprentices that the god-king chooses his successor. The successor is known as the King's Chosen. When the god-king dies, the King's Chosen will take his place. Over the last few generations, the god-king has usually found his own son or daughter to be worthy of this honor.

Most draconians are unemotional and cold-hearted. Their only passion is magic and they will do anything to achieve greatness in this field, even if it means years of tedious study. Draconians rarely teach their legends and magical skills to those outside their race, but occasionally you will find a draconian apprenticed to a magic user of a different race.

There are many reasons why a draconian will leave his people. Some draconians leave to seek new knowledge. Others leave because they believe their god-king is corrupt. Still others disagree with the rituals performed by their brothers, and leave the swamp cities to seek other methods of spellcraft.

All draconians have sharp fangs and claws. In unarmed combat, they do normal damage instead of subduing damage.

Common Names: Chomper, Snarl, Gulper, Vulga, Worm, Deviatte, Sneerjaw, Clawser.

Draconian Height

<u>Strength+d6</u>	<u>Height</u>
13	Average
14	Average
15	Average
16	Tall
17	Tall
18	Very Tall
19	Very Tall
20	Very Tall
21	Enormous
22	Enormous
23	Enormous

Draconian Weight

<u>Stamina+d6</u>	<u>Weight</u>
9	Very Thin
10	Very Thin
11	Thin
12	Thin
13	Average
14	Average
15	Average
16	Heavy
17	Heavy
18	Very Heavy
19	Very Heavy

Draconian Family Background

<u>Fate+d6</u>	<u>Background</u>	<u>Bronze</u>	<u>Free</u>	<u>Specialties</u>
14	Farmer	\$10	8	Plants, Tame
15	Fisher	\$110	7	Forage, Swim
16	Hunter	\$110	7	Bow, Stealth
17	Herbalist	\$210	6	Plants, Poison
18	Warrior	\$210	6	Sword, Brawling
19	Craftsman	\$310	5	Build, Bargain
20	Merchant	\$310	5	Bargain, Business
21	Slaver	\$410	4	Flexible, Customs
22	Priest	\$410	4	Theology, Legends
23	Alchemist	\$510	3	Poison, *Transmute
24	Conjurer	\$610	2	*Conjure, *Fire Mastery

Dwarf

Agility	2 + d6
Alertness	6 + d6
Charm	5 + d6
Cunning	7 + d6
Dexterity	9 + d6
Fate	3 + d6
Intelligence	11 + d6
Knowledge	10 + d6
Mechanical	13 + d6
Nature	4 + d6
Stamina	12 + d6
Strength	8 + d6

Specialties: Business, Caves, Hafted, Repair

Age: Intelligence + Knowledge -7 years

Night Vision: Yes

Racial Ability: Smell Treasure

Uses per day: Four

Effects: A dwarf's nose can lead him to the largest treasure within one mile. Each use of the ability lasts for (Passable vs Alertness) x 3 minutes. Treasures include gems, precious metals, and other valuables. Magic items are only detected if they are made of precious materials.

Description

Dwarves are a numerous race found throughout the lands. They are short, stocky and rugged; mature dwarves wear beards, sometimes dyed with garish colors that match the bright primary colors of their garb. They have a fondness for long, pointed hoods (which make them look taller, and more formidable).

The dwarven society is divided into two segments; those of high birth who espouse the virtues of community spirit and hard work, and those of low social rank who actually do the work. Dwarves live in vast underground cities with the common dwarves living closest to the surface, and the Dwarf King and his inner circle live deep inside the earth. Having never been touched by the sun, the skin of royal dwarves is an alabaster-white. Their eyes tend to be sensitive to sunlight, making it

difficult for them to see when outside on sunny days.

The noble dwarves try to keep their social circle tightly closed. They have a secret language, a secret handshake and secret arts of making fine jewelry and weaponry. All this elitism serves to separate the noble craftsmen from the commoners. It is the noble dwarves who benefit from the wealth of the earth. They are a happy and contented lot who believe that commerce, manufacturing and honorable work is the goal of every dwarf-provided the hard labor is done by the commoners. The job of the nobles is to profit by their rank. They throw lavish parties for each other and invest huge amounts of treasure into the creation and acquisition of finely crafted art objects. A noble dwarf will proudly spend a fortune for a knickknack to display on his mantel. And what's more, his associates will be quite jealous until they get something even more lavish.

Dwarf caves are plastered with signs, placed there by the nobility: Be a team player! Find fulfillment and satisfaction in your career! Be successful, or be a drag on productivity! They're designed to encourage the lower class to continue slaving for the benefit of the wealthy dwarves. Incredibly, it works. Although they have nothing to look forward to except a short, grim existence, most common dwarves seem to accept their lot in life. They believe their self worth is directly proportional to how much they produce.

Of course, there have been dwarf rebellions in the past, but these have been quickly suppressed by the king. Even so, nearly every dwarven city has an underground movement designed to overthrow the nobility.

It's easy to tell a noble dwarf from a common dwarf. The commoners are frequently hunchbacked (from years of hard labor), filthy-bearded, and short tempered. The nobles have silky beards, straight backs, and a finely developed sense of honor, which, unfortunately, does not encompass the common dwarf.

Dwarves think all goblins are thieves, and all hobs are buffoons. Many centuries ago, the hobs lived underground in vast, complex caverns. The dwarves tunneled into these huge caverns by accident, and thus began a war that lasted many years. The hobs were driven to the surface, their ancestral homes taken over by the dwarves. In the process, they became the butt of many a dwarf joke.

Dwarves think of hobs as comical figures, not worthy of respect.

Common Names: Duple, Stuanich, Eartha, Dolin, Rondo, Frieda, Rocky, Digger, Goldetta, Silverbeard.

Dwarf Height

<u>Strength+d6</u>	<u>Height</u>
10	Tiny
11	Tiny
12	Tiny
13	Very Short
14	Very Short
15	Very Short
16	Very Short
17	Very Short
18	Short
19	Short
20	Short

Dwarf Weight

<u>Stamina+d6</u>	<u>Weight</u>
14	Thin
15	Average
16	Average
17	Average
18	Heavy
19	Heavy
20	Heavy
21	Very Heavy
22	Very Heavy
23	Very Heavy
24	Very Heavy

Dwarf Family Background

<u>Fate+d6</u>	<u>Background</u>	<u>Bronze</u>	<u>Free</u>	<u>Specialties</u>
5	Derelict	\$10	8	Contacts, Lie
6	Laborer	\$110	7	Will, Filch
7	Foreman	\$110	7	Build, Bully
8	Tinker	\$210	6	Build, Bargain
9	Craftsman	\$210	6	Build, Artistry
10	Merchant	\$310	5	Bargain, Customs
11	Constable	\$310	5	Customs, Brawling
12	Engineer	\$410	4	Build, Siege
13	Banker	\$410	4	Business, Customs
14	Gentry	\$510	3	Customs, Literacy
15	Noble	\$610	2	Bargain, *Earth Mastery

Easterling

Agility	5 + d6
Alertness	7 + d6
Charm	8 + d6
Cunning	10 + d6
Dexterity	6 + d6
Fate	11 + d6
Intelligence	13 + d6
Knowledge	12 + d6
Mechanical	9 + d6
Nature	2 + d6
Stamina	4 + d6
Strength	3 + d6

Specialties: Legends, Literacy, Poison, Theology

Age: Intelligence + Knowledge -11 years

Night Vision: No

Racial Ability: Psychometry

Uses per day: Two

Effects: By touching an object and concentrating, an easterling will have a vision regarding who used the item last, where and when it was made, what it was used for, and what happened around it that was emotionally important. To do this, the easterling must make a Passable Knowledge roll. How well he makes the roll determines how much information is gained.

Description

Easterlings are found (of course) in the eastern regions, generally in the mountains and a few coastal towns. Easterlings are usually short, with black hair and eyes. Their skin is tea-colored and they wear bright silks and cotton robes. They believe themselves to be the most sophisticated of all the races. They are skilled inventors, and have created many labor-saving devices unknown to the rest of the world. They stock-pile books, scrolls and magic items in their vast libraries and museums.

Easterlings value knowledge above all things. Their society educates the poorest member by public-supported schools and traveling teachers. Every easterling strives to reach godhood, and this can only be done through meditation and mystic knowledge. They seek to leave their bodies and

become creatures of pure thought. They believe that only Sing Po and his grandson Li have ever achieved this state. Although they lived over a thousand years ago, they are still worshiped. It is believed that one who is properly attuned to Sing Po or Li can perform miracles. The goal of all easterlings is to join Sing Po and Li.

Easterlings are ruled by a group of philosophers known as The Great Circle. Anyone may become a philosopher/statesman by journeying to the capital city of Liu and appearing before the circle. If you can answer three questions posed by them, you automatically achieve equal status. Be forewarned: you must swear to justly rule over the land of the easterlings for the rest of your life. If you betray your duties you will be put to death. A "small circle" is found in every town, but a member is allowed to retire whenever he or she wishes.

While easterlings are not a war-loving people, they do have a swift and terrible sense of justice. Death is a common penalty for even the pettiest of crimes. Because of this, the land of the easterlings is nearly crime-free.

Easterlings love the finer things in life: jewelry, food, music, etc., and so they interact with many other races in the course of trade. They have strong ties with the corsairs for this reason. They do not encourage other races to visit their lands, but their border towns are usually great melting pots. While most easterlings stay close to home, others roam the world looking for wise men and women to act as their mentors. However, many easterlings view other races as little better than animals; their arrogance has been known to cause hard feelings.

Common Names: Shin, Li, Kiku, Mu Tan, Suzu, Jiro, Subuko, Liang, Chi.

Easterling Height

<u>Strength+d6</u>	<u>Height</u>
5	Very Short
6	Very Short
7	Short
8	Short
9	Short
10	Average
11	Average
12	Average
13	Tall
14	Tall
15	Tall

Easterling Weight

<u>Stamina+d6</u>	<u>Weight</u>
6	Very Thin
7	Very Thin
8	Thin
9	Thin
10	Average
11	Average
12	Average
13	Heavy
14	Heavy
15	Very Heavy
16	Very Heavy

Easterling Family Background

<u>Fate+d6</u>	<u>Background</u>	<u>Bronze</u>	<u>Free</u>	<u>Specialties</u>
13	Farmer	\$10	8	Plants, Forage
14	Herder	\$110	7	Tame, Track
15	Scribe	\$110	7	Memory, Forgery
16	Curator	\$210	6	Contacts, Interrogate
17	Inventor	\$210	6	Build, Repair
18	Craftsman	\$310	5	Artistry, Business
19	Teacher	\$310	5	Preach, Languages
20	Scientist	\$410	4	Medical, Interrogate
21	Diplomat	\$410	4	Languages, Customs
22	Philosopher	\$510	3	Sanity, Interrogate
23	Enchanter	\$610	2	Arcane Lore, *Enchant

Elf

Agility	9 + d6
Alertness	6 + d6
Charm	13 + d6
Cunning	3 + d6
Dexterity	11 + d6
Fate	10 + d6
Intelligence	8 + d6
Knowledge	7 + d6
Mechanical	2 + d6
Nature	12 + d6
Stamina	4 + d6
Strength	5 + d6

Specialties: Bow, Plants, Quickness, Stealth

Age: Intelligence + Knowledge -1 years

Night Vision: Yes

Racial Ability: Speed

Uses per day: Three

Effects: For (Passable vs Agility) minutes, an elf receives two actions per turn, allowing him to attack twice as often as other characters.

Description

Elves are slim, graceful folk with pale skin, blond hair and blue eyes. They live in elven communities inside the hollowed out trunks of huge trees or amongst the branches of enchanted forests. Elves are only truly comfortable in the forest. Open skies makes them uncomfortable and being underground is virtually unbearable. Their lives center around nature, especially plants. They usually wear green clothing, and humans find them hard to see when in their native habitat.

Elves believe that everything contains a conscious spirit, not just people and animals, but trees and stones as well. Their respect for life extends to that of trees and even some inanimate objects.

Yet elves can be ferocious warriors. They have a keen eye with a bow, and favor ambushes from the shelter of trees.

Elves are ruled by an Elf Queen, a title that is passed to the eldest daughter after the queen retires. Elves are closely related to firbolgs and

sidhe, and are more distantly related to spriggans. As a group, these races are known as the elf kin, or fairie folk.

Elves are innately magical, yet many of them are not actually magic users. They are a restless folk, and highly curious even though they are shy of others. Elves usually travel quite a bit, but they try to join their families for the mid-summer festival of the elves.

Elves love song and dance, and they also enjoy story-telling. Most are vegetarians, and sometimes tend orchards of their own. They are not skilled merchants, but they like to create little wooden knickknacks to give to their friends and family. Many of the knickknacks are useless, for their value is in the sentiment that goes with them.

Many elves (as well as most firbolgs and some sidhe) are members of the Seelie Court, meaning "The Court of the Blessed Ones." Members of the Seelie Court will not harm one another unless in danger or in retribution for a past wrong. An elf who violates the rules of the Seelie Court will be punished by his own kind.

An elf who has lived a long and full life will, one evening, strip himself of all worldly goods except a rough tunic and sandals, and go into the woods never to be seen again. These dying elves, it is said, are journeying to the secret burial ground of the elves. There they will breathe their last in peace and be taken by their ancestors into the blessed forests that await them. Only an elf near death knows the way to the elven graveyard. They never tell anyone where they are going, and no one has ever been able to follow an elf who is on his way to the burial ground.

This is fortunate for the elves, for it is rumored that the bones of elves are valuable in the researching and casting of spells. The burial ground could very well hold a fortune in elf bones.

Common Names: Silver, Arrowswift, Daphne, Sylvania, Breezy, Cosmo, Dawn, Brightstar.

Elf Height

<u>Strength+d6</u>	<u>Height</u>
7	Very Short
8	Very Short
9	Short
10	Short
11	Average
12	Average
13	Average
14	Tall
15	Tall
16	Very Tall
17	Very Tall

Elf Weight

<u>Stamina+d6</u>	<u>weight</u>
6	Very Thin
7	Very Thin
8	Very Thin
9	Very Thin
10	Thin
11	Thin
12	Thin
13	Average
14	Average
15	Average
16	Heavy

Elf Family Background

<u>Fate+d6</u>	<u>Background</u>	<u>Bronze</u>	<u>Free</u>	<u>Specialties</u>
12	Gatherer	\$10	8	Forage, Search
13	Farmer	\$110	7	Tame, Pole Arm
14	Innkeeper	\$110	7	Business, Languages
15	Story-teller	\$210	6	Legends, Entertain
16	Merchant	\$210	6	Business, Customs
17	Craftsman	\$310	5	Artistry, Bargain
18	Animal Trainer	\$310	5	Tame, Ride
19	Artist	\$410	4	Intuition, Artistry
20	Herbalist	\$410	4	Poison, Medical
21	Councillor	\$510	3	Empathy, Customs
22	Noble	\$610	2	*Plant Mastery, Literacy

Elfin

Agility	13 + d6
Alertness	11 + d6
Charm	7 + d6
Cunning	4 + d6
Dexterity	10 + d6
Fate	5 + d6
Intelligence	12 + d6
Knowledge	8 + d6
Mechanical	9 + d6
Nature	2 + d6
Stamina	3 + d6
Strength	6 + d6

Specialties: Empathy, Memory, Jump, Stealth

Age: Intelligence + Knowledge -6 years

Night Vision: No

Racial Ability: True Sight

Uses per day: Two

Effects: For (Passable vs Alertness) x 2 minutes, darkness is penetrated, illusions are unveiled, magic items glow, and auras of good and evil intentions are seen. This power will not allow the elfin to see through solids, around corners, and so on. How well the elfin makes his rolls determines the effectiveness of his true sight.

Description

A child born from the union of a human and an elf kin is known as an elfin. They are very rare, for few fairie folk will mate with a human. Elfin are indistinguishable from humans except that their skin is very pale and faintly translucent. For this reason, some elfin are mistaken for human albinos (and vice versa).

Elfin are raised solely by their human parent (if they were raised by their fairie parent, they grow up to be elves in every way). On occasion, the fairie parent will visit the child, but usually the elfin child knows little of his true heritage. An elfin may find that he is looked upon as evil because of his mixed parentage. Many elfin are poorly treated; some of them are beaten, deliberately crippled or even killed.

The fairie folk treat the elfin with curiosity and a touch of animosity. Although they will let an elfin live in their community for a short while, they will ultimately encourage the elfin to live where the fairie folk believe he belongs: with other humans.

Elfin can see and sense things that humans cannot. Most elfin find this ability hard to live with, and they end up leading vicious, self-destructive lives. Many of them die at a young age; others simply disappear, without warning. The few elfin that are well-treated in their youth tend to become sympathetic champions of the underdog. They learn to live with their true sight abilities and use them wisely. The few that achieve this wisdom often become the finest artists or philosophers in their communities.

More than anything, elfin seek acceptance. For this reason, they make steadfast friends (although they may view an initial gesture of friendship with suspicion).

Elfin are clearly more human than elven. They are comfortable outside of the forest, do not fear being underground and their tastes in food and clothing are very human. On the other hand, they have the same respect for life and nature possessed by their elf kin cousins.

Common Names: Bob, Albert, Amy, David, Jason, Rebecca.

Elfin Height

<u>Strength+d6</u>	<u>Height</u>
8	Very Short
9	Very Short
10	Short
11	Short
12	Average
13	Average
14	Average
15	Tall
16	Tall
17	Very Tall
18	Very Tall

Elfin Weight

<u>Stamina+d6</u>	<u>Weight</u>
5	Very Thin
6	Very Thin
7	Thin
8	Thin
9	Average
10	Average
11	Average
12	Heavy
13	Heavy
14	Very Heavy
15	Very Heavy

Elfin Family Background

<u>Fate+d6</u>	<u>Background</u>	<u>Bronze</u>	<u>Free</u>	<u>Specialties</u>
7	Beggar	\$10	8	Sincerity, Lie
8	Hermit	\$10	8	Forage, Caves
9	Criminal	\$10	8	Filch, Contacts
10	Laborer	\$110	7	Will, Build
11	Clerk	\$110	7	Customs, Literacy
12	Merchant	\$110	7	Business, Bargain
13	Scribe	\$210	6	Literacy, Legends
14	Craftsman	\$210	6	Build, Repair
15	Philosopher	\$210	6	Theology, Preach
16	Artist	\$310	5	Intuition, Artistry
17	Sage	\$310	5	Memory, Legends

Entomolian

Agility	12 + d6
Alertness	8 + d6
Charm	2 + d6
Cunning	3 + d6
Dexterity	4 + d6
Fate	6 + d6
Intelligence	9 + d6
Knowledge	5 + d6
Mechanical	10 + d6
Nature	7 + d6
Stamina	11 + d6
Strength	13 + d6

Specialties: Dodge, Jump, Sword, Will

Age: Intelligence + Knowledge + 0 years

Night Vision: No

Racial Ability: Leaping

Uses per day: Four

Effects: Entomolians can leap up to (Feeble vs Jump) x 10 feet and attack in mid-leap at +1 column.

Description

Entomolians are fantastic creatures that look like giant insects. They have tiny heads, barrel-like chests, and chitinous skin. Entomolians are human-sized, walk on two legs, have two arms, and no wings.

The life style of the entomolian is similar to that of many insects. They live inside nest villages located under huge mounds of earth. The mother of all is the great queen. The entire society devotes itself to her and her children. Royal nursemaids feed the queen and her larvae. Sexless warriors prowl the surrounding countryside, seeking food for the nest. Male drones live a life of luxury, their sole duty being to fertilize the queen's eggs.

To an entomolian, the propagation of the species is of utmost importance, and a dead drone is normally given to the larvae to feed upon. In fact, while entomolians do not actively hunt their own kind as food, they see nothing wrong with cannibalism as a means of survival. A war party will not take provisions along; instead, the warriors will feast upon the dead.

Entomolians have a hive mentality. They will go to incredible lengths to serve and protect the members of their nest. An entomolian separated from his birth nest will often adopt companions (even of different races) as "nest mates;" his feelings of loyalty and sacrifice will transfer totally to them, and he will behave accordingly. These intense feelings may make an entomolian paranoid and belligerent; it is unwise to threaten an entomolian, but it is pure folly to threaten his nest mates.

Every nest has its own buzzing song, called the Song of the Nest. Because it is difficult to distinguish one entomolian from another, entomolians will sing this song in battle, and by this song know their friends from their foes. Because the song slowly changes over time, an entomolian who has been separated from his nest for a few years will not be recognized, and might be attacked as an enemy.

Entomolians may be separated from their hive while hunting, during a war, or they may leave on their own. While entomolians have an intense loyalty to their hive, they do have a consciousness all their own. A few leave their hive simply to see what lies beyond.

Common Names: Klik-it, L'm-l'm, Flirtik, G'zzab, J'rbl, Zeeb'lum.

Entomolian Height

<u>Strength+d6</u>	<u>Height</u>
15	Average
16	Average
17	Average
18	Tall
19	Tall
20	Very Tall
21	Very Tall
22	Very Tall
23	Enormous
24	Enormous
25	Enormous

Entomolian Weight

<u>Stamina+d6</u>	<u>Weight</u>
13	Very Thin
14	Very Thin
15	Thin
16	Thin
17	Average
18	Average
19	Average
20	Heavy
21	Heavy
22	Very Heavy
23	Very Heavy

Entomolian Family Background

<u>Fate+d6</u>	<u>Background</u>	<u>Bronze</u>	<u>Free</u>	<u>Specialties</u>
8	Tunneler	\$10	8	Caves, Siege
9	Worker	\$10	8	Repair, Mimic
10	Gatherer	\$10	8	Forage, Direction
11	Herder	\$110	7	Tame, Quickness
12	Hunter	\$110	7	Crossbow, Track
13	Soldier	\$110	7	Aim, Run
14	Scout	\$210	6	Track, Stealth
15	Slaver	\$210	6	Bully, Bargain
16	Toolmaker	\$210	6	Traps, Repair
17	Guard	\$310	5	Crossbow, Bully
18	Nursemaid	\$310	5	Will, Medical

Feral

Agility	10 + d6
Alertness	11 + d6
Charm	4 + d6
Cunning	7 + d6
Dexterity	8 + d6
Fate	6 + d6
Intelligence	3 + d6
Knowledge	2 + d6
Mechanical	5 + d6
Nature	13 + d6
Stamina	12 + d6
Strength	9 + d6

Specialties: Intuition, Listen, Plants, Quickness

Age: Intelligence + Knowledge + 9 years

Night Vision: No

Racial Ability: Howl

Uses per day: Two

Effects: A feral's wild upbringing results in the loss of their natural racial ability. Instead, they gain the ability to howl. A feral's howl paralyzes one target in the local area for (target's Strength vs feral's Strength) minutes.

Description

These are children that have been raised to adolescence by wolves, bears, badgers, or other wild animals. At some point, they are restored to civilization. Ferals are not a true race, and in fact they come from many different races.

Occasionally a baby or young child is either accidentally or deliberately abandoned in the wilderness. Perhaps the family can no longer support the child, or maybe the child simply wanders away from its parents and becomes lost. Some children are purposefully abandoned as sacrifices to the nature spirits, or because their parents were killed, or because they have some kind of deformity.

Though most children die under these circumstances, a few are accepted into the families of wild animals. A bear who has just lost her cubs may adopt a human child for her own. A she-wolf, for some inexplicable reason, may nurture a lost

baby rather than devour it. No one knows why. Perhaps it is a sense of motherhood that spans all boundaries of species. Such children become ferals.

Ferals are captured and reintroduced to civilization between the ages of six and fourteen. Most ferals resist the change with bestial ferocity. Their wild heritage makes them stooped, their hands calloused from years of loping on all fours, and their teeth and fingernails long and sharp.

When first captured, ferals spend hours pacing swiftly back and forth on all fours, growling and howling with anger and fear. They will eat only raw meat and drink only water. However, with care and training the feral will learn to speak, walk, wear clothing, and accept his life as a human. Yet they will never lose the memory of their years with the animals.

Ferals retain many animal traits. They are particularly sensitive to smells, and seem to use their noses more than their eyes. Some can smell water, animals, fear and even danger, and they track by smell rather than sight. They do not speak much, and when they do their voices are rough-as though unaccustomed to forming human sounds. All ferals have an innate mistrust for mechanical things. They prefer to wear simple clothing and are uncomfortable inside any building. They feel much safer in the wilderness, and are awkward in social situations. Ferals often make blunders in etiquette at embarrassing moments.

Ferals assume the culture and beliefs of their adopted society. Their background roll will determine the race that adopts them. Please read the appropriate racial section for more information.

Common Names: As for adopted race.

Original Race: Roll 2d6 on the following table to determine a feral's original race.

Feral Height

<u>Strength+d6</u>	<u>Height</u>
11	Very Short
12	Very Short
13	Short
14	Short
15	Average
16	Average
17	Average
18	Tall
19	Tall
20	Very Tall
21	Very Tall

Feral Weight

<u>Stamina+d6</u>	<u>weight</u>
14	Very Thin
15	Very Thin
16	Thin
17	Thin
18	Average
19	Average
20	Average
21	Heavy
22	Heavy
23	Very Heavy
24	Very Heavy

Feral Race

<u>2d6</u>	<u>Original Race</u>
2	Netherman
3	Easterling
4	Elf
5	Elfin
6	Hillfolk
7	Forester
8	Gypsy
9	Nomad
10	Barbarian
11	Bush person
12	Viking

Feral Family Background

<u>Fate+d6</u>	<u>Background</u>	<u>Bronze</u>	<u>Free</u>	<u>Specialties</u>
8	Bush People	\$10	8	Forage, Track
9	Netherman	\$10	8	Arcane Lore, Caves
10	Wolfing	\$10	8	Track, Direction
11	Barbarian	\$110	7	Hafted, Bully
12	Viking	\$110	7	Boating, Will
13	Gypsy	\$110	7	Legends, Arcane Lore
14	Forester	\$210	6	Forage, Tame
15	Hill Folk	\$210	6	Ride, Wagoning
16	Firbolg	\$210	6	Customs, Preach
17	Nomad	\$310	5	Languages, Bargain
18	Easterling	\$310	5	Literacy, Legends

Firbolg (fir -bu -log)

Agility	5 + d6
Alertness	3 + d6
Charm	11 + d6
Cunning	2 + d6
Dexterity	6 + d6
Fate	12 + d6
Intelligence	10 + d6
Knowledge	13 + d6
Mechanical	4 + d6
Nature	8 + d6
Stamina	7 + d6
Strength	9 + d6

Specialties: Customs, Legends, Preach, Sincerity

Age: Intelligence + Knowledge -9 years

Night Vision: Yes

Racial Ability: Far Sight

Uses per day: Two

Effects: By concentrating on an area, a firbolg can see what is going on there, even if it's up to ten miles away. Or, the firbolg may specify an object he has touched within the past day and see what is currently happening around it. If he has an item that was touched by someone in the past day, he may focus on the location of that person provided he knows who that person is. In any case, the firbolg may also choose to hear what is going on instead of seeing. He may do both but his roll is at -1 column.

Each use lasts (Passable vs Fate) minutes. How well the roll is made determines the amount of information gained.

Description

Firbolgs are the most rugged of the Seelie Court, and the most dedicated to the service of that high cause. They are stockier and their skin is darker than other elf kin. Many of them are mistaken for humans. Firbolgs have no homeland; instead they can be found traveling throughout the land, alone or in small groups. They enjoy the intrigue of city life and often travel along trade routes.

Firbolgs are the guardians of the fairie interests in the world. In ancient times, they were warriors, dedicated to fighting any evil that threatened the Seelie Court. In these more peaceful times, they use their night vision to prowling around in the dark, keeping an eye on world affairs. They often meddle in the politics of others, giving a push here and a pull there to make world politics go in the direction desired by the Seelie Court. They like to go on dangerous quests and are quick to join a cause. But watch out, they'll try to convince you to go too! Firbolgs are painfully sincere and earnest. They truly believe if everyone lived according to their moral values, the world would be a better place.

Firbolgs meet occasionally with the Seelie Court to discuss the doings of the other races, but primarily they meet amongst themselves to share information, rumors and other important tidbits. They prefer to meet under large willow trees, so that their plans will be hidden under the shroud of branches. Sometimes they will plot together, but due to their low cunning, the more firbolgs involved in a scheme, the more likely it will go wrong. For this reason they prefer to work alone or with non-firbolgs.

Firbolgs dress plainly and modestly in browns, grays and other dull colors. They wear no jewelry and are generally uninterested in the arts, although they love a good story. Firbolgs are rather puritanical in thought and deed. They avoid drinking, gambling and other popular pleasures, unless they are "undercover." They look upon the other fairie folk as child-like and silly, and take great pride in their positions as Guardians. Other elf kin think they're old stick-in-the-muds, but are grateful for their service.

Firbolgs do not sleep; instead they meditate for approximately two hours a day. Their dreams are powerful and visionary, and often when a firbolg awakens, he'll have a bright idea for a new mission.

Common Names: Ernest, Faith, Blanden, Walker, Seeker, Virtue, Modesta.

Firbolg Height

<u>Strength+d6</u>	<u>Height</u>
11	Short
12	Short
13	Average
14	Average
15	Average
16	Tall
17	Tall
18	Tall
19	Very Tall
20	Very Tall
21	Enormous

Firbolg Weight

<u>Stamina+d6</u>	<u>weight</u>
9	Very Thin
10	Very Thin
11	Thin
12	Thin
13	Average
14	Average
15	Average
16	Heavy
17	Heavy
18	Very Heavy
19	Very Heavy

Firbolg Family Background

<u>Fate+d6</u>	<u>Background</u>	<u>Bronze</u>	<u>Free</u>	<u>Specialties</u>
14	Snitch	\$10	8	Bargain, Contacts
15	Activist	\$110	7	Literacy, Interrogate
16	Clerk	\$110	7	Memory, Business
17	Interpreter	\$210	6	Languages, Empathy
18	Guide	\$210	6	Forage, Track
19	Constable	\$310	5	Ride, Brawling
20	Spy	\$310	5	Stealth, Mimic
21	Lawyer	\$410	4	Interrogate, Literacy
22	Judge	\$410	4	Languages, Intuition
23	Knight	\$510	3	Sword, Ride
24	Noble	\$610	2	*Protection, Literacy

Forester

Agility	6 + d6
Alertness	8 + d6
Charm	11 + d6
Cunning	2 + d6
Dexterity	7 + d6
Fate	4 + d6
Intelligence	5 + d6
Knowledge	3 + d6
Mechanical	9 + d6
Nature	13 + d6
Stamina	10 + d6
Strength	12 + d6

Specialties: Direction, Forage, Plants, Tame

Age: Intelligence + Knowledge + 6 years

Night Vision: No

Racial Ability: Summon Animal

Uses per day: Three

Effects: By giving a highly realistic animal call, a forester may summon a woodland to fight in his defense. The creature arrives immediately. A forester may summon a bear, cougar, or wolf. The type of animal determines how long it will fight for the forester, and its combat abilities. The forester player rolls the animal's attacks, and when the animal is attacked, the player rolls the its Defense. Animals may take one light, medium, heavy, and critical wound. Do not roll hit location on animals.

Bear: Stays (Passable vs Nature) minutes. Attack of 15, Defense of 20.

Cougar: Stays (Passable vs Nature) x 2 minutes. Attack of 15, Defense of 15.

Wolf: Stays (Passable vs Nature) x 10 minutes. Attack of 8, Defense of 10.

Description

Foresters are a human race that live throughout the forest and mountain lands. They wear heavy furs and the men grow wild, thick beards. They make their living by hunting, trapping, and logging. They have few group settlements; instead they live with their families in secluded

cabins. Foresters are a private people who live according to their individual desires. Each forester takes care of his own family, and stays out of his neighbors' business.

Foresters are generous with their friends and forgiving of their enemies, but they are mistrustful of strangers. People wandering into their territory may find themselves threatened or thrown out.

The people of the woods have strong traditions, and are suspicious of new ideas and innovative ways of doing things. People preaching new concepts are not welcomed by foresters. They will either be politely ignored, or driven away.

Foresters are most comfortable surrounded by trees, and they know the woods so well that they never seem to get lost in their own forest. Unlike some races, they do not live in harmony with wild animals. Foresters enjoy hunting for sport as well as food. Quite a few of them tame woodland creatures and keep them as pets.

Foresters utilize the wild lands to the fullest, oblivious to the respect that other races feel toward nature. While not malicious, they are unmindful of the delicate balance and natural beauty of the woods. They think of the forest as a resource to be used as needed. They cannot imagine that it will ever be used up entirely. Elves don't like foresters for this reason, and will use their magic to drive them from their homelands. Foresters regard elves as petty tyrants who selfishly horde prime timberland.

Common Names: Judd, Grizzly, McCoy, Joe-Bob, Woody, Buttercup, Mary-Sue, Seth, Zachary.

Forester Height

<u>Strength+d6</u>	<u>Height</u>
14	Very Short
15	Very Short
16	Short
17	Short
18	Average
19	Average
20	Average
21	Tall
22	Tall
23	Very Tall
24	Very Tall

Forester Weight

<u>Stamina+d6</u>	<u>Weight</u>
12	Very Thin
13	Very Thin
14	Thin
15	Thin
16	Average
17	Average
18	Average
19	Heavy
20	Heavy
21	Very Heavy
22	Very Heavy

Forester Family Background

<u>Fate+d6</u>	<u>Background</u>	<u>Bronze</u>	<u>Free</u>	<u>Specialties</u>
6	Farmer	\$10	8	Pole Arm, Build
7	Poacher	\$10	8	Track, Bow
8	Fisher	\$10	8	Boating, Swim
9	Hunter	\$110	7	Track, Stealth
10	Trapper	\$110	7	Traps, Track
11	Logger	\$110	7	Build, Hafted
12	Guide	\$210	6	Languages, Track
13	Tanner	\$210	6	Bargain, Business
14	Craftsman	\$210	6	Build, Repair
15	Herbalist	\$310	5	Legends, Medical
16	Innkeeper	\$310	5	Business, Customs

Goblin

Agility	10 + d6
Alertness	11 + d6
Charm	2 + d6
Cunning	12 + d6
Dexterity	13 + d6
Fate	9 + d6
Intelligence	7 + d6
Knowledge	8 + d6
Mechanical	6 + d6
Nature	4 + d6
Stamina	3 + d6
Strength	5 + d6

Specialties: Lie, Filch, Forgery, Search

Age: Intelligence + Knowledge -1 years

Night Vision: Yes

Racial Ability: Darkness

Uses per day: Three

Effects: Goblins can conjure a shadowy darkness in the local area that lasts for (Passable vs Cunning) x 2 minutes. During this time, all light sources inside the area are reduced to dull spots of red that give off no illumination, and light sources outside the area have no effect on the darkness. The goblin gets +1 column if creating a smaller area of darkness, say a sphere with a radius of five feet (such a sphere can be created anywhere within the local area).

Normally, the shadowy darkness is equivalent to a moonlit night, so it can be penetrated by night vision and even those with normal vision are not completely blinded by its darkness. By taking a -1 column penalty on his casting roll, a goblin can create complete darkness which is as black as pitch. Light sources inside the darkness are totally obliterated for the duration of the darkness, and only the goblin who created the darkness can see within it.

Description

Goblins are small creatures, similar in size to brownies. They are thin with large ears, sparse hair and saucer-like eyes. Goblins have pasty-green flesh, and their toes and fingers are partially

webbed. They care little about their appearance, and go about dressed in rags. Since they rarely bathe, a goblin is usually smelled before he is seen.

Goblins live in dark alleys and cellars; some of them make their homes in abandoned dwarf mines. Although they seem to thrive in damp, muddy conditions, they favor living with unsuspecting humans. They simply find an unused closet or attic and sleep until nightfall. Then they come out and raid the kitchen for their food and drink. Goblins favor sweet breads and strong liquor, but they will eat nearly anything in a pinch. Goblins are notorious for thinking that others owe them a living.

Goblins like to play nasty tricks on their host family. Those with magical abilities are especially adept at causing trouble. Practical jokes are a favorite form of entertainment. The jokes are so clever that often a host will not realize a goblin is living in his home and will attribute his miseries to bad luck. The goblin finds this highly amusing.

Since goblins can see as well by night as they can by day, they often travel by moonlight, stealing what they need and disappearing into the darkness. They rarely travel in a group because they tend to argue amongst themselves, making them vulnerable to detection. They prefer to travel alone. Goblins will usually drive off other goblins who encroach upon their territory. The only exception occurs in the winter, when a goblin's mind turns to mating. A lecherous goblin is a dreadful sight indeed!

Female goblins will keep their offspring until they are old enough to fend for themselves; however, a noisy or unwanted baby goblin is usually abandoned-or left in the crib of a human baby.

Goblins have no society and rarely meet. Their legends tell of a vast territory controlled by a strong Goblin King, but no one seems to know if this kingdom actually existed, or where it might be if it exists today.

Common Names: Gibblesnort, Muckenfus, Burper, Stinky, Gutterlump, Messa, Sly, Crassine, Fungessa.

Goblin Height

<u>Strength+d6</u>	<u>Height</u>
7	Tiny
8	Tiny
9	Tiny
10	Tiny
11	Very Short
12	Very Short
13	Very Short
14	Very Short
15	Very Short
16	Short
17	Short

Goblin Weight

<u>Stamina+d6</u>	<u>weight</u>
5	Very Thin
6	Very Thin
7	Thin
8	Thin
9	Average
10	Average
11	Average
12	Heavy
13	Heavy
14	Very Heavy
15	Very Heavy

Goblin Family Background

<u>Fate+d6</u>	<u>Background</u>	<u>Bronze</u>	<u>Free</u>	<u>Specialties</u>
11	Orphan	\$10	8	Contacts, Run
12	Drunkard	\$10	8	Dodge, Conceal
13	Beggar	\$10	8	Disguise, Empathy
14	Janitor	\$110	7	Forage, Repair
15	Cutpurse	\$110	7	Run, Quickness
16	Bandit	\$110	7	Sword, Ride
17	Thief	\$210	6	Traps, Stealth
18	Burglar	\$210	6	Stealth, Unlock
19	Merchant	\$210	6	Business, Bargain
20	Craftsman	\$310	5	Build, Artistry
21	Sorcerer	\$310	5	Arcane Lore, *Shapeshift

Gypsy

Agility	7 + d6
Alertness	9 + d6
Charm	6 + d6
Cunning	13 + d6
Dexterity	12 + d6
Fate	11 + d6
Intelligence	3 + d6
Knowledge	10 + d6
Mechanical	2 + d6
Nature	8 + d6
Stamina	4 + d6
Strength	5 + d6

Specialties: Arcane Lore, Contacts, Legends, Poison

Age: Intelligence + Knowledge + 1 years

Night Vision: No

Racial Ability: Fortune Tell

Uses per day: Three

Effects: By reading the target's palm, or by using a tarot deck, a gypsy can answer (Passable vs Fate) questions about the target's past or future. The referee must decide the clarity of the answers depending on how well the roll is made. This skill only works on a willing person.

Description

Gypsies have dark skin and curly black hair. The men are clean-shaven (though some wear mustaches) and the women wear their hair long and flowing. Gypsies are very proud of their appearance, and wear bright-colored clothing with lots of intricate jewelry. They are natural entertainers and earn their living by traveling from town to town, putting on shows and selling goods.

Gypsies rarely settle in one area for long; many cultures consider them thieves and wastrels and drive them away. Some gypsies are thieves; but most make their living honestly, by singing, dancing, fortune-telling and other carnival activities. Some gypsies make and sell leather goods, wood carvings and similar trinkets. Gypsies are great animal trainers as well, and often partake in horse-trading. Nearly every gypsy caravan

carries an expert blacksmith and animal doctor with it.

Gypsies are very superstitious. Their whole lives are guided by the interpretation of tea leaves, palm-reading and tarot cards. They believe the world is controlled by the spirits of nature. To them, every stone, river, and tree houses a spirit that must not be offended. If affronted, the spirit will curse the transgressor with bad luck until the insult is atoned. Gypsies believe that they were cursed long ago into becoming ceaseless wanderers when one of their people insulted a river spirit. According to legend, the spirit declared that they would all die unless they became like the river, endlessly restless, until the day when the river itself dried up. Having no choice, the gypsies took to the road.

Gypsies are governed by spiritualists; people who are believed to be in close contact with the spirit world. While in a trance-like state, they are questioned about matters of importance. Friendly spirits speak through the spiritualist and counsel the gypsies.

Common Names: Romney, Zelda, Patrin, Sophia, Zoltan, Dooriya, Lacey, Kem.

Gypsy Height

<u>Strength+d6</u>	<u>Height</u>
7	Very Short
8	Very Short
9	Short
10	Short
11	Average
12	Average
13	Average
14	Tall
15	Tall
16	Very Tall
17	Very Tall

Gypsy Weight

<u>Stamina+d6</u>	<u>Weight</u>
6	Very Thin
7	Very Thin
8	Thin
9	Thin
10	Average
11	Average
12	Average
13	Heavy
14	Heavy
15	Very Heavy
16	Very Heavy

Gypsy Family Background

<u>Fate+d6</u>	<u>Background</u>	<u>Bronze</u>	<u>Free</u>	<u>Specialties</u>
13	Beggar	\$10	8	Lie, Disguise
14	Cutpurse	\$10	8	Filch, Quickness
15	Wheelwright	\$10	8	Business, Repair
16	Horse Trader	\$110	7	Bargain, Ride
17	Blacksmith	\$110	7	Build, Repair
18	Entertainer	\$110	7	Entertain, Mimic
19	Seer	\$210	6	Intuition, Empathy
20	Animal Trainer	\$210	6	Tame, Ride
21	Craftsman	\$210	6	Business, Bargain
22	Healer	\$310	5	Plants, Medical
23	Spiritualist	\$310	5	*Divination, Intuition

Hill Folk

Agility	5 + d6
Alertness	11 + d6
Charm	7 + d6
Cunning	6 + d6
Dexterity	8 + d6
Fate	4 + d6
Intelligence	12 + d6
Knowledge	2 + d6
Mechanical	3 + d6
Nature	13 + d6
Stamina	10 + d6
Strength	9 + d6

Specialties: Pole Arm, Ride, Tame, Wagoning

Age: Intelligence + Knowledge + 0 years

Night Vision: No

Racial Ability: Augury

Uses per day: Two

Effects: Hill folk have a sense of what's going to happen in the near future if a stated course of action is taken. It usually manifests itself as an ache in the joints if something bad is going to happen, or an itch in a strange place if the result is beneficial. If it's neither good nor bad, then nothing much happens at all. The augury is often described as a feeling in the bones.

Hill folk can sense (Passable vs Knowledge) x 5 minutes into the future. How good the roll is made also determines the amount and accuracy of the information gained.

Description

Hill folk live in the plains and foothills. They are considered fine merchants and ranchers, experts in the art of raising and selling cattle and other herd animals.

Their towns and forts are in the hills. Their forts are made of wood and are the centers of their civilization. Those who live in the fortified towns are the merchants and craftsmen, and do not have much to do with the herds. There are also farmers and fishermen along the rivers.

Most hill folk, however, have a herd of cattle. During the spring and summer, they travel with their herds to where the grass is green and the water is sweet. Herders live in covered wagons and tents, in family groups of about a dozen men, women, and children. They are excellent horsemen and virtually live in the saddle, fiercely protecting their herd. When they need goods, they ride into the nearest town and sell off some of their livestock and buy what they require.

In the fall, the herders drive their cattle from the hills to the plains. They join their herds together into thundering seas of cattle, driving them to the cities of the other races, where they are sold for slaughter. The herders then return in their covered wagons to the hills to spend the winter.

Hill folk have a constant feud with the brownies, as their burrows take up prime farmland and fields that would be better suited for grazing cattle. This is why hill folk like to divert streams into the mouths of brownie burrows, or fill them with dirt. Besides their dislike for brownies, hill folk are otherwise good natured, albeit rowdy.

Hill folk favor leather clothing, and carry spears as their primary weapon. They are good craftsmen and fair hunters. Gambling is the favored past time of the hill folk. They seem to have an uncanny ability to sense the near future in terms of good, bad or neutral luck. Because of this talent, they make excellent gamblers and efficient guards.

Hill folk are uncomfortable in big cities. They much prefer wide-open spaces. They are led by a military leader called the General. During times of danger, the General will call the hill folk together to defend the common good. But for the most part, the General makes no demands on the people except for some taxes to support the militia and to maintain the forts. Hill folk are generally governed by the head of their family. Those that live in fortresses are under the law of the local sheriff, who is appointed by the General.

Common Names: Wyatt, Bill, Zane, Ryder, Hallie, Lucky, Sue, Jeb, Monte, Bert, Daisy, Luke, Clementine.

Hill Folk Height

<u>Strength+d6</u>	<u>Height</u>
11	Very Short
12	Very Short
13	Short
14	Short
15	Average
16	Average
17	Average
18	Tall
19	Tall
20	Very Tall
21	Very Tall

Hill Folk Weight

<u>Stamina+d6</u>	<u>Weight</u>
12	Very Thin
13	Very Thin
14	Thin
15	Thin
16	Average
17	Average
18	Average
19	Heavy
20	Heavy
21	Very Heavy
22	Very Heavy

Hill Folk Family Background

<u>Fate+d6</u>	<u>Background</u>	<u>Bronze</u>	<u>Free</u>	<u>Specialties</u>
6	Hobo	\$10	8	Forage, Lie
7	Farmer	\$110	7	Plants, Build
8	Rustler	\$110	7	Stealth, Lie
9	Preacher	\$210	6	Theology, Preach
10	Soldier	\$210	6	Sword, Bow
11	Herder	\$310	5	Direction, Customs
12	Rancher	\$310	5	Business, Customs
13	Blacksmith	\$410	4	Build, Repair
14	Trail Boss	\$410	4	Bully, Medical
15	Craftsman	\$510	3	Bargain, Build
16	Merchant	\$610	2	Business, Literacy

Hob

Agility	7 + d6
Alertness	5 + d6
Charm	3 + d6
Cunning	11 + d6
Dexterity	9 + d6
Fate	6 + d6
Intelligence	2 + d6
Knowledge	4 + d6
Mechanical	10 + d6
Nature	8 + d6
Stamina	13 + d6
Strength	12 + d6

Specialties: Bully, Contacts, Flexible, Lie

Age: Intelligence + Knowledge + 8 years

Night Vision: Yes

Racial Ability: Revulsion

Uses per day: Three

Effects: By looking disgusting, a hob can prevent any foes from approaching within ten feet of him for (foe's Strength vs hob's Strength) minutes.

Example: A hob uses his Revulsion on a group of 6 goblins with Inferior Strength led by an ogre with Great Strength. The hob rolls Passable and repulses the goblins for 6 minutes each. The ogre is unaffected because his Strength is greater than the hob's roll. On a Great roll, the hob would affect the goblins for 10 minutes and the ogre for 2 minutes.

Description

Hobs are tall and bulky. They have flat heads, long arms and a decidedly ungraceful manner. Coarse black hair sprouts from their skin in unsightly patches, and rudimentary tusks curl from their lower jaws. Hobs are considered an ugly people by most other races (and even to each other!), and their reputation is one of cruelty. However, this seems to be an unfounded prejudice. Hobs are no more aggressive than other races, and some are meek-like gigantic children.

Hobs were once a great underground race that was forced to the surface by belligerent dwarves. Bewildered, their way of life destroyed, the hobs straggled one by one into the cities of men. At first

people feared them, but the hobs, having just lost their home to the dwarves, were in no position to cause trouble. They were not numerous enough to dominate the surface, so they tried to settle down to peaceful lives.

When people learned that hobs weren't dangerous, they started to laugh at them for being clumsy, ugly, and stupid. The hobs became second class citizens, reduced to doing menial tasks for their subsistence.

Most hobs still live among the human races as little better than slaves. Their strong backs make them well suited for hard labor, and their low intelligences make them excellent fodder for the slaver's caravans. Often, because of their great size and terrifying appearance, hobs take on jobs as bodyguards. Other hobs live in secluded mountains, far away from the jeers and fears of the human races.

Hobs dress simply in plain pastels and earth colors. They dislike shoes and rarely wear them. They are not comfortable on horseback, and prefer to travel on foot. Because they are clumsy, they rely on weapons requiring strength rather than dexterity.

Hobs believe that some day a mighty hob will lead his people out of slavery and oppression. He will guide them back to the bowels of the earth, and there they will battle the dwarves and regain their rightful kingdom.

Common Names: Shufflefoot, Broadback, Snort, Toughtoes, Basher, Pdunky.

Hob Height

<u>Strength+d6</u>	<u>Height</u>
14	Average
15	Average
16	Average
17	Tall
18	Tall
19	Very Tall
20	Very Tall
21	Very Tall
22	Enormous
23	Enormous
24	Enormous

Hob Weight

<u>Stamina+d6</u>	<u>Weight</u>
15	Thin
16	Average
17	Average
18	Average
19	Heavy
20	Heavy
21	Heavy
22	Very Heavy
23	Very Heavy
24	Very Heavy
25	Very Heavy

Hob Family Background

<u>Fate+d6</u>	<u>Background</u>	<u>Bronze</u>	<u>Free</u>	<u>Specialties</u>
8	Slave	\$10	8	Dodge, Run
9	Servant	\$10	8	Sincerity, Conceal
10	Outlaw	\$10	8	Stealth, Ride
11	Miner	\$110	7	Caves, Search
12	Laborer	\$110	7	Build, Siege
13	Bouncer	\$110	7	Hafted, Intuition
14	Bodyguard	\$210	6	Quickness, Brawling
15	Militia	\$210	6	Pole Arm, Customs
16	Guard	\$210	6	Sword, Brawling
17	Mercenary	\$310	5	Sword, Languages
18	Assassin	\$310	5	Stealth, Aim

Netherman

Agility	6 + d6
Alertness	2 + d6
Charm	7 + d6
Cunning	9 + d6
Dexterity	10 + d6
Fate	13 + d6
Intelligence	4 + d6
Knowledge	12 + d6
Mechanical	3 + d6
Nature	11 + d6
Stamina	5 + d6
Strength	8 + d6

Specialties: Arcane Lore, Caves, Intuition, Tame

Age: Intelligence + Knowledge -2 years

Night Vision: Yes

Racial Ability: Speak with Animals

Uses per day: Four

Effects: For (Passable vs Nature) x 2 minutes, the netherman can communicate with a single animal in the local area. Animals will usually react favorably to a netherman who uses this power. While this ability is in effect, the netherman can employ other skills such as Question, Preach, or Lie to question or manipulate the animal.

Description

Nethermen are slight, with stooped postures and sparse dark hair. Their skin is a coppery color with a sheen like metal. They rarely interact with other cultures, and when they do, they appear to be distracted and distinctly unintelligent. They speak very softly without much inflection, but they seem to understand each other without speaking.

Nethermen make their homes in intricate cave complexes. The walls are painted with mystic signs and cryptic symbols. The air of these caves reeks of a sweet, foreign smell that is rumored to come from astral gates deep within the tunnels. Nethermen will not speak willingly to outsiders about this phenomenon, but it is surmised that it is of religious/mystical significance to them.

Amongst the cryptic symbols, nethermen paint the images of animals on their cave walls, and as

one progresses further into a netherman cave, the paintings become more realistic, and the beasts they portray become more alien.

Nethermen are a primitive people who live day to day. Their clothing is simple: furs, leather and rough-woven cloth. They wear trinkets of wood, bone and shell; pierced ears and noses are very common. They have no written language; instead their legends are memorized in verse form: short, mystic poems that are passed down from generation to generation. Some of these poems are sung to the sound of flute-like instruments or drums.

Hunting is the most important occupation to the nethermen. Elaborate ceremonies are performed in order to insure good hunting. Hunting is a group activity in which the chosen beast is surrounded and ritualistically slaughtered. Nethermen feel a kinship with their prey, and upon its death, they chant magical poems in which they promise the beast a reward for its sacrifice. In its next life it will be born as a netherman.

Nethermen are ruled by a Shaman/Chief. He or she controls the secret rituals performed deep inside the caves, and teaches the youth the secret rites of the hunter.

Common Names: Songbird, River Woman, Moonstone, Blue Smoke, Weaver, Deerheart.

Netherman Height

<u>Strength+d6</u>	<u>Height</u>
10	Very Short
11	Very Short
12	Short
13	Short
14	Average
15	Average
16	Average
17	Tall
18	Tall
19	Very Tall
20	Very Tall

Netherman Weight

<u>Stamina+d6</u>	<u>Weight</u>
7	Very Thin
8	Very Thin
9	Thin
10	Thin
11	Average
12	Average
13	Average
14	Heavy
15	Heavy
16	Very Heavy
17	Very Heavy

Netherman Family Background

<u>Fate+d6</u>	<u>Background</u>	<u>Bronze</u>	<u>Free</u>	<u>Specialties</u>
15	Gatherer	\$10	8	Direction, Forage
16	Farmer	\$10	8	Plants, Forage
17	Weaver	\$10	8	Bargain, Quickness
18	Potter Maker	\$110	7	Build, Business
19	Fisher	\$110	7	Swim, Forage
20	Hunter	\$110	7	Forage, Bow
21	Warrior	\$210	6	Pole Arm, Bow
22	Canoe Maker	\$210	6	Build, Boating
23	Toolmaker	\$210	6	Build, Repair
24	Shaman	\$310	5	Will, *Heal
25	Chieftain	\$310	5	Legends, *Shapeshift

Nomad

Agility	2 + d6
Alertness	5 + d6
Charm	9 + d6
Cunning	11 + d6
Dexterity	8 + d6
Fate	7 + d6
Intelligence	10 + d6
Knowledge	12 + d6
Mechanical	3 + d6
Nature	4 + d6
Stamina	13 + d6
Strength	6 + d6

Specialties: Bargain, Filch, Languages, Ride

Age: Intelligence + Knowledge -8 years

Night Vision: No

Racial Ability: Adaptation

Uses per day: Two

Effects: A nomad adapts quickly to the harshest conditions. Using his adaptation, a nomad can survive a hostile environment for (Passable vs Stamina) x 5 minutes without injury. Hostile conditions include fire, arctic cold, drowning, poisonous gas, and other similar hazards.

Description

Nomads live in the vast desert lands. Their villages are made from sandstone blocks, but many of them live in large tent cities. They are an arrogant people who are proud of their heritage. Nomads who marry outside their race are usually outcast or even killed.

Nomads believe that they are the divinely appointed rulers of the world. Devils created the other races to challenge the supremacy of the nomads. It is these devils that turned the nomad's ancestral paradise into a desert. Most nomads look upon outsiders as devil's spawn. According to their beliefs, it is no sin to rob, cheat, or kill those of another race. Appropriately, most nomads make their living by trade and slavery.

Yet a nomad will courageously defend his friends, no matter what their race. They are steadfastly loyal to family members and those who

have earned their trust and respect. A nomad may even offer to mix blood with his most trusted friend. To become the blood brother of a nomad is a great honor, for it is a bond that may never be broken.

The desert has taught the nomads to be very pragmatic about life and death. They have an incredible forbearance for discomfort and can shrug off the most devastating misfortune as "the will of Nirin." Even death holds no fear for them, as long as it is nobly faced. This combination of fatalism, bravery, and obstinacy make them bloodthirsty fighters.

While nomads prefer to live in the desert they adapt remarkably well to other climates. Some nomads even range far to the north where the land is nearly always covered in snow. Although they are nomadic, they usually stick to well-known trade routes, traveling safely from one village to another.

Nomads are a tall, thin race with dark features. Both the men and women tuck their hair into cloth caps or scarves. Their clothing is woven from light, flowing cotton or linen. They are very wary, distrustful and quick to anger. They are fanatically devoted to their race, laws and history.

Nomad society is controlled by the laws of Nirin; a huge collection of written material recorded by ancient scribes. It is said that the father of the nomads, the blood-thirsty Nirin, dictated these words to his thirteen sons who then became the interpreters of his law. These positions of honor are handed down traditionally from father to son, so that today the nomads are still controlled by thirteen men known as the lawgivers. Although some of Nirin's laws are terribly archaic, the nomads stubbornly continue to live according to his dictates.

Common Names: Kamil, Hakim, Yasar, Leila, Numair, Omar, Rabi.

Nomad Height

<u>Strength+d6</u>	<u>Height</u>
8	Very Short
9	Very Short
10	Short
11	Short
12	Average
13	Average
14	Average
15	Tall
16	Tall
17	Very Tall
18	Very Tall

Nomad Weight

<u>Stamina+d6</u>	<u>weight</u>
15	Very Thin
16	Very Thin
17	Thin
18	Thin
19	Average
20	Average
21	Average
22	Heavy
23	Heavy
24	Very Heavy
25	Very Heavy

Nomad Family Background

<u>Fate+d6</u>	<u>Background</u>	<u>Bronze</u>	<u>Free</u>	<u>Specialties</u>
9	Outcast	\$10	8	Dodge, Stealth
10	Beggar	\$110	7	Lie, Disguise
11	Thief	\$110	7	Unlock, Traps
12	Entertainer	\$210	6	Entertain, Mimic
13	Horse Trainer	\$210	6	Tame, Intuition
14	Trader	\$310	5	Lie, Customs
15	Merchant	\$310	5	Business, Lie
16	Slaver	\$410	4	Bully, Flexible
17	Importer	\$410	4	Customs, Business
18	Caravan Owner	\$510	3	Tame, Business
19	High Priest	\$610	2	Theology, Literacy

Ratling

Agility	9 + d6
Alertness	8 + d6
Charm	4 + d6
Cunning	12 + d6
Dexterity	10 + d6
Fate	7 + d6
Intelligence	5 + d6
Knowledge	6 + d6
Mechanical	11 + d6
Nature	3 + d6
Stamina	13 + d6
Strength	2 + d6

Specialties: Disguise, Mimic, Quickness, Traps

Age: Intelligence + Knowledge + 3 years

Night Vision: Yes

Racial Ability: Disease

Uses per day: Two

Effects: The ratling's touch can cause a disease that will last for (victim's Stamina vs ratling's Cunning) hours. The symptoms appear in just a few minutes. The target will suffer diarrhea, nausea, fever, and headaches and other flu-like symptoms.

Description

Ratlings are a short people with sparse gray, brown or black hair covering most of their bodies. They have narrow faces, fat torsos, tiny hands and feet as well as a tail (though some ratlings dock their tails in order to appear more human). Their dress is ragged and unkempt. They are terrible speakers and singers. Most ratlings have squeaky or nasal-sounding voices.

Ratlings live in catacombs just underneath the surface of large cities. Some live in sewers and will eat most anything. They live mainly by scavenging what they can and stealing the rest. They are natural thieves, but rarely profit by it. They are fascinated by sparkling jewelry, coins, and the like, and can't bear to give them up. Instead, they hoard such items in their nests and paw over them in their leisure.

Many ratlings are eager to be accepted by others. As mentioned before, some pass themselves

off as human. They are highly imitative of others, and many of them live in a complete fantasy world, pretending to be someone they are not.

Ratlings can be terrific fighters when they are cornered, though they are naturally shy and cowardly. They usually travel at night and stick to areas that they know intimately. However, ratlings are inquisitive and will sometimes explore for the sake of exploring. They are very clever with their hands, and some have made their living as engineers and craftsmen.

In their underground catacombs, ratlings live in virtual anarchy. The largest ratling, called the King Rat, rules the others through intimidation. The King requires a monthly tax in exchange for protection from so called "accidents."

Many ratlings have been accepted into the human societies. Humans, unable to get rid of the ratlings, are resigned to live with them.

Common Names: Napoleon, Alexander, Esmeralda, Charlton, Lancelot, Melisandra, Penelope, Ben.

Ratling Height

<u>Strength+d6</u>	<u>Height</u>
4	Tiny
5	Tiny
6	Tiny
7	Tiny
8	Very Short
9	Very Short
10	Very Short
11	Very Short
12	Short
13	Short
14	Short

Ratling Weight

<u>Stamina+d6</u>	<u>Weight</u>
15	Very Thin
16	Very Thin
17	Thin
18	Thin
19	Average
20	Average
21	Average
22	Heavy
23	Heavy
24	Very Heavy
25	Very Heavy

Ratling Family Background

<u>Fate+d6</u>	<u>Background</u>	<u>Bronze</u>	<u>Free</u>	<u>Specialties</u>
9	Scavenger	\$10	8	Search, Conceal
10	Slave	\$10	8	Dodge, Run
11	Beggar	\$10	8	Lie, Preach
12	Mime	\$110	7	Entertain, Memory
13	Jester	\$110	7	Entertain, Empathy
14	Townsmen	\$110	7	Customs, Literacy
15	Artist	\$210	6	Intuition, Legends
16	Craftsman	\$210	6	Business, Bargain
17	Merchant	\$210	6	Business, Customs
18	Entertainer	\$310	5	Entertain, Artistry
19	King Rat	\$310	5	Will, Bully

Serpentine

Agility	8 + d6
Alertness	5 + d6
Charm	12 + d6
Cunning	13 + d6
Dexterity	2 + d6
Fate	9 + d6
Intelligence	10 + d6
Knowledge	7 + d6
Mechanical	11 + d6
Nature	4 + d6
Stamina	3 + d6
Strength	6 + d6

Specialties: Bargain, Business, Contacts, Lie

Age: Intelligence + Knowledge -3 years

Night Vision: No

Racial Ability: Hypnotize

Uses per day: Two

Effects: A serpentine can hypnotize a target within the local area. For (target's Intelligence vs serpentine's Cunning) x 2 minutes, the target goes into a trance and will obey any simple command given to him by the serpentine. The serpentine can give only one command per minute. The commands must be physical actions. No information may be gained from the victim by using this ability.

Description

Serpentines are a race of snake-like people. They have long limbs and bodies, as well as sinuous necks and tails. Their rough skin tends to be dark tan to greenish black. Most serpentines shave their heads, but some females prefer to let their hair grow long. Serpentines mark their backs, chests, arms and cheeks with intricate scars. These scars indicate their ancestry, and acts as a heraldic sign for all serpentines to see and recognize. At puberty, a serpentine's tongue is slit, so that he or she may speak in the hissing tones of an adult serpentine.

The original homeland of the serpentines is in the deserts of the southeast, and a few of their villages still exist there. However, most serpentines make their homes in human settlements, particularly in large trade cities. They form their

own Serpentine towns and open up business as merchants. Because they are sharp and shrewd tradesmen (and none too honest) they are usually wealthy. Serpentines are one of the few races to keep slaves. As a symbol of status, they prefer to travel in chariots or rickshaws.

Many people fear serpentines and refuse to do business with them. Because of this, serpentines hire human fronts who act as their liaisons when doing business. These henchmen also help them attend to business around town. In this way, the serpentines secretly run many large guilds and businesses. Serpentines are often involved in shady ventures such as gambling, thievery and fraud. They are interested in anything that can potentially make them money. Many serpentines act as loan sharks, financing adventures for a whopping profit.

Serpentines live in virtual fortresses within human towns and cities. Each fortress is controlled by a single leader who is a member of one of the three powerful families that controls the other serpentines. These feuding factions have divided all businesses between themselves. It is dangerous to get involved in a serpentine blood feud. At these times, other races refuse to go into serpentine territory, even in broad daylight. Sometimes, since the serpentine interests extend into all areas of business, the blood feud will spill out of serpentine territory and become a dreaded Snake War.

Serpentines worship their ancestors. They revere their histories and take pride in their family ties. The most important thing to a serpentine is his hatchery, where he or she stores the eggs that must incubate for two years before hatching into baby serpentines.

Serpentines enjoy music and the sinuous dancing of their race, but their greatest pleasure is in making a buck.

Common Names: Hissette, Slake, Salmalin, Unduletta, Scarface, Slithar, Boa.

Serpentine Height

<u>Strength+d6</u>	<u>Height</u>
8	Short
9	Short
10	Average
11	Average
12	Average
13	Tall
14	Tall
15	Tall
16	Very Tall
17	Very Tall
18	Enormous

Serpentine Weight

<u>Stamina+d6</u>	<u>weight</u>
5	Very Thin
6	Very Thin
7	Very Thin
8	Very Thin
9	Thin
10	Thin
11	Thin
12	Average
13	Average
14	Average
15	Heavy

Serpentine Family Background

<u>Fate+d6</u>	<u>Background</u>	<u>Bronze</u>	<u>Free</u>	<u>Specialties</u>
11	Servant	\$10	8	Sincerity, Quickness
12	Sycophant	\$110	7	Sincerity, Empathy
13	Thief	\$110	7	Filch, Unlock
14	Innkeeper	\$210	6	Poison, Languages
15	Shopkeeper	\$210	6	Customs, Empathy
16	Salesman	\$310	5	Filch, Sincerity
17	Merchant	\$310	5	Customs, Languages
18	Councilor	\$410	4	Intuition, Forgery
19	Noble	\$410	4	Literacy, Interrogate
20	Gang Lord	\$510	3	Interrogate, Preach
21	Enchanter	\$610	2	Arcane Lore, *Enchant

Sidhe (shee)

Agility	6 + d6
Alertness	9 + d6
Charm	12 + d6
Cunning	7 + d6
Dexterity	4 + d6
Fate	13 + d6
Intelligence	8 + d6
Knowledge	11 + d6
Mechanical	5 + d6
Nature	10 + d6
Stamina	2 + d6
Strength	3 + d6

Specialties: Arcane Lore, Artistry, Legends, Preach

Age: Intelligence + Knowledge -5 years

Night Vision: No

Racial Ability: Heal

Uses per day: Four

Effects: The touch of a sidhe can heal (Passable vs Nature) wound levels. Death or amputation cannot be cured.

Description

Sidhe are the most ethereal of the fairie folk. They are blindingly beautiful and have lovely voices. Their skin is soft and putty-like, and it seems to glow faintly. The Sidhe are tall, pale, thin and languid. They wear their hair long and unbound. In the moonlight it shimmers with rainbow colors. They wear vivid clothing, favoring silver, gold, red and purple. They love jewelry, especially rings.

The sidhe make their homes under hills, in strange spheres connected by round tunnels. Here they gaze for days into iridescent baubles, seeking hidden knowledge. Like firbolgs, they meditate for two hours a day instead of sleeping. Their dreams are powerful and visionary.

Sidhe are practically immortal; they never seem to die of old age, and always appear young. They have little respect for other races, even their fellow elf kin. They are the royalty of the Seelie Court, and act as such. In other words, they feel unbound by the laws of the court, laws they set down for the other elf kin.

Sometimes sidhe will kidnap humans and bring them into their homes under the elf hills. These underground palaces are called brughs. Female sidhe seem to enjoy tempting men with their beauty, and the males enjoy luring women to their moral doom. Children born of these unions are never raised as sidhe; the human parent is given custody, or else the child is abandoned. These children are known as elfin. A human who does return from a sidhe settlement is often branded as a madman, seer, healer or prophet.

Sidhe never work. They rely on simple folk (who believe them to be deities) to feed them. Every day, these farmers place food and milk in a special shrine in the wilderness for the sidhe. The sidhe do not consider themselves to be gods, but they certainly do nothing to change the belief of these people. In fact, they encourage them by using their magic to favor those that worship them and punish those who don't.

In ancient times, the sidhe were the leaders of the elf kin. They founded the Seelie Court and drafted the rules of goodness and wisdom by which the elf kin seek to live. The sidhe were originally the keepers of the legends and ruled wisely and well. For this historical reason, they are sometimes still known as "High Elves."

Later, when great battles scattered the elven races, and the Seelie Court was sundered, and the Unseelie Court sprang from its side, the sidhe withdrew from the world, declaring that they would have nothing to do with the follies of humans and elves.

They disappeared so thoroughly that even the other elf kin could not find them. Only in the last hundred years have the sidhe come out of hiding, but they continue to keep to themselves. Although they founded the Seelie Court, they have done nothing to revitalize it. Others of the fairie folk, the firbolg in particular, still maintain the traditions of the Seelie court as best they can without the guidance of the sidhe.

Common Names: Pearl, Serena, Crystal, Sapphira, Narcissus, Ashley, Wellborn, Violet, Puck.

Sidhe Height

<u>Strength+d6</u>	<u>Height</u>
5	Very Short
6	Very Short
7	Very Short
8	Short
9	Short
10	Short
11	Average
12	Average
13	Average
14	Tall
15	Tall

Sidhe Weight

<u>Stamina+d6</u>	<u>Weight</u>
4	Very Thin
5	Very Thin
6	Very Thin
7	Very Thin
8	Thin
9	Thin
10	Thin
11	Average
12	Average
13	Average
14	Heavy

Sidhe Family Background

<u>Fate+d6</u>	<u>Background</u>	<u>Bronze</u>	<u>Free</u>	<u>Specialties</u>
15	Story-Teller	\$10	8	Entertain, Languages
16	Musician	\$110	7	Entertain, Quickness
17	Scribe	\$110	7	Literacy, Languages
18	Artist	\$210	6	Sincerity, Forgery
19	Warrior	\$210	6	Sword, Bow
20	Gentry	\$310	5	Customs, Literacy
21	Minstrel	\$310	5	Entertain, Memory
22	Concubine	\$410	4	Entertain, Sincerity
23	Earl of Elves	\$410	4	Interrogate, Literacy
24	Duke of Elves	\$510	3	Sincerity, Customs
25	Royalty	\$610	2	Languages, *Bewitch

Spriggan

Agility	7 + d6
Alertness	3 + d6
Charm	2 + d6
Cunning	12 + d6
Dexterity	13 + d6
Fate	4 + d6
Intelligence	10 + d6
Knowledge	9 + d6
Mechanical	11 + d6
Nature	8 + d6
Stamina	5 + d6
Strength	6 + d6

Specialties: Conceal, Filch, Forgery, Unlock

Age: Intelligence + Knowledge -5 years

Night Vision: No

Racial Ability: Growth

Uses per day: Two

Effects: Spriggans may grow to the size of an ogre (about ten feet tall). This power lasts for (Passable vs Cunning) x 10 minutes. While enlarged, they gain +5 to their Strength, Stamina, Defense, and all related skills.

Description

A spriggan is a member of the fairie folk, but he is very atypical. Spriggans are a sulky, pessimistic race with a rather malignant attitude. Almost none are members of the Seelie Court, and quite a few are secret members of the Unseelie Court.

Spriggans are often malicious and mistreat others by using their magic to confuse or frighten them. Spriggans are not intentionally cruel, just unthinking. They feel as though they have been unfairly cheated from their place in the world and they resent it. Their resentment spills out in a hundred self-centered cruelties.

Spriggans are small and stocky. They have dark hair and skin, and rarely smile. Their clothing of somber grays and dark browns match their sullen moods. They wear very little jewelry, but always seem well-armed.

Spriggans live in old ruins, barrows and deserted manor houses. Their original home

amongst the other elf kin was lost to them after a great ancient battle. The Seelie Court banished them from the land on charges of cowardice, something the spriggans vehemently deny to this day. They feel they were made scapegoats by the sidhe leaders to cover up their own incompetence. They feel that the sidhe withdrew from the world immediately thereafter for this reason. Today, spriggans have little to do with elves and firbolgs, and particularly hate the sidhe.

Spriggans live in small groups or singly, traveling aimlessly from shelter to shelter, nourishing themselves with an inner hatred for the wrongs that they feel have been visited upon their people. To feed their bodies, they forage and hunt for food.

Despite their sullenness, spriggans are a very honorable people. Because of their tainted past, they make every effort to prove themselves to be brave and trustworthy. For this reason, a spriggan keeps his word. However, if you betray a spriggan, he will seek vengeance with a frightening single-mindedness.

Spriggans are rumored to be the ghosts of giants. This arises from their ability to grow in size and their penchant for living amongst ruins.

Common Names: Sullen, Shadow, Avenger, Giganta, Hellborn, Jinx, Malajusta, Groucher.

Spriggan Height

<u>Strength+d6</u>	<u>Height</u>
8	Tiny
9	Tiny
10	Very Short
11	Very Short
12	Very Short
13	Very Short
14	Short
15	Short
16	Short
17	Short
18	Average

Spriggan Weight

<u>Stamina+d6</u>	<u>Weight</u>
7	Very Thin
8	Very Thin
9	Thin
10	Thin
11	Average
12	Average
13	Average
14	Heavy
15	Heavy
16	Very Heavy
17	Very Heavy

Spriggan Family Background

<u>Fate+d6</u>	<u>Background</u>	<u>Bronze</u>	<u>Free</u>	<u>Specialties</u>
6	Derelict	\$10	8	Lie, Search
7	Serf	\$10	8	Plants, Forage
8	Herder	\$10	8	Tame, Direction
9	Gatherer	\$110	7	Plants, Forage
10	Hunter	\$110	7	Forage, Track
11	Robber	\$110	7	Sword, Bully
12	Counterfeiter	\$210	6	Contacts, Literacy
13	Burglar	\$210	6	Unlock, Stealth
14	Story-Teller	\$210	6	Legends, Entertain
15	Toolmaker	\$310	5	Build, Bargain
16	Healer	\$310	5	Plants, Medical

Viking

Agility	3 + d6
Alertness	2 + d6
Charm	6 + d6
Cunning	7 + d6
Dexterity	9 + d6
Fate	5 + d6
Intelligence	8 + d6
Knowledge	10 + d6
Mechanical	12 + d6
Nature	4 + d6
Stamina	13 + d6
Strength	11 + d6

Specialties: Boating, Hafted, Swim, Will

Age: Intelligence + Knowledge -4 years

Night Vision: No

Racial Ability: Fear

Uses per day: Four

Effects: With a grimace, a viking can scare away a single foe, causing them to flee for (foe's Strength vs viking's Strength) x 2 minutes.

Description

Vikings are large, boisterous people who are found primarily along the northern coastline. They are a warrior race, who love nothing more than a good fight. They wear simple clothing woven from linen as well as furs and leather. The men wear long beards, and both sexes wear their hair loose or in long braids. Most vikings have fair or red hair. Their complexion is usually ruddy.

Vikings hunt and fish for food, but they mainly survive by raiding coastal settlements. Vikings are excellent seamen, and their galleys, propelled by the strong backs of slaves, strike fear into the hearts of others.

Vikings love finely crafted weapons, armor and jewelry. They enjoy reliving battles in song or long poetical recitations. Vikings believe that the greatest honor they can achieve is death in battle. The soul of a dead warrior goes to Valhalla, a great hall where all valiant warriors drink and boast their exploits throughout eternity.

Viking clans are controlled by male majority rule. However, blood lines are traced through the mother. A male child's maternal uncle is considered to be his mentor, and a young viking boy will be apprenticed to his uncle's family when he is young. Marriage for a viking women is arranged when she is a mere child. When she is ten years old, she will go to live with the family of her future husband; they will train her as they see fit. All viking women are trained as warriors, though few participate in raids.

Common Names: Thor, Balder, Loki, Garth, Davel, Gretchen, Birgitta, Einer, Alrik, Helga.

Viking Height

<u>Strength+d6</u>	<u>Height</u>
13	Average
14	Average
15	Average
16	Tall
17	Tall
18	Tall
19	Very Tall
20	Very Tall
21	Very Tall
22	Enormous
23	Enormous

Viking Weight

<u>Stamina+d6</u>	<u>weight</u>
15	Thin
16	Average
17	Average
18	Average
19	Heavy
20	Heavy
21	Heavy
22	Very Heavy
23	Very Heavy
24	Very Heavy
25	Very Heavy

Viking Family Background

<u>Fate+d6</u>	<u>Background</u>	<u>Bronze</u>	<u>Free</u>	<u>Specialties</u>
7	Drunk	\$10	8	Lie, Conceal
8	Story-Teller	\$110	7	Legends, Entertain
9	Hunter	\$110	7	Stealth, Track
10	Trapper	\$210	6	Track, Traps
11	Fisher	\$210	6	Forage, Flexible
12	Warrior	\$310	5	Brawling, Medical
13	Raider	\$310	5	Bully, Brawling
14	Weapon Maker	\$410	4	Bargain, Build
15	Leather worker	\$410	4	Business, Bargain
16	Ship Builder	\$510	3	Build, Repair
17	Lawmaker	\$610	2	Sanity, Literacy

Wolfling

Agility	11 + d6
Alertness	13 + d6
Charm	5 + d6
Cunning	4 + d6
Dexterity	3 + d6
Fate	2 + d6
Intelligence	8 + d6
Knowledge	7 + d6
Mechanical	6 + d6
Nature	12 + d6
Stamina	9 + d6
Strength	10 + d6

Specialties: Direction, Forage, Search, Track

Age: Intelligence + Knowledge -1 years

Night Vision: No

Racial Ability: Transform

Uses per day: Two

Effects: Wolflings can transform into huge wolves. They will stay a wolf for up to (Passable vs Stamina) x 10 minutes. Wolflings can change back at will; they also change back if they pass out or die. They are helpless while changing. It takes (Will vs Awesome) combat turns for a wolfling to transform.

In wolf form, they have +3 Agility, Alertness, and Nature. They also suffer -3 Dexterity, Mechanical, and Intelligence. Not only are their base skills adjusted, but so are all the skills related to them. While in wolf form, they cannot use weapons, wear armor, or speak; but they will retain their knowledge and personality. Their bite is considered a Brawling weapon with a damage rating of 16.

Description

Wolflings are shape-changers. Though human, they hunt their prey in the form of a wolf. They are not werewolves, although they are often mistaken for them. Wolflings are a racial type, not a group of people suffering from the same affliction. Wolflings hunt wild animals, never humans. They are vulnerable to normal weapons and they do not pass their lycanthropy on to their victim. Wolflings

change into wolf form at will, not because of the fullness of the moon.

In human form, wolflings are extremely hairy, with straight eyebrows meeting over their nose. They have strong, claw-like fingernails and small flat ears which are sometimes pointed. The ring finger on each hand is at least as long as their middle finger. They dress in simple tunics and robes. They carry little of worth with them for fear of losing it during a transformation. Wolflings cannot use weapons or wear armor when in wolf form. Instead they rely on their bite.

Because wolflings are easily mistaken for werewolves they avoid large centers of civilization. They much prefer the solitude and the safety of the wilds anyway, and travel alone or in small packs. A wolfling pack is guided by one adult male and his consort; they are responsible for the safety and protection of their people. When in human form, they sometimes live in small huts surrounded by a strong wall of wood or stone.

Common Names: Wuff, Lon, Lycanthra, Harry, Chaney, Biter, Garou, Growler, Rufus.

Wolfling Height

<u>Strength+d6</u>	<u>Height</u>
12	Short
13	Short
14	Average
15	Average
16	Average
17	Tall
18	Tall
19	Tall
20	Very Tall
21	Very Tall
22	Enormous

Wolfling Weight

<u>Stamina+d6</u>	<u>Weight</u>
11	Very Thin
12	Very Thin
13	Thin
14	Thin
15	Average
16	Average
17	Average
18	Heavy
19	Heavy
20	Very Heavy
21	Very Heavy

Wolfling Family Background

<u>Fate+d6</u>	<u>Background</u>	<u>Bronze</u>	<u>Free</u>	<u>Specialties</u>
4	Vagrant	\$10	8	Lie, Languages
5	Outlaw	\$10	8	Bully, Sword
6	Herder	\$10	8	Tame, Ride
7	Hunter	\$110	7	Stealth, Bow
8	Tanner	\$110	7	Business, Bargain
9	Woodcutter	\$110	7	Climb, Hafted
10	Trapper	\$210	6	Traps, Stealth
11	Stonemason	\$210	6	Build, Business
12	Poacher	\$210	6	Crossbow, Stealth
13	Guide	\$310	5	Languages, Bargain
14	Mercenary	\$310	5	Sword, Ride

Chapter 3

Character Types

Type

A character's type is something for which he has a particular aptitude. Your character's type is what your character was born to do; it is an innate talent, not a learned skill. It does not necessarily mean that this is your character's occupation. Very few people, in fact, are lucky enough to be employed in a profession that is also their calling.

A character's type is used for generating a character and for giving the player an idea of how the character would best be played. Although a character's type never changes, a character is free to acquire whatever skills he likes through training, practice, and experience. A scholar may become a thief merely by building up her thieving skills.

The types available in the game are described later in this chapter. A character may be only one type. There are no "multi-classed" characters in *Legendary Lives*.

Requirements

Each type has two or more skill requirements. Your character's scores in these categories must be equal to or greater than the requirement for you to be of that type. If your skills aren't high enough, you must pick a different type. The requirements are summarized on the Non-Spell User Type and Spell User Type tables.

Non-Spell User Types

Type	Requirements 11+	
Acrobat	Agility	Stamina
Archer	Agility	Dexterity
Assassin	Alertness	Cunning
Diplomat	Charm	Intelligence
Duelist	Agility	Strength
Gladiator	Dexterity	Strength
Healer	Knowledge	Nature
Interrogator	Alertness	Intelligence
Inventor	Dexterity	Mechanical
Knight	Charm	Strength
Mercenary	Cunning	Strength
Merchant	Cunning	Intelligence
Minstrel	Charm	Knowledge
Priest	Charm	Fate
Ranger	Nature	Stamina
Rogue	Agility	Cunning
Sage	Fate	Knowledge
Scholar	Intelligence	Knowledge
Scout	Alertness	Nature
Soldier	Alertness	Stamina
Spy	Alertness	Dexterity
Thief	Cunning	Dexterity
Warrior	Stamina	Strength

Spell User Types

(All spell users must have a Fate of 13+)

Type	Requirements 11+	
Alchemist	Intelligence	Mechanical
Bard	Charm	Knowledge
Conjurer	Intelligence	Strength
Demonologist	Intelligence	Stamina
Druid	Strength	Nature
Enchanter	Charm	Mechanical
Illusionist	Dexterity	Intelligence
Necromancer	Cunning	Stamina
Psychic	Agility	Alertness
Shaman	Agility	Nature
Sorcerer	Cunning	Dexterity
Spiritualist	Alertness	Knowledge
Witch	Cunning	Nature
Wizard	Knowledge	Stamina

Specialties

The type that you choose will give your character eight more specialties. Remember, specialties equal the base skill listed above them on the character sheet. If a type specialty duplicates a racial or background specialty, you get a free specialty instead.

Example: With his Mechanical of 16 and his Dexterity of 14, Mike thinks his dwarf would make a great inventor. The dwarf gets these specialties: Build, Repair, Traps, Unlock, Search, Business, Siege, and Crossbow. On his character sheet, Mike fills in these skills so that they are the same as the base skills above them. Because Build and Siege are already specialties due to his background, Mike leaves these skills as they are. Instead he makes a note at the top of his character sheet that he has two additional free specialties. The dwarf now has a total of six free specialties; four from his background and two from duplicated specialties.

Devotion

The influence of religion is pervasive in the world of *Legendary Lives*. All characters start the game with a Devotion skill. To determine your character's Devotion, roll a six-sided die and add the result to the base value for your type.

Record your character's Devotion in the appropriate space on your character sheet. Like any other skill, Devotion is measured on a scale of 1 to 25, with 10 being average. Devotion cannot be taken as a specialty.

Devotion is a measure of a character's faith in her religion. With the Devotion skill, she has a chance to pray to her god and achieve divine intervention in times of dire need. The results can be as subtle as a dream or as obvious as a miracle. When things get really rough, it's nice to have one last chance.

Example: As an Inventor, Dolin has a base Devotion of 7. He rolls a 2, making a total of 9. His player writes this total on his character sheet. He decides that Dolin stops in at a temple occasionally, but doesn't make a point of worshipping regularly.

Type Ability

This chapter lists a special ability for each non-spell user type. This ability is something which only characters of that type can do. For instance, only archers have the "Quick Fire" ability.

Note your type ability and uses per day on your character sheet. Spell users do not receive a type ability. They rely on their spells instead.

Uses per day is the maximum number of times a character can attempt his special ability in a game day. A failed attempt counts as a use, even if it has no effect.

Effects describes how the character uses his special ability during play. Many type abilities require a die roll against a skill (rolling against skills is explained in Chapter 8: How to Play).

Description

This chapter gives a brief description of the typical personality for each type. These stereotypes are not all inclusive. They are intended to give you an idea of how the various types might behave. You are of course free to play your character any way you choose.

What's Next?

After determining your character's type, turn to Chapter 4: Religions to find out more about your character's faith.

Non-Spell User Types

Below are descriptions of the various types available to all characters, provided they have the skills required.

Acrobat

Requirements: Stamina 11+, Agility 11+
Specialties: Climb, Entertain, Run, Swim, Dodge, Quickness, Stealth, Jump
Devotion: 7 + d6
Type Ability: Tumble
Uses per day: Four

Effects: An acrobat can tumble out of danger. On the turn that he tumbles, he cannot be hit by anything except area effect weapons. He must end his tumble within thirty feet of where he started. This allows him to roll completely out of combat if he wishes. Note that an acrobat cannot perform any other action on the turn he tumbles.

Description: An acrobat's movements are precise, accurate and graceful. Acrobats can perform amazing gymnastic feats because of their limberness and strength. They are natural-born athletes and enjoy physical activity such as climbing, running and swimming. An acrobat may make his living as an entertainer or wrestler, but most of them end up in careers unrelated to their natural talents, growing fat from lack of exercise.

Archer

Requirements: Dexterity 11+, Agility 11+
Specialties: Bow, Crossbow, Aim, Dodge, Quickness, Stealth, Medical, Repair
Devotion: 7 + d6
Type Ability: Quickfire
Uses per day: Unlimited

Effects: When firing a bow (not a crossbow), an archer is allowed two attacks per turn.

Description: Archers are skilled at accurately hitting a target using any sort of missile weapon. Since a bow is a ranged weapon, the archer has an advantage over characters using swords or other contact weapons. An archer can use his talents to feed his family by hunting or he can get a job as a

guard. Some archers travel from town to town and earn their living in archery competitions.

Assassin

Requirements: Alertness 11+, Cunning 11+
Specialties: Climb, Stealth, Contacts, Lie, Disguise, Mimic, Sword, Poison
Devotion: 4 + d6
Type Ability: Ambush
Uses per day: Three

Effects: Assassins are masters of the sneak attack. On the first round of combat, an assassin can use his Ambush ability to receive an extra (Passable vs Stamina) actions which must all be used on the same turn.

Description: Assassins are hired killers. Some of them are psychopaths who enjoy their work. Others see murder as a lucrative business opportunity (Make big money! Choose your own hours!). Although assassins place a low value on life, many have a business person's sense of honor. When they make a promise, they do their best to deliver. Assassins are careful about their reputations, and will go to great lengths to project an image of deadly efficiency. Since assassination is socially unacceptable in most communities, assassins live a secretive life and can be hard to locate. An assassin may lurk in dark corners at the local pub waiting for a contract, or he may lead a double life as a successful townsman.

While an assassin may jump his victim in a dark alley, many take a disdainful view of such practices. In most cases, a client wishes the death to look natural or at least accidental. An assassin must prove cunning enough to do the job smoothly. Many of them are experts in disguise, mimicry and poisons and take great pride in their skills.

Diplomat

Requirements: Charm 11+, Intelligence 11+
Specialties: Empathy, Forgery, Listen, Lie, Customs, Languages, Preach, Sincerity
Devotion: 8 + d6
Type Ability: Deal
Uses per day: Three

Effects: A diplomat can make an offer that can't be refused. This ability cannot be used during combat. The victim will agree to the diplomat's offer

for (victim's Intelligence vs diplomat's Charm) x 10 minutes, at which time the victim reconsiders and may try to get out of the deal, if it isn't too late!

Description: Diplomats have a natural ability to encourage people to trust them. They always smile and their winsome ways make them excellent candidates for public office. Many diplomats become advisors to kings, queens and other rulers.

While a diplomat may seem open and simple, his character is usually quite complex. Diplomats always seem to know (and deliver) what people want. This makes them very popular, and some diplomats use their abilities to help people. On the other hand, many diplomats become power-hungry, and use their innate skills to gain what they want, even if they must commit criminal acts to secure their position.

Duelist

Requirements: Strength 11+, Agility 11+

Specialties: Sword, Dodge, Quickness, Ride, Jump, Customs, Aim, Brawling

Devotion: 6 + d6

Type Ability: Disarm

Uses per day: Unlimited

Effects: A duelist may use his own weapon to knock an opponent's weapon or shield (defender's Dexterity vs duelist's Strength) yards away. If the duelist rolls Awesome, the defender's weapon is shattered.

Description: A duelist specializes in single combat with another swordsman. They are loud and boisterous, and favor daring escapades. During a fight, a duelist can often be seen swinging from a chandelier, leaping atop a table, hurling a beer mug, or slipping out the back with one arm around a barmaid. Some duelists serve as the king's elite guard. Others may be hired to champion the honor of a well-born lady, or to face a challenger in a nobleman's stead. Duelists make excellent teachers of swordplay, although their irresponsible behavior may turn the class into a free-for-all.

Gladiator

Requirements: Strength 11+, Dexterity 11+

Specialties: Sword, Flexible, Pole Arm, Aim, Brawling, Run, Will, Bully

Devotion: 7 + d6

Type Ability: Knockout

Uses per day: Four

Effects: A gladiator can knock a foe out for (foe's Strength vs gladiator's Brawling) turns. Double the duration if the gladiator is using a sap, small club, or cestus.

Description: Gladiators are trained to fight for the amusement of the crowd. Glory and admiration of the masses are highly important to a gladiator. They are keenly competitive, and when in front of a crowd they are eager to match their abilities against any worthy adversary. Gladiators are good natured scrappers. They are especially adept at defeating an adversary without causing permanent harm. They are loathe to kill unnecessarily, though if the crowd demands it, they will dispatch a vanquished opponent without hesitation.

Healer

Requirements: Nature 11+, Knowledge 11+

Specialties: Medical, Poison, Plants, Literacy, Business, Interrogate, Sanity, Empathy

Devotion: 10 + d6

Type Ability: Healing Hands

Uses per day: Three

Effects: The healer's touch magically heals (Passable vs Nature) levels of damage.

Description: Healers are fascinated by the mysterious workings of the body and enjoy experimenting with herbs as possible cure-alls. Although they are familiar with all sorts of poisons, they are not inclined to use them. Life, after all, is their passion.

Healers are walking encyclopedias of herbs, plants, poisons, superstitions and traditions. They are highly revered in all cultures, but a healer who has made too many mistakes will be in big trouble. Most people don't take kindly to an unsuccessful healer. Although sidhe have a natural ability to heal, most healers must rely on their knowledge of plants and medicine to tend to the sick and injured.

Interrogator

Requirements: Intelligence 11+, Alertness 11+

Specialties: Bully, Interrogate, Preach, Listen, Customs, Languages, Will, Empathy

Devotion: 5 + d6

Type Ability: Question

Uses per day: Two

Effects: This power can only be used in a non-combat situation. It lasts for (target's Intelligence vs user's Interrogation) x 2 minutes. Each minute, the interrogator can ask the target one yes/no question which the target must answer honestly. If the target does not know the answer, he must say so but it still takes a turn. The target and the interrogator must speak a common language.

Description: An interrogator elicits information from people through intimidation. He does not have to be a big, hulking brute. In fact, many interrogators are physically below average. For this reason they rarely use physical incentives (such as beatings and torture). Instead, they rely on becoming the subject's friend.

Some interrogators work in teams, one plays the good questioner, and the other plays the nasty interrogator. The subject usually breaks to one or the other. When the nasty interrogator appears threatening, the friendly questioner steps forward with soothing words-an effective trick that encourages the victim to trust the kindly interrogator even more.

Despite the advantages of working as a team, most interrogators are lone wolves who keep to themselves. An interrogator may find employment in an army or prison. Occasionally they are found in government positions.

Inventor

Requirements: Mechanical 11+, Dexterity 11+

Specialties: Build, Repair, Traps, Unlock, Wagoning, Business, Siege, Crossbow

Devotion: 7 + d6

Type Ability: Invent

Uses per day: Two

Effects: The inventor can create a non-magical device of any sort. The player must describe the gadget and what he wants it to do. The referee then sets a bronze cost for materials. The greater the power of the invention, the higher the cost. With the player's input, the referee decides how the device will function. The time required to make the invention is 1 hour for every \$10 in cost. An invention lasts for only (Passable vs Build) x 2 hours before breaking down.

An inventor may use his Invent ability to repair an invention at no cost. It will last for another

(Passable vs Build) hours before breaking down again.

Example: Dolin wants to invent a primitive flame thrower. He figures he will need a bladder filled with oil, a wick, and some tubing. The referee sets the cost at twenty bronze and decides the device will do Aim damage to any three targets in the line of fire, and the bladder must be refilled with oil after four shots. Dolin rolls Great on his Build skill. The flame thrower will work for three hours before breaking down.

Description: Inventors have a natural knack for creating devices of any kind. They want to know how things work and why. Because inventing is an uncommon occupation, the inventor must be clever enough to create his own tools. He is good at improvising, and is extremely dexterous.

The most popular machinery involves the improvement of weaponry, armor, and other items of war. However, the inventor may create anything-so long as he has the proper materials, the time, and the skill. Inventors are often independent craftsmen, but some find wealthy patrons to subsidize their passion. Superstitious folk believe the inventor to be a sort of magician. Some have been run out of town or even lynched because of this erroneous belief. Others have been worshiped as gods.

Knight

Requirements: Strength 11+, Charm 11+

Specialties: Sword, Ride, Pole Arm, Sincerity, Customs, Languages, Theology, Preach

Devotion: 10 + d6

Type Ability: Yield

Uses per day: Four

Effect: After wounding an opponent, the knight may order the victim to yield. The knight places (victim's Strength vs knight's Charm) injunctions upon the victim. Each injunction is an honorable act the victim must perform on behalf of the knight, the first of which must be to lay down arms and surrender. The commands must be honorable, just, and not dangerous. After one day, the victim is released from the injunctions.

Description: A knight is a fighter bound by a strict code of honor. They pride themselves on defending the weak and protecting their king. Knights hold women in highest regard, and it is considered dishonorable to insult a lady in any way.

While many people believe knights to be bound by a strict code of good and evil, this isn't really the case. Religious knights follow the tenants of their faith with strict obedience. Other, less religious knights, rely upon their own conscious to determine what is right and wrong. More important than good and evil is the knight's sense of honor. A knight gives his word most solemnly, for he is bound to follow his vow to the letter.

Mercenary

Requirements: Strength 11+, Cunning 11+

Specialties: Dodge, Languages, Run, Bargain, Hafted, Brawling, Bow, Siege

Devotion: 6 + d6

Type Ability: Two Weapon Attack

Uses per day: Unlimited

Effects: A mercenary may use two one-handed weapons to attack. He may attack once per turn with each weapon. If he wishes, he may attack two separate foes (although they must be close together). A mercenary using two weapons cannot use a shield.

Description: A mercenary earns his living as a soldier-for-hire. He will fight for the highest bidder until the job is done. Mercenaries with good reputations will quit only with advance notice. Less scrupulous mercenaries will resign in the middle of a battle, or even trade sides if money is better.

Most mercenaries were once regular soldiers. Some have been mustered out of service, and others have gone AWOL in search of bloodier battlefields. Others are young people who can find no other employment. All a person really needs to become a mercenary is a strong sword arm and a general knowledge of fighting skills.

Merchant

Requirements: Cunning 11+, Intelligence 11+

Specialties: Bargain, Contacts, Lie, Customs, Business, Languages, Filch, Sincerity

Devotion: 5 + d6

Type Ability: Preparedness

Uses per day: Two

Effects: Enables the merchant to produce an item from his pack when it is needed, even if it isn't listed in his gear. The item must have a value of (Passable vs Cunning) x \$10 or less, and it must be

small enough to fit inside a pack. The merchant can produce generic items, not specific ones. He could create a generic key, but it would not fit a specific lock.

Description: If you have a product or service to sell you can become a merchant. A merchant knows people. He knows the value of things and the value that people place on those things. His goal is to make lots of money by supplying an enthusiastic public with what they want and need. If he cheats them a little, well, that's what business is all about.

The merchant is an important figure in any town. Although he makes nothing but money, he is one step above a craftsman, and may have one or more employees (usually family members). He is interested in prestige, so he might buy himself a title. He often invests in other businesses, and may be involved in a shady deal or two.

Minstrel

Requirements: Charm 11+, Knowledge 11+

Specialties: Lie, Mimic, Disguise, Memory, Languages, Artistry, Legends, Entertain

Devotion: 7 + d6

Type Ability: Soothe

Uses per day: Three

Effects: By playing a peaceful tune, the minstrel prevents all combat in the local area for (Passable vs Charm) x 2 minutes. During this time, the minstrel must concentrate on his music. He may not attack or speak (but he can move at a walk).

Description: A minstrel is an entertainer. He usually carries a simple music instrument (such as a tambourine) and wears motley-colored clothing. The minstrel tells stories, sings songs and spreads gossip. Many can perform simple tricks, and some travel with trained animals. Minstrels are great mimics and delight in parodying important figures. When they travel together, minstrels may put on one-act plays to earn their living.

While most Minstrels travel from town to town, some of them find a wealthy patron and act as jesters.

Priest

Requirements: Charm 11+, Fate 11+

Specialties: Preach, Theology, Empathy, Will, Sanity, Customs, Literacy, Legends

Devotion: 13 + d6

Type Ability: Bless

Uses per day: Four

Effects: The blessed character gains +1 column on all rolls for (Passable vs Fate) x 2 minutes. The priest may bless himself.

Description: A priest is a member of any religious or sacred society. They are usually respected by all cultures, and are considered fonts of spiritual knowledge. Priests may be very social, even political, and have a congregation all their own. Others remove themselves from the everyday world and live alone as hermits. Still others travel around the country, spreading their religious views.

Priestly characters will tend to be more religious than other characters. Their devotion to their god will give them a better chance to perform miracles.

Ranger

Requirements: Stamina 11+, Nature 11+

Specialties: Caves, Direction, Forage, Plants, Swim, Stealth, Track, Tame

Devotion: 7 + d6

Type Ability: Protection from Animals

Uses per day: Four

Effects: Non-magical animals may not attack the ranger for (Passable vs Nature) x 2 minutes so long as the ranger does not attack them. By holding the hands of up to two other characters, the ranger may likewise protect them (though if they attack, they will likewise break the aura of protection).

Description: A ranger lives in a wilderness setting, usually the mountains or forest. He is perfectly comfortable with wild animals and understands their nature. A ranger makes his living as a hunter, trapper, or wilderness guide. He can live comfortably in the woods, and is highly capable of finding food and shelter in the wild.

Rogue

Requirements: Agility 11+, Cunning 11+

Specialties: Ride, Sword, Dodge, Contacts, Filch, Bargain, Lie, Legends

Devotion: 4 + d6

Type Ability: Seduction

Uses per day: Three

Effects: A rogue can cause a member of the opposite sex to fall completely in love with him for (victim's Intelligence vs rogue's Charm) hours. The victim will view anything the rogue does or suggests in the best possible light. Once the ability wears off, the victim may have an extreme dislike for the rogue, especially if he made her do things she now regrets.

Description: Rogues make their living as con artists, highwaymen and cheats. While not a skilled thief, the rogue would have no qualms about picking a pocket if he thought he could get away with it. Rather than getting tied down with a job (and-heavens forbid-a family!) rogues prefer to live by their wits. While commonly great liars, most prove trustworthy when dealing with their families and friends. They are usually superior fighters and sometimes hire out their services as though they were mercenaries.

Despite their criminal tendencies, a rogue can be quite charming. Some even find employment in government or business.

Sage

Requirements: Knowledge 11+, Fate 11+

Specialties: Legends, Memory, Arcane Lore, Plants, Poisons, Theology, Literacy

Devotion: 10 + d6

Type Ability: Guidance

Uses per day: Two

Effects: The sage may ask the referee (Passable vs Knowledge) yes/no questions. The referee must answer truthfully. If he doesn't know the answer, he must say so, but it still counts as a question.

Description: A sage lives in the wilderness, quietly contemplating the wonders of nature. His studies include a religious bent, and his world-view encompasses both the scientific and mystical. They believe nature and personal experience are the best teachers. Organized education cannot reveal the truth behind physical phenomenon.

Many sages are hermits, but they are not opposed to joining a group of adventurers if it offers the possibility of new experiences. Between adventures, sages spend their time in reclusive research. They putter about their gardens, experimenting with their plants and learning from nature.

Scholar

Requirements: Intelligence 11+, Knowledge 11+

Specialties: Legends, Languages, Literacy, Arcane Lore, Memory, Sanity, Interrogate, Customs

Devotion: 9 + d6

Type Ability: Reference

Uses per day: Two

Effects: The scholar can remember up to (Passable vs Knowledge) pieces of information about any particular subject or item. The information comes from passages he has read in books or scrolls. The referee may either provide the information, or the player can ask specific questions which the referee answers (however, his replies may be as vague as he likes).

Description: Scholars are interested in a variety of studies, from art and philosophy to law and history. The scholar does not limit his search for knowledge solely to one field, but learns a little about everything. Since scholars are not physically active, most of their knowledge comes from books and verbal communications rather than from actual experience. Nevertheless, some scholars will travel hundreds of miles to visit an important museum, and will calmly journey through snake-infested jungles if it might mean a chance to find an interesting artifact.

Many scholars make their living by reading and writing letters for illiterate people. Others hire themselves out as tutors to wealthy families. The happiest scholars are those with a fat inheritance to finance their studies.

Scout

Requirements: Nature 11+, Alertness 11+

Specialties: Stealth, Tame, Run, Swim, Boating, Ride, Direction, Languages

Devotion: 8 + d6

Type Ability: Pathfinder

Uses per day: Two

Effects: The scout is lead by unerring instinct to a specific destination for (Passable vs Direction) x 5 minutes. The scout will take the most direct patch, not necessarily the safest. The scout need not personally know the destination, but it must be a place he has heard about.

Description: A scout is a combination of a guide and spy. They are familiar with their home territory and are very observant of change. Scouts are lone wolves, and prefer to be in the lead where the view is better. To a born scout, nothing matches the thrill of standing where no one has stood before.

A scout may be hired to lead a party of travelers. During times of war, they are recruited to monitor troop movements. A scout is sometimes required to gather information from people indigenous to the area. For this reason, most scouts learn at least a smattering of many different languages.

Soldier

Requirements: Stamina 11+, Alertness 11+

Specialties: Pole Arm, Brawling, Run, Will, Wagoning, Stealth, Track, Medical

Devotion: 9 + d6

Type Ability: Parry

Uses per day: Five

Effects: By using this ability, a soldier with a melee weapon or shield may parry a non-missile attack. Instead of rolling his defense, the soldier is automatically missed. The soldier may attack on the same turn he parries, and may also parry more than once per turn (but each parry counts as a use). He may not parry a surprise attack.

Description: Soldiers are trained to fight as a unit. They are people who seek the camaraderie of a group. Since soldiers are typically patriotic, they are happiest if their wages are paid by the government (although some private citizens have their own *Ôarmies*). A soldier's life is very regimented and he has been taught to obey the orders of his superiors unquestioningly. In this way, he avoids responsibility for his actions.

Spy

Requirements: Dexterity 11+, Alertness 11+

Specialties: Listen, Filch, Stealth, Unlock, Search, Memory, Forgery, Disguise

Devotion: 6 + d6

Type Ability: Fast Talk

Uses per day: Three

Effects: A spy can confuse people with his rapid banter. This may allow him to walk past an armed guard or convince a pretty girl that he's a prince.

The subject remains befuddled for (victim's Intelligence vs rogue's Charm) x 5 minutes. Afterward, the victim will realize the deception.

Description: A spy is similar to a scout, except that his area of expertise involves people rather than countryside. They much prefer urban settings to the wilderness. Merchants employ them to discover the secrets of competing businesses. Governments use them to gain information from other nations. Anyone who needs "eyes on the inside" has a use for a spy. Spies frequently have a cover identity that hides their secret profession. The cover identity can be so convincing that not even their closest friends know they are secretly spies.

Thief

Requirements: Dexterity 11+, Cunning 11+

Specialties: Climb, Quickness, Stealth, Filch, Unlock, Traps, Lie, Search

Devotion: 4 + d6

Type Ability: Blend

Uses per day: Two

Effects: A thief can blend in with his surroundings or with a crowd to become unnoticeable. A thief can become virtually invisible for up to (Passable vs Cunning) x 2 minutes. However, he will be spotted if he attacks, makes a loud noise, or if his location is pointed out by another character. A thief can move at no faster than a walk while using this ability.

Description: Thieves make their living by stealing from others, using subterfuge and daring. Thievery is a capital crime in many instances, but the lure of a quick profit is too much for the natural-born thief. Some thieves work with others or under the tutelage of master thieves, but most prefer to work alone. Thieves are usually found in medium to large cities. They are generally motivated by greed, and an aversion to manual labor.

Warrior

Requirements: Strength 11+, Stamina 11+

Specialties: Bully, Ride, Quickness, Dodge, Crossbow, Sword, Brawling, Flexible

Devotion: 7 + d6

Type Ability: Frenzy

Uses per day: Four

Effects: The warrior receives two melee attacks per turn for (Passable vs Stamina) turns. This ability can only be used to make melee attacks, not missile attacks or to perform any other action.

Description: Unlike the soldier, a warrior is not a regimented fighter. He fights not for his country, but for glory. He is usually very proud of his abilities and may ride recklessly into battle just for the excitement of it all. Some warriors will fight for a cause, but most fight for the thrill it gives them.

Spell Users

Spell users must have a Fate of 13 or more. Spell users begin the game with at least one spell skill. Chapter 9: Magic describes how spells are cast. Before you choose to play a spell user, you'll want to read about their abilities and limitations. If this is the first time you have played *Legendary Lives*, it may be easier for you to start with a non-spell user. Non-spell users can always learn how to use magic later in the game.

Spell users do not have type abilities, instead they have magical powers.

Alchemist

Requirements: Fate 13+, Intelligence 11+, Mechanical 11+

Specialties: Arcane Lore, Poison, Literacy, Fire Mastery, Heal, Air Mastery, Water Mastery, Transmute

Devotion: 5 + d6

Type Ability: None

Description: An alchemist specializes in the transformation of matter. He is a primitive scientist, exploring the effects of fire, earth, water and air when combined with the pure energy of magic. Alchemists often make their living by selling potions and elixirs.

Alchemists create magical effects by blending pinches of obscure chemicals and ingredients and whispering incantations over them. The robes of an alchemist are filled with the components of his trade, more than enough to last for a long adventure.

Every alchemist keeps a log of his experiments, written in a personal code created by its author. It's

very difficult for another alchemist to decipher the code, and impossible for someone who is not an alchemist. An alchemist who loses his code book must pay double the normal cost for all spells he uses until he has rewritten the book, a feat which takes (Literacy vs Awesome) weeks.

In order to regain spell skills between adventures, an alchemist must conduct delicate experiments in a laboratory with at least \$500 worth of equipment. The lab equipment may fill a room, and is not easily transported.

Bard

Requirements: Fate 13+, Charm 11+, Knowledge 11+

Specialties: Arcane Lore, Entertain, Legends, Artistry, Bewitch, Control, Bind, Air Mastery

Devotion: 2 + d6

Type Ability: None

Description: The bard is a magical minstrel. She specializes in spells that sway emotions and control the mind. A bard casts a spell by singing a brief song or playing a short tune on a musical instrument. The effects of a spell may continue long after the bard has stopped singing or playing.

When a bard character is created, the player must choose a musical instrument as the bard's spell focus. When using an instrument that is not her focus, a bard must pay double the normal cost to cast a spell. It takes one month of practice to become proficient at an instrument, which will then become the bard's new focus. A bard can only be proficient with one instrument at a time.

If, during an adventure, a bard learns a new legend or discovers a wonderful song, she may gain an extra bonus inspiration point. The bard player rolls her character's Memory; if the roll is Passable or better the bard gains an extra inspiration point after the adventure.

Conjurer

Requirements: Fate 13+, Strength 11+, Intelligence 11+

Specialties: Arcane Lore, Sanity, Bully, Repair, Conjure, Summon, Fire Mastery, Earth Mastery

Devotion: 2 + d6

Type Ability: None

Description: A conjurer specializes in creating something from nothing. A simple conjurer's trick is to pull a rabbit from a hat or a coin from thin air. Powerful conjurers can create entire castles or walls of fire or ice.

Conjurers employ elaborate arm gestures and a booming voice. A conjurer who attempts to cast a spell by using one hand or by whispering does so at -1 column. If he does not speak at all, or does not use his hands, he is at -2 columns.

Demonologist

Requirements: Fate 13+, Stamina 11+, Intelligence 11+

Specialties: Arcane Lore, Bargain, Will, Run, Divination, Summon, Bind, Shapeshift

Devotion: 1 + d6

Type Ability: None

Description: A demonologist uses her Stamina and Intelligence to deal with demons. All of her magical power originates from these fearsome creatures. A demonologist strives to bind demons to her will and become their master. It is a dangerous job, and many demonologists are thwarted and tricked (usually fatally). Many go mad with the awfulness of the forces with which they deal, or become the playthings of creatures they sought to control. A successful demonologist is a powerful magician indeed.

To cast a spell, a demonologist calls upon the power of her demon lords, beseeching them in the language known only to those of the underworld. Gestures are commonly required to point out targets.

Between adventures, a demonologist performs diabolical rituals to bargain with unholy creatures. She bullies and makes deals with them in order to regain her expended spells. Sometimes she makes pacts with them to gain power, but she always manages to squeak out of these deals unharmed. The demonologists' association with nefarious acts have made them an object of fear and even hatred among non-spell users.

A demonologist gains a bonus inspiration point if she learns the name of a demon during an adventure.

Druid

Requirements: Fate 13+, Nature 11+, Strength 11+

Specialties: Plants, Forage, Plant Mastery, Control, Commune, Earth Mastery, Water Mastery, Heal

Devotion: 3 + d6

Type Ability: None

Description: A druid draws his magic from nature, especially the spirits that inhabit living vegetation. Cities make him uncomfortable; a forest or the wilderness suits him best. He loves all living creatures and has a natural affinity for animals and plants. He is the self-appointed protector of forests and will use his powers against anyone who wantonly destroys nature.

Druid magic is accomplished by simple, sweeping gestures with an oak staff. In this way, the druid summons and controls the forces of nature to do his bidding. If he does not have his staff, all spell costs are doubled.

A druid must pay double the normal cost to cast spells outside a natural setting. The only way around this limitation is to seek permission from the Great Oak of his home forest. The Great Oak, a mighty tree which is at the center of each druid's forest, will need to know why the druid is leaving, and when he will be back. If the purpose benefits the forest, then the Great Oak gives the druid an oak ring which will enable him to cast spells in any setting at normal cost, so long as he wears the ring.

Between adventures, a druid regains spells by communing with nature. He spends long days meditating in a natural setting, his oak staff across his legs.

If, during an adventure, a druid accomplishes a service for his forest, he gains a bonus inspiration point. However, if he harms his forest in any way, or if he does not attend the summer solstice ceremony, his Fate is reduced by one.

Enchanter

Requirements: Fate 13+, Mechanical 11+, Charm 11+

Specialties: Arcane Lore, Sincerity, Memory, Morph, Transform, Alter, Transmute, Enchant

Devotion: 2 + d6

Type Ability: None

Description: An enchanter uses her magic to change objects or people. Through spells, the enchanter can cause objects to obey her will.

Enchanters use a wand to give them pinpoint control of their power. Without a wand, all spell costs are doubled. In addition, enchantments require a murmuring incantation.

Illusionist

Requirements: Fate 13+ Intelligence 11+, Dexterity 11+

Specialties: Arcane Lore, Quickness, Conceal, Filch, Disguise, Illusion, Shapeshift, Transform

Devotion: 2 + d6

Type Ability: None

Description: Illusionists deal with appearances, not reality. They can create whole cities of phantasms which exist only in the minds of the viewers. Never underestimate the reality of an illusion, for it can kill as easily as the real thing!

Illusionists use delicate and subtle yet complex gestures of both hands. An illusionist can cast a spell with just the wave of a finger, but it is at double the normal cost.

Necromancer

Requirements: Fate 13+, Stamina 11+, Cunning 11+

Specialties: Arcane Lore, Sanity, Stealth, Contacts, Summon, Morph, Bind, Commune

Devotion: 1 + d6

Type Ability: None

Description: Necromancers receive their power from the residual energy of the dead. A necromancer may call spirits from another world and command them to do his bidding. It is a dangerous study, and a necromancer may succumb to a spirit if it is too strong for his control. The dangers of necromancy are possession and madness, and a grim knowledge of what awaits those who die. A common trick of necromancy is to gain information from the dead by instilling them with momentary life in order to ask questions.

Necromantic spells require fetishes, such as bones and other grisly artifacts from the grave. A necromancer's robes contain secret pouches and compartments laden with a collection of morbid mementos used in his spell casting. If he does not

have his fetishes, a necromancer must spend twice the normal cost.

Between adventures, a necromancer regains spells by reading the yellowed pages of forbidden books. Necromancy is so abhorrent that between adventures, a necromancer must make a Feeble Sanity roll. Failure means the necromancer cannot bear the horrible knowledge he has uncovered—it is simply too awful for him to contemplate. On a Pathetic roll he acquires a phobia (rolled from the Phobia table), while on a Catastrophic roll he develops a mental illness (rolled from the Mental Illness table). Madness is an all too common result of necromancy.

At the end of any adventure in which a necromancer has delved into a graveyard, crypt, or similar place, the necromancer may discover a forbidden secret which grants inspiration. If he rolls Passable or better on Search, he gains an extra inspiration point for the adventure.

Psychic

Requirements: Fate 13+, Alertness 11+, Agility 11+

Specialties: Search, Empathy, Intuition, Commune, Divination, Move, Protection, Bewitch

Devotion: 3 + d6

Type Ability: None

Description: A psychic summons forth the innate powers of her mind to change reality. Their spells are cast through pure thought and for the most part do not require hand gestures or vocalization. However, the caster must concentrate and cannot cast a spell if distracted (for instance, while in combat). A psychic must close her eyes and touch her temples to cast spells with a cost of 5 or more.

Between adventures, psychics fast and meditate to regain their expended spells. They practice and study new ways to open the locked doors of their minds.

Shaman

Requirements: Fate 13+, Agility 11+, Nature 11+

Specialties: Preach, Medical, Divination, Protection, Heal, Control, Shapeshift, Alter

Devotion: 3 + d6

Type Ability: None

Description: Shamans draw their strength from the animal spirits that abound in nature. They may use the smoke from dried plants to augment their powers, and they frequently employ chants to summon their animal spirit guide. A shaman interprets weather changes, animal movements and other natural phenomenon and advises his people based on his observations. In primitive societies, a shaman is second only to the chieftain.

Shaman spells require a chanting voice and a rhythmic dance. If a drum is played by another character, the shaman receives -1 from the spell cost. If the shaman cannot perform his dance, the cost is doubled.

When first created, a shaman player must choose a totem animal. This is a non-magical animal of the player's choice. The shaman can never change his alliance with this creature.

If, during an adventure, a character sees his totem, he will feel compelled to follow it into the wilderness. If the shaman chooses not to follow (by rolling Passable on Will), or if he is held back, or he is followed, then the animal will glide away and the mystical experience will end.

If the shaman follows the beast alone, he will disappear into the woods for (Fate vs Awesome) x 2 hours. While in the wilds, he will have mystical visions and prophetic experiences. During this time, the totem animal will protect the shaman, although it will not protect him from his hallucinations. Afterward, the shaman's totem animal will either guide the shaman to his companions, or else take him to the place where the shaman first spotted the beast. The totem animal will then disappear.

If the shaman follows his totem animal, he will gain two bonus inspiration points at the end of the adventure.

Sorcerer

Requirements: Fate 13+, Cunning 11+, Dexterity 11+

Specialties: Arcane Lore, Lie, Legends, Bewitch, Shapeshift, Bind, Enchant, Commune

Devotion: 2 + d6

Type Ability: None

Description: A sorcerer is usually an outcast of some sort, excluded from her society due to the envy of her peers. Perhaps they are jealous of her beauty, or of the prosperity of her farm, or maybe

they need a scape goat on which to blame the failure of a crop. In her isolation, a sorcerer turns to the dark arts. She uses her powers to control those who would otherwise ostracize her, whether as instruments for revenge, to win wealth, or simply to gain attention.

A sorcerer casts spells by reading an incantation from a spell book. Her magic taps unseen forces, bending them to her will. Without her spell book, a sorcerer cannot cast any spell with a cost of 5 or more.

On any adventure wherein she discovers a new book on magic, a sorcerer must make a Literacy roll; on a Passable or better roll she gains a bonus inspiration point. Between adventures, a sorcerer studies in her dark library, learning the secrets of the ancients and thereby regaining any expended spells.

Spiritualist

Requirements: Fate 13+, Knowledge 11+, Alertness 11+

Specialties: Arcane Lore, Intuition, Sincerity, Theology, Divination, Summon, Enchant, Air Mastery

Devotion: 4 + d6

Type Ability: None

Description: A spiritualist is similar to a necromancer, but whereas the necromancer forcibly manipulates the energy of the dead, a spiritualist gains the favor of the spirits through kindness. It is said by spiritualists that all a ghost wants is someone to believe in him. Spiritualists are gentle souls, and they overflow with trust and kindness—at least to the dead spirits with whom they communicate. These spirits will give the character advice or information, and will move objects and cause other ghostly manifestations. Some spiritualists are charlatans, and use their good graces with the spirit world to dupe the living out of a few bronze pieces.

When a spiritualist is created, the player also creates a spirit guide. This is a benevolent ghost who is dead yet still remembers his life and is willing to help the spiritualist. The relationship with the spirit guide is based on friendship and trust. To cast spells, a spiritualist whispers softly to his spirit guide, explaining what he wants done. Physical gestures are unnecessary; all the work is done by invisible forces.

The player should roll the guide's race, type, appearance, personality, and lifeline. These important facts should be noted on the back of the player's character sheet. Rolling up the spirit guide's skills is unnecessary. Spirit guides are completely non-physical and under most circumstances only spiritualists can detect them. All contact with a spirit guide is through the use of spells. Spells enable the spiritualist to communicate with and gain assistance from his guide.

Sometimes, a spirit guide is removed by a higher being or else the guide will leave on his own accord. In such cases, another spiritualist may be able to introduce the lost one to a new guide. Or he may encounter a spirit who is willing to become his guide. A spiritualist who has lost his spirit guide cannot cast spells until a new guide is found.

Between adventures, a spiritualist regains expended spells by communing with his spirit guide through a planchette, pendulum, or crystal ball.

Witch

Requirements: Fate 13+, Cunning 11+, Nature 11+

Specialties: Arcane Lore, Plants, Legends, Shapeshift, Transform, Transmute, Bewitch, Plant Mastery

Devotion: 3 + d6

Type Ability: None

Description: A witch can be male or female, although some male witches prefer to be called warlocks. Like a druid or shaman, a witch uses the spirits of nature—and sometimes the powers of demons—to cause supernatural effects. Witches use their powers to get what they want, whether it is love, wealth, or a social position. Unlike a druid, she taps the powers of nature for selfish purposes, and does not give back what she takes. The selfishness of some witches has caused great harm to others, and has given all witches a bad reputation. Witches know quite a bit about plants, and sometimes earn a living as healers (or procurers of poison!).

Witches use eye of newt, dried bat wings, and other ingredients, combined with sinister gestures, to cast spells. Without her ingredients, a witch may still cast spells with a cost of 4 or less by using simple rhymes.

Between adventures, a witch makes a brew in an enchanted cauldron. The process of collecting the ingredients and simmering the brew takes

weeks, and the cauldron is much too large to be easily transported. By drinking her brew, the witch regains any expended spells. If her cauldron is lost or destroyed, it will take the witch two months to enchant a new one.

Wizard

Requirements: Fate 13+, Knowledge 11+, Stamina 11+

Specialties: Arcane Lore, Memory, Languages, Earth Mastery, Fire Mastery, Illusion, Move, Conjure

Devotion: 2 + d6

Type Ability: None

Description: Wizards concentrate on powerful, spectacular magic. What they lack in subtly, they

compensate for with direct, overwhelming force. They tend to be large, bearded men with pointed caps and astrological symbols on their robes.

A wizard casts spells through a specially prepared staff, which must be held in one hand, or, for more powerful spells (those with a cost of 5 or more) both hands. Spells consist of only a few harshly shouted words. Without his staff, the wizard must pay double the normal spell cost. If his staff is lost or destroyed, the spell user must create another between adventures.

To regain spent spell skills, a wizard spends his time sequestered in his laboratory, researching his magic.

Chapter 4

Religion

Starting Religion

To determine a character's starting religion, locate his race in this chapter, and roll on the Starting Religion table for his race. Some races have only one possible starting religion, and they do not have a table. A few races, such as entomolians, do not have a starting religion. They may not start the game with a religion, and their Devotion skill is automatically zero. To gain the Devotion skill, entomolians must join a religion during the game (see Converting).

Write the name of the faith or deity that your character worships in the space marked "Religion" on your character sheet. Then take a few minutes to read the description of your character's religion. Because a character's initial beliefs are usually the same as his parents, a player cannot choose his starting religion. However, a character may change his faith during the course of his life, as explained under Converting.

Example: Dolin's player locates the Dwarf Starting Religion table in this chapter and rolls a six-sided die. Getting a 4, he finds that his deity is Auberim or Grunna; since he is male, his deity is Auberim. With his Devotion of 9, Dolin has a rank of Apprentice in the Church of Auberim.

Religious Ranks

Most religious groups have a hierarchy. These ranks are listed in table form in the religion description. The tables include the title of each rank, the Devotion a character must have to reach them, and any requirements associated with the rank. The character will also enjoy social prestige and the right to direct lesser ranking characters.

A character's Devotion cannot exceed the maximum for his rank. Characters must work their

way through each rank before going on to the next. They may not skip ranks.

When a rank table directs a character to fulfill a quest, the referee must devise an adventure for the character to perform. The difficulty of the adventure should be inversely proportional to the number of quests required. For instance, a character who must fulfill six quests would have six easy tasks, while a character who had to fulfill just one quest would have a very difficult mission.

Where possible, a starting character begins with the rank corresponding to his Devotion. It is assumed he has met all the requirements for his rank. Sometimes, a character will clearly not possess the requirements for his rank. For instance, before a worshiper of Gofannon the Smith can become a Craftsman (Devotion of 15 to 19), he must have a Build of 14 or more. A character with a Devotion of 19 who has a Build under 14 cannot be a Craftsman. The highest rank he can achieve is Worshiper (Devotion of 1 to 14). Accordingly, his Devotion must be reduced to 14.

Likewise, a player may choose to have a lower rank than his Devotion allows, in which case his Devotion must be reduced to the appropriate amount.

Losing Devotion

Whenever a character breaks a law of her religion, or fails to complete a religious mission, she must immediately make a Devotion roll. A roll of Poor or lower has no result. A Passable or higher results means the character loses a point from her Devotion skill.

If a character's Devotion is reduced below the minimum for her rank, her rank drops to the level of her new Devotion score.

If a character's Devotion drops to zero, her faith in her religion is completely shattered. She loses the Devotion skill altogether, and may no

longer attempt to perform miracles until converting to a new religion. All benefits of her previous religion are lost.

Converting

A character may change his religion at any time, provided he knows someone of the faith he wishes to join. Usually, all that is required is a declaration of faith. When a character joins a new religion, his Devotion becomes 1, and all benefits of his previous religion are lost. A character may change his religion any number of times, but he may have only one religion at a time.

A character may be converted during play for a variety of reasons. If a powerful priest is heard preaching, a Catastrophic Will roll indicates immediate conversion to that faith. If an Awesome miracle is performed before a character, he must make a Great Devotion roll or else join the religion of the person performing the miracle. In such cases, a person's Devotion skill drops to 1 point, just as though the character had converted willingly.

Player characters may try to convert fellow players to their faith only once. They must roll their Preach over the other character's Devotion to achieve this end.

Religious Lifeline

If your character has a religion, roll once on the Religious Lifeline table to determine what has happened to him in the past. Note the results on the back of your character sheet. If you roll a result in ALL CAPITALS, roll on the appropriate sub-table for more information.

Religious Lifeline (roll once)

d100	Event
01-02	Dedicated to religion at birth, +2 Devotion.
03-04	Lived/worked in temple, +1 Devotion.
05-06	Religious fanatic, +1 Preach.
07-08	Served church for d6 years, +1 Theology.
09-10	Trained as scribe, +1 Literacy, +1 Theology.
11-12	Hermit for d6 years, +1 Devotion.
13-15	Sworn to celibacy until quest completed.
16-17	Missionary, spreading the faith through persuasion.
18-19	Crusader, spreading the faith through force.
20-21	Currently on holy mission.
22-23	Keeper of HOLY RELIC.
24-29	Searching for HOLY RELIC.
30-32	Delivering HOLY RELIC.
33-37	Subject to religious visions.
38-40	Know deep, dark secret about faith.
41-43	Parents are of radically different faith.
44-45	Fought in holy war, +1 to one weapon skill.
46	Creator of own religious sect, +1 Preach.
47	Doubtful about faith.
49-52	PURSUED BY FAITH on true charges.
53-56	PURSUED BY FAITH on false charges.
57-58	Relative of famous religious leader.
59-60	Bound by a religious oath.
61-63	Believe self to be reincarnation of famous prophet or religious leader.
64-65	Blessed by holy person, +1 Devotion.
66-67	Cursed by holy person, -1 Fate.
68-70	EXCOMMUNICATED on true charges.
71-73	EXCOMMUNICATED on false charges.
74-76	Currently on pilgrimage.
77-78	d6 characters look to you as religious leader.
79	Faith persecuted, shunned by community.
80	Persecuted for faith. No open meetings by order of law.
81	Persecuted for faith. Forced to live in ghetto.
82	Persecuted. Must carry ID or identifying mark.
83	Imprisoned if found practicing faith.
84	Executed if found practicing faith.
85	Persecuted for faith. Most jobs and businesses are off limits.
86	Persecuted. Temples commonly desecrated.
87	Join radical sect to fight religious oppression.
88	Relative/friend killed for practicing faith.
89	Scouting for place to settle without persecution.
90-92	Wish to build temple or shrine worth \$5,000.
93-94	Member of secret sect plotting to take over world.
95-97	Romantically involved with religious leader.
98-00	Disowned by family after joining foreign faith.

Pursued by Faith

d100	Reason
01-15	Desecrated temple or shrine.
16-30	Stole HOLY RELIC.
31-50	Lured members away from the faith.
51-70	Accused temple leaders of crimes
71-90	Mocked religious leaders and/or gods.
91-00	Declared a heretic and condemned to death.

Holy Relic

d100	Item
01-08	Weapon
09-16	Garment
17-23	Wand
24-30	Staff
31-38	Book
39-45	Icon
46-52	Statuette
53-58	Musical instrument
59-64	Jewelry
65-70	Letter
71-76	Flag or banner
77-83	Cup or bowl
84-89	Bottle
90-95	Animal
96-00	Magical. Roll again for type.

Excommunicated

d100	Reason
01-10	Promiscuity.
11-20	Avarice.
21-30	Greed.
31-40	Pride.
41-50	Broken sacred vow.
51-60	Refused to obey temple law.
61-70	Mocked leaders and/or gods.
71-80	Theft of temple goods.
81-90	Tried to buy favors.
91-00	Declared a heretic. Banished from homeland.

Miracles

Characters with a religion and a Devotion skill have a chance of performing Miracles.

A number of times per day, a character may attempt to use his Devotion to petition his god to allow him to perform a miracle. The Miracles Per Day table indicates how many miracles a character may attempt per day.

Miracles Per Day

Devotion	Miracles
1-5	1
6-10	2
11-13	3
14-16	4
17-19	5
20-21	6
22	7
23	8
24	9
25	10

Whether a miracle succeeds or fails, it still counts as an attempt.

Miracles can involve anything, from raising a dead companion to having a symbolic dream. Miracles should be consistent, and conform to the beliefs of the character. For example, if a character worshipped a water god, she would not expect him to cause a spellbook to burst into flame. Instead, she'd pray for a flash flood to sweep the book away, or a sudden storm to ruin the pages.

The Devotion roll is made on the ART. The referee sets the roll required and rolls the character's Devotion in secrecy. On a Catastrophic roll, the character has opened himself to dark forces that wish to deceive him. The referee behaves as though the miracle was an Awesome success. The player receives an inspiration point (for rolling a Catastrophic), and may not perform another miracle during that adventure. However, the false miracle will mislead, hinder, or frustrate the player.

There are four classes of miracles: Fortification, Guidance, Assistance, and Wonders. While a character may ask for a certain kind of miracle, it is more likely that the referee will choose the appropriate type. Miracles may provide characters with opportunities and information, but not items. The gods are annoyed by people who petition them for material goods. Likewise, requests that defy the

teachings of the character's religion will automatically fail and put the supplicant at risk of losing a Devotion point for his impiety (see Losing Devotion).

Example: Dolin prays for a magic hammer. The attempt automatically fails because gods do not create items for people. Malajusta then prays for information on the location of a magic sword. The referee sets the RR at Good, because this is a Guidance miracle, and there are plenty of magic swords in the world! The referee rolls Great. A few hours later, while sitting in a tavern, Malajusta overhears two thieves plotting to steal a magic sword from a town official. Her prayer has been answered.

Fortification Miracles

The character takes a turn to pray for help in accomplishing a stated task. The character gains (Good vs Devotion) columns on her roll to perform the action. The task must be attempted soon after the prayer.

Example: Malajusta wants to leap over a 10 foot wide pit. To do so, she must roll Passable on Jump. To help ensure her success, she prays to her deity to give her the agility to make the jump. She rolls her Devotion and gets a Great result; she will gain +2 columns on her jump roll. She tries to leap the chasm and gets an Inferior roll on her Jump skill, a complete failure! However, her +2 columns increase the roll to Passable, and she barely makes it over the pit.

Guidance Miracles

The character experiences a vision or dream that provides some or all of the information being prayed for. Visions can be highly symbolic. While usually occurring within a few moments after prayer, a vision may take as long as 24 hours before manifesting itself. The RR for success depends on the availability of the information. If it is a carefully hidden secret, the RR will be very high, while more common information can be obtained on a Passable or Good roll. How well the character makes the roll determines how much guidance the character receives, and how clear it is.

Example: Dolin is searching for a temple to Auberim so he can donate 25 gold to his god. He

knows that a shrine exists in Merryweather, but cannot find the road. Dolin decides to pray for divine guidance. The referee sets the RR at Good, and rolls against Dolin's Devotion. The referee gets a Great roll, but says nothing to the player. That night, Dolin sees a bright light on the eastern horizon. The next day, he sets out to the east, and soon reaches Merryweather.

Assistance Miracles

A successful prayer for assistance will bring a potential helper to the character's side. Usually it will be a humanoid creature, though it can be an animal. The passerby may arrive in just a few minutes or he may take days. Once he arrives, the character must still convince him to assist her. The RR for the miracle depends on how accessible the character is and what she wants the helper to do. How well the roll is made determines how long it takes the assistant to arrive and how powerful he is. On an Awesome roll, the character should be visited immediately by a supernatural agent, perhaps a vision of the god himself. The RR for Assistance miracles should be Good to Awesome.

Example: Malajusta has fallen into a pit in an underground dungeon. She's tried climbing out and just can't make it. She prays to the goddess Thana to get her out of this predicament.

Because Malajusta is in a relatively inaccessible region, the referee should set a high RR, but because the task requested is fairly simple, he adjusts the RR to Great. Malajusta manages to roll a Great on her Devotion. Seven days later, a vagrant shambles to the mouth of the pit. While looking for a warm place to stay, he got lost in the vast tunnels. Malajusta asks him for assistance. Since her Devotion roll was barely made, she must still convince the vagrant to help her. Malajusta asks him nicely to throw her a rope. She rolls Poor on her Charm, and ends up having to throw him a pouch of bronze coins before he lowers the rope.

Wonders

Characters may pray for a specific event to occur. Such prayers should be answered only if they are in the realm of the god's power. It is reasonable to pray to a nature god for rain, but a goddess of death is the wrong deity to petition when trying to

heal a friend! Of course, there is always a chance for success, but the results might not be quite what the character wanted. If a player insists on praying for rain by petitioning a fire god, he may be surprised with a rain of fire.

The RR for a Wonder depends on how closely the event requested matches the deity's known powers. The amazing qualities of the feat should be taken into account as well. How well the roll is made determines how effective the event is. The RR for Wonders range from Great to Awesome.

Wonders may be used to heal wounds or raise a dead character. In the latter case, the deceased may be dead only one day. The RR is Awesome, and the deity must be known for his life giving powers. Failure means that the character cannot be resurrected by anyone.

Example: Dolin prays to Auberim to bring Malajusta back to life. Though Auberim is not a healing god, he is the supreme creator, and has the power over life and death. The referee sets the RR at Awesome. Dolin makes an Awesome roll and Malajusta's eyelids flutter. She lives again!

What's Next?

Now turn to Chapter 5: Character History to develop your character's appearance and background.

Avian

Long ago, the avians had no wings. Instead, they lived like common peasants in the Taranah Valley and gathered herbs and fruit in order to survive. They huddled together in tiny hovels made of woven grass, and often succumbed to disease and hunger. Yet, they were a happy people, and often expressed their feelings by singing sweet songs upon arising. In fact, the avians were known for the beauty of their voices, and people would come from far and wide to hear the echo of their song. Even the sun, it is said, rose a little earlier each day in order to enjoy their music. In those days, avians were known as the Dawn People.

In time, the great sorcerer-god Blekar heard about this ragged ensemble and wanted to hear

their performance; for Blekar is a master bard as well as a sorcerer and he wanted to judge their talent for himself. So, he mounted his magical stallion Nelex and rode to the Taranah Valley on the other side of the world. He arrived just in time to hear a band of enthusiastic listeners exclaim: "Their voices are sweeter than those of Blekar's daughters!" This filled Blekar with rage, and he cast a spell to change them all into birds. Some avians had enough time to beseech the sun god, Ler, to save them. He took pity, and halted the enchantment. He then gathered up the avians in his golden cloak and swept them to the mountain crags, where they could be safe and content for the rest of their lives. The avians now look upon him as their foster father, and they are his "Sky Children."

Avians worship a pantheon of gods. Roll 1d6 on Avian Starting Religion table to determine which cult your character belongs to. Certain requirements apply for some cults. For instance, if you roll a 2 and you are a spell user, you would revere Blekar, but if you were a female thief, you would worship Monnan.

All worshippers of avian deities must be capable of flight.

Avian Starting Religion

d6	Deity	Requirements
1-2	Blekar	Spell users only
	Morryen	Fighter types only
	Ler	All other males
	Monnan	All other females
3-4	Ler	Males only
	Monnan	Females only
5	Sessura	Any
6	Gavran	Any

Ler

Ler is the creator of all things and master of the world. He is shown as a clean-shaven man with long yellow hair, and his face is so brilliant that none can look at him. Ler is wingless, yet he can fly with the aid of his golden cloak. He carries a burning disc as a symbol of his power; it is also a throwing weapon that relentlessly tracks down its target.

Worshippers of Ler must sing his praises each day at sunrise and sunset, preferably in flight. They must also burn a handful of their own feathers once per month as a sacrifice, and participate in the annual Cloud Climb festival. Priests wear yellow cloaks, and must be unmarried and celibate. They can leave the priesthood at any time, but are not

allowed to return. Magic users avoid using darkness spells, for they are the domain of Blekar.

Title	Devotion	Requirements
Chorus	1-9	Declare faith.
Songster yellow.	10-14	Dye hair and wings
Songbird	15-19	Make vow of
celibacy.		
Voice of Ler	20-24	win Cloud Climb.
High Priest	25+	Elected by other
high priests.		

Monnan

She is the wife of Ler, and the goddess of women and motherhood. Her symbol is the moon. She wears her long white hair tightly bound with silver ribbons. These magical ribbons grant eternal youth and immunity to enchantments. Like Ler, Monnan is wingless, but she can fly with the aid of her silver cloak.

The faithful must sing the praises of Monnan each night, preferably in flight. They also burn a handful of their own feathers once per month as a sacrifice. Monnanists must attend the annual Cloud Climb festival and participate with enthusiasm. Priestesses wear white robes as a sign of modesty and virtue. They must be unmarried and celibate.

Title	Devotion	Requirements
Chorus	1-9	Declare faith.
Daughter completely bound.	10-14	wear hair
Sister	15-19	Make vow of
celibacy.		
Mother	20-24	win Cloud Climb
challenge.		
High Priestess	25+	Chosen by former
High Priestess.		

Blekar

He is the brother of Ler, and the ruler of Nightworld, the resting place of the dead. A powerful enchanter, he loves only magic and the power it brings. He looks identical to Ler in every way, except that he is dark while Ler is fair. Blekar rides a flying horse called Nelex. This fantastic beast breathes fire and has silver daggers for teeth.

Blekar's followers are invariably magic users. Since they are openly prosecuted by followers of Ler, they usually meet in secret. No worshipper of Blekar can use fire or light spells, for they are the domain of Ler.

Title	Devotion	Requirements
Acolyte	1-11	Blood oath before the order.
		Sponsored by a member.
Apprentice	12-17	Swear eternal
loyalty to a Master.		
Master	18-24	Find a worthy
apprentice.		
High Wizard	25+	Assassinate voice of Ler.

Morryen

Daughter of Blekar. Goddess of war. She carries a magic sword that strikes as ice and then as fire when she wields it. Her lance is tipped with poison and her armor is streaked with blood and gore.

Morryen is worshipped by a small group of militaristic avians. They tattoo their arms with birds of prey. They follow a strict regimen of devotion. They must keep themselves physically fit and alert, eat only one meal a day, and carry a weapon at all times. They scar themselves ritualistically in the name of Morryen after every kill; not to do so is considered a disgrace. A crippled or maimed follower is unacceptable to Morryen and he will be expected to commit suicide. If he does not, his companions will be obliged to kill him ignobly.

Title	Devotion	Requirements
Trainee	1-11	2 combat skills of
Passable or better.		
Soldier	12-15	Train for 6
months.		
		Gain 3 or more
ritual scars.		
Warrior	16-21	Defend the avian
tribe from enemies.		
Commander	22+	Lead 20 or more
people in 3 battles.		

Sessura

Sister of Monnan. Goddess of plants, fertility and healing. She is a child, eternally eight years old. She is quite charming, and loves music and dancing. Worshippers are forbidden to eat meat and must never harm a plant wantonly.

All worshippers must perform twice yearly at her temple, either by dancing, telling stories or playing a musical instrument. If a Good or better is achieved, the character adds +1 to the appropriate skill: Agility, Dexterity, Charm, Entertain, Mimic or Legends. They must also help harvest the temple gardens, which feed the poor and homeless people.

There are no high ranking officials in her temple. All decisions are made after a meditation session, when the worshippers put questions to a vote.

Gavran

The son of Ler and Monnan, he is also the god of the sea. The only avian god with wings, he wears a cloak of dark blue and a tight-fitting cap made of shell. The cap allows him to breathe and travel through water. He carries a horn by his side, and calls sea creatures-including sea birds-to the shore with one long blast. He can also summon wind, storms and small islands with this miraculous item. He carries a net barbed with tiny hooks as well.

This fun-loving god is a great favorite. His followers live along the ocean. They build small altars on the sands and leave charms and amulets there to be blessed by him. They sing his praises as they fly over the sea, dipping their wings into the water. Followers must bathe in salt water every day (this may be as simple as dipping a finger in a salt solution, if the ocean is unavailable) and refrain from eating red meat. Priests and priestesses wear blue robes and drink blessed waters at least once a day.

<u>Title</u>	<u>Devotion</u>	<u>Requirements</u>
Chorus	1-9	Declare faith. Vow to bathe in salt water every day.
Sister/Brother	10-15	Take part in rituals for one year.
Priest/ess	16-21	wear blue robes. Drink blessed waters once a day.
High Priest/ess	22+	Fulfill 1d6 quests for faith.

Barbarian

Barbarians belong to clans which worship the attributes of different animals. Roll 1d6 on the Barbarian Starting Religion table to determine which clan a barbarian is born into. These are the largest tribes, though splinter groups exist as well, including the Dog, Elk, and Fox clans.

Barbarian Starting Religion

<u>d6</u>	<u>Clan</u>
1-2	Bear
3	Winter Wolf
4	Hawk
5	Mountain Lion
6	Other

Barbarian clans have only two ranks, that of clan member and shaman. There may only be one shaman per tribe. If a character wishes to become shaman, he must first become a shaman type. He may do this by choosing that type when creating a character, or by developing the skills necessary to become a shaman. Next, he (or she) must kill or drive away the current shaman. He can do this by challenging him to a duel, through assassination, blackmail, or by demonstrating his advanced magical skills to the tribe. This is not easy, for the shaman will be on the lookout for contenders.

Clan of the Bear

The main attribute of the bear is strength. Clan members pride themselves on their hardiness. They wear robes, caps, and other items of clothing or jewelry made from the skin of the bear. Most barbarians belong to this cult.

Many shamans raise male bear cubs as pets. It is considered lucky to pass a newborn infant over a bear's broad back, conferring strength and long life to the child. Oaths, marriages and funerals are often performed with the shaman's bear in attendance. A young woman (usually a widow) is selected to act as the bear's wife. It is her duty to feed him, and look after his needs. Orphaned children become "Children of the Bear," and live with these unusual foster parents.

Twice a year, a bear is slaughtered in a special ceremony performed by hunters and warriors,

presided over by the shaman. The heart and liver of the bear are extracted, and then eaten raw by the tribal leaders. The rest of the meat is distributed throughout the tribe as the shaman thanks the great bear spirit for his benevolence. The skin, teeth and claws of the sacrificial bear are symbols of divine favor. The consort of the shaman prepares the skin and special jewelry, which is then presented to worthy persons by the shaman.

It is taboo to kill a bear without asking forgiveness from the great bear spirit. A clan member must not disturb or harm a sleeping bear. Anyone who harms the shaman's bear or his foster family may be put to death. The heart and liver of the bear is forbidden food, unless a shaman has deemed you worthy to partake of it. If a promise is made in the presence of a bear, or if the spirit of the bear was invoked, that promise can never be broken. If it is, the person breaking the oath will be punished by the great bear spirit. All people belonging to the bear tribe avoid dogs and people associated with dog clans. The dog is considered a cowardly and unclean beast.

Clan of the Winter Wolf

The main attribute of the winter wolf is endurance. It lives in the cold northern regions, far from civilization. It is a clever, quick and ruthless beast, and clan members strive to emulate these traits.

Clan members believe that death is the absolute end, except when a person dies while defending the clan. His soul is then transferred into the body of a wolf. Tribe members believe these creatures live forever. When the wolf dies, the soul simply leaves the old body and enters a new one. In this way, brave warriors achieve immortality.

It is taboo for anyone but a shaman to kill a wolf, and only a shaman may wear a wolf pelt. The shaman dons the memories of the soul that once inhabited the wolf when he wears the skin. In this way, the shaman communicates with wolves as well as the spirit world. Clan members carry carvings of wolves as good luck charms. To lose one is a sign that the wolf spirit has abandoned you.

Clan of the Hawk

The main attribute of the hawk is swiftness. The hawk is an independent creature known for its keen eyesight and precise tracking abilities. Those who belong to the Clan of the Hawk worship this powerful bird and try to learn from its actions. Many of them are hunters. Clan members usually carry ranged weapons such as bows and slings.

Members of the hawk clan wear hawk feathers as a symbol of their devotion. Rabbits, mice and similar creatures are carved from wood and kept as charms. These represent a successful hunting expedition, and bring prosperity to the carrier.

A hawk may be killed, but it is forbidden to eat it. The flesh is simply burned until it is ashes, while the feathers are kept to make capes and other items. Hawks may not be captured and sold; however some shaman of this tribe carry a hawk upon their arm.

Clan of the Mountain Lion

The mountain lion is worshipped for its strength, cunning and hunting abilities. Tribal members wear carved amulets, shaped like a lion for good luck. They primarily eat meat, and shun fish and poultry. Because mountain lions are somewhat uncommon, a skin is thought to be a great treasure. It is usually presented to the shaman or tribal leader by the hunter who killed the lion, though he may choose to keep it himself or give it to someone else. Anyone who wraps himself in the skin of the lion will become strong, swift and alert; a sick person will regain his health and a pregnant woman will be assured of an easy birth.

Brownie

Luckies

Brownies have no true religious system. Instead, they believe that life is directed by the powers of Luck. Believers of this faith are known as "Luckies." A catalogue of brownie superstition would be huge and virtually worthless—superstitions vary from village to village. However,

all brownies have a few beliefs in common. The strongest one concerns the "true name."

A brownie is known all his life by an everyday name given to him at birth. At puberty, the brownie is given some quest or goal by an older family member. On the completion of the task, the brownie chooses his "true name," which has somehow suggested itself to him during his journey. The brownie is obligated to repeat his true name aloud seven times a day, and many write it on a piece of paper and carry it as a charm. This name is suffused with magical powers, and cannot be used lightly. It is used as a great sacrifice ("By the powers of Good Luck, if you heal my son, I'll give up my true name") or as a solemn oath ("I swear by my true name that I'll never tickle you again."). If a person discovers a brownie's true name, the brownie will feel obligated to act as his servant until he obtains a new true name.

At the beginning of every adventure, a brownie must roll his Fate. On a Catastrophic result, someone has heard his true name, and he must pledge himself to them. This could be a foe, but will most likely be another character.

Brownies do not really have a clear idea of an afterlife. The feeling is that upon death, Luck spins the wheel one last time. If you're lucky you will go to the Good Land, a place of laughter, good times and plenty of food. If your luck runs out, you'll end up in a dreary damp cavern that is crowded with unhappy souls.

It is good luck if: You find and carry a four-leaf clover. You quaff a pint of honeymeade ale in one gulp. Your home is lined with slate stone. You carry a rock with a hole through the middle of it. A bird lights on your head. Your true name is unknown to all your friends and acquaintances. Seven women acknowledge you on market day (all your barterers will be successful!).

It is bad luck if: You lose a lucky talisman. A cow licks you. You cross a river at dawn or dusk. You stumble. You hear a goblin sneeze. You wear the colors blue and red together. Money is counted out loud. Your garden yields mutated vegetables. Eating such vegetables is very bad luck, and if you sell them to unsuspecting folk who then discover the ruse, you'll be run out of town!

Bush Person

One day Snake was tracking his way through the vast desert sands, looking for a place to sun himself. He came upon two great stones, one red and one black. Both seemed perfect for such a pastime, but when he slithered between them, he discovered they were bitterly cold. Now this was a very odd thing, so he called to his oldest brother dancing in the sky and said: "Brother Fire, I fear that your powers are naught, for these two stones are cold and have no life heat whatsoever." Fire heard him, and grew angry, for even the slightest criticism was a great insult in his eyes. With a roar he swooped down and grasped the stones in his fiery embrace. Poor Snake felt his skin crack away from his body from the terrible heat, and he pressed himself closer to Sister Earth in order to hide from the wrath of Fire. To this day, Snake sheds his skin and burrows into the ground when he is in fear.

Fire found the stones to be utterly beyond of his powers; nothing he did could warm them. "They must be the playthings of my Sister, Water" he grumbled "And therefore useless to me!" And with that, he threw the stones with such force that they tore horrible scars across the belly of Sister Earth, causing her to tremble and cry out in pain. Finally, they came to rest, and a strange thing happened. The stones fell apart and it was seen that a lump of flesh was curled inside the middle of each! Snake circled round and round, but could make no sense of it all. Cautiously he flicked his long tongue toward the bundles-and they began to shudder with life. First one, and then the other formed into the shape of a being that had never before been seen. And so the first man and woman were created-Keyl, son of the black stone and Ke, daughter of the red stone.

When Keyl and Ke were first formed, they were very frightened, for they knew nothing of the world. Snake became their teacher. He taught them how to build shelters out of rocks and earth, and how to beg favors from their siblings, Fire, Earth, Water and Air. He showed them where the tasty plants grew, and explained to them what was good and safe to eat, and what was not. After a while, he even led them out of the desert, to the ocean front where they learned to swim and fish. The whole family watched with pride as Keyl and Ke became strong and happy beings. Snake became arrogant, and

constantly spoke of them as his own children. One day he even had the gall to say "Why, they were nothing but lumps of flesh until I blessed them with my own life juices!" With that, the sky began to darken and all living things began to tremble with fear, especially Snake. He had committed a terrible sin when he attributed the power of life to himself, when all knew that it was the Great Mother who held sway over all. Now she was threatening to destroy them because of his folly.

Thinking quickly, Snake began to chant soothing words, assuring the Great Mother that his boast had been meaningless and quite stupid; he would gladly accept any punishment that she chose to mete out. Instantly, Snake fell to his belly, no longer supported by his legs, for the Great Mother had snatched them away. Then she made his mouth fill with poison, so that never again could he claim that his saliva could confer life. With that, she was satisfied.

Snake became a bitter creature after that, blaming Keyl and Ke for his misfortune. While he is still revered as the great Teacher, he rarely confers his knowledge to anyone else, and prefers to be alone.

Bush people worship a pantheon of elemental gods. Their religious life is centered around a village shaman. Besides the elemental gods, bush people also revere the animals that provide them with companionship, food, clothing and even weapons. They build shrines to their ancestors, and pray for their happiness. Roll 1d6 on the Bush People Starting Religion table to determine which god a particular bush person reveres most.

Bush Person Starting Religion

d6	Cult
1	The Void
2-3	Brother Fire
4	Sister Water
5	Sister Earth
6	Brother/Sister Air

There is only one shaman per tribe. If a character wishes to become shaman, he must first be a shaman type. If he can demonstrate superior powers before the tribe, he will be elected shaman, and the other will have to leave in disgrace. However, it is more likely that the current shaman will challenge the contender to a series of quests somehow involving the elements that are worshipped. For instance, a challenger may be required to "Bring me the flame of a draconian,

water from a korrigan's spring, the earth from a brownie's garden and a raven's last breath." If the challenger does so, the shaman must step down. These quests must be approved by all tribal leaders, so that no one is asked to do the clearly impossible. Occasionally, a shaman will have a half-dozen persons all on the same quest.

The Void

The void is a great nothingness that existed before the creation of the world, and will exist long after the world crumbles to dust. From out of its depths, all things come. When living things die, they return to the Void to be reborn. If they have been honorable, they will be reborn in the "Land of the Great Hunter", a world exactly like this one, but with no hunger, strife or war. Those who have not obeyed the dictates of the tribe will find themselves reborn in this world.

The Void is usually represented by the night sky, though sometimes it is addressed as the Great Mother. It is feared that the Void will someday grow weak and collapse upon the world, suffocating all living things with its heavy weight. For this reason, ceremonies are held nightly so that spells of healing and rejuvenation are said to keep the Void strong.

Brother Fire

Fire was the first element born of the Void. He sprang forth so fast and furiously that sparks burned deeply into the face of the Void, becoming stars. His great destructive power was such that he threatened the Void itself, until Sister Water emerged and tamed him utterly. It is considered wise to treat Brother Fire with respect; otherwise he might leave in a sulk (leaving the world in utter darkness) or sear the world with his flames.

Brother Fire is depicted as a dark man surrounded by fire. He burns everything he touches, but his warm breath can heal the sick and even bring life back to the dead. He is impatient, emotional and explosive, but without him, there would be no life.

Sister Water

The antithesis of Brother Fire. Only she keeps him from bursting into rage and reducing everything to ashes. Because the bush people live in the hot, southern regions they are grateful to Sister

Water who cools their parched throats. However, she too must be placated, for her anger causes great floods to rise, capable of destroying entire villages in a moment.

Sister Water is shown as a slender woman wrapped in wet robes. Her hair and fingers drip water, and she brings the rains that are needed to grow crops.

Sister Earth

The gentle one. She is the friend of the bush people, patient and giving. She feeds the animals and tribes the roots and herbs which are her own life's blood. If she becomes ill because of too much teasing by her older siblings, the land becomes parched or muddy. Sometimes they tease her so much that her anger is aroused, and she tries to strike back at them. When she does, the ground trembles.

Sister Earth is shown as a plain woman, with a broad face. She is shy, and is usually shown with her eyes downcast. She often carries a mortar and pestle, symbol of the harvest.

Air

Air is represented as either male or female, and is known as "little brother" or "little sister" depending on the manifestation. Air is the joining element between all the gods, the animals and the bush people themselves. While Brother Fire offers the warmth that is necessary to sustain all life, Air supplies the initial breath of life itself. In other words, Air is symbolic of the soul within all things.

Corsair

Because they travel far and wide, corsairs have been introduced to many different beliefs, some of which they have brought back to their villages. A corsair town is likely to have a variety of religious societies, though most of these die out within a few years, due to failing interest.

Most corsairs believe that their lives are controlled by one of two entities: Lady Luck or the Lady of the Sea. Most believe that the two are sisters who have divided control of the world

between them. Others believe that only one exists, and the other is simply a different manifestation. One-room shrines to both goddesses are numerous along the coast, and corsairs often burn incense in their honor. There is no regular priesthood; instead the women of the village take turns maintaining these places of devotion.

Roll 1d6 on the Corsair Starting Religion table to determine which lady a particular corsair reveres most.

Corsair Starting Religion

d6	Deity
1-3	Lady Luck
4-6	The Lady of the Sea

Lady Luck

Lady Luck is shown as a buxom woman wearing gaudy clothing. She holds a wheel of fortune, cards, coins or other symbols of luck. Sometimes she is shown with an hourglass, showing that luck always runs out eventually. Lady Luck favors every ninth day after New Year's day. Marriages, business deals and ship launches often take place at this time. In the fall, the corsairs hold a three day festival in honor of Lady Luck. Contests of strength, cunning and skill are held.

The Lady of the Sea

This goddess is depicted as a sad-faced woman dressed in flowing garments of blue, green, and white. Her shrines are found near the sea, decorated with shells and driftwood. Many are built at the end of long piers so that they extend far beyond the beach. These shrines have a hole in the floor so that gifts may be thrown to her. Corsairs often carve representations of their ships to offer to the Lady-it is said that she will protect all ships given to her. These model ships are tossed into the sea on her feast day, and new representations are carved and dedicated to the Lady.

The Lady of the Sea is feared as well as revered. She enjoys luring men and women into the murky depths of the ocean, where she lives in a vast castle. She then forces them to be her slaves. Relatives of those who were lost at sea often pray and beg her to release their loved ones from captivity. Because she is greedy and loves treasure, some people try to

bribe her with gold and jewels, tossing them into the water in order to garner her favor. Those who try to rob the sea of these underwater treasures are put to death, for corsairs believe that their island homes will be at risk if the Lady of the Sea is angered in this manner.

Draconian

Draconians believe in the powers of magic, and magic alone. Their religious faiths are actually cults that have grown up around the different methods of learning and teaching magic. These cults are elaborate, mysterious and maintained by loyal brotherhoods. Each believes that the other system is dangerously in error and bloody feuds have arisen. These cults are often known as "paths" because they intend to lead the acolyte to the true source of magic and power.

All draconian religions teach that life itself is magical. When a draconian dies, they believe that his life force lingers in the area. It can become part of a rock, tree or even an animal. When a revered draconian is on his death bed, a child is often brought to his side so that his life force may enter the child. Of course, every draconian hopes for the day when he becomes the ultimate magician and achieves immortality.

Roll 1d6 on the Draconian Starting Religion table to determine which path a draconian follows.

Draconian Starting Religion

d6	Path
1-3	Jewel Path
4-5	Cloud Path
6	Blood Path

The Jewel Path

The followers of the Jewel Path observe the teachings of the great sorceress Merghena who wrote the famous grimoire trilogy: Crystal, Emerald, and Ruby. She taught that magic is a manifestation of life energy that can be found in natural items, such as wood, metal and stone. She believed that this energy had been compressed and made dormant by ancient magicians who wanted to keep their powers safe. Followers of the Jewel Path try to

extract energy from various objects and mold that energy to their will.

This cult is called the Jewel Path because Merghena believed that gems were the best storehouses for magic. Followers often carry wands encrusted with jewels.

The current god-king of the draconians is a Ruby Mage. Naturally, his directives tend to favor the Jewel Path. Every three years at a grand festival, he selects a new apprentice who must immediately convert to the Jewel Path. From his apprentices, the god-king will eventually select a successor known as the King's Chosen.

Title	Devotion	Requirements
Crystal Mage	1-11	Must be a spell user.
Sapphire Mage	12-16	Apprenticed to
Emerald Mage for one year.		
Emerald Mage	17-22	Fulfill 2 quests for temple.
Ruby Mage	23+	Reach Fate of 20+

The Cloud Path

This cult professes that magic is only a projection of the mind; all magic stems from the will power of the magician. This system was founded by twin magic users, Vulge and Snyder. Twins are a great rarity among draconians, and it was soon clear that these boys were particularly special—they were almost perfect telepaths, speaking to each other without words over great distances. They were also quite brilliant, and learned the ancient spells with ease.

They began to study their own minds, trying to discover what allowed them to manipulate magic so readily. They compiled their findings in a short essay entitled *Minds beyond the Cloud*, hence the term "Cloud Path." In this essay, the brothers confess their dislike for traditional learning techniques, and introduced a rigorous training program that emphasized meditation and mental exercises. This, they felt, was the true way to find the ultimate source of power and magic.

Followers of the Cloud Path use no items, wands or other equipment, and look upon such things as childish.

Title	Devotion	Requirements
Muse	1-11	Declare faith.
Medium under Seer.	12-16	One year of study
Seer for temple.	17-23	Fulfill 2 quest
Cloud-walker	24+	Reach Fate of 20+

The Blood Path

The Blood Path was founded by a draconian god-king known as Kre-Usur. Like all primitive draconians, he was vicious, demanding and cruel. He was nicknamed "Sharp" by his people—a simple title which paid tribute to his habit of sharpening his teeth and claws so that he could rend the flesh of his enemies. Yet Kre-Usur was a brilliant creature as well as a monster. His theories of life, death and magic were carefully written down in three slim volumes that became the foundation of the Blood Path. While the originals were lost long ago, copies remain, though they are rare.

Kre-Usur wrote that the greatest magical surge always came before death, when the life forces gathered in order to vacate the body. His first book, *The Last Breath* is a collection of essays and spells which teach a person how to control his life force in order to draw forth magic. This includes blood-letting, self-torture and self-induced trances. The second book, *The Other*, describes the death throes of many different animals and people. It lists the different levels of power released by specific types; for example, a young rabbit's life force as opposed to an old dwarf's life force.

The last volume is entitled *The Child*. The first half of this book lists various ceremonies and techniques for elevating one's magical status by sacrifice, drinking blood and eating certain types of flesh. The second half is an unfinished workbook detailing Kre-Usur's final experiment. Using the flesh and bones of the dead, he strived to reanimate them in order to create the perfect magical being. Kre-Usur died of old age before his experiments were completed. His last request was that his own body and blood be used in order to achieve success. Whether his successor did so or not is unknown.

The Blood Path was once a very popular cult, but it quickly lost favor when draconians found it necessary to trade and interact with other races—they simply would not tolerate it. Although the Blood path is officially banned in most areas, it is still studied by many draconians in secret.

Title	Devotion	Requirements
Apprentice blood oath.	1-11	Declare faith with
3rd Order	12-16	Sponsored by mage. Perform 4 minor
sacrifices before order.		
2nd Order	17-22	Perform 2 major
sacrifices before order.		
Primary Order	23+	Fulfill sacrifice ordained by order.

Dwarf

In the beginning, Auberim was alone. He bit off the finger of his left hand in order to create a companion for himself. The result was Grunna, a beautiful woman with dark hair and eyes. He fell in love on first sight, but his ardor soon cooled. Grunna proved to be a nag, and refused to bow to his wishes. So Auberim bit off the finger of his right hand, and created a second wife, whom he named Brei. She has big blue eyes and a sweet disposition, nevertheless it is Grunna who is worshipped as Queen of the gods.

Grunna constantly badgered Auberim to create beautiful jewels for her to wear. She also belittled his creative talents, which prompted Auberim to create the world in a show of power. He did this by tossing a mixture of earth and water into the air. When it fell, it broke into four pieces. From these shapes came all the living things of the world: plants, animals, evil ones, and the dwarven race. He found favor with the dwarves, and allowed them to live on the outskirts of his vast underground kingdom. The rest he banished to the harsh elements of the surface.

Auberim and the other gods reside in Auberim's Gate, a mighty city of untold splendor which can be found in the very center of the earth. It is here where the souls of dead heroes spend eternity.

Dwarves worship a pantheon of gods. Their religions are highly organized with temples and strict rules of conduct. Roll 1d6 on the Dwarf Starting Religion table to determine which deity a dwarf worships. Some restrictions apply. For instance, if you roll 5 and you have a female character, your character would worship Brei. If you roll a 1, you must make a second die roll to determine which deity, Tu or Nictryi, your character worships.

Dwarf Starting Religion

d6	Deity	Requirements
1	Tu	Roll 1d6: 1-3
	Nictryi	4-6
2	The Brothers	Any
3	Lonne	Any
4	Auberim	Males only
	Grunna	Females only
5	Auberim	Males only
	Brei	Females only
6	Marg	Derelict, Laborer, Foreman, Tinkers only
	Borir	All others

Auberim

Auberim the Creator is depicted as a tall dwarf with a long, gold beard and piercing blue eyes. He is missing the little finger from each hand. Auberim wears fine gold chain mail, and carries a gold-tipped hammer. Those who worship him never wear gold; however, gold is considered the proper offering when worshipping at his temple.

The priests of Auberim wear yellow robes. They are all master craftsmen, and because they are required to take a spouse at an early age, nearly all of them are married and have large families.

Title	Devotion	Requirements
Apprentice	1-9	Declare faith.
Journeyman	10-14	Donate \$500 to temple.
Tradesman	15-19	Marry a worshipper of Grunna or Brei.
Master	20+	Own a business.

Grunna

Grunna is the goddess of all women, particularly mothers. She is often shown dressed in fancy robes edged in white, and she wears a crown, necklace and bracelet of the finest silver. Sometimes she carries a silver-backed mirror. When she gazes into it, she can see actions taking place many miles away; it is with this device that she keeps an eye on her husband.

Men are not allowed to worship at Grunna's temple, but many worship her privately, referring to her as their "foster mother."

Title	Devotion	Requirements
Worshipper	1-9	Declare faith.
Novice	10-14	Donate \$500 to temple.
Counselor	15-19	Teach novice for one year.
Matriarch	20+	Fulfill 1d6 quests for temple.

Brei

Auberim's second wife was created when he bit off the finger of his right hand. She was formed so that Auberim might find some peace away from his first wife Grunna. Brei wears simple clothing, but she is very fond of jewels, which she wears in abundance. She is depicted as a sweet girl with large blue eyes, wearing a tight-fitting cap of jewels. This is because Brei is completely bald. Grunna, in a fit of jealousy, doctored her wine, causing her hair to fall out. The cap was created by the weaver Lonne from the most precious gems that could be found. She never removes it, and her worshippers never mention her baldness for fear of incurring her wrath.

Brei is the goddess of love, youth and happiness. Many dwarven girls study at her temple before marriage. Here they are taught dancing, singing and other forms of entertainment.

Title	Devotion	Requirements
Worshipper	1-9	Declare faith.
Entertainer	10-14	Serve temple for one year.
Instructor	15-19	Teach entertainer for one year.
Lady	20+	Fulfill 1d6 quests for temple.

Lonne

One day, while Auberim was eating the golden fruit of Life, a seed caught in his throat. He gasped, choked and spit the seed to the ground, and Lonne sprang up, fully grown. He is Auberim's faithful companion, bodyguard and counsellor. It is Lonne and his soldiers who guard Auberim's Gate.

Lonne is also known as the "Master Weaver." It was he who invented the loom, and discovered the process whereby tree roots could be beaten to a pulp, and then twisted into thread. He also discovered the process by which gold and other metals could be woven into chain mail. For these

reasons, Lonne is the god of soldiers, weavers and smiths.

Lonne is shown as a young man with a short beard. He wears a vest of finely-woven chain mail. In one hand he carries a double-edged ax; in the other he holds a ball of thread. Most dwarven boys (and a few girls) spend time in the academies of Lonne. These are military institutions as well as temples, and include the study of weaponry and warfare.

Title	Devotion	Requirements
Worshipper	1-11	Declare faith.
Cadet for 1 year.	12-16	Serve in militia
Guardian for temple.	17-21	Fulfill 1d6 quests
Protector	22+	Pass test of courage and bravery.

The Brothers

Sometimes known as the "moles" or the "mole brothers," these are the children of Auberim and Grunna. Their names are Lars, Niles and Hydric, but they are rarely worshipped singly. They are mischievous boys who delight in playing tricks. The other gods put up with them only because they are geniuses when it comes to building and engineering. It is said that they developed the standards for the underground air and water pumps so essential to dwarven life. Many of the ancient tunnels are attributed to them.

The Brothers are shown as teenage boys, beardless, wearing dirty and torn clothing. Their pockets bulge with gadgets, and they are often shown carrying tools. They are cheerful, and always ready to help those who make their living as architects, engineers and inventors.

Sometimes dwarven tunnels are marked with tiny triangles (symbol of the Brothers) to show the way to the nearest village. This is in tribute to the Brothers, who are supposed to protect and guide those who become lost.

Title	Devotion	Requirements
Devotee	1-9	Declare faith.
Guide	10-14	Donate \$300 to temple.
Guardian for temple.	15-21	Fulfill 1d6 quests
Master	22+	Build temple or public structure worth 100 gold.

Nictryi

This is the dwarven goddess of rivers and lakes. The oldest child of Auberim and Grunna, she was flung into the Aeg river by her mother, who was disgusted by her appearance. Since then, she has ruled the dark waters and all creatures within it.

Nictryi has an unusual appearance for a dwarf-she is tall, thin and very pale. Her hair is dark and greasy, while her skin and eyes are very white. She is blind, but moves swiftly in water, maneuvering by sound and touch. On land, she walks with a pronounced limp. She wears a flowing white gown, and a necklace made from the finger bones of drowned dwarves.

Dwarves fear water as a rule-an underground flood is no joke-but they realize they cannot live without it. Therefore, Nictryi is treated with exaggerated respect and honor. Strangely enough, she is not considered evil. It is understood that she has been driven mad by her long sojourn under the water. In her saner moments, Nictryi can be quite courteous and gentle.

Nictryi's temples always have a fountain. Worshippers sip from a community cup upon entering her sanctuary.

Title	Devotion	Requirements
Worshipper	1-14	Declare faith.
Water bearer	15-21	Serve temple for one year.
Priest/ess	22+	Fulfill 1d6 quests.

Tu

Tu is the husband of Nictryi. It is he who leads the soul of the newly deceased dwarf to Auberim's underground home. If the dwarf can answer the gatekeeper's three questions, he will be allowed to enter, but if he cannot, Tu will instantly whisk him away to "White Sky," the land where the souls of unworthy dwarves are taken for punishment. Here, Tu strips them of all their memories, leaving them only the sense of pain. He then puts them to work digging holes and filling them again under a hot, blinding sun. When their punishment is complete, they may try to make their way back to Auberim's Gate, but most are too weak and blind to make the trip. Instead, they simply lie on the ground and wail in despair.

Tu is shown as an old, yet vigorous dwarf. He wears no hat or cap, and his clothing is somber. Out of his shoulders grows two bat-like wings, and he is often shown with a flock of bats, who act as spies for Tu. It is considered bad luck to run across a flock of bats, but it is considered even worse luck to kill one.

Title	Devotion	Requirements
Worshipper	1-14	Declare faith.
Servant	15-21	Serve temple for one year.
Priest/ess	22+	Fulfill 1d6 quests.

Borir

This god is the only offspring of Auberim and Brei. He is the god of poetry, story-telling and ale. He is shown as a jolly, fat dwarf with a mug of beer in one hand and harp in the other. He helps everyone and anyone he can. He is particularly fond of those who are hospitable and friendly to strangers. He is the patron of innkeepers, brewers and travellers.

Title	Devotion	Requirements
Worshipper	1-9	Declare faith.
Troubadour	10-14	Donate \$500 to temple.
Instructor	15-19	Instruct
Patron	20+	Build hostel, soup kitchen, or shelter worth 50 gold.

Marg

Also called the "dragon-dog." This fierce beast can take on the appearance of a small, fire-breathing dragon or a mature dwarf dressed in green chain mail. In this form he carries a torch that can never be extinguished. He is the god of explorers, and, until recently, has never been more than a minor figure in the pantheon of dwarven gods. Disgruntled members of the working class have recently adopted Marg as their symbol of freedom. In some villages, his worship has been condemned as heretical or treasonous.

Title	Devotion	Requirements
Worshipper	1-9	Commit anti-establishment act.
Protector	10-14	Donate \$100 & 6 months service.
Activist	15-19	Get arrested 3 times for civil disobedience.
Coordinator	20+	Implement coup against political party by intrigue or force.

Easterling

Long ago, the land of the easterlings was a rough and wild place. There was no central form of government; instead, powerful families kept private armies and fought against their neighbors. Truces were made only when they had to join together to fight invaders, but were quickly broken once the enemy had been routed.

Sing Po was a member of a prestigious family of traders, but broke from family tradition to become a soldier. He travelled around the country fighting and killing for pay. Slowly he began to realize the futility and ugliness of his actions. What is the true goal of life? He wondered. He set off to find out.

After many years, he still had not found the answer. Sitting down with his back against an old stone wall, Sing Po began to meditate. All through the night, and for the next 26 days he concentrated. On the last day he finally achieved understanding. No longer a shabby soldier, Sing Po rose to his feet as the perfect scholar.

Most easterlings embraced his teachings joyfully, though some of the powerful ruling families resented his leadership. He formed the first Great Circle, a philosophical council which created just laws for all easterlings. He also founded programs to encourage independent study and meditation. Schools were opened to everyone, even the peasantry. Trade with other races was encouraged and crime was virtually eradicated. Within ten years, Sing Po had created a near perfect system of government.

Unfortunately, it was not meant to last. At the age of 42, Sing Po was assassinated by a young man of the Tien tribe, traditional enemies of his family. His death was caused by a poison-tipped arrow which struck him in the right eye. The assassin escaped, and the Tien tribe refused to turn him over

to the courts. War broke out, and the grand government of Sing Po began to topple.

Two years later, the grandson of Sing Po was born. He was named Li, and his birth was marveled because of a peculiar deformity-the lid of his right eye drooped, effectively blinding him in that eye. Many believed that Li was Sing Po reborn, returning in order to bring peace to the land once more.

Because it was feared that the child might be killed, he was hidden away in the mountains. He grew strong and wise, reading his grandfather's teachings and writing his own commentary. When he was 17, he raised a strong army, crushed the many rebellions and reestablished the Great Circle. His long reign ended when he was 102.

Some easterlings, particularly the peasant class, worship their ancestors. Other easterlings devote themselves to the teachings of Sing Po and Sing Li. Roll 1d6 on the Easterling Starting Religion table to determine an easterling's faith.

Easterling Starting Religion

d6	Religion
1-4	Sing Po and Sing Li
5-6	Ancestor worship

The Teachings of Sing Po

Sing Po wrote hundreds of books concerning meditation, philosophy, and everyday life, including: Mediations, Natural Learning, and Formal Laws and Punishments. He stresses inner tranquility and peace. Emotions block true understanding, so they must be carefully monitored. A true easterling should be alert and imperturbable at all times.

Sing Po also stresses family values and responsibilities. He urges parents to teach their children to become obedient citizens. Easterling law states that if a person is found guilty of wrongdoing, his parents may be punished as well, for not teaching him correct behavior. Each member of the family is required to fulfill certain functions, all of which are carefully listed within his writings.

Temples dedicated to Sing Po are found in nearly every city and village. The monks and nuns work together but live in separate chambers. They shave their hair, and wear simple robes made from rough cloth. They go about doing good works, primarily teaching the words of Sing Po. Every temple, no matter how small, is made up of five

rooms: the inner chamber, hospital, orphanage, school and library.

Sing Li is also revered, but since most easterlings simply regard him as an extension of Sing Po, he has no temples of his own. His books: Words concerning Meditation, Magical Thought, and Proper Behavior are highly regarded.

Title	Devotion	Requirements
Devotee	1-9	Declare faith.
Novice	10-17	Do good works by order of temple leaders for one year.
Monk/Nun	18-23	Fulfill 1d6 quests.
Abbot/Abbess	24+	Found own monastery/convent by gaining 20 or more converts.

Ancestor Worship

Easterlings believe that knowledge is the highest goal of all. Every easterling strives to reach the apex of knowledge. They believe that if this is achieved before death, they will ascend to the Plane of Bliss, and will take their place amongst the divine scholars. If this state is not achieved, they will be doomed to be reborn.

A reborn soul always returns to its family. For example, if a man dies, he would expect to be reborn as his daughter's son, or his grandson's son, or as the child of any other family member. If the family dies out, the man would be trapped in limbo, never to be reborn. For this reason, easterling families tend to be huge and well-documented. Parents are required to register all births and deaths at the Judicial Hall of Records.

When a baby is born, a seer or wise woman is sent for, so that she may discover whose soul has entered the child. After pouring over ancient records, the seer will tell the parents which family member has been reborn. The parents will raise the child accordingly, and in some cases, the child will even inherit property or items because they are believed to be his in the first place!

Easterlings burn incense in village shrines, and pray for the early return of their dearly departed. They also beseech those who have achieved the Plane of Bliss to assist them in times of need.

Title	Devotion	Requirements
Devotee	1-9	Declare faith.
Honored One	10-17	Gain fame by doing public works and donations
		Donate \$100 a month for one year.
Excellent One	18-22	Return long-lost item or lands to family.
Esteemed One	23+	Expand family holdings by 100 gold.

Elf

Long ago, Eochaid, King of the Firbolg made an agreement with Queen Dana of the sidhe. "Your people have the power of magic while mine have the power of strength," he said. "Let us wed these two powers together to create a new kingdom." Queen Dana agreed, and Eochaid sent his son Sylvan to Skyreach to wed her lovely daughter Virtua. But her husband Dagda was enraged, for once again Dana had ignored his counsel. When Sylvan reached the splendid palace in the sky, he locked the boy up in a box of granite, with only a little hole in which to pass in bits of food.

Sylvan slowly wasted away. He longed to run free in the woodlands of his home, but he could not burst through the rock. One day he heard a lovely song through the small crack in the stone. He called out, "Who are you?" And the sweet voice answered, "I am Virtua, your bride." Instantly he loved her, for though he had never seen her face, he heard beauty in her voice. He longed to hold her in his arms, and the strength of his love caused the stone prison to crack in two, and he was free. With the help of Dana, the two lovers ran into the forest, far from Dagda's wrath. There they raised a large family of sons and daughters, the elves. They became adept at moving quietly and quickly through the dark woods, and in time, their numbers became vast, and both the sidhe and the firbolg learned to respect their cunning and clever ways.

Elves often worship the gods of other elf-kin, particularly those of the sidhe. Otherwise, they revere the heroes of their myths and legends. Roll 1d6 on the Elf Starting Religion table to find out which deity an elf worships.

Elf Starting Religion

d6	Chief Deity
1-2	Roll again using the sidhe table
3	Roll again using the firbolg table
4	Briene
5	Isheen
6	Maeve

Briene the Soft-hearted

Briene was a giant, standing nearly ten feet tall. Fiercely loyal to his family and his friends, he was always at the forefront of every battle. In one hand he carried a battle axe, and in the other a great sword. His visage was terrible, and he fought like a madman, surrounded by the bodies of his enemies. Afterward, he would weep and sing dirges for the dead, for Briene was truly a loving, gentle elf.

One day, a powerful spell user took pity on his weeping and moaning, and gave him a magic cauldron of healing to ease his conscience. This cauldron could be folded up and tucked in his pocket, but when it was laid over a fire it would spring into shape. A dead person placed in the cauldron would jump back to life good as new, except he no longer had the power of speech. Worshipers of Briene always say prayers over the bodies of their slain enemies. Not to do so is a discourtesy to the memory of Briene. Likewise, his followers never strike the first blow, for Briene always avoided a fight. The only exception is if a person or his family is insulted. In such cases, the person must apologize or face instant death.

Isheen

While hunting in the forest, Comhal the ranger spied a beautiful deer. Instead of shooting it, he decided to capture it. Hunting night and day, the lovely animal managed to elude him for an entire month. Finally, it paused to take a drink at a mountain pool, and Comhal captured it. Instantly it turned into a beautiful woman with sad, brown eyes. Smitten by her beauty, Comhal made love to her. Afterward, she resumed her deer shape and bounded further into the woods, where Comhal lost sight of her.

Five years passed, and Comhal and his friends were running their hounds for sport. A great outcry was heard among the dogs, and they all rushed forward to see what had been flushed from the

bushes. It was a small boy guarded by two *cu sidhe*. Behind them was a glass case, and within it was the body of the woman Comhal had known before. The top of the coffin were engraved with the words "Dark Druid" and nothing more. Comhal then knew that the child was his own. He named him Isheen, and took him home.

Isheen grew to be a serious man who preferred poetry to the hunt, though he was a proficient Bowman. He spent his time in song and storytelling, travelling through the lands in search of new legends and music. He was constantly protected by his hounds, who never grew old. After Comhal died, Isheen left his home a final time. It is said that he still journeys endlessly, and grants divine favors to those who can tell him a story he has not yet heard.

Mæve (magv)

Maeve was born two months early after her mother suffered a fall down a flight of stairs. The tiny child was not expected to live, so she was laid aside while the midwives tended her mother. Suddenly, a stranger burst into the house. Picking up the baby, he thrust her into the fire and said an incantation over her limp body. Her father ran forward, sword in hand, but a glance from the stranger knocked him off his feet. After a few minutes more, the man placed Maeve in her mother's arms and made two predictions: "She will be my bride and a great Queen," before he strode out of the room.

Maeve grew to be a headstrong girl with an enormous amount of strength. She rode and swung a sword with ease, and quickly defeated all challengers. She was also quite intelligent, and taught herself to read and write. She seemed to lead a charmed life, for no serious injury could be done to her. An arrow aimed at her breast would unerringly avert at the last moment.

On her eighteenth birthday, the dark stranger again appeared, but this time his face was well known. He was Kossian the Destroyer, a sorcerer determined to conquer the world. He demanded Maeve's hand in marriage. "I chose her at birth," he intoned. "And I've watched after her ever since. No harm shall ever come to her as long as she's mine." Her parents quaked in fear, and bade Maeve to go, but she would not. "I do not love you and I never shall," she retorted. "Leave my house." And with that she smote him with her sword, nearly tearing

his face in two. He was taken away by his minions, and healed, but swore to avenge himself.

Maeve roused her people together and formed a massive army. Though Kossian had removed his protective shield from her, she remained fearless in battle and fiercely reclaimed the land he had stolen. In time, he retreated to his home in the misty crags of Carile. With Kossian defeated, Maeve became the first Queen of the Elves.

For many years Maeve ruled wisely and well, but she was lonely and longed for a companion. She called forth all champions to partake in a joust; the winner would be named her consort. Warriors from all over the world came to meet the challenge, and a fair-haired hero named Devon defeated them all. He was made King, and a year later Maeve was delivered of her son, a boy she named Fane.

While on child-bed the King came to her with a terrible smile on his face. "I swore that I would be King and the father of Kings," he cried as he dropped his guise. It was the hideously scarred Kossian. With a laugh, he changed into a carrion crow and flew away.

Maeve was appalled, and found she could not look at her child, knowing who his father was. Announcing that both the child and his father had died of a sudden illness, Maeve rushed into the wilderness to kill the boy, but found that she was too soft-hearted to do the deed. Instead she took him to a great wizard who put the boy into a deep sleep. He grew to manhood, never waking, for Maeve could not bring herself to break the spell. She feared that he would be evil like his father. Upon her deathbed, she asked her family to free the young man, but his body was never found.

Elfin

The religious training elvins receive normally comes from their human parent (barbarian, bush people, corsair, easterling, forester, gypsy, hill folk, netherman, nomad or viking). Others belong to a quasi-religious group known as the Companions. Roll 1d6 on the Elfin Starting Religion table to find out which faith an elfin follows.

Elfin Starting Religion

d6	Religion
1-4	As for human parent
5-6	The Companions

The Companions

Growing up with half their parentage denied to them, some elfins have united to find their elf parents. Since most of them had very bleak childhoods, this group gives them a much needed sense of belonging, as well as a sense of purpose.

Companions are belligerent and hostile to outsiders, and are especially suspicious of elf-kin, whom they believe to be untrustworthy. Their beliefs are well-founded, for many elves regard elfin to be tainted, and refuse to help them in their searches.

The Companions have no consistent meeting place. Instead they travel throughout the world in search of their roots. Their symbol is the seven-sided star, symbolizing the inconsistency of their lives.

Entomolian

Entomolians do not have any religious faith of their own. They believe that the world simply is, and death is the complete cessation of the life force. When the life force disappears, the body remains behind to be utilized as food for the hive. The closest thing they have to a god is the queen, whose will is what will be.

A religious entomolian would be unusual, especially since they do not normally interact with other races. However, the fanatical attachment that an entomolian has for his hive and nest mates could be diverted into devotion to a god or religious faith, especially if the entomolian had been away from his home for many months.

Feral

Like the elfin, a feral does not have a religion unique to his kind. He may be given religious instruction by his adopted family, but it is unlikely

that he will become a fervent worshipper. If anything, the feral seems most attracted to animal worship, usually the creature that nurtured him in his youth. To determine a feral's starting religion, use the Starting Religion table for his adopted family.

Firbolg

Firbolgs worship a pantheon of gods. Roll 1d6 on the Firbolg Starting Religion table to determine which cult a firbolg belongs to.

Firbolg Starting Religion

d6	Deity Requirements
1-3	Eochaid Males only Aideen Females only
4	Liban
5-6	Babd

Eochaid (ughy)

Eochaid is the High King of the firbolg gods. Shown as a strongly-built figure wearing leather armor, Eochaid carries a long bow called Coarsegold. This bow turns any arrow it fires into a +5 arrow made of solid gold. It unerringly hits its mark, and returns to Eochaid's hand on command. Upon his head, Eochaid wears a circlet of bronze that gives him amazing powers of hearing and sight. He is loving and protective to his wife Aideen, and worshippers promise undying infidelity to their spouses in his honor.

Temples to Eochaid are austere, uniform structures consisting of an inner and outer chamber, with living quarters for temple workers nearby. Worshippers vow to uphold all virtues, protect the innocent and avoid the profane. They do not drink spirits, dance, wear gaudy clothing or associate with "unsavory people." Those who succumb to these temptations must seek penance from a temple master. This usually consists of doing good works, such as repairing the temple roof or donating clothing to the poor. No women are allowed in the temple of Eochaid.

Title	Devotion	Requirements
Worshipper	1-14	Declare Faith.
Man of Morals	15-19	Donate \$100 to charity.
Honored One for temple.	20-24	Fulfill 1d6 Quests
Temple Master	25+	Build temple to Eochaid worth 100 gold.
		May assign penances to members.

Aideen

Wife of Eochaid. She is exceptionally beautiful, though she dresses plainly. She is the goddess of women, but mothers particularly find favor with her. Every temple of Aideen sponsors a cloistered school for girls. Worshippers believe that the training of females is important, for they will be the first teachers of the next generation. After training, they are quickly married off to a suitable match. Others dedicate themselves to the temple, or else take vows of celibacy. Girls who refuse to enter the school may be accused of wantonness, and possibly banished from the sect. This would reflect poorly on her family, who would have to atone for her bad manners.

The followers of Aideen are even stricter than their male counterparts in the temple of Eochaid. Women who break the laws of the temple will not only be assigned a penance, but may be whipped or branded as well. No man may enter the temple of Aideen.

Title	Devotion	Requirements
Worshipper	1-14	Declare faith.
Lady of Morals	15-19	Take vow of celibacy.
Honored One for temple.	20-24	Fulfill 1d6 quests
Temple Master	25+	Build temple to Aideen worth 100 gold.
		May assign penances to members.

Liban

Daughter of Eochaid and Aideen. She is the goddess of the sea, and when she immerses herself in water, her lower body turns into a salmon tail. Her faithful pet dog transforms into an otter, and together they journey throughout her underwater kingdom. While underwater, she lives in a vast cave, but when she takes human form, she lives in the palace of her parents.

Liban is beautiful, kind and loving. She cannot say "no" for any reason, and if Liban promises to help you, she will. The problem is that she is quite capricious and forgetful. She often stays underwater for great lengths of time, and cannot hear the prayers of her people. To remind her of their presence, worshippers throw wreaths of flowers into flowing water, hoping that the pretty petals will remind her of those on land. Worshippers will not harm water animals, particularly otters, for fear one might be Liban's little pet.

Liban does not have any temples. Her followers sing hymns of honor to her every day, but only meet with one another occasionally. This is usually near the ocean or running water when the moon is full. Here, they dance the sensuous "Salmon Dance" far into the night. Devotees enjoy music, legends and dance. They dress in colorful clothing and dedicate themselves to protecting nature. Upon death, her followers asked to be thrown into the sea so that their bodies might be transformed into fish, and they may swim with the goddess for ever.

Badb (bibə)

The goddess of war. Badb is a terrifying figure who lurks around battlefields, and drinks the blood of the fallen. If she wishes, she can appear as three separate figures: Macha, goddess of slaughter; Neman, goddess of confusion and deception, and Morrighu, goddess of courage and strength. In turn, these goddesses may turn themselves into crows. For this reason, worshippers of Badb refrain from injuring crows.

Badb wears no armor, but is instead smeared with a magical ointment of mud and blood, completely protecting her from injury. She carries a small shield in one hand, and a terrible spear in the other. This weapon flashes like lightening and roars like thunder when thrown. Badb's war cry is so terrifying that all who hear it run away in fear.

Though Badb is a terrifying sight, she is not viewed as evil. Instead, her skills as a fighter are admired and emulated. Followers of Badb train themselves to be fearless. Many of them are warriors who carry a ceremonial javelin that has been blessed by a priestess of Badb. This weapon is to be used only when the warrior expects to die in battle.

Priests of Badb scar their cheeks with two vertical slashes. They hold meetings at the sites of

ancient battlegrounds, and dance around large bonfires until a state of complete frenzy overtakes the crowd. When this happens, it is said that Badb will appear in the flames and choose one person to join her honored battalion. That person will instantly be stricken dead, but his memory will be revered.

Priests wear black mantles in imitation of black crow feathers. They swear to protect the weak, and die for their race, if necessary.

<u>Title</u>	<u>Devotion</u>	<u>Requirements</u>
Pawn	1-14	Declare Faith.
Advocate of Badb as totem.	15-19	Choose one aspect
15+ Stamina.		Macha: Requires
15+ Cunning.		Neman: Requires
15+ Strength.		Morrigu: Requires
Champion	20-24	Defend the firbolg race from enemies.
javelin.		Gain ceremonial
Priest/ess and scar cheeks.	25+	Don black mantle

Forester

A long time ago there weren't nuthin in the world but trees. Everywhere was big, old trees, bigger 'n the mountains almost touching the sky. It was all flat too, and there weren't no animals or people neither. All the time it was quiet and peaceful, just the wind blowin' and the trees growin'.

Then one day, the ground began to rumble. The trees began to sway, some of them so fierce they broke right in two. Across the world he came, his feet stomping deep into the dirt. Why, he drove more than a hundred trees straight down into the earth with his big toe! Nothin' grows in those places now, but the deer like to go there and graze.

Now I don't know his real name 'cause he never was called anything but "Big Jack," but it don't matter anyhow. What's important is that he was big. His arms were thick as twenty oxen all lined together and I can't even tell you about his wondrous legs. He carried a huge ax in one hand and a sack in the other and his head touched the clouds.

He looked all around. "Well, I thought there'd be some kindlin' along here so's I could make me a fire but there's nothin' but this grass. I guess it'll

have to do." So he pulled up those trees and began to make a fire. Some of the sparks got away and huge forest fires raced through the land, but he just stomped them out right quick. Other sparks landed in the sky, but he thought they looked kinda pretty there, so he left them. Then he said: "I'll jist sit here a while an' wait for the fire to burn steady." And with that he plumped right down. He sat down so hard that all the earth shuddered and rippled beneath him! That's how the mountains and valleys came to be.

Once he got himself comfortable, he began to get itchy so he reached into his sack. Inside he had all sorts of play-pretties which he started tossin' up and down for fun. Finally he threw them so far up that they never came down, and we can still see the sun and moon to this day. Just imagine, they was once all in Big Jack's giant sack.

Now Jack wasn't too happy about losin' his toys, so he went back to his supper. Once again he reached inside his sack, and this time he pulled out a big slab of meat, which he threw on the fire. To pass the time while it was cooking, he began to carve little figures from the broken trees that were lyin' about. He'd finish one an' toss it down, then he'd do another until he had hundreds of 'em. After he'd made a pile, he polished them up real good and they came to life. This is how Big Jack made all the animals of the world, including the first man and woman.

The man said "I have no place to live" and the woman said "How will we eat? You must take care of us". Big Jack just laughed. He thought it was funny that his little dollies should talk to him that way. "Why should I?" he said. "You're my toys, and I can throw you into the fire and watch you burn just as soon as give you a morsel to eat or a place to sleep!" This made the man and woman so angry that they snatched up Big Jack's sack and ran off into the forest!

With a cry, Big Jack began to chase 'em, but he lost them in the forest because they was so small. He stomped and yelled, and chopped down trees with his ax, but the man and the woman managed to hide themselves.

Finally, Big Jack just gave up. With one last howl he stomped away, leaving the land to humankind. The sack turned out to be a magical one which is why Big Jack was so sorry to lose it. There was many treasures inside, but what exactly they were, I don't know.

Foresters worship mythical heroes who can be called upon to give aid at certain times. A single forester may call upon any one of these heroes of the woods. There are a lot more local heroes than those listed here.

Most foresters believe that when they die, their souls will drift skyward until they find themselves in a wonderful world of green forests, freshwater lakes and abundant game—in short, the forester heaven. Those who were evil in life may find themselves trapped inside a tree, chained to the bottom of a cold, dark lake or continuously mauled by a bear without the release of death.

Roll a die on the Forester Starting Religion table to determine which hero a forester reveres most.

Forester Starting Religion

d6	Chief Hero
1-2	Jethro
3-4	Fritz
5-6	Bluma

Jethro, Son of the Oak

As a child, Jethro was found nestled in the thick roots of an oak tree. How he got there, no one knows. Some folks believe that he was an elfin, but elves are a puny race, and Jethro was a monster of a man. At the age of three, he could lift an ox over his head; at the age of 16 he heaved a barge upon his back and carried it up the Blackheart Mountain—its rusting iron frame can still be seen today. Jethro is the ultimate champion of the foresters. His name is often used when making oaths or promises ("By Jethro!" or "By the strength in Jethro's arms, I'll never drink six glasses of ale again!")

Fritz, the Animal Tamer

As a child, Fritz was severely mauled by a pack of wild dogs. His mother wrestled her child from their jaws, but was killed by a wound to her throat. Fritz lived on, terribly scarred and crippled.

Because he could neither hunt nor fish, and his fingers were too bent to make tools, Fritz found himself without much purpose. He became withdrawn, keeping close company only with animals. He dressed their wounds when they were injured and nursed them back to health when they were ill. His skill with animals soon became

apparent to others, who began bringing him their pets and livestock when injured or ill.

Fritz travelled from town to town, riding his pet bear Lomas, followed closely by Bur Bur, a giant ferret, and Adah, a falcon. These animals obeyed Fritz instantly, and were never far from his side.

It is said that the spirit of Fritz and his animal friends still roam the forests, and if you are in great need of healing assistance for your guide dog or other animal, he will come to your summons. Descendents of Fritz carry on his work, earning their bread as travelling veterinarians. They wear head bands made of dark green leather as a sign of their profession.

Bluma

She is a figure of fun and mischief in the forester tales. As a young girl, she disguised herself as a boy and learned how to hunt, fish and trap with the men. She was highly skilled, but fond of silly tricks. This annoyed many of her peers, who didn't like being shown up by this slender little boy. Finally, a particularly nasty trick (involving deer excrement) induced her victim to give her a shove, accidentally ripping her clothing. With her sex revealed, Bluma was forced to hang up her bow and go back to cooking and washing.

When it came time for her to marry, many of her former companions vied for her hand, for she was beautiful as well as talented. Bluma challenged the suitors: whomever could track her through the misty Silvi woods could have her. The agreement was made, and Bluma once again donned men's clothing. She was given an hour head start, and to this day, no one has captured Bluma.

She often plays tricks on hunters, trappers and loggers. Sometimes her laughter can be heard deep within the forest, but she is rarely seen. She is kind to those who become lost; if appealed to, she may even lead them home. It is said that Bluma will teach any woman her tricks and skills if she promises to stay with Bluma for a year and a day. A small group of forester women claims to have undergone this strenuous training. They are excellent guides, and are highly respected in the forester culture.

Goblin

King Gower was a mighty warrior, a great wizard and a clever trickster. He ruled over a great kingdom, so large and powerful that it actually challenged the power of the Seelie Court. Some say that the elf-kin were responsible for the destruction of Gower's fortified city of Ulage. Once located in the Windwild desert, not a trace of it exists today.

Some goblins believe that King Gower was placed in a state of magical sleep, and when he awakens, he will build his kingdom anew. Other's believe that Ulage was magically buried beneath the sands, along with vast treasures and magical items. Anyone who finds it will automatically become king, and goblins from all over the world will instantly flock to his side. Still others believe that Gower's descendents are alive and well, just waiting for the perfect moment to attack the Seelie Court, and establish goblin rule.

Goblins believe they were once a mighty race that was virtually destroyed by famine, war or natural disaster-accounts differ. Because few goblins interact together for very long, few legends or religious beliefs have passed down from generation to generation. However, most goblins do remember scraps of songs and stories about the great goblin King Gower, who is highly revered in their circles. Roll 1d6 on the Goblin Starting Religion table to determine which deity a goblin reveres most.

Goblin Starting Religion

d6	Deity
1-2	King Gower
3	Queen Odora
4	Prince Telmo
5	Princess Urt
6	Prince Ergald

King Gower

He was a powerfully built goblin, loved and revered by all. He carried a short sword made entirely from a green stone. This sword was called 'Ivair', and was able to cut through any matter, as well as heal wounds. He also carried a magic wand made of the purest ivory. His seal consists of a crossed sword and wand; in the background, an outline of three hills can be seen.

Title	Devotion	Requirements
Postulant	1-14	Declare faith.
Devotee	12-17	Complete 3 searches for information
kingdom or		on ancient goblin
Gower's descendants.		whereabouts of
Priest/ess	18-24	Find relic of
ancient goblin kingdom.		
King/Queen	25+	Return the goblin
kingdom to its former glory.		

Queen Odora

Gower's wife and consort. She was a mighty magic user in her own right, and it is said that she is the one who put Gower into his magical sleep and hid him away. She is shown as a tall goblin with piercing green eyes. Her hypnotic stare could cause a person to do her bidding. She always wore a circlet of gold and green gems; it is said that anyone who wears it will see the future. The fate of Queen Odora is not known. It is thought that she died soon after the fall of her husband's kingdom.

Title	Devotion	Requirements
Postulant	1-14	Declare faith.
Devotee	12-17	Join 3 searches for information
kingdom or		on ancient goblin
Odora's descendants.		whereabouts of
Priest/ess	18-24	Find relic of
ancient goblin kingdom.		
King/Queen	25+	Return the goblin
kingdom to its former glory.		

Prince Telmo

The eldest son of King Gower, and the heir apparent. He was trained as a warrior, and was known as a great strategist. When the goblin kingdom fell, it is said that Prince Telmo took his family into hiding. His seal shows a three-fingered glove made of chain.

Title	Devotion	Requirements
Postulant	1-14	Declare faith.
Devotee	15-19	Join 3 searches
for information		or evidence on
survival of		Prince Telmo & his
family.		Champion a
Champion	20+	or phony) of
descendant (either real		Serve him/her
Prince Telmo's.		
devotedly.		

Princess Urt

Wife of Prince Telmo. A member of a prestigious merchant family, she fought and hunted by her husband's side until the birth of their son. A fine scholar, she acted as liaison between King Gower and other heads of state. She was well-known for her deal-making abilities.

Title	Devotion	Requirements
Postulant	1-14	Declare faith.
Devotee	15-19	Join 3 searches
for information or		evidence on
survival of Princess		Urt & her family.
Champion	20+	Champion a
descendant (either real		or phony) of
Princess Urt.		Serve him/her
devotedly.		

Prince Ergald

Son of Telmo and Urt. Only an infant when his parents fled the city of Ulage, it is not known if he survived. It is also not known if he had any siblings, for goblin history and legend ends with his name. Rumor has it that Ergald married and sired many children.

Title	Devotion	Requirements
Postulant	1-14	Declare faith.
Devotee	15-19	Join 3 searches
for information		or evidence on
survival of		Prince Ergald &
his family.		Champion a
Champion	20+	or phony) of
descendant (either real		Serve him/her
Prince Ergald.		
devotedly.		

Gypsy

Nature Worship

A gypsy believes that the world is controlled by spirits of nature. He asks permission of every natural thing before he makes use of it. If he collects wood for a fire, he courteously thanks the forest spirits for their generosity. If he wishes to make his bed in a meadow, he apologizes to the crushed grass. Since this can be a tedious process, most gypsies simply make a blanket "thank you" upon rising every morning. This encompasses any actions that they might take during the next 24 hours. Gypsies believe that if they forget to say their thanks, the spirits will beset them with bad luck.

Sometimes a gypsy finds himself cursed without knowing which spirit he has offended. In these cases, he will appeal to a gypsy seer to help him. The seer is essentially a spiritualist who induces a trance so that she may commune with the spirits. For a small fee or favor, the spiritualist will carefully explain any ritual actions he must take, or any quest he must fulfill before the spirit will agree to remove the curse.

A gypsy who lives his life within the dictates of the spirits of nature will be rewarded in the afterlife with the thing a gypsy desires most—a homeland. In this wonderful world, the gypsy will live forever, free from prosecution and fear. Those who die without satisfying the spirits of nature will find themselves reborn into a world of darkness and pain.

Like most travelling races, the gypsies accept many different religious systems into their culture. They do not build shrines or temples of their own, but because they are overly superstitious they often visit the shrines of different races and leave sacrifices of incense or coins.

Hill Folk

Hill folk and foresters were probably a common race long ago, and many of their religious beliefs, superstitions and fables are similar. However, hill folk are more likely to meet and

mingle with other races, and their culture has absorbed many different religions. Roll 1d6 on the Hill Folk Starting Religion table to determine which hero a hill folk reveres most.

Hill Folk Starting Religion

d6	Chief Hero
1-3	Two-Bone Sam
4-5	Jessylou
6	Nightrider

Two-Bone Sam

Most hill folk appeal to Two-Bone Sam in times of trouble. He is depicted as a thin, old man in ragged clothes and a large floppy hat. In his hand he carries two small bones carved with various signs. These bones are similar to dice and are used in gambling. Two-Bone Sam is incredibly lucky, and he can pass on his good luck to anyone who throws his magical bones. He can also avert bad luck in the same way. Nearly everyone carries gambling bones. In times of need, a lucky roll of the dice can summon Two-Bone Sam to your side, and if he likes you, he'll help you out as best he can.

Jessylou

Another popular figure is Jessylou. She is a muscular young woman with thick red hair and a good-natured air about her. Jessylou can turn herself into a cow at will. In this form she can calm a nervous herd and keep them on the trail. When a cattle drive takes place with no mishaps, it's said that Jessylou was running with the herd. To entice her to join the run, hill folk often tie bells or glittery items to their saddles and to the cattle. She is also fond of music.

As a woman, Jessylou likes to sing and dance. Sometimes her throaty songs can be heard far into the night. Like a siren, Jessylou's voice is very compelling to men. She often disguises herself as a lost cow in order to lure an unsuspecting cattleman into the darkness. Once alone, she quickly reverts into her human form and seduces him. If a child is born from this union, Jessylou will place him in a hill folk wagon, or on someone's doorstep. People with red hair are sometimes called "Jessylou's children," and it is considered lucky to have a red-headed person in charge of a cattle drive.

Nightrider

Nightrider is the name given to a shadowy man who rides a black stallion. He is the bringer of death, disease and disaster. Sometimes he simply rides through a herd of cattle, scattering them across the plains. Other times he points his long black spear toward the sky, and locusts appear. By dragging his spear along the ground, the crops fail and the earth becomes parched. With just a touch, it can cause sickness or death.

The Nightrider comes to take the soul of any dying hill folk. If his soul is worthy, the Nightrider will escort him to Skyworld, a beautiful place replete with hills, plains and starry skies. If his soul is unworthy, he will be taken to Nightworld, a city made up entirely of stone and steel. Here the hill folk finds himself in a place hateful to his nature-enclosed, mechanical and limited.

Hob

At the beginning of time, the great mother goddess Skiea gave birth to two sons: Wees (or "White Star") and Rodas (or "Red Star"). Wees was proud and arrogant, while Rodas was modest and thoughtful.

Skiea created the world so that her sons would have something to play with. Wees immediately began creating many different races, all pale and slender like himself. Rodas patiently created one race, the hobs. He gave them laws and taught them how to build prosperous towns and villages. The hobs were content, and worshipped Rodas as the father of their race. Skiea praised her industrious son, which made Wees mad with jealousy.

Wees complained to his mother that his people were over-run by hobs. If they were to survive, they would need a lot more space. Rodas did not want to relocate his people, but to ignore his brother's request would be tantamount to declaring war. An agreement was reached, and Rodas led the hobs underground, while the people of Wees remained on the surface.

At first, it was difficult for the hobs. Many died in collapsing tunnels or suffocated from lack of oxygen. However, Rodas continued to help them, and soon they completed the first underground city,

Rodessa. This marvel was nestled within a huge underground cavern. Its many tiers housed shops, homes and public places as well as gardens and wells. As the hobs prospered, other cities were built, but none so fine as Rodessa.

After a while, Rodas received a summons from his mother, who wanted to know how he fared so deep within the earth. He gathered a vast collection of treasure, catalogues of tunnels and pictures of his kingdom, and headed for the surface. He left behind his faithful servant Hennel to rule the hobs in his absence, promising to return in a fortnight.

Rodas never came back. Some believe that he was poisoned by his jealous brother; others believe that Rodas was forced to go into hiding. Whatever fate befell him, the fate of the hobs was sealed. The people of Wees (specifically the dwarven race) had discovered the immense treasures of the underground, and invaded the hob kingdom.

The dwarves quickly drove the peaceful hobs away from their beautiful homes, adopting their cities as their own. They were completely banished from their homelands, and driven to the surface, where they were treated with derision. Even today, they are considered second-class citizens by most races. Most hobs maintain a deep hatred for dwarves, and believe them to be the evil agents of Wees.

Cult of Rodas

Hobs meet every few weeks in order to recite the old legends of Rodas and his terrible brother. Often they tell glorious stories of their underground homeland. Many believe that Rodas will return, and save them from their persecution. It is said that he will be known by three signs: a slight limp in his left leg, a triangular scar on the back of his neck, and a magic cudgel known as the Feio. When he returns, he will punish the people of Wees for their wrongdoings, and return his people to their underground cities. Then Rodas will reign supreme over all. There are several hobs who claim to be Rodas, and though they have developed followings, none has been able to unite all hobs.

If a hob accepts his heritage, and constantly prepares for the day when Rodas returns, he will be rewarded upon his death by being whisked away to the Palace of Skeia. If he tries to make a successful life for himself by living in friendship with other races he may find himself called a traitor, a White

Star. Traitors, it is believed, are reborn as members of another race, a terrible fate to the race-proud hobs.

Many societies have condemned the hob religion as fomenting and dangerous. Hobs usually meet in secret, and are tight-lipped about their faith.

Netherman

Cave Lore

The netherman system of religion is a mysterious one, consisting of many different levels of enlightenment. Each level has its own rituals, taboos and secrets, which are carefully hidden from the uninitiated.

The lowest level of this system is a form of animism. This primitive cult of hunters is most readily known and recognized by outsiders. The nethermen perform elaborate rituals in order to entice prey into a sacred circle. The animal is then killed with spears or arrows, insuring that it will be reborn as a netherman. When the shaman declares that the soul has left the beast, it is skinned and eaten according to ancient traditions.

Nethermen wear or carry animal talismans. These consist of teeth and claw jewelry, leather necklaces and anklets, belts or similar items. Birds and fish are not a part of the netherman religious system, though both are used for food. Only the strong and powerful animals of the desert and plains are thought to be worthy.

Both girls and boys may be initiated as hunters when they reach puberty. Each chooses a specific animal patron before descending deep into the elaborate caves that are so important to the netherman culture. They are then placed in a small, cramped chamber and left in total darkness. The shaman tells them that they can find their way out by "tracking the beast." It is thought that hypnotic herbs are burned within the cave in order to further confuse the initiate. If they find their way out of the cave, they will be accepted as members of the hunting elite.

A netherman's animal patron is special to him, and he will usually wear a talisman depicting it.

Some nethermen will hunt and kill only their animal patron, while others feel that it is taboo to do so.

Most nethermen remain Hunters, but some go on to the next level, that of the Spiritual Warrior. To become one, a person must first prove mastery of himself. Once again, the shaman leads the initiate into the caves, but this time, the journey to the surface can take months or even years. Participants are sworn to secrecy, so no records of their travels have been recorded; however, it is said that those who return years later have not aged a bit.

Once they have returned to the tribe, the initiate must prove that he can provide for his people. The acting shaman will set a quest, usually a search for a specific item. These items seem to be of little worth, such as an egg from a white-headed bird or three rings of silver, linked together, but the nethermen believe them to be priceless. To lose such an item would be tantamount to losing his status as a netherman.

After the quest has been fulfilled, the person may wear the special leather band of the Spiritual Warrior. This is made from the skin of his chosen animal, intertwined with strange stones. It is slung over the right shoulder, and hangs to the waist. Some Warriors tattoo their hands with mystical patterns. This indicates that their inner powers are alive and at their fingertips.

The next step is becoming a shaman. Since there is only one shaman per tribe, the devotee must prove that he is a more powerful magician than the existing one. Most do not wish to challenge their old teachers, so they journey to another clan.

Beyond this level is the Priesthood. This is a very serious move for any netherman to make, for it means leaving his family in search of spiritual fulfillment. First, he strips himself of all weapons and items, leaving only his Warrior band, which he now winds around his upper arm. He trains and fasts with the shaman, taking no food or drink for many days. The shaman then directs him to the deepest levels of the caves. He will begin his last journey, walking toward the strange, underground lights that the nethermen talk about only in hushed tones. He will never return.

It is considered both brave and foolhardy to enter the Cavern of Lights. A person's family may even forcibly keep an initiate from leaving. However, once the person is gone, he is remembered as a hero and a worthy member of the tribe.

Nethermen believe in reincarnation. While they believe that animals may be reborn as humans, humans are reborn only as other humans. Release from reincarnation is achieved by living a good and virtuous life. When this happens, the soul of the dead person will immediately go to the Cavern of Lights without experiencing the dangers of the journey.

Title	Devotion	Requirements
Worshipper into faith.	1-9	Born or adopted
Hunter	10-14	Cave ceremony.
Warrior	15-19	Fulfill quest.
Journey through caves.		
Shaman	20-24	Challenge Shaman & win.
Priest	25+	Enter the Cavern of Lights never to return.

Nomad

Nirin was a tribal leader of the powerful Gemesh family. In those days, the many nomadic tribes fought amongst themselves, and Nirin was a great warrior. Every time he defeated a tribe he would give them a choice-obey the Laws of Nirin, or die. Soon he ruled a vast number of people, all joined by his unquestioned Laws.

Nirin put a halt to inter-tribal warfare, and set up an intricate system of trade routes that allowed all nomads to take advantage of precious water holes. Each family was given exclusive trading rights so that only a few could trade in perfume, jewelry or slaves at one time. Nirin also gave strict instructions on social obligations, interaction with foreigners and worship. His sense of justice was swift and terrible, and anyone disobeying his Laws was quickly punished.

Nirin teaches that the world is the final battleground between good and evil. Evil is personified as Lukshu, a clever devil who lures people into disobeying the Laws of Nirin. He resides in a beautiful city surrounded by gardens and waterfalls. Lovely women and handsome men can be seen on the city walls, and they wave and call out to passersby in a most tantalizing manner. In actuality, the city is an illusion. The city houses ugly monsters and lost souls who are endlessly tortured for their sins.

Lukshu's minions are everywhere, often manifesting themselves as minor devils who plague the tribes with all sorts of trouble. It is said that

these devils caused a vast fire that burned the lush vegetation that was once the nomads' homeland. A magic storm was called forth by Nirin to put it out, but all that was left was ashes and sand. Nomads believe that these devils often disguise themselves as members of other races. This makes them very suspicious of strangers.

Nirin revealed powerful symbols that combat the evil of Lukshu. Temples are carved with triangles, squares and figure 8's-symbols that indicate the presence of good. These symbols are also written on parchment and are carried as charms against temptation. Clothing and jewelry are commonly decorated with these motifs.

Upon his death, Nirin's body was interred inside a glass container, which was then sealed in an ebony coffin and placed inside a large mausoleum. This large shrine is one of the holiest places known to the nomads. It is found in the capitol city of Kesh Elkesh. Here, priests maintain a vast library of Nirin's laws. On display can be seen his slippers, pipe and sword. Small charms in the shape of these priceless relics are often sold to pilgrims, who wear them as a sign of their devotion.

The Laws of Nirin

After Nirin's death, the governing of the nomads fell to his thirteen sons. Each son was given title to one of the thirteen major nomad tribes, which he was to rule exclusively. At the beginning of each new year, the sons agreed to meet in Kesh Elkesh to pay their respects to Nirin, and discuss the year's events. As time went on, the various tribes became more diverse. Some tribes remain very hostile to foreigners, while others have become more tolerant. Inner tribal tensions have resurfaced recently, and some fear that the tranquil age of Nirin is at an end.

Direct male descendants of Nirin wear red robes as a sign of their law-giving status. Other descendants (including women) wear robes with red stripes along the sleeves as a sign of their illustrious ancestry.

The laws of Nirin are harsh and unforgiving. According to the laws, the punishment for falsely claiming to be a descendant of Nirin is death by fire. A worshipper who swears falsely to a fellow nomad has his tongue cut out so he can tell no more lies. Those who fraternize with foreigners or marry outside the tribe are sold into slavery or imprisoned

for their indiscretion. A nomad who trades or sells inferior goods to a fellow nomad is punished by having his right hand cut off.

Title	Devotion	Requirements
Devotee	1-9	Declare faith.
Acolyte	10-14	Serve temple for one year.
Votary	15-19	Fulfill 1d6 quests.
Missionary	20-24	Spread teachings by making 20 Converts.
High Priest	25+	Build temple to Nirin worth 100 gold.

Ratling

Ancestor Worship

Because ratlings are an adaptive people, most of their religions have been taken from other cultures. They are particularly drawn to elaborate rituals and gaudy pageantry. Ratlings care less about the spiritual aspect of these pageants than the outward trappings. For this reason, other races consider these displays mockeries.

Most ratlings believe in a form of ancestor worship. An illustrious pedigree (the longer the better) is a sign of status to the ratling, who usually marries young and produces many offspring.

Ratlings keep small shrines in their homes, containing a copy of their family tree, as well as family heirlooms. The family tree is a precious artifact, and is usually painted on leather, or tucked inside a scroll tube. It is considered bad luck to remove the family tree from the shrine, though ratlings may carry heirlooms with them for good luck. Losing such an item would be a terrible blow to a ratling. Likewise, besmirching the honor of a ratling ancestor or family member is a serious breach of ethics.

One of the worst things that could happen in the eyes of a ratling is the loss of his familial rights. Once his name has been struck from the family roster, he is a non-entity with no family and no name. Worst of all, he cannot appeal to his ancestors in times of need-they will be so ashamed of his actions that they will ignore his pleas. Only the King Rat can reinstate a ratling's name.

An oath such as: "By my family name" or "On my father's honor" is considered legally, as well as

morally, binding. Anyone who breaks an oath may be outcast. Denying paternity, abandoning a child or mistreating a sibling are other serious charges. Such wrongdoings may be severely punished.

The oldest female ratling cares for the family shrine and heirlooms. Daily she burns herbal grass before the family tree. She tells the ancestors the latest gossip, and asks them for favors. All marriage and death ceremonies are held before the shrine, and when a child is born, it is first presented to the ancestors before being handed to the parents.

Title	Devotion	Requirements
Devotee	1-14	Declare faith.
Householder person.	15-19	Marry worthy
holdings by \$200.		Increase family
Patriarch or Matriarch	20+	Build home & raise 5 or more children.

Serpentine

The world is a large egg, the child of the god Syndulis. This egg will hatch at the end of time, and the offspring will destroy the fragile shell that is the earth. Syndulis is a snake creature, having a second head where his tail should be. He is both male and female (though he is invariably referred to as male), and is symbolized by the seven stars of the Syndulis constellation.

After the egg was created, Syndulis leaned forward for a closer look, and four drops of poison fell from his fangs. Three lovely creatures sprang up immediately-the sisters Chandri, Golucca and Rull. They were pregnant and soon gave birth to hundreds of fully grown children, the serpentine race. A fourth sister, Sessvul, is a sickly monster who has no tail. She is the mother of all other races.

Serpentines revere dance as a mystical interpretation of life itself, and all ceremonies are accompanied by ritualistic music and dance. Temples are attended by female dancers, who also act as guards. Most serpentine women spend time at the temple of Syndulis, learning the mystic arts of music and dance. A woman without these skills will very likely remain unmarried.

Serpentines decorate their bodies with scars that indicate membership in a particular family. They also maintain private shrines in order to worship their ancestors. At the beginning of a ten-

day period, the head of the household sacrifices a bird or small animal to their memory. The animal is then drained of blood, and the meat is eaten at the evening feast. The blood is blended with many herbs, and made into a beverage known as blood wine. Drinking this concoction is said to instill the imbiber with all the strength, wisdom and knowledge of his ancestors.

Birthing chambers are found in most serpentine homes. The rooms are similar to the temple, in that the ceiling is domed, and a depiction of the constellation of Syndulis is prominent. It takes two years for a serpentine egg to hatch, during which time it is vulnerable to sudden changes in temperature, as well as cracking. Serpentine often paint the shells with ancestor symbols, or douse the eggs with sacrificial blood. They are carefully guarded, and the parents burn incense and say a prayer to their ancestors, asking for a safe hatching.

Serpentines are fiercely proud of their heritage. The three major serpentine families claim to be direct descendants of the sisters, and they are treated with respect, almost reverence, by other serpentines. Between them, they control all aspects of the serpentine culture. Roll 1d6 on the Serpentine Starting Religion table to determine which deity a serpentine reveres. If one of the three sisters is rolled, the serpentine belongs to that family.

Serpentine Starting Religion

d6	Chief Deity
1-3	Syndulis
4	Chandri
5	Rull
6	Golucca

Syndulis

Temples to Syndulis are often evident in serpentine villages. These temples are usually large buildings with twisting corridors, eventually leading to a central, domed area. The ceiling is painted to represent the night sky, with the constellation of Syndulis directly overhead.

Title	Devotion	Requirements
Devotee	1-9	Declare faith.
Cenobite	10-15	Partake in 3 ritual dances.
Seer	16-22	Serve temple for one year.
Master	23+	Fulfill quest.

Chandri

The Chandri family controls all services. They set the price for slaves, repair work, even assassinations. The symbol for the Chandri family is two hands.

Title	Devotion	Requirements
Sister/Brother or adopted.	1-11	Born into family
Chief	12-16	Service to family temple or business for 1 year.
Director	17-24	Fulfill quest.
Master	25+	Upon death of elders, become head of family.

Rull

The Rull family controls the shipment and trade of items, particularly perfume, silk and jewelry. They work closely with the nomads, and are known to be extremely rich. Their symbol consists of the figure of a flask with a triangular stopper.

Title	Devotion	Requirements
Sister/Brother or adopted.	1-11	Born into family
Chief	12-16	Service to family temple or business for 1 year.
Director	17-24	Fulfill quest.
Master	25+	Upon death of elders, become head of family.

Golucca

The Golucca family deals primarily with foodstuffs: water, wine, vegetables and baked goods. This includes cattle, horses and other trained animals. The symbol of the Golucca family is four interlocking circles.

Title	Devotion	Requirements
Sister/Brother or adopted.	1-11	Born into family
Chief	12-16	Service to family temple or business for 1 year.
Director	17-24	Fulfill quest.
Master	25+	Upon death of elders, become head of family.

Sidhe

Once, the world was a lovely place, but it was not enough to occupy Dagda's attention. So he created a consort for himself, using bits of the sky, sea and the mountains to form a perfect spouse. This was Dana, and she was beautiful and loved him well.

For a time they were happy, but then Dana grew restless. Her eyes wandered to the world and she thought, if my consort can create such a beautiful, living being as myself, why can't I? She went to work, and with clay, water and her own sweet breath, she formed the sidhe race. Delighted with her handiwork, she proudly showed her husband her creations. Though he feigned disregard, he secretly feared her powers might be stronger than his. Undaunted, Dana brought the sidhe to Skyreach, home of the gods, and made them her servants, infusing them with magic and charm.

Dagda ordered Dana to destroy the sidhe, but she would not. In a rage, he locked her inside a vault and hid it inside a volcano. For a year and a day she wept inside her cramped prison. The sidhe loved Dana very much, and swore to avenge their mother. One evening, they drugged Dagda's wine, and stole his most precious magic books while he lay sleeping. With his blade Sharpsteel, they pried the lock off of Dana's prison and set her free.

To reward them for their loyalty, Dana gave the sidhe sovereignty over the vast tracks of forest and hills that stretched across the face of the earth. When Dagda saw this, he roared in anger, and sent great hordes of crafty warriors to destroy the sidhe. Dana taught her worshippers the secrets of magic so they could defend themselves, and when Dagda saw that his anger was useless, he forgave his wife, and gave gifts to the sidhe.

A 1d6 on the Sidhe Starting Religion table to determine which deity a sidhe worships.

Sidhe Starting Religion

d6	Deity
1-2	Dana
3	Angus
4	Lugh
5	Brigit
6	Finvarra

Dana

Also called the Mother of the sidhe, Dana is highly revered. Like the spriggan goddess Thana, Dana can drive away evil and bestow life. She is shown as a delicate sidhe with pale skin and hair. Her eyes and fingertips are silver and she can move like the wind while wearing her magic girdle.

Dana's temples are underground chambers built beneath rolling hills. On feast days, her worshippers arise at midnight to dance and sing her praises until dawn. Her altar is always covered with dew-scented flowers or evergreen boughs. Worshippers offer bowls of sweet milk and bread to her, which is blessed by her priestess. The food is then donated to the poor. While both men and women are allowed into her cult, only women can achieve the title of priestess. Upon reaching this level, characters wear the "Girdle of Dana" as a symbol of their rank.

Dana's consort Dagda has no cult of his own.

Title	Devotion	Requirements
Worshipper	1-14	Declare Faith.
Devotee	15-19	Serve temple for 1 year.
Renown One for temple.	20-24	Fulfill 1d6 quests
Priestess	25+	Build temple to Dana worth 100 gold.
Dana.		Wear girdle of

Angus

The god of beauty and youth. He is shown as a pale but hardy young man. In one hand he carries a harp and in the other a scroll. This scroll contains every spell, song, and legend that ever existed. If Angus finds favor with you, he may show you a portion of his magic scroll. Musicians, poets and other artists are typical worshippers of Angus.

The son of Dana and Dagda, Angus tricked his father into giving him his rightful heritage. When Dagda was apportioning out his underground palaces, he kept two for himself, and one each to his sons Lugh and Ogme. However, since Angus was away, he was forgotten. When he returned, he convinced his father to turn over one of his palaces to him for a night and a day. After the allotted time, Angus refused to return it, saying that "all time is but a night and day."

Worshippers play instruments, sing or recite legends in the temple halls of Angus to curry favor with the god. A good performance will be rewarded by the priests of Angus, but a bad performance will cause their wrath, and a penance may be assigned. Worshippers also promise to uphold the ideals of beauty, and strive to be handsome and clean.

Title	Devotion	Requirements
Devotee	1-9	Declare Faith.
Entertainer	10-14	Perform successfully 3 times in temple. Requires 15+ Entertain.
Storyteller	15-19	Fulfill 1d6 quests. Tell adventures in temple.
Bard	20-24	Become Bard type.
Priest/ess	25+	Build temple worth 100 gold.

Lugh of the Long Arm

Brother of Angus, Lugh is also called the "many-skilled." He is a carpenter, smith, warrior, poet, harper, historian, hero and sorcerer. A handsome man, he is often shown wearing leather armor, carrying a mighty bow. Lugh is most often worshipped in his warrior guise, though it is his brother Ogme the champion who is most bellicose. However, Ogme has no following of his own.

Worshippers of Lugh try to emulate him by having a variety of skills and abilities. Unlike most sidhe, they worship above ground, in a round-shaped temple symbolizing the never-ending cycle of life and death.

Title	Devotion	Requirements
Worshipper	1-9	Declare faith.
Craftsman	10-11	Must have
Mechanical skill of 13+	12-14	Must have 2
Warrior	15-19	Must have Legends
Weapons skill of 14+	20-21	Must have Literacy
Poet	22-24	Fulfill 1d6
skill of 15+	25+	Become magic user
Historian		
of 16+		
Hero		
quests.		
Sorcerer		
type.		

Brigit

Sister of Angus, she is the goddess of poetry and healing, and is also known for her ability to create useful tools and implements upon her forge. Brigit is depicted as a young woman, half of her face breathtakingly beautiful, the other half wizened and

ugly. She carries a bow, and every arrow she shoots bursts into flames that cannot be extinguished.

Worshippers of Brigit meet in sacred forests, where they grow healing herbs and bury their dead. Anyone who disturbs this ground or desecrates it will be cursed to suffer burning pains in all his limbs until he does penance.

Title	Devotion	Requirements
Worshipper	1-14	Declare faith.
Herbalist	15-19	Tend and protect sacred forest for one year.
Minister	20-21	Serve as healer for 1 year.
Poet	22-24	Compose and perform song before congregation. Must have 20+ Entertain.
Priest/ess	25+	Fulfill 1d6 Quests.

Finvarra

The god of the dead is shown as a handsome man dressed in black, riding a black stallion. He lives underground in the land of Knockma, along with the souls of those who have died. He is a great womanizer, though his wife Oonagh (oona) is very beautiful. In fact, she wears a silver veil over her face, for those who see her beauty are so awed they might follow her to Knockma before their time. Children born out of wedlock are often called children of Finvarra, and are shunned by other sidhe. However, his devotees adopt and raise such children on the off-chance they really are his offspring.

When travelling with his wife, Finvarra drives a black coach pulled by four white horses. Both black and white stallions are the favorite steeds of Finvarra's worshippers, and his priests are expected to be expert horsemen. Often, horses are used in ceremonies to garner favor from the god, so many temples also raise horses.

Finvarra's temples are simple underground affairs, lined with torches. Worshippers pray for the souls of the dead, and offer sacrifices of incense and bronze. This money is kept in a fund to pay for the burials of the penniless, and for the upkeep of orphans and horses.

Finvarra's consort Oonagh has no cult of her own.

Title	Devotion	Requirements
Worshipper	1-9	Declare faith.
Novice	10-14	Must have Ride of 13+
Sister/Brother	15-19	Donate \$25+0 to temple or adopt and raise homeless child.
Rider	20-24	Donate 5 horses or \$500 worth of stable equipment to temple.
Priest/ess	25+	Build underground temple worth 100 gold.

Spriggan

In the beginning of time, the world was overrun by evil creatures who howled and screamed into an eternal night. The great goddess Thana breathed upon the earth and immediately, the light of the sun burst forth and warmed the desolate lands. Trees, hills, and rivers sprang forth. The hideous monsters fled into the wastelands, and Thana created the spriggans to guard the new world from harm.

Raids made by the evil ones brutally savaged the spriggans, but always they routed the invaders through superior cunning and bravery. For a thousand years they guarded the wasteland borders, and not a single creature escaped their notice. The world flourished, and Thana awarded them with the power to grow in size whenever they wished.

"Someone shall take your place as guards," said Thana. "For you have proven yourself worthy. Go, and enjoy the fruits of your labor." The spriggans happily left the wasteland borders and set up households in the grassy mountains. Unfortunately, their happiness was short-lived, for the humans who took up the watch were a slovenly bunch, and the evil creatures swarmed over the lands. Although the elves and humans fought the invaders, it wasn't until the spriggans joined the fray that the evil ones were driven back. Only fifty spriggans were left after this fierce battle, and they are the ancestors of every spriggan living today.

Spriggans worship a pantheon of gods. Roll 1d6 on the Spriggan Starting Religion table to determine which cult a spriggan belongs to.

Spriggan Starting Religion

d6	Deity	Requirements
1	Gwydion	Spell users only
2-3	Thana	All others
4	Gofannon	
5	Ariana	
6	Arawn	

Thana

The mother goddess, she is depicted as a dark, mysterious figure. In one hand she holds a magic wand made of rowan; in the other hand she holds a wand of ash. The rowan wand bestows life, while the ash wand drives away malignant spirits. Shrines to Thana are built from intertwining saplings covered with leaves and violets. Within this small shelter, worshippers pray and meditate. If a non-believer enters the shelter, he must roll Good on Fate or else be cursed with a hideous blight unless he immediately becomes a follower of Thana. Devotees are expected to help the homeless and poor, especially children. The rowan and ash trees, as well as violets are sacred to them.

Title	Devotion	Requirements
Devotee	1-9	Declare faith.
Novice	10-14	Build shrine to Thana worth \$50.
Sister/Brother child.	15-19	Adopt homeless
upkeep.		Pay \$20 monthly
Priest/ess	20+	Wear violet robes.
for faith.		Fulfill 1d6 quests

Gwydion the Wizard

Gwydion is the oldest son of Thana. He wears a magic cape made of swan feathers, which allows him to fly. Gwydion also carries a staff of power. With just a wave and a magic word, it can move castles through the air or create beautiful women from flowers. He lives in a marvelous oak tree that grows upside down, so its roots are above the ground. Inside, there are 20 rooms as large as houses, each one containing a magic item. He has no temples or shrines, but his followers recite a prayer of reverence to him before retiring. Most believers are magic users. High level members are awarded a cape of swan feathers (non-magical) as a sign of their rank.

Title	Devotion	Requirements
Acolyte	1-14	Declare faith.
Student	15-19	Study with Master for 1 year.
Master	20-24	Become a spell user type.
cloak.		Awarded the Swan
Wizard	25+	Complete 1d6 quests.

Gofannon the Smith

Second son of Thana, Gofannon is a master craftsman, particularly skilled at forging weapons. Proud and fierce, he once challenged a monster from the wastelands to a test of stamina and strength. Each of them grasped a red-hot bar of iron and held it over their heads. They agreed that the first to let go would forfeit his possessions to the other. For three days and three nights the monster gnashed its teeth and whimpered while it held the bar aloft. At the dawn of the fourth day, the monster threw down the bar, and thrust his blistered hand into a river, but Gofannon held on until his hand burned away. The monster turned over his treasure and vowed never to challenge the gods again. With his reward, Gofannon fashioned a golden hand, and his brother Gwydion magically grafted it to his arm.

Gofannon is shown carrying a hammer and a two-pronged sword. His shrines are lined with braziers and incense is burned in his honor. Instead of an altar, a mighty forge burns night and day. Weapons created on this forge are said to be blessed with miraculous powers. The forge may only be used by a master, however, and anyone else using it will be severely punished.

The followers of Gofannon believe that the body as well as the soul must be nurtured, and therefore they seek to perfect one physical and one mental skill in the name of Gofannon. For example, a devotee might vow to increase his Intelligence and Brawling skills. Each time one of the chosen skills goes up, a sacrifice of 1 silver must be placed on a burning brazier and offered to the god. Anyone found stealing these coins will be put to death. High-ranking devotees wear miniature swords similar to the one Gofannon wears.

Title	Devotion	Requirements
worshipper	1-14	Declare faith.
to Gofannon.		Dedicate 2 skills
Craftsman	15-19	Reach 14+ Build.

Smith 20-24 Create Superior
 weapon on Gofannon's forge and dedicate it to
 him.
 Master 25+ Skill in
 Gofannon's weapon reaches 20+. Wear two-pronged
 sword.

Ariana

Daughter of Thana, she is the goddess of love, poetry and legends. Shown as a chubby woman with curly dark hair and serious eyes, Ariana is often depicted as reading or singing. Her worshippers are the historians of the spriggan race, and pride themselves on their literary skills. Their knowledge is learned by rote, yet devotees also keep a journal of legends they have learned. When they meet, worshippers share the legends they have collected.

Title	Devotion	Requirements
Devotee	1-13	Declare faith.
Scribe	14-17	Write a great pome (requires Literacy of 15+).
Memora	18-21	Recite history of spriggans before Historians. Requires Memory of 18+
Seeker	22-24	Discover and confirm 4 new legends.
Historian	25+	Find 1d6 ancient artifacts of the spriggan race.

Arawn

God of the dead. He lives in an underground wilderness called Annwn (anoon). Here the souls of warriors and maidens sigh and weep for their lost lives. They are forced to serve Arawn for all eternity. If Arawn invites you to his home, you may delay the visit by offering him another soul in your place.

Arawn always speaks the truth. If he appears, it is wise to avert one's eyes, for his glance can cause paralysis or even death. He carries a small drum that entrances people when it is played, calling them to his side. He is fond of dogs, and a pack of silent hounds often accompany him on his journeys.

Worshippers of Arawn build small cairns of stone, which they dedicate to their ancestors. Larger cairns, which may take years to build, are created in honor of Arawn. When a high-ranking spriggan dies, he is often buried in the presence of such a cairn. Worshippers meet at these places to perform ceremonial dances and sing dirges.

Title	Devotion	Requirements
Worshipper	1-14	Declare faith.
Devotee	15-19	Build 1d6 cairns to ancestors.
Dedicator	20-24	Build Cairn to Arawn worth \$500.
Traveller	25+	Travel to the Land of Annwn and convince him of your worthiness as his messenger.
Roll Awesome		on Bargain or remain in Annwn.

Vikings

The Nordic gods live in a great hall called Valhalla. They eat golden apples daily, which confers upon them eternal youth; without them, they age and die. Valkyries, warrior maidens who serve Odin, bring the spirits of dead warriors to Valhalla so that they may feast and make merry for eternity. Those who are deemed unworthy are sent to the netherworld, a terrible place of eternal suffering. Vikings strive to die in battle so that they will not suffer this terrible fate.

Asgard (where Valhalla can be found) can only be reached via the Bifrost bridge. This bridge is a vast rainbow guarded by the god Heimdall. It is known that at the end of time, evil giants will invade Valhalla and destroy the gods. This last battle is known as Ragnarok.

Roll 1d6 on the Viking Starting Religion table to determine which deity a viking worships.

Viking Starting Religion

d6	Deity	Requirements
1-2	Odin	
3	Thor	
4	Freya (Females only)	
	Thor (Males only)	
5	Loki	
6	Heimdall	

Odin

Ruler of the gods. He is shown as a powerfully built warrior with one eye. He sacrificed his other eye so that he might learn all the mysteries of the world. He carries a mighty spear that also acts as a healing wand. Around his head fly two ravens, Thought and Memory. Every day, they fly across the world, reporting back to Odin everything they have

seen and heard. Odin rides an eight-legged horse called Sleipner. This steed is very strong and extremely swift. It travels through the sky as well as upon land.

Odin takes a great interest in his people, and sometimes disguises himself as an old man, so that he may walk amongst them undetected.

Title	Devotion	Requirements
Devotee	1-9	Declare faith.
worshipper	10-15	Serve temple for 1 year.
Brother/Sister	16-23	Fulfill quest.
Seer	24+	Blood sacrifice, as named by seers.

Thor

Thor is a mighty fighter, often shown with his throwing hammer, Mjolner. This hammer unerringly hits its mark, returning to his hand after the damage has been done. He rides through the sky in a chariot pulled by two goats; wherever he goes, thunder and lightening follow. Thor has a volatile temper, and he is quick to champion the oppressed.

Title	Devotion	Requirements
Devotee	1-9	Declare faith.
Contender	10-15	Champion the oppressed 3 times.
warrior	16-21	Fulfill quest.
Champion	22+	Lead 3 battles of 20 or more.

Fręga

The goddess of love. She wears a cloak made of falcon feathers that allows her to fly at will. She can also transform herself into any bird that she chooses. Freya is a healer as well, and can even rouse someone from death with a touch of her hand. Freya wears an enchanted necklace that confers everlasting beauty to its wearer.

Title	Devotion	Requirements
worshipper	1-9	Declare faith.
Sister	10-14	Serve temple for 1 year.
Lady	15-19	Must have Charm, of 13+
Entertain & Medical skills	20+	Fulfill quest.
Mistress		

Loki

God of mischief. Loki is a handsome youth, who enjoys playing tricks on others. He is rather

unthinking, and many of his tricks end in tragedy. He is blood brother to Odin, and therefore cannot be removed from the council of the gods, but he is often banished until he can make amends.

Loki is a master of thievery, illusion and persuasion. Even those who know his habits are often fooled by his air of innocence and goodwill. He is the patron god of thieves and illusionists.

Title	Devotion	Requirements
worshipper	1-14	Declare faith.
Fellow	15-19	Perform 3 practical jokes of legendary worth.
Brother/Sister	20+	Fulfill 1d6 quests.

Heimdall

Heimdall guards Bifrost, the bridge to Valhalla. He is very alert and can move like lightening. He carries a mighty sword of silver, and wears silver armor as well. He seems to shine with an inner light.

Heimdall carries a magical horn with him. When it is blown, the gods will gather in order to fight the last great battle, Ragnarok.

Title	Devotion	Requirements
worshipper	1-9	Declare faith.
Guardian	10-17	Give gifts worth \$400 to temple.
Protector	18-23	Undergo test of faith.
Gatekeeper	24+	Fulfill 1d6 quests.

Wolfling

Long ago, a forester boy named Talbot found a wounded wolf cub. He named it Chaney, and after he healed it, they became an inseparable pair. Talbot left the company of his people to live in the wilderness with his furry friend.

As time went on, Talbot grew to be a fine young man. He was so handsome that he attracted the attention of a sidhe sorceress called Terriselle. She fell madly in love with him, but nothing she did could entice Talbot to leave his wolf friend or his forest home. Terriselle threw spells, begged and pleaded, but Talbot was unmoved.

For the first time in her life, the beautiful Terriselle was rejected. Humiliated, her love began to turn to hatred, until finally she plotted to take revenge. Terriselle convinced Talbot that Chaney had only one wish-to become a human just like

Talbot-and that the only way he could transform was if he ate the waxy, white petals of the Nex flower. Chaney trustingly gulped down the plant offered to him, then promptly died of poisoning. With horror, Talbot realized he'd been tricked into murdering his friend. In despair, he too ate a fistful of petals and expired.

Terriselle watched the whole incident intently, but instead of malicious glee, she felt only sorrow. Suddenly, she realized her actions were evil, and regret filled her heart. But what could she do? Those she had wronged were dead.

Appealing to her mother, Terriselle obtained a magic potion which she sprinkled over their bodies. Slowly they merged together, and the form of Chaney disappeared into the body of Talbot, until only Talbot remained. She touched him gently on his shoulder, and he awoke, without any memory of his past life. He was left only with the strange ability to turn into a wolf at will.

Teriselle became the wife of Talbot, and all their children inherited the ability to change into a wolf. Wolflings are taught that they are a living memory of a time when man and animal lived together as friends. Many wolflings still believe that if a wolfling eats the Nex flower, he will become either completely human or completely wolf.

Wolflings believe that a balance between nature and humanity is the ideal, and they strive to maintain it. Any misuse of nature is evil in their eyes, and they will try to prevent it. Therefore, hunting for sport is frowned upon, while hunting for food and other necessities is considered a form of bonding with nature.

Wolflings do not recognize an afterlife. When a member of the tribe dies, his body is usually buried or left as carrion.

While most wolflings do not belong to an organized religion, a few belong to a relatively recent cult known as "The Ever-changing One." Roll 1d6 on the Wolfling Starting Religion table to determine a wolfling's faith.

Wolfling Starting Religion

d6	Religion
1-4	No organized religion
5-6	The Ever-Changing One

The Ever-Changing One

This cult was founded by a wolfling named Sabra. She was killed by foresters who believed that she and her small band of followers were werewolves. Since then, the faith of the Ever-changing One has grown in numbers.

Sabra taught that the one, true god was a manifestation of nature. Devotees celebrate the continuous change in nature, and the nature of change. Their rites are usually conducted in the forest. They hope that by revering nature they will eventually join the Ever-changing One in paradise.

When a wolfling dies, he is reborn as a creature of nature. The form he returns in and the quality of his life are determined by the things he did in his past lives. Sabra taught that the Ever-changing One was a wolfling for several lives before obtaining divine status. Once a wolfling maintains a life of harmony with himself and nature, he will join the Ever-changing One in the great Forest of Time, the wolfling paradise.

All worshippers strive to obtain certain powers of transformation via miracles. Few are worthy of such honor, for the Ever-changing One must deem them just. The first level, or Low transformation, allows the wolfling to alter his body and take on the appearance of a different person, animal or plant for (Passable vs Stamina) x 2 minutes. The second level is called High transformation, and the wolfling may transform himself into more than one form for the same amount of a time. The highest level of transformation has only been granted a few times. This is the power to change into the form of any living being indefinitely. This is known as Zenith transformation.

The symbol of the Ever-changing One is rainbow glass, or prisms. Three ranks of clergy can be recognized by the color of their robes: Learners (blue), Educators (green), and Teachers (brown).

Title	Devotion	Requirements
Devotee	1-9	Declare faith.
Learner	10-14	Serve faith for one year.
Educato	15-19	Fulfill 1d6 quests.
Teacher	20-24	Gain the Low Transformation. Make 20 Converts.
Master	25+	Gain the High Transformation Spread the teaching of the Ever-changing One. Become Druid type. Gain the Zenith Transformation.

Chapter 5

Character History

Appearance

The way your character looks will go a long way toward determining how you will play him. Record this data on the back of your character sheet. You may either design your character's appearance yourself, or roll on the tables in this chapter.

If you aren't comfortable with what you roll, feel free to roll again, or, for that matter, make up anything you like. You are not necessarily limited to the tables. As long as your character's appearance is accepted by the referee, she may be as outlandish as you like.

The same applies to your character's personality. You may either roll every aspect of your character, or simply create his personality yourself. If you already have a personality in mind, then don't follow the die rolls. They are meant merely as a stimulus for your imagination.

Here is an explanation of various characteristics:

Sex: Choose the sex of your character. These rules make no distinction between males and females.

Eye Color, Hair Color: If you roll a combination you deem unlikely, feel free to roll again. Always consider your character's race. Draconians and serpentines do not have hair, so "Hair Color" would automatically be "bald."

Hair Style: This is really a matter of personal choice. Your character is free to change her hair style as she desires. Characters who do not have hair do not roll for a Hair Style.

Values: This is a quality or characteristic that your character admires or wishes to emulate.

Idolizes: This is the type of person that your character respects most. Invent a specific person that your character idolizes, giving them a name, an identity, and a reason your character feels this way. Your character's hero does not have to be someone they've met or even someone who is still living.

Treasures: This is your character's most prized possession. You must decide the exact item and why it is so valued by your character. Most characters carry their treasured item on their person, or else hide it in a secure, yet easily accessible place.

Key Feature: Every character has a distinctive mark, or key feature. Be certain that you are comfortable with your character's key feature before you begin play.

Personality Traits: Every character has two traits to help define her emotional outlook. Traits serve as a guideline for role playing. During play, your character will develop other traits as well.

Lifeline

The Lifeline table is used to determine what has happened to your character before she started adventuring. Your character's Lifeline will reveal people your character has met, people who could be of help or hindrance in the future.

Roll d100 on the Lifeline table five times, and write the results on the back of your character sheet. If your result is written in ALL CAPITALS, go to that sub-table on the following pages and roll d100 again for more details.

If you receive a bonus to a skill, such as "Mentor bestows +1 to Intelligence skills," you receive +1 to both your base skill (in this case Intelligence) and all the skills listed below it (which would be Business, Literacy, Medical, Memory, and Sanity).

Any time the Lifeline mentions a number of years (for instance, "Imprisoned for 2 years"), add these years to your character's age.

Spend a few minutes deciding how these events have affected your character, how they are interrelated, and how they might still have an influence on your character's life. They need not to have occurred in the order that you rolled them. You may wish to write a brief biography for your character, adding even more details.

Naming Your Character

The name of your character is of great importance. Since your fellow players can't see your character, a name acts as a first impression. Try to make your character's name appropriate for his race, type and background. A name such as "Ironhand" denotes a strong viking-type, while "Silverthana" might be the name of a female sidhe. You can get good ideas for character names from fantasy novels, mythology, or a telephone book.

Example: Mike names his dwarf Dolin because it sounds like a dwarf, sort of round and roly-poly.

Quirks

A quirk is something unique about your character. A quirk can be something your character likes or dislikes. If your character likes cats, then he'll have a hard time turning down someone who offers him a box full of kittens.

Quirks can help establish a character. A daughter of a nobleman who favors bootlickers and fears poverty instantly brings to mind a certain type of personality.

A favorite hobby makes a good quirk. Some barbarians have a hobby of collecting the teeth of their kills. A wizard might collect amulets. The desire to complete a collection can propel your character into many adventures.

An alchemist who says "Elementary" at every opportunity has a definite quirk, as well as an annoying personal habit that can be quite fun to play.

The thing to remember about quirks is that they should be consistent. While a quirk may develop into a strong passion or fear, it shouldn't become so dominate that your character is crippled

by it. It's up to you to play your quirks, not the other way around.

Because quirks are so unique and personal, there are no tables to create them. Instead, you must invent your own. Simply think of something interesting about your character and write it down on the back of your character sheet.

Goals

A character with a goal is much easier to play. What is your character's motive for being an adventurer? It should tie into your character's values, type, race, and history. If your character consistently works toward a goal, it will be easier for you decide what kinds of actions your character will take.

Your character's goal can be as simple as building a library, or as challenging as becoming queen. A goal can also be personal, such as avenging a wrong done by an enemy. On the other hand, it can be as public as protecting an area from loathsome beasts. In any case, your goal will give the game greater dimension and continuing purpose.

Character Personality

A character is more than just numbers on a piece of paper. In *Legendary Lives*, you are playing a complete person, someone with a personality all their own. No compilation of charts can create such a unique being.

It's up to you to flesh out the skeletal personality you have created. As you play, you will provide your character with an individualism of thought and action that makes him believable and fun to play. This is an essential part of role playing, and it's very easy.

Only a rough idea of the character's personality is needed at first-about as much as you have already created. Your character will soon develop nuances on his or her own, based on his abilities and your own whims. Once a character's personality has been established, it will tend to resurface whenever that character is played.

Sample Character

Once all of Dolin's skills and specialties have been determined, it's time to find out more about Dolin the person.

Mike rolls for Dolin's appearance. His first d100 roll is for Dolin's eye color; a roll of 40 means Dolin has green eyes. Mike writes this in the space provided on the back of his character sheet. The roll for hair color is 77, giving Dolin white hair. The hairstyle roll is 59, so Dolin has long and straight hair.

A roll of 72 indicates Dolin values his heritage. Dolin is quite proud to be the son of an engineer. Like most dwarves, he idolizes (92) Royalty. Dolin treasures (37) a picture.

A features roll of 87 suggests that Dolin wears body paint. Mike thinks about it, and decides Dolin is too civilized for this feature. He rolls again, getting 15, a fancy hat. Mike decides Dolin wears a tall, pointed purple hat.

Dolin's personality rolls are (96) grim, and (29) miserly. Mike thinks this is a dandy description of a dwarf. But a purple hat would be too cheerful for a grim, miserly dwarf. To contrast it with Dolin's white hair, Mike changes it to a tall, pointed black hat with a raven's feather.

Mike now moves to the Lifeline table. The first roll is 78. Dolin is known for what he values, his heritage.

The second roll (59) gives Dolin a pet. Thinking of Dolin's grim nature and his black hat, Mike gives him a raven.

The next roll (96) shows that Dolin lived in the mountains, giving him +1 to his Stamina and all related skills. Dolin's Stamina is now 14.

A roll of 8 indicates Dolin has a relative who needs his financial support. A second roll on the Relative table (47) shows it is Dolin's grandfather. Mike rolls on the Occupation table to find out more and gets a 54. Dolin's grandfather was a mercenary.

The last roll is a 57. On the Lifeline table, this shows Dolin is associated with a society. Mike decides he is a member of the Inventor's Guild.

Looking over Dolin's character sheet, Mike thinks that it would be fun to stress Dolin's miserliness. For a quirk, Dolin is always making references to money. Dolin's goal is to discover an invention that will make him rich and famous.

Thus, Dolin enters the game as a complete character, with a history, goals, and personality. Using his rolls as a guide, Mike writes up a biography for Dolin. While not necessary, you may want to do this with your own character.

Dolin's Biography

Dolin's father was Gwando the Great, a dwarf renowned for having engineered the Khazum bridge. This magnificent bridge spanned a subterranean chasm that linked the dwarven kingdom.

As a child, Dolin invented marvelous toys such as wind-up goblins and clockwork dragons. He was Gwando's favorite son, and would have inherited the family fortune. But disaster struck. When Dolin was still a lad, there was a great celebration commemorating the 100th anniversary of the Khazum bridge. The royal family planned to present Gwando with the coveted title of Royal Engineer.

Thousands of dwarves congregated on the bridge to watch the ceremony. But at that time, the wind passing through the chasm hit the same frequency as the length of the bridge and the span began to twist and tear itself apart. Hundreds died, including Dolin's mother and two brothers. Dolin barely escaped with his young life, and when it was over, his hair had turned snowy white.

Gwando lost his fortune paying wergeld for those who died on the bridge. Since he could no longer find work as an engineer, Gwando could only make a living by slaving in the tin mines of the Razorback mountains. He and Dolin lived in poverty as miners-cast from near nobility to infamy. Disaster struck again when a mine shaft collapsed. Dolin risked his own life to run back into the cave to pull his father from the rubble.

Dolin's noble deed was too late, for his father had already been crushed by a massive block of granite. Before he died, he gave Dolin an engraving of his great-grandfather, who was a minor noble and the first of Dolin's line to achieve greatness as an engineer. "Carry on the tradition," Gwando gasped, "and build!"

Gwando died a pauper, and was buried on the surface, where dwarves traditionally bury the penniless. Dolin spent many long hours beside his father's grave, growing more and more grim with every passing day as he reflected upon the ill fate of his family. One evening, exactly one year after the burial, a raven landed on Gwando's grave. It seemed

totally fearless. Dolin started talking to it as though it were a trusted friend. And when Dolin left the grave, the raven came with him. Strangely enough, Dolin never again felt compelled to visit his father's grave in the Razorback mountains. Dolin named the raven Edgar, and used one of the bird's feathers to adorn his black hat.

One day a man rode into the mining camp on the back of a wagon. It was Babu, Dolin's grandfather. Dolin hadn't seen him since before the bridge fell. Babu was a mercenary who had traveled in faraway lands, but in his last battle he had lost one of his legs. Crippled and broke, Babu had sought out his only relative: Dolin.

Since Babu was crippled, it fell to Dolin to support him. Dolin freely shouldered the responsibility for the care of his grandfather. After all, Dolin valued his heritage too much to disappoint Babu. They left the mining camp and Dolin found a job as a blacksmith's helper in a forester settlement. On the side, Dolin stays up late trying to make extra bronze with his inventions. But ever since the fall of the Khazum bridge, Dolin has been incapable of making an invention that works. His most infamous inventions include a piggy bank that can't be opened, and a coin counter that can't count past five (because that's how many coins Dolin had to test on it). Dolin joined the inventor's guild, but even they couldn't help him market his inventions.

Despite the fate of his family, Dolin still believes that he can bring honor to his family name by making a wonderful invention that will help all of dwarf-kind. It would make him rich, so he would no longer fear being buried in a pauper's grave. And if the invention was wonderful enough, the king would grant Dolin a title. In this way, Dolin would redeem his family name as well as become rich.

In return for his keep, Babu regaled Dolin with stories of his amazing adventures. He told tales of mysterious artifacts with stupendous powers that he had witnessed in distant lands. Dolin realized that if he couldn't create a worthwhile invention, he could at least find something that no one else had seen and copy it. This would be just as good as an invention, and no one would know where the idea came from.

So Dolin and Edgar left Babu and headed off into the world to find an invention to call his own. Dolin always sends as much bronze as possible to Babu. This really puts a pinch on Dolin's

pocketbook, and it has made him even more miserly.

What's Next?

You're almost done creating your character! Turn now to Chapter 6: Skills for information on choosing your free specialties.

Eye Color

d100	Eye Color
01-10	Light blue
11-20	Black
21-30	Gray
31-40	Green
41-50	Hazel
51-60	Violet
61-70	Dark blue
71-80	Light brown
81-95	Dark brown
96-97	Amber
98	Silver
99	Golden
00	Roll once for each eye

Hair Color

d100	Hair Color
01-10	Dark brown
11-20	Light brown
21-30	Sandy
31-40	Black
41-50	Golden
51-55	Red
56-60	Strawberry blonde
61-70	Auburn
71-75	Gray
76-80	White
81-95	Blonde
96-00	Bald

Hair Style

d100	Hair Style
01	Mohawk
02	Spiked
03-04	Shaved
05	Dreadlocks
06-10	Braided
11-16	Crew Cut
17-22	Long & flowing
23-28	Long & ratty
29-37	Short & wavy
38-46	Long & wavy
47-55	Short & straight
56-64	Long & straight
65-73	Short & frizzy
74-82	Long & frizzy
83-91	Short & curly
92-00	Long & curly

Values

d100	Values
01-08	Wealth
09-15	Honor
16-23	Glory
24-31	Status
32-38	Knowledge
39-46	Vengeance
47-54	Love
55-62	Friendship
63-69	Power
70-77	Heritage
78-85	Magic
86-92	Respect
93-00	Control

Idolizes

d100	Idolizes a
01-08	Relative
09-15	Outlaw
16-23	No one
24-31	Friend
32-38	Self
39-46	Teacher
47-54	Benefactor
55-62	Craftsman
63-69	War hero
70-77	Spell user
78-85	Musician
86-92	Royalty
93-00	Race

Treasures

d100	Treasures a
01-08	Lucky piece
09-15	Tool
16-23	Garment
24-31	Book or scroll
32-38	Picture
39-46	Letter
47-54	Pet
55-62	Heirloom
63-69	Place
70-77	Weapon
78-85	Jewelry
86-92	Knickknack
93-00	Musical instrument

Key Feature

d100	Feature
01-02	Earring
03-05	Distinctive scar
06-07	Tattoo
08-09	Buck teeth
10-12	Pierced nose or ear
13-15	Fancy hat
16-17	Staff
18	Third nipple
19-20	Disfigurement
21-22	Long fingernails
23	Eye patch (50% chance of either eye)
24-26	wears one color
27-28	Cloak
29-31	Birthmark
32-35	Facial hair
36-38	Bad breath
39-40	wrinkles
41-42	warts
43-44	Nasal voice
45-46	Leather boots
47-48	Unusual voice
49-51	Strong accent
52-61	Left-handed
62	Ambidextrous
63	Extra digit (50% hand, 50% foot)
64-65	Flashy scarf
66	Color blind
67	Double-jointed
68-69	Large nose
70-71	Small chin
72-73	Dimpled chin
74-76	Freckles
77-78	Missing teeth
79-80	Body odor
81	Speech impediment
82-83	Deep voice
84-85	Squeaky voice
86-87	wears body paint
88-89	Missing digit (50% hand, 50% foot)
90-91	Acne
92-93	Dimpled cheeks
94-95	wears jewelry
96-97	Facial tic
98-99	Big feet
00	Albino

Personality Traits (roll 2)

<u>d100</u>	<u>Trait</u>
01-02	Shy
03-04	Rebellious
05-06	Violent
07-08	Arrogant
09-10	Aloof
11-12	Morose
13-14	Rash
15-16	Stubborn
17-18	Friendly
19-20	Fussy
21-22	Nervous
23-24	Serious
25-26	Patriotic
27-28	Sneaky
29-30	Miserly
31-32	Emotional
33-34	Detached
35-36	Indecisive
37-38	Trustworthy
39-40	Helpful
41-42	Cynical
43-44	Idealistic
45-46	Calculating
47-48	Cowardly
49-50	Brave
51-52	Egotistical
53-54	Humorous
55-56	Traditional
57-58	Innovative
59-60	Flippant
61-62	Jealous
63-64	Rude
65-66	Lecherous
67-68	Curious
69-70	Slovenly
71-72	Tardy
73-74	Spendthrift
75-76	Lying
77-78	Talkative
79-80	Trusting
81-82	Diplomatic
83-84	Honest
85-86	Calm
87-88	Patient
89-90	Gullible
91-92	Polite
93-94	Skeptical
95-96	Grim
97-98	Restless
99-00	Forgetful

Lifeline (roll 5 times)

<u>d100</u>	<u>Event</u>
01	You and a FRIEND have a common ENEMY.
02	You and a FRIEND have a common goal.
03	You and a FRIEND have common interests.
04	RELATIVE hid a fortune in family home.
05	FRIEND idolizes you.
06	FRIEND killed by unknown parties.
07	RELATIVE provides financial support.
08	RELATIVE needs your financial support.
09	RELATIVE owes you a favor.
10	RELATIVE mysteriously vanished.
11	FRIEND needs your financial support.
12	FRIEND needs your protection.
13	FRIEND owes you a favor.
14	FRIEND provides financial support.
15	FRIEND saved your life.
16	FRIEND treats you like a child.
17	FRIEND wants to protect you.
18	FRIEND. Former LOVER.
19	Helped a criminal FRIEND.
20	Worked for a RELATIVE for d6 years.
21	You owe a FRIEND a favor.
22	You owe a FRIEND d6 x \$1,000.
23	You saved FRIEND's life.
24	LOVER dated your friend.
25	LOVER dated your sibling.
26	LOVER needs your financial support.
27	LOVER tried to kill you.
28	Met LOVER at a festival.
29	Met LOVER at a religious meeting.
30	Met LOVER during a crisis.
31	Met LOVER on an adventure.
32	You and LOVER had common interests.
33	You and LOVER were co-workers.
34	You and your LOVER have common ENEMY.
35	You and your LOVER married.
36	You and your LOVER met at a festival.
37	You dated a LOVER.
38	You just got back together with your LOVER.
39	You were engaged to your LOVER.
40	ENEMY is a cult leader.
41	ENEMY tried to kill you.
42	ENEMY works for the government.
43	ENEMY is a co-worker.
44	ENEMY is a RELATIVE.
45	ENEMY is a stranger.
46	ENEMY is a former friend.
47	ENEMY is a former LOVER.
48	ENEMY is an ex-boss.
49	ENEMY hates your family.
50	ENEMY is an ex-servant.
51	Made ENEMY on an adventure.
52	A near death experience changes you.
53	Amnesia for d6 years.
54	Associated with a criminal group.
55	Associated with a military group.
56	Associated with a religious group.
57	Associated with a society.
58	Family killed when you were young.
59	Get a pet.
60	HABIT.
61	Haunted by a dark secret from the past.
62	Hunted by a powerful individual.
63	Hunted by a religious group.
64	Hunted by a secret sect.
65	Hunted by a society.
66	Hunted by another race.
67	Hunted by outlaws.
68	RELATIVE treats you like a child.

69 Hunted by the local law.
 70 Imprisoned for murder for 2d6 years.
 71 Imprisoned for theft for d6 years.
 72 Inherit d100 bronze.
 73 Inherit special item.
 74 Join a disfavored political party.
 75 Join a strange cult.
 76 Known for a personality trait.
 77 Known for highest skill.
 78 Known for what character values.
 79 MENTAL ILLNESS.
 80 PHOBIA.
 81 Political prisoner for d6 years.
 82 Scandal caused family to be snubbed.
 83 Sold into slavery for d6 years.
 84 STRANGE BELIEF.
 85 Suffer flashbacks of a bad experience.
 86 You have a mystical vision.
 87 You have a twin separated at birth.
 88 Mentor bestows +1 to Intelligence skills.
 89 Apprenticed, +1 to Mechanical skills.
 90 Hunt frequently, +1 to Alertness skills.
 91 Schooling, +1 to Knowledge skills.
 92 Learn seduction, +1 to Charm skills.
 93 Drafted, +1 to weapon skills.
 94 Join Circus, +1 to Agility skills.
 95 Hard labor, +1 to Strength skills.
 96 Mountain life, +1 to Stamina skills.
 97 Druid training, +1 to Nature skills.
 98 Run away from home, +1 to Cunning skills.
 99 Thief training, +1 to Dexterity skills.
 00 Born on a sacred day, +1 to Fate skills.

Lover

d100	Lover
01-02	Lover died of illness.
03-04	Lover killed on an adventure.
05-06	Lover committed suicide.
07-08	Lover betrothed to another.
09-10	You killed lover by accident.
11-12	Lover died in an accident.
13-14	Lover murdered.
15-16	Lover's family drove you apart.
17-18	Your family drove lover away.
19-20	You were two-timing.
21-22	Lover was two-timing.
23-24	You argued constantly.
25-26	Lover vanished without a trace.
27-28	Lover was kidnaped.
29-30	Lover went insane.
31-32	You personal habits drove lover away.
33-34	Split apart by personal goal.
35-36	Love was unrequited.
37-38	Rival stole lover's affections.
39-40	Lover imprisoned.
41-42	Your work drove you apart.
43-44	Lover's work drove you apart.
45-46	Lover's personal habits drove you away
47-55	Grew apart, parted friends.
56-57	Driven apart by money problems.
58-60	You moved away.
61-63	Lover moved away.
64-65	Driven apart by sexual problems.
66-79	A happy relationship.
80-89	Have a son.
90-99	Have a daughter.
00	Have twins.

Relative

d100	Relationship
01-15	Father
16-30	Mother
31-32	Sister-in-Law
33-34	Brother-in-Law
35-36	Niece
37-38	Nephew
39-40	Uncle
41-42	Aunt
43-44	Great Uncle
45-46	Great Aunt
47-48	Grandfather
49-50	Grandmother
51-60	Cousin
61-70	Younger Sister
71-80	Younger Brother
81-90	Older Sister
91-00	Older Brother

Mental Illness

d100	Illness
01-10	Schizophrenia
11-20	Compulsive Lying
21-30	Paranoia
31-40	Hallucinations
41-50	Hysteria
51-60	Manic Depressive
61-70	Suicidal
71-80	Neurotic
81-90	Megalomania
91-00	Obsessive Behavior

Phobia

d100	Phobia
01-08	Being alone
09-15	Animals
16-22	Theft
23-29	Fire
30-37	Water
38-45	Open Spaces
46-52	Heights
53-59	Darkness
60-67	Insects/Spiders
68-74	Rats/Mice
75-81	Snakes
82-88	Enclosed Places
89-94	Filth
95-00	Children

Friend

d100 Occupation

01-02	Derelict
03-04	Slave
05-06	Beggar
07-09	Outlaw
10-12	Serf
13-15	Servant
16-18	Poacher
19-23	Farmer
24-28	Herdsman
29-33	Fisher
34-36	Trapper
37-39	Town Laborer
40-41	Bookkeeper
42-43	Messenger
44-45	Townsmen
46-50	Guard
51-55	Mercenary
56-60	Soldier
61-63	Cobbler
64-66	Tailor
67-69	Innkeeper
70-71	Slaver
72-76	Merchant
77-78	Carpenter
79-80	Blacksmith
81-82	Brewer
83	Artist
84-85	Scribe
86-88	Craftsman
89	Pretender
90	Tax Collector
91	Sheriff
92	Mayor
93	Judge
94	Gentry
95	Acolyte
96	Monk
97	Preacher
98	Theologian
99	Priest
00	Roll on ROYALTY table.

Royalty

d100 Title

01-40	Knight or Lady
41-60	Noble
61-75	Baron or Baroness
76-85	Count or Countess
86-95	Earl
96-98	Duke or Duchess
99-00	King or Queen

Habit

d100 Habit

01-10	You have a favorite saying.
11-20	You pick your teeth.
21-30	You twist your hair around your finger.
31-40	You whistle at inopportune times.
41-50	You talk to yourself.
51-60	You clean compulsively.
61-70	You are fascinated by weapons.
71-80	You pace.
81-90	You love to gamble.
91-00	You crack your knuckles.

Strange Belief

d100 Strange Belief

01-10	You believe you are the heir of a king.
11-20	You're convinced the world is flat, and if you travel over the horizon, you'll fall off.
21-30	You think all life is a dream.
31-40	You believe all small animals are evil.
41-50	You think you're always right.
51-60	You believe you are a famous person.
61-70	You think you're an angel.
71-80	You're positive all members of the opposite sex are attracted to you.
81-90	You are highly superstitious.
91-00	You're certain that strange men are following you everywhere you go.

Enemy

d100 Enemy

01-05	You humiliated enemy.
06-10	Enemy humiliated you.
11-15	You stole enemy's lover.
16-20	Enemy stole your lover.
21-25	You betrayed enemy.
26-30	Enemy betrayed you.
31-35	You spurned enemy.
36-40	Enemy spurned you.
41-45	You caused enemy to be imprisoned.
46-50	Enemy caused you to be imprisoned.
51-55	You injured enemy.
56-60	Enemy injured you.
61-65	You stole from enemy.
66-70	Enemy stole from you.
71-75	Enemy hurt/killed your loved one.
76-80	You hurt/killed enemy's loved one.
81-85	You owe enemy d6 x \$1,000.
86-90	Enemy owes you d6 x \$1,000.
91-00	You are professional rivals.

Chapter 6

Skills

Defense

Defense is a combination of your character's resistance to injury and his ability to avoid harm. Your character's Base Defense equals the average of his Agility and Stamina, rounded down. Write this number in the space provided at the top of the Defense section of your character sheet. After your character is created, Defense is treated as completely separate from Agility and Stamina—changes to those skills will not affect your character's Defense.

The Defense section contains a list of body parts: Head, Chest, L. Arm, R. Arm, L. Leg, and R. Leg. These are the locations in which your character can be wounded (L. Arm stands for left arm, R. Arm means right arm, and the same applies to the leg entries). Each region is given its own Defense score.

Write the Defense for each body part in the column marked "Nude." A character's Head Defense equals half his Base Defense rounded down, his Chest Defense equals his Defense +2, his Arm Defenses each equal his Defense - 1, and his Leg Defenses equal his Defense +1.

Later, you will have the opportunity to buy equipment. Armor and shields will increase your character's Defense for the body part covered. In the column labeled "Armor," you will fill in the Defense bonus for any armor worn. In the column labeled "Shield," you will note the bonus for a shield. In the column labeled "Total," you will fill in the sum of the other three columns for each body location. Armor and shields are explained in detail in Chapter 7: Equipment.

Free Specialties

At the top of your character sheet, you should have some tally marks indicating a number of free

specialties. These specialties represent skills that your character has acquired through training and practice, as opposed to natural talents.

Now take some time to examine your character. What sort of person is he or she becoming? What skills does your character need to improve? Chances are, you'll see lots of areas that you would like to improve, but as in real life your character can't be an expert in everything. It's up to you to decide which skills are most important for this character. Your choice of specialties will directly affect what your character can do best.

You cannot pick a base skill as a specialty. Nor can you choose a skill that is already a specialty. Nor can you select the defense of a body location. Nor can you pick the Devotion skill. Nor may you choose a spell (spells are those skills with a * dot before them). Yet this still leaves you with plenty of choices!

The Skills & Base Skills table shows all skills used in the game and which base skills they are dependent upon. For instance, the base skill Agility determines the skills of Dodge, Quickness, and Stealth. You will find a detailed explanation of all skills later in this chapter.

Specialties equal the base skill listed above them on the character sheet. Everything that is not a specialty equals half the base skill above it, rounded down. Except spells—they are equal to zero (for simplicity's sake, you can leave them blank). This means a character has a chance to do something even if it's outside her field of specialty. She might not do it as well as someone else, but in a pinch she can try!

When your character is first created, you may buy additional specialties for 100 bronze each. The bronze is subtracted from your character's starting money. Specialties may not be purchased later.

Example: Mike has six tally marks at the top of his character sheet, meaning that he has six free specialties to choose for his dwarf. Mike decides to

give the dwarf Medical, Run, Legends, Languages, Aim and Will as his free specialties. On his character sheet, these skills now equal the base skills listed above them.

Mike also buys his dwarf the Filch specialty, at a cost of 100 bronze. The cost is deducted from the dwarf's starting funds, leaving him with \$210. Mike fills in the dwarf's Filch skill with a 14, which is the same as his Dexterity.

Mike then completes the skills that have not already been filled in. Spell skills equal zero. Mike writes 0 next to Move Self, Divination, and the other skills with dots next to them. The remaining skills equal half their base skill, rounded down. The dwarf's Dodge, for instance, is not a specialty. So it equals half the dwarf's Agility of seven, rounded down to three. Mike repeats this for all the skills that have not already been filled in.

What's Next

Once you have selected your free specialties, you must equip your character for his first adventure. Turn now to Chapter 7: Equipment.

Skills & Base Skills

Skill	Related Base Skill
Aim	Dexterity
Arcane Lore	Fate
Artistry	Fate
Bargain	Charm
Boating	Mechanical
Bow	Dexterity
Brawling	Strength
Build	Mechanical
Bully	Strength
Business	Intelligence
Caves	Nature
Climb	Strength
Conceal	Cunning
Contacts	Cunning
Crossbow	Dexterity
Customs	Knowledge
Direction	Nature
Disguise	Cunning
Dodge	Agility
Empathy	Alertness
Entertain	Charm
Filch	Dexterity
Flexible	Strength
Forage	Nature
Forgery	Dexterity
Hafted	Strength
Interrogate	Charm
Intuition	Fate
Jump	Agility
Languages	Knowledge
Legends	Knowledge
Lie	Cunning
Listen	Alertness
Literacy	Intelligence
Medical	Intelligence
Memory	Intelligence
Mimic	Cunning
Plants	Nature
Poisons	Knowledge
Pole Arm	Strength
Preach	Charm
Quickness	Agility
Repair	Mechanical
Ride	Strength
Run	Stamina
Sanity	Intelligence
Search	Alertness
Siege	Mechanical
Sincerity	Charm
Stealth	Agility
Swim	Stamina
Sword	Strength
Tame	Nature
Theology	Knowledge
Track	Alertness
Traps	Mechanical
Unlock	Dexterity
Wagoning	Strength
Will	Stamina

Spell Skills	Related Base Skill
*Air Mastery	Knowledge
*Alter	Nature
*Bewitch	Charm
*Bind	Stamina
*Commune	Fate
*Conjure	Mechanical
*Control	Nature
*Divination	Alertness
*Earth Mastery	Stamina
*Enchant	Mechanical
*Fire Mastery	Intelligence
*Heal	Fate
*Illusion	Intelligence
*Morph	Knowledge
*Move	Stamina
*Plant Mastery	Nature
*Protection	Intelligence
*Shapeshift	Cunning
*Summon	Fate
*Transform	Knowledge
*Transmute	Mechanical
*Water Mastery	Agility

Skills

This is an alphabetical listing of all the skills. Using skills is explained in Chapter 8: How to Play.

Agility

Agility reflects a character's balance, physical grace and limberness. It's used when dancing, walking a tightrope, squeezing through a narrow space, or wiggling free from bondage. A character can kick an object (Passable vs Agility) x 3 feet.

Aim

This is your character's hand-eye coordination and accuracy with thrown objects. It's used when throwing a grapnel or tossing an item to a friend.

See Chapter 8: How to Play for instructions on using Aim to throw a weapon. Aim is not used for bows or crossbows.

Alertness

Characters use Alertness to see or notice things. Distance, light, and weather conditions can affect the outcome of an Alertness roll.

A character who fails an Alertness roll may be ambushed by a foe. A surprised character cannot

attack. On the following turn, the character may react normally.

The referee should ask players to make Alertness rolls if their characters have the possibility of noticing something that is not obvious. If a character is specifically looking for a hidden object or person, the Search skill is used instead.

Example: Without knowing it, Malajusta passes a concealed door. The referee asks her to make an Alertness roll without telling her why. The door is well concealed, so the referee sets the roll required to spot it at Superior. He does not tell Malajusta the roll required. Malajusta makes a Great roll. The referee figures that this is good enough for Malajusta "To notice something is not quite right about the wall on the left."

Malajusta stops and searches the wall. The referee now makes a hidden Search roll for Malajusta. Since she is specifically searching for the door, the referee drops the roll required to Good. His roll for Malajusta is Poor.

"You must have been wrong," the referee tells her. "You find nothing unusual."

Malajusta tries searching again, but since she's already failed her roll, it won't do her any good. The secret door is beyond her ability to locate.

Arcane Lore

This is the character's knowledge of magic and the occult. A character will use this skill to determine whether an item is magical and (to some degree) what it's purpose is. It is also used to figure out the magical qualities of a person or object. People with low or moderate Arcane Lore skills will have a difficult time dealing with sorcery.

Example: Dolin finds a bracelet that glows faintly in the dark. Thinking that it must be enchanted, Dolin uses his Magic skill of 3 to ascertain its use. He gets an Inferior roll. To Dolin, it's just another glow-in-the dark bracelet. He gives it to Malajusta as a gift.

Examining it closely, Malajusta makes a Great Magic roll and discovers that the bracelet confers night vision on its wearer. She surprises Dolin by giving him a big hug.

Artistry

Artistry is used in all creative endeavors, such as painting, sculpting, or writing poetry. If a character with a high Artistry draws a picture and rolls Superior, the picture is a near masterpiece. Likewise, an Inferior Artistry roll indicates that the character could only make childish scrawls. This skill is important when drawing maps or writing accurate descriptions.

Bargain

Bargain is used to negotiate with others, make bribes, and develop compromises. A successful Bargain roll will make everyone feel like they've come out ahead.

Bargaining is most commonly used when a character is purchasing or selling equipment. If they do not want to bargain, players can always buy gear (if available) at list price (see Chapter 7: Equipment). Players may not Bargain when buying their starting equipment.

By bargaining, a character can purchase an item for (Bargain vs Awesome) x 20% of its list price.

A character can sell an item for (Feeble vs Bargain) x 10% of its list price.

Boating

The Boating skill is used when a character attempts to pilot any ship, boat, or other watercraft (including a raft, rowboat, canoe, sailboat or even a galley). Boating reflects a character's seamanship, but it does not indicate camaraderie with crew members. A character may need to use another skill to prevent a mutiny, or convince fellow sailors to obey him.

Corsairs and vikings are born to sail the seas. Corsairs receive +1 column when piloting wind-driven boats, while vikings receive +1 column when piloting galleys.

Example: Dolin tries to canoe across a river. Canoes are notoriously unstable, so the referee sets the RR at Good. Dolin makes a Great roll and crosses the river without difficulty.

Bow

This skill is used when a character fires a bow (but not a crossbow). It may be used to hunt or compete in an archery contest. See Chapter 8: How to Play for instructions on using a bow to attack.

After combat, a character can recover (Passable vs Search) x 2 arrows, up to the total number fired. The rest are broken or lost.

Arrows cannot be parried except by shields.

Brawling

The success of a kick, punch, or bite are all determined by the Brawling skill. The damage of an unarmed attack equals the player's Brawling roll, with a maximum of Good damage. Thus, a player who swings a punch and rolls Superior would do only Good damage.

Makeshift weapons, such as a chair, broken bottle, or brass spittoon (and anything else that might be grabbed on the spur of the moment) are considered brawling weapons. See Chapter 8: How to Play for instructions on using brawling weapons in combat.

Build

The Build skill is used when designing and constructing anything, from a castle to a trap. Making something requires time, tools and materials. Even an Awesome Build roll will fail if the proper elements are not available.

The roll required to make an item depends upon its list price. It takes a Passable roll to make an item of up to \$50 value. For each additional \$50, increase the RR by one column. An object of \$250 value or greater requires an Awesome roll. The referee may modify the RR as he sees fit.

The cost to build an item equals the List Price ÷ (RR vs Build) +1. Failure means the character wastes several hours before he discovers he cannot build the item.

The time required to build an item equals the cost to build the item in man hours.

Example: Dolin intends to make a war axe. The list price is \$50. The referee sets the RR at Passable. Dolin's roll is Good. It costs him 50 ÷ (2+1) = 17

bronze and takes him 17 hours to forge and hone the axe to perfection.

Bully

A character uses his Bully skill when he tries to intimidate others, but intimidation wears off fast. Bullying makes enemies, not friends, and a Catastrophic result usually means that the character has a fight on his hands.

Bullying often includes threats of violence, and is most effective against the helpless (such as slaves or prisoners) or brutal, stupid folk who believe that bullying is a sign of authority. A Bully roll may be enhanced if the character can back up his threats with a show of strength or cruelty.

Example: Dolin brandishes his war axe at a goblin. "Surrender or die!" he demands as he makes a Great Bully roll. The goblin surrenders.

Business

This skill covers running a business, getting credit, assessing the value of an item and investing money wisely. A successful Business roll will also allow a character to read and interpret accounting records and receipt books. This is a good way of finding out how someone earned their money, and how they spent it.

A character can get up to (Passable vs Business) x \$20 worth of credit from any one lender, but most loans must be paid back within 1 month at (Bargain vs Awesome) x 2% interest!

Characters who work must rely on a certain skill for their daily bread. For example, a mercenary may sell his Sword skill, a thief would use his Filch skill, and a minstrel might employ his Entertain skill. At the end of each month, the character earns (Catastrophic vs Skill) x (Catastrophic vs Business) x \$5. Don't forget to deduct for the character's living expenses! If the Skill roll is Catastrophic, then you may wish to invent a potentially dangerous situation and role play it.

Running a business can be a good way to finance adventures. Make sure the business is acceptable to your referee before the character invests time and money into the project.

To start a business, a character must first invest some capital. This money will cover inventory, production, taxes, rent, advertising, and

so on. It does not cover salaries, which must be paid separately. Total monthly salaries may not be less than 10% of the value of the company.

At the end of each month, the value of the business will change by 50% - (Bargain vs Awesome) x 10%. This will determine how much money the business has made or lost, salaries excluded.

Example: Dolin opens a little shop, in the hopes of selling some of his inventions. He invests \$2,000 into the business and hires his grandfather for \$200 a month to run the store. At the end of a month, he makes a Business roll and achieves a Great result. His investment grows by 50% - 30% = 20%. The value of his business increases to \$2,400. However, Dolin must take \$200 out to pay his grandfather, reducing the value to \$2,200.

The next month, Dolin rolls Pathetic, and loses 50% - 90% = -40% of his capital, bringing it down to \$2,200 - 40% = \$1,320. Paying his grandfather costs him another \$200, reducing the value of the business to \$1,120. He hopes next month the business will do better!

Caves

This skill is used to detect earthquake faults, cave areas, and landslide zones. It includes spelunking, the detection of underground passages and the ability to ascertain if cave formations are natural or man-made. The Caves skill is useful when escaping crypts, catacombs, and underground warrens.

Charm

This is your character's appearance, charisma, manners, sex appeal, and style. It's the impression he makes on others. Not only is Charm used for making friends and seducing others, but it is also employed when a character must exhibit tactfulness in a delicate situation.

Clothing, race, and cleanliness should all be considered when a player makes a Charm roll. Never forget that Charm is greatly in the eyes of the beholder, and what appears lovable to one person may seem utterly repulsive to another. Think of in-laws. Award column shifts when appropriate.

Example: While exploring a little-known cave, Dolin stumbles upon a giant toad. "Ho, ho!" chortles

the toad "Looks like dwarf nibbles for dinner tonight!"

Dolin thinks fast. "Pwease don't eat me!" he says in a childish lisp. "I came fwom faaar away to see you." He opens his eyes as wide as they'll go and smiles hugely. "I think you're gweat! Can I have your autogwaph?" Crossing his fingers, his player rolls against his Charm skill of 7 and gets a Super roll!

The giant toad blushes and looks down at his webbed toes. "Well, sure." he stammers. "Sorry I was so rough on you, but I didn't realize what a cute kid you were at first. I just love kids. No hard feelings, huh?" But Dolin is no longer there to respond.

Climb

This skill is required for climbing walls, cliffs, and other steep surfaces. Climbing stairs or ladders does not require a Climb roll unless there are extenuating circumstances, such as climbing a ladder covered in oil.

The referee sets the RR depending on the distance being scaled and the condition of the surface. Climbing a twenty foot cliff with many hand-holds and crannies might take only a Passable roll, while ascending a 100 foot tower wall might take a Superior roll. A character receives +1 column on his climb roll if he is using a rope.

The greater a character's success, the faster he will climb the surface. Failure means the character falls. The worse the roll, the further the character falls, up to the distance being scaled. If the roll is barely failed, the referee may decide the character is stuck half way instead.

The distance a character falls determines the amount of damage he takes, as shown on the Falling table. The damage is applied to a random body part. Falls from a height of 30 feet or more result in two wounds, as shown on the table.

Example: Dolin tries to climb a 30' stone wall. The referee sets the RR at Passable. Dolin rolls Inferior. The referee decides he climbed 15 feet before losing his grip and plummeting back to earth. He takes Passable damage to random body part. The player rolls a 6 for the location, a right leg hit. His defense roll is Good, and so he is not wounded.

Falling

Distance	Damage
10'-14'	Poor
15'-19'	Passable
20'-29'	Good
30'-39'	Passable & Good
40'-49'	Passable & Great
50'-59'	Good & Great
60'-69'	Good & Superior
70'-79'	Great & Superior
80'-89'	Great & Awesome
90'-99'	Superior & Awesome
100'+	Awesome & Awesome

Conceal

Conceal is used when a character wishes to hide something. This could be as simple as tucking an object into a coat pocket, or as elaborate as smuggling a political dissident out of the country. Conceal is also used when a character wishes to camouflage himself or another. The camouflage remains effective as long as the character doesn't move. Moving while concealed requires a Stealth roll.

Contacts

This skill covers the ability of a character to locate a thief, poison shop, fence, or loan shark. It's also the character's knowledge of illegal activity in the area. A character may use his shady connections to gain information, although a contact may require a bribe or favor in return for his services. Contacts is also used when dealing with criminal types. A high Contacts roll will gain the character acceptance; a low roll means the character will be viewed with suspicion.

Example: In her home town, Malajusta attempts to locate a fence. Her player rolls Good on her contacts skill. It is increased by +1 column because she is in her home town, for a total of Great. The referee announces that her old friend Scuzzini has a shop right down the street, and that it is open for business.

Crossbow

This skill is used when a character fires a crossbow. It is most often used in combat (see Chapter 8: How to Play for instructions on using a

crossbow in combat), but it may also be used to hunt or compete in archery contests.

After combat, a character can recover (Passable vs Search) x 2 bolts, up to the total number fired. The rest are broken or lost.

Crossbow bolts cannot be parried except by shields.

Cunning

This measures how devious and sly the character is. It's used when cheating, fast-talking, and committing other acts of deceit. It does not include out-and-out lying, which is a separate skill. Cunning is also used when trying to misdirect or manipulate someone with innuendo or psychological tricks. It is also used to fake emotions such as respect, devotion, and so on.

Example: Malajusta comes to a castle gate after sunset. "The gate is closed," the guard says. "It's curfew..."

"How's it going?" Malajusta says before he can finish. "Whew, what a night! Did you see those ghouls out there? Yeah, you better go check, it could be trouble. Me, I gotta visit the baron and tell him what kind of job you've been doing. I'll be right back. Hey, pal, your shoe's untied."

The guard looks at his feet, and then looks up and says "I'm wearing boots." But by this time Malajusta has stepped past him and is already far up the street.

Customs

This is your character's knowledge of the customs, laws, and politics of various communities and races. It's useful when dealing with bureaucracies and the legal system.

A Customs roll can be used to learn the proper way to get a merchant's permit, the punishment for tax evasion, and many other important facts.

A character may deduce the laws of a foreign place based upon it's social structure and the behavior of it's inhabitants, but there will always be a chance that she'll accidentally break the law and end up in a foreign court.

Defense

Defense is a combination of your character's resistance to injury and his ability to avoid harm. Characters have six distinct defense skills, one for their Chest, Left Arm, Right Arm, Left Leg, Right Leg, and Head. Each one is treated separately. Whenever a character has the potential to take damage, the player rolls the character's defense for the body part which has been hit. The Defense roll determines how heavily the character is wounded. This is explained fully in Chapter 8: How to Play.

Dexterity

This skill rates a character's ability to work with his hands. Tying and untying knots, building a fire, catching a ball, weaving a basket, and drawing a weapon are all examples of Dexterity.

Character may use their Dexterity to cut gems. Cutting a gem will result in (Great vs Dexterity) +1 gems, each worth 75% of the original stone. Failure means the jewel shattered into worthless fragments.

Direction

Your character's sense of direction will help her determine which way is north, or how to get from one town to another when the signpost is down. At night, a character studies the stars to determine where she is and the direction she wishes to travel. During the day, she uses the position of the sun, the wind, and the growth of moss on trees to guide her. When at sea, the currents and water temperature may help her stay on course. Underground, the Caves skill is used.

Disguise

This skill governs a character's ability to create disguises. It can be used to make a character look like a different type, race or person. A disguise roll should be made if a character tries to blend in with a crowd.

To test whether a Disguise is effective, a player must make a Disguise roll versus the Intelligence of anyone who is closely examining him. The Disguise

roll is made at the time the character is examined, not at the time the Disguise is applied.

Example: Dolin and Malajusta are going into the secret guild hall of the dwarven jewelers. Since only dwarves are allowed, Malajusta must disguise herself. She wears a hood, glues a piece of fur to her upper lip, and slouches to hide her height. At the door of the guild hall, her player must make a Disguise roll to see if Malajusta fools the guards. She rolls Poor, and Malajusta is stopped at the threshold by a burly dwarf who demands, "Where do ya think you're goin'?"

Dodge

Dodge is used to escape combat, avoid a falling object, or dodge his attackers. When a character dodges in combat, he cannot be hit by any opponent with a damage rating which is less than or equal to his Dodge roll. In addition, he receives +1 column on his Defense rolls versus all other foes this turn.

If a character rolls a Catastrophic Dodge, he stumbles and must roll Passable on Agility or else fall down. Because he is concentrating on avoiding harm, a character cannot attack on the same turn he dodges.

Dodge is also used for tumbling. A character who rolls out of the way of a stampeding horse would make a Dodge roll. So if a character did a back flip out a window, he would use Dodge to determine the outcome.

Empathy

Your character uses Empathy to determine how another character feels by interpreting gestures, tone of voice, and body language. Empathy reveals a foe's emotional state (such as fear, love, hatred, suspicion, or anger). Empathy cannot be used on animals (use the Nature skill instead).

Criminal tendencies, phobias, and mental illnesses can be detected by Empathy, provided the character has time to study the patient.

Example: "Psst!" hisses a man in an alley as Malajusta passes. "Scuzzini sent me. He says he's got a job for you."

Her player makes an Empathy roll to determine if Malajusta can tell if the sinister looking man really was sent by her friend. She gets a Great roll. The referee tells her that the man sounds like

he's hiding something. She doesn't know what, but it puts her on her guard.

Entertain

This covers a character's ability to sing, tell jokes, dance professionally, play an instrument, tell stories, and otherwise entertain.

To draw a crowd away from another entertainer, the character must achieve a roll at least one column above the Entertain level of the competition. On a good street corner, a character can usually collect (Passable vs Entertain) x 2 copper pieces in a half hour.

Example: With an Entertain roll of Great, Dolin's juggling has attracted quite a crowd of penny-throwing people. Malajusta is miffed at all the attention (and money!) he's getting, and decides to lure the crowd away from him with her sensuous dancing. She will need to beat Dolin's roll of Great with a Super or more. Can she do it?

Nope! With an Inferior result, Malajusta's clumsy movements only capture the attention of some street urchins, who immediately throw mud. Malajusta storms off in a huff, thoroughly humiliated.

Fate

Fate measures the fortune of a character. It's generally used when the referee wants to make an arbitrary decision. How many bronze pieces did the thief find in the pouch? Roll Fate. Who will the dragon attack next? Roll Fate. On whose watch did the ogre attack? Roll Fate.

Fate is also used to determine a character's luck when gambling. If she cheats, a Cunning or Dexterity roll should be made instead.

Filch

This is used any time a character tries to pick a pocket, or steal something without getting caught. The referee sets the RR according to the Alertness of nearby foes, the size of the item, and the security of the area. The better a character's Filch roll, the more he or she can get away with. Failure means the character gets nothing or is caught in the act.

Flexible

If a character uses a flexible weapon, he will need to roll against this skill to determine his success. Flexible weapons include whips, chains and flails. Flexible weapons may not parry or be parried (except by shields). Some flexible weapons can be used as makeshift rope as well. See Chapter 8: How to Play for instructions on using flexible weapons to attack.

Forage

This covers a character's ability to obtain food and water. In a country setting, it includes hunting and trapping small animals, fishing and collecting fruit, roots, mushrooms, and edible grubs. In the city, Forage is used when rooting through garbage for discarded food, begging (for food, not money), or finding a charity soup kitchen.

A character can feed (Passable vs Forage) characters per day with this skill. Extra food may be saved for later consumption.

A player may buy food instead of foraging if food is sold in the area and he has the money to pay for it. Of course, he always has the option to Filch food.

Forgery

This is used when a character attempts to forge signatures, create false documents, counterfeit money and copy works of art. To create a successful forgery, a character will need a high Forgery roll as well as the genuine item to copy from. A character attempting to make a Forgery based on memory should receive a -2 column shift, while a person who has never seen the original must take a -3 column shift. Forgery is also used when a character is trying to detect a forgery.

Hafted

This skill is used whenever a character makes an attack with a hafted weapon. Axes, maces, and other weapons with long handles are examples of hafted weapons. See Chapter 8: How to Play for instructions on using hafted weapons to attack.

Intelligence

This is your character's swiftness of thought and understanding of complex ideas. Intelligence measures a character's ability to figure things out, while Knowledge reflects what he already knows. Intelligence shows how easy it is for your character to solve difficult puzzles and codes. It's also your character's ability to understand mathematics, science, and logic. Use the Intelligence skill to determine how much information a character gains when he is doing research at a library or hall of records.

This skill also covers assessing the value of an item.

Interrogate

Interrogate is used to gain information from a reluctant source. Use it to wheedle state secrets out of a spy, or to find out why the tight-lipped villagers are afraid to go out on the moors at night. It determines how much useful information is obtained during an interrogation. Information may only be obtained from intelligent life forms. In addition, both the victim and the interrogator must be able to understand one another.

A poor Interrogate roll might result in little or useless information, or the foe being questioned may lie. The referee may wish to make Interrogate rolls in secret to keep the players guessing.

Don't overuse the Interrogate skill-most foes will readily answer questions. Constantly requiring rolls will bog down an adventure.

Intuition

Intuition gives characters a keen insight for no logical reason at all. A successful Intuition roll allows a character to sense the "rightness" or "wrongness" of a situation.

Intuition allows the referee to provide a player with information and guidance that might otherwise be unavailable. Unlike most other skills, a player does not ask to use Intuition. Instead, the referee asks the player to make an Intuition roll when the situation calls for it.

There are many cases when Intuition could come into play. The referee may ask a player to

make an Intuition roll when he thinks something the character is about to do is extremely foolish or dangerous. He could call for an intuition roll to determine whether a character can sense he is being watched (the hair stands up on the back of his neck). It also can be used to ascertain whether or not a character realizes when he is about to enter a dangerous situation.

If the players are badly frustrated and don't know what to do, ask them to make Intuition rolls. On a high roll, he could give them a hint that will get the adventure moving.

Example: Malajusta is deep inside an evil wizard's castle. She wants to find her way out badly, but she keeps getting lost. The wizard's nasty minions are only a few rooms away. It's only a matter of minutes before they catch her and drag her off to the torture chamber.

Malajusta is faced with three doors. All the doors are locked, and she has time to pick only a single lock. She's sure that one of the doors leads outside, but which should she choose? She quickly listens at all the doors, but she can hear nothing. Her player is at a complete loss as to what to do.

The referee makes a hidden Intuition roll for her. He gets a Great roll, but doesn't tell her. Instead, he says, "You get a good feeling about the door to the left. It just seems like the obvious choice." Quickly Malajusta picks the lock on that door, and slips out into a dark forest.

Jump

The Jump skill is used to determine how far a character can leap. The roll required to make a jump depends upon the distance, as shown on the Jump table. Increase the roll required by one column if the character does not have a running start.

A character who tries to jump over a pit and barely makes it might fall down on the far side. A character who barely fails will find himself hanging from the far edge. He must roll Passable on Strength to pull himself out-or else fall in.

Jumping

Distance	Roll Required
3'	Inferior
5'	Poor
8'	Passable
10'	Good
15'	Great
20'	Superior
30'	Awesome

Knowledge

While Intelligence measures your character's ability to figure things out, Knowledge reflects what she already knows. It covers both general and specific knowledge such as geography, astronomy, and so on. Your character's background will influence the type of knowledge she has. For instance, a feral who spent her childhood frolicking with bears will know a lot more about these beasts than an easterling who spent his life cloistered in a school. Likewise, a sidhe who was tutored in the art of astronomy will know more about the constellations than a dwarf who has never seen the sky.

Languages

This is your character's ability to speak and understand foreign or arcane languages. It's also used to interpret local slang and secret cants. Languages is used only for spoken communication, use the Literacy skill when reading or writing.

All characters speak a common, universal tongue, but most races have their own language as well. The roll required to understand the various tongues is shown on the Languages table. All characters speak common and their native language perfectly. A Pathetic or Catastrophic roll may result in a completely misunderstood message.

Languages

Race	Roll Required
Avian	Passable
Barbarian	Inferior
Brownie	Inferior
Bush Person	Passable
Corsair	Common
Draconian	Passable
Dwarf	Good
Easterling	Good
Elf	Passable
Elfin	Common
Entomolian	Good
Firbolg	Poor
Forester	Common
Goblin	Poor
Gypsy	Inferior
Hill Folk	Common
Hob	Poor
Netherman	Poor
Nomad	Poor
Ratling	Poor
Sidhe	Good
Serpentine	Passable
Spriggan	Passable
Viking	Inferior
Wolfling	Poor

Legends

Legends are stories and rumors about the past. A character with a high Legends roll may know the history of an area, item, person, or event. A character with a low Legends skill will probably accept unfounded gossip as the gospel.

A legend normally has a nugget of truth to it, though the referee may embellish it as much as he likes. Legends may give just the clue needed to help a character defeat a terrible monster, or locate a lost treasure.

Lie

Lie is used whenever a character lies to a foe or companion. A high Lie roll means a character can tell tall tales and be believed. Lie is generally used to fast talk one's way out of (or into!) trouble. Lying always entails speech.

Lying can be used to con people into believing something or into doing something that is not necessarily in their best interests.

Listen

Used primarily when eavesdropping, Listen can also be used to distinguish garbled sounds or track

distance via sound waves. Use it to see if a character notices the chains rattling in the basement, or the eerie moaning behind the attic door. But don't overuse this skill. Normal sounds can be easily heard by anyone who isn't too distracted.

Literacy

A Literacy roll is required whenever a character tries to read or write. Assign the roll required based on the obscurity of the language (see the Languages table). A Catastrophic or Pathetic roll means the message is misunderstood. Reading or writing common requires a Passable roll.

A single Literacy roll can be used to determine how much information a character receives from a book or an entire library. The time required depends on the roll and the amount of material being researched.

Mechanical

If a character attempts to use a complicated or unfamiliar mechanical device, he must make a Mechanical roll. An unsuccessful roll indicates that the character cannot operate the device correctly. A Catastrophic roll may mean the item is damaged. A character should also use this skill when trying to identify an unknown device and to discover how it operates.

Medical

The medical skill is used to diagnose diseases, and to tend the sick and injured. Unsuccessful Medical rolls can result in mis-diagnosis, and ill-prepared drugs.

A Medical roll is needed to determine whether a foe is dead, unconscious, or merely playing possum. It can also be used to determine how a character died and how long ago.

Most importantly, the Medical skill is used to heal injured characters. The character doing the healing must have bandages or other first aid equipment.

You may heal up to (Passable vs healer's Medical) + (Passable vs patient's Stamina) levels of

damage. If either roll is Catastrophic, then no wounds are healed.

Healed wounds are erased from the character sheet. Only wounds that have been received since the last time the character was treated may be healed. You should put an "X" through the remaining wounds to show that they may not be healed by future Medical rolls, although they may still be restored through natural healing, plants and magical remedies.

Example: Dolin has a light and medium wound to his chest and a heavy wound to his right leg. Malajusta tries to tend his wounds. She uses her bandages and gets a Superior roll on her Medical. Dolin rolls Passable on his Stamina. Malajusta can heal up to 5 levels of damage. She heals the heavy wound to his leg (3 levels) and the medium wound to his chest (2 levels) for a total of 5 levels of damage. Dolin's player erases the heavy and medium wounds from his character sheet and puts an "X" through the light wound on his chest.

Memory

Memory is used when a character is trying to remember something complex. The character's Memory roll indicates the amount of information retained and the accuracy of his recall.

Characters do not make Memory rolls to remember mundane things such as their names or how to tie their shoes. Use it when a character tries to recall something they have seen or heard only briefly—such as a map glimpsed in a pirate's hand or the plans of an enemy heard through a door.

Example: Malajusta gives Dolin directions to the bakery and a bronze piece to buy a loaf of bread. Dolin sets off, but gets distracted by a cleverly constructed water wheel. A half hour later he recalls his mission. The referee asks Dolin to make a Memory roll. Dolin rolls Poorly. He knows the bakery is to the south, but he can't quite remember how to get there.

Mimic

This skill allows a character to impersonate someone else's voice, gestures, and mannerisms. As such, it is also a measure of the character's acting ability. If a character tries to pass herself off as a guard, she needs a successful Mimic roll. A good

disguise is usually necessary when impersonating a known person (such as the King).

To test whether an impersonation is effective, a character must make a Mimic roll versus the Intelligence of anyone who interacts with him.

Mimic is also used to make realistic animal or bird noises.

Nature

Nature covers the character's general knowledge of weather, animals, farming, and simple woodcraft. Using Nature, a character can predict tomorrow's weather, or locate the best place to make camp during a storm.

This is also your character's knowledge of animals and their habits. It does not cover the ability to handle animals, which falls under the Tame skill. A successful Nature roll will allow a character to deduce the habits, abilities, and possible actions of any natural animal.

Plants

This covers the knowledge of plants and herbs, their properties, where to find them and how to apply them. A player must roll his character's Plants skill versus the rarity of a plant to recognize it. Special plants may have medicinal, poisonous, or magical properties. Chapter 12: Treasures lists a number of special plants and their effects.

The Plants skill is not used to obtain food; this is reserved for the Forage skill. The Plants skill can be used to find common, everyday plants. Characters can use it to locate rushes for basket weaving, pitch for sealing the bottoms of canoes, hemp for making rope, and so on.

Poisons

This is the character's ability to prepare and apply poisons.

Poison may be extracted from plants, animals, snakes, spiders and other poisonous creatures. Extracting poison from animals is usually a dangerous process. A failure indicates that the character has been bitten, stung or otherwise poisoned.

Metallic poisons, such as arsenic, can be found but they are extremely rare, and unrecognizable as a poison by most people. It is also possible for a person to create a totally new poison by blending plants, metals and even magic.

Chapter 12: Treasures lists many poisonous plants your character may acquire during an adventure.

Pole Arm

This skill is used when a character is using a long thrusting or slashing weapon, such as a spear. The advantage of a pole arm is in its length, allowing it to be used through a barricade or from the second rank of fighters in battle. See Chapter 8: How to Play for instructions on using a pole arm in combat.

Preach

This skill is used to sway an individual or a group by playing upon their emotions. It can persuade an individual or a group to accept an idea or certain course of action.

Example: Dolin prepares to do battle with a dreaded afanc, while Malajusta tries to dissuade him: "What will happen to me if you're killed?" she wails "I'll lose my best friend, and I won't be able to eat, and life will be icky! Dolin, it isn't fair to do this to me!" She continues to plead, and her player makes a roll against her Preach skill. With a Superior result, she convinces Dolin that it would be wrong for him to leave. He puts down his battle-ax and wipes the tears away from her eyes.

Quickness

This skill governs a character's speed and reflexes. It is used to determine if your character can react before some event occurs. Use it to draw your weapon before your opponent, or to grab an item before it falls out a window. Quickness may also be used to decide which player can act first during a turn. The players involved both roll their Quickness. The high roller goes first.

Example: Dolin hears a scream from the hotel room next to his. He races into the hall, pulls the dagger from his belt, and kicks open his neighbor's

door. In the darkness, a hulking figure fills the window. Will Dolin have time to hurl his dagger at it before it escapes? The referee asks the player to make a Passable Quickness roll. He rolls Feeble, and before Dolin can even raise his arm, the shape vanishes into the night.

Repair

Your character's Repair skill can be used to fix almost anything, from replacing the wheel of a wagon to fixing a broken lock. This skill can help your character jerry rig something until it can be fixed properly. Of course, you'll need the proper tools and materials. A character could not sew a ripped tunic unless he had a needle and thread.

A repair job can take anywhere from a few minutes to a few days, depending on the character's skill roll. The referee must set the roll required depending on the complexity of the item being repaired, and how badly it has been damaged. Some broken objects are beyond repair. A shattered sword would have to be completely re-forged.

Ride

This is the ability to ride any mount, normal or fantastic. Anyone can sit on a horse as it walks, but to stay on while galloping or in combat requires a roll against the character's Ride skill. If two or more people ride an animal, one should be designated the pilot.

A character can ride (Catastrophic vs Ride) x 40 feet per turn, and travel (Catastrophic vs Ride) x 5 miles per day (modified for terrain).

A character on foot receives a -2 column Run penalty when racing a character on horseback.

Example: With a whoop, Malajusta playfully steals Dolin's hat from his head and rides off on her horse. Dolin storms after her on foot. The referee decides Dolin must roll his run at -2 columns versus Malajusta's ride to catch her.

Malajusta makes an Inferior ride roll. She has problems with her horse, and it refuses to go any faster than a trot.

Dolin rolls Great on his Run. The -2 columns reduce it to Passable, which is still good enough for him to catch Malajusta as she tries fruitlessly to urge her stubborn horse to greater speed.

Run

This skill is used for sprinting as well as marching or hiking cross country. Always adjust a character's speed due to rough terrain, inclement weather or heavy burdens.

If in doubt about whether a character can attack after moving, have him make a Run roll—success means he can also attack.

During a chase, both the pursuer and the pursued make only one Run roll each. Whoever rolls higher achieves his goal, whether it be catching up with the other character or getting away. The greater the column difference, the more quickly it is accomplished.

If a character is racing a time limit, the referee sets a roll required to beat the clock. If two characters are trying to get out of a building before the roof caves in, the referee can simply decide that the characters need a Good Run roll to get out without injury.

If you need exact distances, assume a character can sprint (Catastrophic vs Run) x 20 feet per turn and hike (Catastrophic vs Run) x 3 miles per day along a road, or (Catastrophic vs Run) miles cross country.

Example: Dolin is being chased by a hob with a Run of Good. Dolin rolls his Run skill and gets Poor. The hob slowly gains on Dolin, and unless something happens to intervene, it will eventually catch up with him.

Sanity

This skill measures the character's resistance to insanity. When characters are confronted by extremely dangerous and unnatural situations, the referee may require them to make Sanity Checks. This may be because of an extreme shock, such as finding a loved one horribly mutilated. The player rolls on the Sanity Check table. A column adjustment should be applied by the referee to reflect the situation.

The column adjustment is based upon three factors: the degree of personal danger, the proximity of the source of fear, and the awfulness of the situation.

- +2 columns: Disgust. **Example:** Find a mangled corpse unexpectedly.
- +1 column: Shock. **Example:** Find the mangled corpse of a loved one.
- +0 columns: Fright. **Example:** Witness a horrifying event: river runs with blood, body parts rain from the sky, etc.
- 1 columns: Fear. **Example:** Attacked by a loathsome and obviously dangerous creature.
- 2 columns: Terror. **Example:** Faced by own worse fear.
- 3 columns: Mind numbing horror. **Example:** Confronted by a greater demon.

Sanity Check

Awesome

You've coughed up scarier things than this.

Superior

You're disturbed, but you keep your cool.

Great

You grit your teeth and swallow your rising panic.

Good

You are paralyzed with fear for 1 turn.

Passable

You flee in terror for (Will vs Awesome) turns.

Poor

Cry, whimper, scream, or huddle in a corner until slapped or shaken.

Inferior

You faint for (Stamina vs Superior) x 2 turns, and lose all memory of the event that frightened you for (Memory vs Awesome) days. If reminded of the event before then, you refuse to believe it.

Feeble

You faint for (Stamina vs Superior) minutes, and are unable to speak for (Will vs Awesome) hours.

Pathetic

Gain a phobia (related to the event which frightened you, decided by referee). In addition, go catatonic for (Stamina vs Superior) hours. During this time, you cannot move or speak.

Catastrophic

Gain a permanent mental illness (rolled from the Mental Illness table) and go completely insane for (Will vs Superior) days. A player may still control his insane

character, but he must behave in an irrational fashion. The referee may require the insane character to do certain things or to behave in a certain way. He might require the character to plot against his former friends, or go into a violent frenzy.

Search

Search is used when your character is actively looking for something hidden, such as a secret door or a letter stashed in a desk (except tracks which require the Track skill). Search is also used to find, salvage or scrounge up equipment that might otherwise not be found. A referee may even allow a character to Search a town for an inn.

The referee may wish to make Search rolls for his players to keep the results hidden from them. On a successful Search, the character finds the hidden object, or if there is no object, the character is certain there is nothing to be found. On a failed Search roll, the character is certain there is nothing to be found whether there is or not. Optionally, the referee may have the character find a misleading clue she thinks is important, when it is actually a red herring.

Example: Dolin searches a deserted cottage. The referee rolls Dolin's Search skill, and gets a Feeble result. The referee tells Dolin that he finds a scrap of paper in the fireplace. It looks like it was torn from a diary, and when read it reveals the location of a secret gold mine in the mountains. Secretly, the referee knows that this is a red herring and that the gold mine doesn't exist.

Malajusta searches the same cottage and gets a Great roll. The referee tells her she finds a silver dagger in a kitchen cupboard.

Siege

A siege is the surrounding and attacking of a fortified place in order to capture it. The Siege skill is also used when a character defends the building he occupies. One character is chosen to be the leader, and she is the only one who will make a Siege roll. The referee sets the RR depending on how well fortified the defenders are and how well armed the attackers are.

The Siege skill reduces the outcome of a large scale fight to one roll of the dice. If you want to play

out every aspect of a siege, you may do so. This is especially true for small battles. For instance, a character wishing to get at three goblins who have barricaded themselves in a room does not roll his Siege skill. He merely rolls his Strength to kick open the door. Normally, sieges entail no fewer than 10 persons on a side and a structure no smaller than a two-story house.

Characters will need to make a Siege roll when attacking with siege machinery such as ballistae, catapults, and so on.

Example: Sir Muggles declares war on Michaelmas Breakbones, the evil conjurer. He hires a group of mercenaries to capture Castle Breakbones and puts Dolin in charge. "You'll be my general, dear fellow," he declares with a flourish "After all, you probably know Castle Breakbones better than Mickey himself!" As Dolin was once lost within it's maze-like structure for several days, he is not comforted.

The referee declares that Castle Breakbones has a fortification of Great. With a Siege of 16, his player is pretty sure that Dolin can accomplish the task. Dolin rolls Great. It takes time, but Dolin and his valiant men finally manage to breach the walls.

Sincerity

A character uses Sincerity to convince foes and companions that he is telling the truth. This is different from the Lie skill, because Sincerity can only be used if the character is telling the truth (or what he believes to be the truth). It is a combination of credibility, innocence and honesty. Even if a Sincerity roll is successful, a foe does not necessarily have to follow through with a suggested action. A Preach or Bully roll may be called for as well.

Example: While walking down a small side street in Redrosia, Dolin is suddenly seized by a band of pink kangaroos. His bag of bronze coins is torn from his grasp, and before he can react, the kangaroos go hopping off, leaving him sprawled in the mud.

Quickly he runs for the sheriff. "A band of kangaroos just robbed me!" he tells him excitedly "I'll show you which way they went! It should be easy to find them--they're all pink!" The sheriff looks at his deputy, who nods knowingly. They've seen the effects of Hooter's Redeye Ale before.

Dolin tries to pull them along, but they just won't respond. Desperately, his player makes a roll against Dolin's Sincerity of 5. With a Passable result, the sheriff finally believes that Dolin has been robbed -- but by pink kangaroos? At any rate, he's now willing to check out his story.

Stamina

Stamina measures a character's endurance and ability to withstand adverse conditions. It is used when resisting disease or poison, recovering from wounds, or regaining consciousness. While a character needs to make a Strength roll to lift a large stone above his head, holding it there would require a Stamina roll.

A character can drink (Pathetic vs Stamina) mugs of ale before becoming drunk, and twice that much before passing out. On a Catastrophic roll, the character becomes sick.

A character must make a Stamina roll to survive starvation, blistering desert conditions, or arctic cold. The longer the character is exposed to the harsh conditions, the greater the roll required to survive.

Stealth

This is the character's ability to move on foot without being noticed. It is used when hiding, sneaking up on someone, or shadowing a foe. Since a foe cannot counterattack during the turn in which he is surprised, a successful Stealth roll can give a character the advantage he needs to subdue his opponent.

When following someone, the Stealth roll is required as long as the victim is in sight, otherwise the Track skill is used. A character can follow a foe for (Alertness vs Stealth) x 10 minutes without being noticed before a second roll is required. Failure means detection. A character following within thrown range gets -1 column on his roll.

Strength

This is a character's physical power, used when trying to lift or carry heavy objects, break down locked doors, bend iron bars, dig a hole, or perform

any other strenuous feat. The Lifting table gives some common RRs for hoisting heavy objects.

Lifting

weight	Roll Required
30-50 lbs	Inferior
51-70 lbs	Poor
71-100 lbs	Passable
101-150 lbs	Good
151-200 lbs	Great
201-300 lbs	Superior
301+ lbs	Awesome

Swim

A character gets -1 on his Swim skill for every point of armor he is wearing over his Strength. He can strip off (Passable vs Swim) pieces of armor per turn in the water.

Whenever a character tries to swim, the referee must set a roll required depending on the distance the character intends to travel and the strength of local currents. In still water, the RR is Passable. In swift moving rapids or freezing rough seas, the RR could be as high as Awesome.

Failure means the character drowns for (Swim vs RR-1) x 2 minutes before being washed ashore or reaching some other form of safety. While drowning, a character can do nothing but struggle for survival.

Once he reaches safety, the player must check to see if his character survives the ordeal. The length of time the character spent in the water translates to the amount of damage he takes to his chest, as shown on the Drowning table. A player may not include armor when rolling Defense versus drowning damage.

Example: Malajusta tries to swim across a lake. The referee sets the RR at Passable. She rolls Feeble and swims only a short way before starting to drown. She'll founder for 6 minutes before returning to shore.

Dolin dives in to rescue her. Because he is wearing 11 points worth of armor, and his Strength is 10, Dolin will be at -1 on his Swim skill. This reduces his Swim from 7 to 6.

The referee sets the RR to rescue her at Passable. Dolin's swim roll also comes up Passable, so the referee decides it takes Dolin 4 minutes to haul her to safety. Malajusta was in the water for a total of 4 minutes, so she takes Good damage to her

chest. She makes a Poor Defense roll (not counting armor) which equals a medium wound.

Drowning

<u>Time in Water</u>	<u>Chest Damage</u>
1-2 minutes	Passable
3-4 minutes	Good
5-6 minutes	Great
7-8 minutes	Superior
9-10 minutes	Awesome

Sword

This skill is used to make attacks and parries with a sword. See Chapter 8: How to Play for instructions on using a sword to attack.

Tame

Tame is used to train animals and communicate with beasts on a very limited basis. It includes the art of falconry.

This skill is more successful with domestic animals rather than wild creatures. Give a character a -2 column shift when trying to tame a wild animal. Insects, fish, and other low intelligence creatures are too stupid to train.

Theology

This is the character's knowledge of religions, myths and deities. A character does not have to practice a religion to know about it. A character receives a +2 column shift when rolling for information about his own religion.

Track

Tracking is the finding, following, and interpreting of tracks and other signs of passage. It's used to follow someone, or to tell what happened in an area by the footprints left in the dirt.

The referee sets a roll required depending on the terrain and age of the tracks. A character can follow the tracks for (RR vs Track) hours before another tracking roll must be made. The referee may require a character to make another Track roll if the person being followed climbed a tree or swam a river.

In order for a character to overtake a victim, the character's Track roll must exceed the victim's Run by two columns or more. For example, to catch up with a foe with a Run of Good, a character would need a Track roll of Superior.

Example: While traveling through a forest, Dolin and Malajusta become separated. With a Great roll against his Track skill, Dolin spots the spriggan's footprints in only 5 minutes. The roll will allow him to Track her for 6 hours at a speed of one and a half miles per hour. After two hours, Dolin comes to a creek, and must roll again.

This time he gets Passable. After 15 minutes of searching both banks, he concludes that she waded across. Yes, the smell of "Ogre's Delight," her favorite perfume, seems to be wafting toward him. He crosses the stream and continues his pursuit of Malajusta. But the trail is no longer as clear, and he creeps along at a half mile per hour.

Dolin comes to a place where the tracks show there was a fight. With his Passable roll, Dolin concludes that Malajusta was recently carried off by two man-like creatures. Dolin draws his weapon and follows after them.

Traps

This skill is used to deactivate traps. Unless it is obvious, a trap must first be located with the Search skill. The referee sets the roll required to remove or circumvent the trap depending on its complexity. The higher the character's success, the quicker he deactivates the trap (the time required can range from less than a minute to fifteen minutes). On a failed roll, the character wastes time trying unsuccessfully working on the trap, and on a very low roll, the character accidentally sets the trap off.

Unlock

If something is locked, the Unlock skill is used to open it. This includes lock picking, safe cracking, and even jimmying a window latch.

Simple locks can be opened with a dagger or hairpin, but using such bulky tools will limit a character's abilities. Without a lock pick kit, a character has a maximum Unlock skill of 10.

The referee sets the roll required to open a lock depending on its complexity. The higher the character's success, the quicker he opens the lock

(the time required can range from less than a minute to fifteen minutes). On a failed roll, the character wastes time unsuccessfully working on the lock.

Wagoning

This skill is used when driving a wagon, cart, carriage, or chariot. In most cases, a roll is required only when the character is attempting a maneuver under difficult circumstances. For instance, a character making a hairpin curve at a gallop would have to make a Wagoning roll to avoid rolling his cart.

If you need exact distances, assume a wagon can go (Catastrophic vs Wagoning) x 30 feet per turn and travel (Catastrophic vs Wagoning) x 4 miles per day along a road, or (Catastrophic vs Run)

miles cross country. This is only a generalization, and the referee will need to adjust the results according to the type of animal used, weight of the wagon and how large a team is pulling it.

A character driving a cart is at +1 column when racing a character on foot, and -1 column when racing a character on horseback.

Will

Will encompasses a character's self-awareness, self-control and confidence. It is used when resisting temptation, seduction, interrogation and mental torture. It frequently comes into play when resisting the persuasion of others and the mental manipulation of supernatural forces.

Chapter 7

Equipment

Buying Equipment

Before you run out and start adventuring, you will need to equip your character. Good equipment will augment his natural skills. A character with a battle axe will be a more effective warrior than someone with a stick, just as a character with a lock pick will be a better thief than someone with a hair pin.

Players use their starting money to buy their beginning equipment from the lists in this chapter. This is the gear that your character has picked up on his journey through life, up to this point. You may not use your Bargain skill to buy your starting equipment, instead you must play the prices shown on the equipment list. You may wish to save a few bronze pieces so your character won't start the game copperless.

If your character started with only a few bronze, you'll have to make do with what you have. At least you'll have the clothes on your back, since all characters are assumed to start with clothes appropriate to their background and race. A bush person might start with a loin cloth (unless he purchases other clothes), while a forester would start with a simple tunic.

Carrying Capacity

All gear (except clothing) must be listed on your character sheet. If it isn't on your sheet, your character doesn't have it. The only exception is that characters are assumed to have clothing appropriate for their type and sex. Typical clothing (robe, cloak, boots, etc.) need not be written down on your character sheet. Unusual apparel (such as armor) must be noted.

You can carry up to 2 items at hand, 4 items on your belt, 8 items slung over your shoulder or about

your body, 10 items in a backpack or sack, and 2 items in your boots. Items at hand are instantly available, those on your belt or in your boot take one action to get out. Slung items take two actions to ready, and those in a sack or pack take three actions to ready.

Each item carried fills a slot in the Gear section of your character sheet. The number of items your character can carry depends on your Strength and Stamina, as shown on the Carrying Capacity table. Of course, there are limits. A character could never carry a halberd in his boot, although he could hide a dagger there.

Multiple small items can be carried in one slot. For instance, 10 iron spikes can be carried in a pouch and hung from your belt. You would write this down as "Pouch w/ 10 spikes." Likewise, a bundle of five torches would fill only one slot, as would a quiver with 20 arrows.

Characters can make a kit of associated items, and then put the kit in one slot. A kit of medical supplies would fill one slot, as would a writing kit of parchment, reed pen, and ink. Objects carried together must be small and easily stored in a pouch or box. The referee has the final say as to what objects can be carried together in one slot.

If you're carrying an extra heavy item, such as an unconscious companion, you'll first have to use your Strength to lift your friend, and then you'll be terribly hampered should you have to do some climbing, fighting, or jumping. An overburdened character should have -1 column on all physical actions (column penalties are explained in Chapter 9: How to Play).

The same applies to characters who insist on carrying more than their carrying capacity. In any case, a character can never carry more than twice the number of items allowed by their carrying capacity.

A player who wants to be well prepared will try to take two of everything. Such a character will find

himself horribly weighted down. A creative player, will take only a few items and improvise what he needs on the spot. He'll use the items he finds in his surroundings, or else apply the equipment he carries in unusual ways. Such ingenuity should be rewarded by the referee at the end of an adventure.

Carrying Capacity

<u>Strength + Stamina</u>	<u>Maximum items carried</u>
1-5	10
6-10	12
11-15	14
16-20	16
21-30	20
31-40	25
41-50	30

Money

In these rules, a dollar sign (\$) means a bronze piece, the base unit of money in the Legendary Lives world. Copper, silver, and gold coins are also used according to the following rate of exchange:

Rate of Exchange

1 copper = \$0.1
 10 copper = 1 bronze = \$1
 10 bronze = 1 silver = \$10
 10 silver = 1 gold = \$100

Just finding one gold piece is a great treasure. Mostly, characters will deal in bronze and silver. Coins come in a variety of sizes, and are minted in exotic lands around the world. You may find silver triangles, gold wheels, or bronze pentacles. But it's still only money, and the characters may lump it in with the rest of their cash.

The acquisition of money should not be the sole goal of a character's life. It's nice to have, and it should be easy enough to come by for the character to survive. But money won't buy the character higher skills or greater abilities. Nor will the accumulation of imaginary wealth please a player as much as winning even a small real-life lottery.

Money should be treated as a means to finance even greater adventures. It should never be too plentiful, nor should it be so scarce that the characters are constantly wondering where their next meal will come from.

Buying Equipment

As your character earns money, she may drop by the village merchant during the course of play and buy more or better equipment. Of course, you won't be able to buy anything if you're in the middle of a forest far from any civilization. Before you write down any equipment, make sure your referee knows what you are buying. If he says it's not available, then you cannot list it on your character sheet.

Write the equipment you acquire on your character sheet in the Equipment section. Each item fills a slot in the location where it is carried. Be sure to record everything you think will be important. Most referees follow this rule: if it's not written down on your character sheet, your character doesn't have it. Just because it's logical to have rations when going on a long trip doesn't mean the referee won't declare that you are dying of hunger if those rations are not listed on your sheet.

Your character can also make purchases between adventures at the list price presented in the equipment list.

Example: Dolin buys 30 feet of rope and slings it over his shoulder. Under "slung" on his character sheet, Dolin's player writes "30' rope." He also subtracts the cost of the rope (\$6) from his wealth. Next, Dolin buys a water skin (\$1) which he hangs from his belt. His player writes "water skin" under the On Belt section. Dolin then says he is buying a Tome of Legends. The referee intervenes and says that none are available. Dolin will have to start the adventure without the tome.

Animals

The abilities of many common animals are shown in Chapter 11: Foes. A cat is good for company or for catching mice. A dog can make a fine guard. Mules move about as fast as a human, but they can carry a lot more. They are sure-footed and don't mind being led along treacherous ledges or into dark caves. A hawk is useful in hunting. Horses will shy away from ledges and they are too big and nervous to take underground. The price of the horse includes the saddle, harness, and tack. A character traveling on horseback will move twice as fast as a character on foot.

A warhorse is a big horse that's been trained to fight. They have iron shod hooves and wear barding armor to protect them. They are smarter than a typical horse, and will kick and bite to protect their rider. A favorite tactic of a warhorse is to knock over an opponent and trample him. Warhorses are trained not to bolt when in combat. Many warhorses are trained for a single rider, and cannot be ridden by anyone else.

Books

Books offer a wealth of knowledge. You must make a Literacy roll to determine how much information you gain. Your referee will determine the roll required based on the obscurity of the information you are seeking. The information must be appropriate for the book you are consulting.

Example: Malajusta hears a strange wailing in the forest. It sounds like a chorus of crying souls. She consults her *Beastary*, makes a Superior roll, and discovers that it is most likely a wailer-in-the woods. With her Superior roll, she also gets extensive information on the creature's abilities, weaknesses, and appearance.

Clothing

What your character wears is a reflection of your character's personality. Dress your character as your character would want to be dressed. Your character starts with one suit of common clothes appropriate to his race, type, and background. During the game, you may buy new clothes.

Your character's Charm may be limited by the kind of clothing she wears. For example, even a character with a 25 Charm would only have a Charm of 7 if wearing filthy rags. The maximum Charm for clothing also applies to all skills listed under Charm, including Bargain, Entertain, Interrogate, and Persuade. The referee should feel to reduce the maximum Charm for soiled or torn clothes (to a minimum of 7).

You may wish to describe your character's clothing in greater detail. An appropriate wardrobe for an adventurer includes a shirt, breeches or tights, a jacket, cloak, or cape. Often it's all topped by a hat. Spell users frequently wear robes.

Containers

Containers are good for carrying other items. All characters begin the game with a pack and a sack. A pack is strapped to your back; a sack may be carried in hand or slung over your shoulder. If you lose your pack or sack, you will have to replace it at the cost shown on the equipment list.

Belt pouches are used for carrying small items on your belt. For instance, you could put all your coins in one belt pouch. Belt pouches (in reasonable numbers) are free. For instance, if your character buys 10 iron spikes, he also receives a free pouch in which to carry them.

An iron box is a sturdy container for valuables.

A quiver is a handy way to carry your arrows or crossbow bolts. You can carry up to 20 in your quiver, and then sling the quiver over your shoulder. A quiver comes complete with 20 arrows or bolts.

Scroll cases protect your maps, magical scrolls, and other valuable pieces of paper. An iron case is much more sturdy than a leather case.

Food & Lodging

Characters will often find themselves sleeping and eating at inns. The prices here will give you some idea of the costs. Living expenses are also given for a character to survive for one month. Each month, a character living poorly must roll Inferior on Stamina or else lose 1 point from both his Strength and Stamina. A character living in poverty must roll Passable on Stamina or else lose 1 point from those same skills. This represents the ravages of illness and exposure.

A drink may be of ale, beer, or cider. Hard liquor or fine wines will cost more.

Rations consist of dried fruit, fish, meat and dry biscuits. They can last for weeks in the bottom of a sack, and are commonly used as trail rations by travelers.

Gear

A bedroll is useful for sleeping on the road. Without a bedroll, the quality of sleep will be less and you may catch a cold.

A boat can carry 700 pounds, or about 4 adult males. Use your Boating skill to pilot the boat.

Bolts are used in crossbows. Arrows are used in bows.

An iron cage is good for pets and prisoners. Its door includes a Great lock. A wooden cage costs only \$20, but you must buy the lock separately.

Caltrops look like oversized jacks with sharpened points. They are scattered across an area so that creatures walking past will injure themselves. It takes 10 caltrops to cover a 10' x 10' area. They can be easily avoided if they are spotted, and they can't penetrate heavy riding boots. Anyone crossing the area takes a Passable leg wound.

Canvas can be used as a tent, or a tarpaulin to keep off the rain, or to cover a pit.

Candles give off a weak radius of light for one hour. A candle is very poor illumination. It's hard to see much more than ten feet with a candle, making it impossible to do a careful search. A dropped candle will go out.

A cart is a good way of carrying heavy goods. It can either be pushed by hand, or you can hook it up to a horse or mule and have them pull it. If you need even more room, you can buy a wagon. Use your Wagoning skill to drive a cart.

Chariots are the usual method of transportation for serpentines. They are pulled by one or more horses. There is enough room for one passenger and one driver. Use your Wagoning skill to drive a chariot.

Crowbars are used to pry open doors. Generally, a Passable Strength roll is required, although the referee may adjust the roll required as the circumstances dictate. A crowbar can also be used as a Brawling weapon with a damage rating of 10.

Flint and steel are used to start fires. It takes a Passable Dexterity roll to start a fire, and requires about five minutes.

A grapnel is usually tied to a rope and thrown. The Grapnel table shows the roll required on Aim to throw a grapnel and have it successfully hook on a ledge or outcropping.

Grapnel

Distance	Roll Required
10'	Inferior
20'	Poor
30'	Passable
40'	Good
50'	Great
60'	Super
70'+	Awesome

On a Catastrophic roll, you either forget to hold onto the rope or else the rope comes untied from the grapnel. If the roll barely succeeds, the grapnel may come loose while it is being climbed, at the referee's option.

Hourglasses are fairly accurate. You can also buy half-hour glasses, and the like. In a fantasy setting, time keeping devices are a novelty. Most people keep time with the rising and setting of the sun.

Iron spikes are good for wedging doors shut. They can be driven into place by mallets, hammers, or other blunt instruments. You may install one spike per turn. When a foe tries to smash open the spiked door, the character who installed the spikes rolls his Strength against the strength of the foe. The player gets +1 column if he installed 4 to 6 spikes, and +2 columns if he installed 7 or more. It takes (foe's Strength vs player's Strength) hours to smash down the door. If the player's roll is less than the foe's Strength, the door is smashed open in one turn.

A lantern illuminates the local area for four hours on a flask of oil before it needs refueling. A dropped lantern may spill or break on a Catastrophic Fate roll.

A typical lock requires a Passable Unlock roll to pick. Better locks will cost more, if they are available at all. Small locks will also cost more. Combination locks are very rare and are usually primitive.

Without a lock pick, a character has a maximum Unlock skill of 10. With a lock pick, his maximum Unlock is 25.

A mess kit includes cooking and eating utensils. Without a mess kit, it's even harder to make a decent meal on the road. If, for some reason, you wish to determine the quality of food cooked, roll the character's Knowledge, -1 column if he's not using a mess kit.

Small mirrors are good for peering around corners without being seen, or checking to see if that gentleman in the cape is really a vampire.

A musical instrument could be a flute, lute, small harp, or even a kazoo. They're a handy way to make some extra money. You can play your instrument on a street corner and maybe you'll be thrown a few coins, usually about (Passable vs Entertain) x 2 copper pieces per half hour.

A net can be used to catch fish, animals, or enemies. When throwing your net at a foe, he will be entangled for (target's Strength vs your Aim) turns. A foe with edged weapons can cut himself free in one turn. You can also buy a net with hooks for three times the normal price. This doubles the duration that the foe is entangled, and does Passable damage.

An oil flask is filled with a pint of oil. Not only can it be used to fill a lantern, it can also be used to make a wall of fire. Carefully spread, the oil from one flask can cover a 3' by 3' area with fire for 10 minutes. Multiple flasks will increase the area. It does Good damage to anyone passing through.

Parchment is used to write spells books or to draw maps.

You need a pick to dig through (Passable vs Strength) x 3 inches of stone per hour. It can also be used as a two-handed Hafted weapon with a damage rating of 15.

Never leave home without some rope. It can be used to tie up captives, or make a rope bridge, or a hundred other things.

A rope ladder is easier to climb than a plain rope.

With your shovel, you can dig through (Passable vs Strength) x 2 feet of earth every hour. It can also be used as a two-handed Hafted weapon with a damage rating of 12.

A torch, specially treated with pitch, illuminates the local area for 1 hour. It's light flickers and is dimmer than that of a lantern. If a player drops a torch, it will go out unless he rolls Passable on his Fate. A lit torch can be used as a Brawling weapon with a damage rating of 14.

A wagon is good for carrying a heavy load. You need one or two horses to pull the wagon. It can carry up to 10 people. Use your Wagoning skill to drive the wagon.

A wax seal is a unique, ornate piece of bronze bearing a signet of your design. You press it into

molten wax to leave an imprint of your mark. It's used to seal letters.

A water skin is an airtight leather bag that can hold 2 days worth of water. If you ration your water, it can last up to 8 days.

Medical Supplies

Bandages allows you to tend wounds using the Medical skill. If you make your own bandages on the battlefield out of strips of cloth, you are at -1 column to tend a wound. Bandages come in rolls long enough to last an adventure.

A compress will give you +1 column on your Medical roll when tending wounds. Unlike bandages, a compress is a single use item. Only five compresses may be carried per slot on a character sheet.

Building A Home

Eventually, your characters may want to settle down. You may design your own home. Draw it on graph paper with each square equaling 10'x10'. The total number of squares determines the cost.

The cost per 10'x10' area depends on the material you are using, as shown on the equipment list. There is also a multiplier for whether you are building in the country, a town, city or within a castle or keep. If you just want to buy some land in the country, it will cost \$300 per square mile. This is for unpopulated, wild land. You have to clear it yourself.

Weapons

The different types of weapons shown on the equipment list are categorized by the skill required to use them. The list also shows the damage ratings for the weapons. When attacking with a weapon, use the weapon's damage rating or the character's skill, whichever is lower.

This rule simulates the fact that not all characters can use the same weapon with equal ease. A strong character wields a two-handed sword more effectively than a weak character. However, both a strong and weak character can use a short sword with full effectiveness because it is such a light weapon.

Example: Malajusta, with a Sword skill of 11, buys a scimitar for \$40. A scimitar has a damage rating of 15, which exceeds her Sword skill. When attacking with a scimitar, Malajusta uses her Sword skill of 11.

A cutlass has a damage of 9, which is less than Malajusta's Sword skill. When using a cutlass, Malajusta uses the weapon's damage rating of 9, thus gaining the full potential of the sword.

Missile Weapons

Missile weapons are those weapons with a range. Thrown weapons require only one hand to use. Bows require two hands. Crossbows require two hands to load, but they may be fired one handed. The price of a bow or crossbow includes a quiver and twenty arrows or bolts.

Bows and crossbows may be used on any visible target within missile range.

Weapons that can be thrown are marked with an asterisk (*) on the Equipment list. When throwing a weapon, use the character's Aim skill or the weapon's damage rating, whichever is lower. Weapons may not be thrown beyond thrown range.

A bola doesn't do damage, instead it entangles its target for (target's Strength vs user's Aim) turns.

A boomerang returns if you miss with a roll greater than Feeble. If you hit, or your attack roll is Feeble or less, then the boomerang does not return.

Fire bombs are flasks of highly inflammable oil with fuses that can easily be lit by a torch. They do Great damage to everyone within five feet of where they land. To throw a fire bomb accurately, a character must make an Aim roll. The roll required depends upon the distance and the difficulty of the throw. Failure means the bomb missed its intended target, possibly hitting someone else at the referee's discretion.

A character may hurl up to Dexterity/2 throwing stars at one time. The damage rating equals 7 + 1 per star thrown. A character with a 16 Dexterity could hurl 8 stars at a time, with a damage rating of $7 + 8 = 15$.

Armor

Armor is purchased by the piece, as shown on the equipment list-except gauntlets and boots which are purchased in pairs. Armor is listed by the

body part that it protects. The list also shows the defense bonus that the armor gives to the location it covers. By adding to your character's defense, armor helps protect against all types of damage, including fire, falls, and missiles.

Note the Defense bonus of armor that your character wears under the Armor column of the defense section of your character sheet. In the total column, write the sum of your character's Defense plus the armor's defense bonus.

At the bottom of the defense section there is a note that says, "Total Armor must be < Strength + Stamina." This is a reminder that all together, the defense bonuses of your character's armor must be less than your character's Strength plus Stamina. A character who insists on wearing more armor than his limit allows is at -2 columns on all physical actions.

Armor restricts a character's movements. Each piece of armor limits a specific base skill as well as all the skills dependent upon it. The equipment list shows the skill each piece of armor limits. For example, ringmail greaves have a maximum Agility of 16. A character wearing them could have an Agility, Dodge, Jump, Quickness, and Stealth of no more than 16 each.

Armor cannot be layered; your character may not wear a leather cuirass under a chain cuirass.

Armor blocks the power of magic. Characters may only wear Fate - 10 points of armor and still cast spells.

Example: Dolin pays \$30 for a studded cuirass, \$20 for a pair of leather gloves, \$20 for two leather boots, and \$50 for a chain hood. His armor costs a total of \$120.

In the Defense section of his character sheet, Dolin's player writes "+5 chain" next to "head" in the armor column. He repeats this procedure for each of Dolin's body parts. He then calculates the total armor Dolin is wearing: $5+3+2+2+2+2 = 16$. Dolin's Strength plus Stamina equals 24, so he has no problem wearing this much armor.

A chain hood has a maximum Alertness of 13. Since Dolin's Alertness is only 10, the armor doesn't hamper him.

A studded cuirass has a maximum Agility of 19. With his Agility of 7, Dolin is well below the maximum. The same applies to the leather boots which have a maximum Agility of 22.

Dolin's leather gauntlets have a maximum Dexterity of 22. Since Dolin's Dexterity of 14 is under the maximum, he is unimpaired.

Shields

Shields must be carried in one hand to do any good. Your character's Dexterity plus the size of the shield determines your Defense adjustment, as shown on the Shields table. Locate your character's adjusted Dexterity on the left column. The other columns show the character's defense bonus for his chest, shield arm, and other body parts. A character's shield arm is the arm that the character wears the shield on. A right-handed character wears a shield on his left arm; a left-handed character wears his shield on his right arm. Shields help protect against most attacks, but they do not help against falls and surprise attacks.

Shields have a Strength required to use them properly. For every point of Strength you lack, reduce the shield's size rating by 1.

Shields may be used as Brawling weapons with a damage rating of 7. Spiked shields have a damage of 10, but they cost double the list price.

A one-handed weapon may be used as a makeshift shield.

Example: Dolin buys a +6 buckler for \$30. It's Strength required of 10 equals Dolin's Strength, so there is no penalty.

Dolin's Dexterity is 14. His Dexterity plus the shields's size is $14 + 6 = 20$. Checking on the Shields table, Dolin's player finds Dolin receives +2 Defense to his chest, shield arm, and head. For Dolin's Defense totals, see his character sheet on page 125.

Shields

Dexterity + Shield Size	DEFENSE BONUS					
	Chest	Head	Left Arm	Arm	Leg	Left Leg
1-5	-	-	1	-	-	-
6-8	1	-	1	-	-	-
9-11	1	1	1	-	-	-
12-14	1	1	2	-	-	-
15-17	2	1	2	-	-	-
18-20	2	2	2	-	-	-
21	2	2	3	-	-	-
22	3	2	3	-	-	-
23	3	3	3	-	-	-
24	3	3	3	-	1	-
25	3	3	3	-	1	1
26	3	3	4	-	1	1
27	4	3	4	-	1	1
28	4	4	4	-	1	1
29	4	4	4	-	2	1
30	4	4	4	-	2	2
31	4	4	4	1	2	2
32	4	4	5	1	2	2
33	5	4	5	1	2	2
34	5	5	5	1	2	2
35	5	5	5	1	3	2
36	5	5	5	1	3	3
37+	5	5	5	2	3	3

Animals

\$5	Cat/Dog
\$25	Mule
\$50	Hawk
\$50	Horse
\$500	warhorse

Books

\$100	Atlas
\$100	Beastuary
\$150	Catalog of Plants
\$150	Genealogy of Kings
\$100	Grimoire of Arcane Knowledge
\$100	Handbook of Laws & Customs
\$200	Manual of Poisons
\$100	Tome of Legends

Clothing

\$0	Rags (7 Charm)
\$20	Common tunic & sandals (10 Charm)
\$100	well dressed (13 Charm)
\$200	Finely dressed (16 Charm)
\$300	Gentry clothing (19 Charm)
\$400	Noble's garb (22 Charm)
\$500	Royal raiment (25 Charm)

Containers

\$0	Belt pouch
\$50	Iron box
\$5	Pack
\$5	Quiver with 20 arrows/bolts
\$2	Sack
\$50	Scroll case, iron
\$5	Scroll case, leather

Food & Lodging

\$1	Drink (with refills)
\$1	Meal, poor
\$2	Meal, average
\$5	Meal, good
\$2	Rations, 1 day's
\$2	Room per night
\$1	Stable & grain for 1 day
\$0.2	Communal sleeping per night
\$2	Suite per night (\$2 per room)
\$25	Poverty conditions for 1 month
\$100	Poor living conditions for 1 month
\$200	Average living conditions for 1 month
\$300+	Good living conditions for 1 month

Gear

\$2	Bedroll
\$100	Boat
\$1	Bolt/Arrow, 10
\$100	Iron Cage (7' x 4' x 4')
\$1	Caltrops, 5
\$1	Candles, 10
\$5	Canvas (10' x 10')
\$25	Cart
\$100	Chariot
\$10	Crowbar
\$5	Flint & steel
\$10	Grapnel
\$30	Hourglass
\$1	Iron spikes, 5
\$20	Lantern
\$75	Lock
\$50	Lock pick
\$5	Mess kit
\$5	Mirror, small
\$50	Musical instrument
\$10	Net (10' x 10')
\$5	Oil flask
\$10	Parchment (10 pages), reed pen, ink
\$25	Pick
\$2	Rope, 10'
\$10	Rope ladder, 10'
\$25	Shovel
\$1	Torch, 2
\$50	Wagon
\$10	Wax seal
\$1	Water skin (holds 2 days water)

Medical Supplies

\$1	Bandages, roll
\$3	Compress

Building A Home (per 10' x 10' area)

\$5	Straw or Mud
\$10	Wood
\$50	Brick or Stone
\$100	Underground
x1	In the country
x2	In a town
x5	In a city
x10	In a castle
\$500	1 square mile of land (wilderness)
\$1,000	1 square mile of land (near town)
\$2,000	1 square mile of land (near city)

Weapons

<u>Brawling</u>	<u>Damage</u>	<u>Rating</u>
\$10	Dagger*	9
\$0	Club/Makeshift Weapon	8
\$0	Large Club	11

<u>Flexible</u>	<u>Damage</u>	<u>Rating</u>
\$10	Whip	9
\$20	Chain	11
\$30	Cat 'o Nine Tails	13
\$40	Bullwhip	15
\$50	Ball & Chain	17
\$60	Flail	19
\$70	Morning Star	21
\$80	Spiked Flail	23
\$90	Great Morning Star	25

<u>Hafted</u>	<u>Damage</u>	<u>Rating</u>
\$10	Hammer*	9
\$20	Hatchet*	11
\$30	Hand Axe*	13
\$40	Mace*	15
\$50	War Axe	17
\$60	Sledge Hammer	19
\$70	Military Pick	21
\$80	War Hammer	23
\$90	Battle Axe	25

<u>Pole Arm</u>	<u>Damage</u>	<u>Rating</u>
\$10	Quarterstaff	9
\$20	Javelin*	11
\$30	Spear*	13
\$40	Spetum*	15
\$50	Trident*	17
\$60	Harpoon*	19
\$70	Pike	21
\$80	Halberd	23
\$90	Lance	25

<u>Sword</u>	<u>Damage</u>	<u>Rating</u>
\$10	Cutlass	9
\$20	Short Sword	11
\$30	Rapier	13
\$40	Scimitar	15
\$50	Long Sword	17
\$60	Broad Sword	19
\$70	Bastard Sword	21
\$80	Flamberge	23
\$90	Claymore	25

<u>Aim</u>	<u>Damage</u>	<u>Rating</u>
\$10	Bola	not applicable
\$30	Boomerang	13
\$1	Dart	7
\$10	Firebomb	not applicable
\$5	Throwing Star	7+1 per star

<u>Bow</u>	<u>Damage</u>	<u>Rating</u>
\$40	Short Bow	11
\$80	Composite Bow	15
\$180	Long Bow	25

<u>Crossbow</u>	<u>Damage</u>	<u>Rating</u>
\$40	Hand Crossbow	11
\$80	Light Crossbow	15
\$120	Medium Crossbow	19
\$180	Heavy Crossbow	25

* May be thrown one handed using the Aim skill
Requires two hands. -1 column if used one-handed.

Armor

Shield	Size	Strength Req.
\$0 Makeshift	0	0
\$10 Leather	2	4
\$20 Wicker	4	7
\$30 Buckler	6	10
\$40 Kite	8	14
\$50 Target	10	18
\$60 Tower	12	22

Head Armor	Max Alertness
\$10 +1 Padded helmet	25
\$20 +2 Leather helmet	22
\$30 +3 Studded skullcap	19
\$40 +4 Ringmail helmet	16
\$50 +5 Chain hood	13
\$60 +6 Scale helmet	10
\$70 +7 Plate helmet	7

Chest Armor	Max Agility
\$10 +1 Padded coat	25
\$20 +2 Leather cuirass	22
\$30 +3 Studded cuirass	19
\$40 +4 Ringmail cuirass	16
\$50 +5 Chain shirt	13
\$60 +6 Scale cuirass	10
\$70 +7 Plate cuirass	7

Arm Armor	Max Dexterity
\$10 +1 Padded gloves	25
\$20 +2 Leather gloves	22
\$30 +3 Studded gauntlets	19
\$40 +4 Ringmail gauntlets	16
\$50 +5 Chain mail gauntlets	13
\$60 +6 Scale gauntlets	10
\$70 +7 Plate gauntlets	7

Leg Armor	Max Agility
\$10 +1 Padded shoes	25
\$20 +2 Leather boots	22
\$30 +3 Studded boots	19
\$40 +4 Ringmail skirt	16
\$50 +5 Chain mail skirt	13
\$60 +6 Scale greaves	10
\$70 +7 Plate greaves	7

Chapter 8

How to Play

Time & Distance

Ranges

Because the action of *Legendary Lives* occurs in the imagination of the participants, and not on a playing board, it is unnecessary to measure distance in exact feet. The distance between characters, or the size of a room, is set by the referee using one of four range classifications: brawling, thrown, missile, and "too far away." The referee is always the final arbitrator in deciding ranges.

Brawling range means a character is close enough to something to strike it with a brawling weapon. Characters within five feet of each other are within brawling range.

Characters are within thrown range if they are outside brawling range but are close enough to hurl an object at one another without obstruction. In a football field, this would be about fifty feet, on a crowded street it could be as little as twenty feet.

A character who is outside thrown range, but who is still within bow shot, is at missile range. Missile range extends to no more than 500 feet, or less in obstructed areas.

Characters who are too far away may be within sight, but they are too far away to interact with. They may be on the horizon, or atop a castle tower.

The local area is the immediate region. It can be a room, a forest clearing, or a stretch of open field. It is always easy to interact with a character in the local area. The local area normally extends no further than thrown range.

Time

All role playing games take into account the difference between "real" time and "game" time.

Actions that take place within the framework of an adventure occur in game time, which is arbitrarily set by the referee. The referee tells the players what time of day it is, how long it takes to accomplish a task, when a spell wears off, and so on. It may take only a few minutes of real time to play out what happens in a day of game time. These rules always express time in game time.

Turns

A turn is one complete cycle around the gaming table. It represents just enough time for each character present to perform a single action.

During a fight, a turn might represent a few seconds-long enough for a character to swing a sword or fire a bow. But during an overland march, a turn could be as long as a day. It's up to the referee to pace the game so that time doesn't go by too fast (preventing the players from doing all they would like) or too slowly (resulting in tedious detail).

Starting with the player on his left, the referee goes clockwise around the table, resolving each player's action as he comes to her. The players should sit around the table in order of their characters' Quickness. The player with the highest Quickness sits on the referee's left, and so on around the table, with the player with the lowest Quickness situated on the referee's right.

Once all the players have had a chance to act, the referee explains what the foes are doing, if any are present. Then he begins the next turn by describing how the situation has changed or stayed the same.

Special Cases

As long as characters perform actions which require about the same length of time, each player

receives one action per turn. If the characters are doing things that require widely different times, a turn is based upon the action that requires the shortest time to complete.

Example: A draconian attacks Dolin and Malajusta while they are exploring an underground temple. Dolin fights the enemy, while Malajusta attempts to pick the locked door at their back. Since making an attack takes only a few seconds, and picking a lock takes at least a minute, Dolin will have to fight for several turns before Malajusta finishes with the lock. Each turn the referee should give her the opportunity to stop working on the lock in order to help Dolin.

At times, only one character will act during a turn. If one character is questioning a foe while the others watch, the game will involve only the active player until another character does something that requires the referee's attention.

Occasionally, a character may be separated from the party or unconscious. A player whose character is not present or is incapacitated cannot participate (in effect, he misses his turn).

Actions

There are three types of actions a character can attempt: those that result in automatic success, those that result in automatic failure, and those that require a skill roll to resolve. The referee must decide whether an action requires a skill roll.

Automatic success

- The character is performing a routine action under normal conditions (walking, opening an unbarred door, etc.).
- Failure would have no substantial effect on the game.
- A die roll would cause more of a break in the game than it is worth.
- The character's success benefits the flow of the adventure.
- The character has succeeded at the task so well once before that she never again has to

roll to do it. **Example:** A character who rolls Awesome to read an archaic text would never again have to roll to read that particular book. She has already proven her mastery of it.

Automatic Failure

- The action is impossible (such as an unaided human jumping over a 100 foot wide chasm).
- The character has attempted the action before and failed.

Using Skills

It's not always easy to tell if an action is an automatic success or failure. Some actions could go either way. To determine the outcome of such an action, a skill roll must be made on the ART.

ART stands for Action Results Table. This is the table that you will use whenever you play *Legendary Lives*. It's so important that we've printed it in the lower left corner of every character sheet.

Frequently, players will be asked by the referee to roll against one for their character's skills. The skill will relate to the task at hand; for example, if you are trying to arm wrestle an opponent, the referee would ask you to make a "Strength Roll."

When making a skill roll, find the value of your skill on the left hand side of the ART (the side that ranges from 1 to 25). Roll percentile dice and read across the chart to find the die range in which the roll falls. The column you roll indicates the degree of success or failure your character has achieved. A roll can range from Catastrophic (a low roll) to Awesome (a high roll).

Example: A player who has a character with a Strength of 12 rolls 37. Finding 12 on the left hand column of the ART, the player reads across that row until he finds the range labeled "30-42." Since his roll of 37 falls within this range, he looks at the top of the column to discover he has made a "Poor" Strength roll.

Action Results Table

Roll	Cata	Pathetic	Feeble	Inferior	Poor	Passable	Good	Great	Superior	Awesome
1	1-30	31-56	57-73	74-86	87-95	96-97	98	99	00	-
2	1-20	21-48	49-66	67-80	81-90	91-93	94-96	97-98	99	00
3	1-15	16-39	40-59	60-74	75-85	86-90	91-94	95-97	98-99	00
4	1-12	13-29	30-52	53-68	69-80	81-87	88-93	94-97	98-99	00
5	1-10	11-24	25-45	46-62	63-75	76-84	85-91	92-96	97-99	00
6	1-9	10-22	23-36	37-56	57-70	71-80	81-88	89-94	95-98	99-00
7	1-8	9-19	20-32	33-50	51-65	66-76	77-85	86-92	93-97	98-00
8	1-7	8-17	18-29	30-43	44-60	61-72	73-82	83-90	91-96	97-00
9	1-6	7-15	16-26	27-39	40-55	56-68	69-79	80-88	89-95	96-00
10	1-6	7-14	15-24	25-36	37-50	51-64	65-76	77-86	87-94	95-00
11	1-5	6-12	13-21	22-32	33-46	47-61	62-75	76-86	87-94	95-00
12	1-5	6-11	12-19	20-29	30-42	43-58	59-73	74-84	85-93	94-00
13	1-4	5-10	11-17	18-26	27-38	39-55	56-71	72-83	84-93	94-00
14	1-4	5-9	10-16	17-24	25-35	36-51	52-69	70-82	83-93	94-00
15	1-3	4-8	9-15	16-22	23-32	33-47	48-66	67-80	81-92	93-00
16	1-3	4-7	8-13	14-20	21-29	30-43	44-63	64-78	79-91	92-00
17	1-3	4-7	8-12	13-18	19-26	27-39	40-55	56-76	77-90	91-00
18	1-2	3-5	6-10	11-16	17-23	24-35	36-50	51-72	73-89	90-00
19	1-2	3-4	5-8	9-13	14-20	21-31	32-45	46-68	69-87	88-00
20	1	2-3	4-6	7-11	12-17	18-27	28-40	41-61	62-85	86-00
21	1	2	3-5	6-9	10-14	15-23	24-35	36-56	57-82	83-00
22	1	2	3-4	5-7	8-11	12-19	20-30	31-50	51-78	79-00
23	-	1	2-3	4-5	6-8	9-16	17-26	27-45	46-71	72-00
24	-	-	1	2-3	4-5	6-12	13-22	23-40	41-66	67-00
25	-	-	-	1	2	3-9	10-18	19-36	37-61	62-00

Assigning the Skill

The referee must decide which skill a player rolls against. To help the referee, quite a few tasks and the skills related to them are listed in Chapter 6: Skills.

The referee asks the player to roll against the skill that seems most appropriate. Characters only use base skills when there's no skill that covers what they're attempting to do. The referee should strive to be consistent and fair in his choice. He shouldn't ask one player to make a Dexterity roll and another to make an Unlock roll when both are trying to accomplish the same thing.

A player never decides which skill he will use. He may offer suggestions, but the final decision is left up to the referee.

Describing the Results

The ten possible results listed on the ART are guidelines. Part of the craft of being a referee is in adapting the quality of a character's roll to actions

not specifically covered in the rules. Simply saying an action is "great" or "feeble" is not enough. The referee must describe what happens in terms of physical events.

Example: Dolin wants to ride a horse. Since Dolin has a low Ride skill (5), the referee requires him to make a skill roll. He rolls a 14, indicating a Pathetic result. The referee does not tell him: "Since you rolled Pathetic, you can't ride the horse." Instead she says: "You make a mighty leap, but you're just a little too short to mount the horse. You manage to grab a few hairs from the mane before tumbling to the ground."

Not all referees will make the same judgement call in the same situation. Faced with the above example, a different referee might have declared that Dolin's foot was stuck in the stirrup or that the horse shied away from him at the last instant. There is no "right" answer. However, the referee should strive to be consistent and fair. If a player makes a Poor roll, the referee would be unjustified in having complete disaster befall him. As a rule, disaster only happens on a Catastrophic roll, while an Awesome roll brings about unexpected benefits.

By interpreting the degree of success and failure, the referee controls the tone of the game. He may make the game as comical or serious as he likes. His individual creativity is at work here, so he should let his imagination flavor the game according to his own views of what is appropriate and fun.

In many situations, a player will suggest an interpretation for the referee. If it's acceptable, the referee should let it stand! This takes the burden off the referee and gives the players a strong sense of participation. Their contribution can only enrich the story, making it more enjoyable for everyone.

Example of Play

Here's an example of how the ART might be interpreted for a common undertaking. Malajusta is trying to get information from a bartender. The referee asks her to roll her Interrogate skill. Depending on what Malajusta rolls, the following results might occur:

Awesome: Proving to be a storehouse of information, the bartender answers all of Malajusta's questions, plus gives her helpful, detailed information that surprises even Malajusta.

Superior: The bartender answers all of Malajusta's questions, plus gives her additional unsolicited advice of moderate value.

Great: The bartender answers all of Malajusta's questions to the best of his ability.

Good: The bartender answers most of Malajusta's questions, but forgets an important detail.

Passable: The bartender answers most of Malajusta's questions, but without many specifics. The bartender obviously doesn't care much for talking to Malajusta.

Poor: The bartender answers a few of Malajusta's questions, but cuts off the conversation early before answering the most important questions.

Inferior: The bartender replies with only a few words, and is virtually no assistance. Some of his answers might be misinformed or misleading.

Feeble: The bartender refuses to speak to Malajusta.

Pathetic: The bartender lies to Malajusta, giving her false information that could cause Malajusta harm in the future.

Catastrophic: For some reason, the bartender hates Malajusta's intrusion. He might even attack her!

The One Roll Rule

A player is allowed one roll to accomplish an action. If she fails the first time, the task is beyond her abilities. If she tries to repeat the action, she will automatically fail. She must wait until the next adventure before receiving another chance to succeed.

For instance, picking a lock requires a successful Unlock roll. If the roll is failed, the character cannot open that lock no matter how hard she tries. However, she could still attempt to pick other locks.

Likewise, if a character succeeds at a task by a wide margin, she should never again have to roll to do it. So if Malajusta rolls Awesome to pick a lock, she would never again need to roll to pick that particular lock. She has already proven her mastery of it.

By the same token, a player should only have to make one roll to avoid something unpleasant. A player who has made her roll to resist a foe's spell should not have to roll again to withstand that same power should the foe attempt it again.

The only exceptions to the One Roll Rule are combat actions. A character may attempt to strike a foe repeatedly. Each attack is considered a separate action.

Many situations allow a character to accomplish the same task using different skills. If a character can't pick a lock, she could try using her Strength to break it. Players should be encouraged to attempt a variety of tactics.

Roll Required

The roll required (RR) is the absolute lowest roll needed to succeed at a specific task. Most actions have an RR of Passable. Difficult tasks have greater RRs (such as Good or Superior), while easier tasks have lower RRs. Any roll equal to or

greater than the roll required results in success. Any roll below the roll required will fail.

When setting an RR, the referee considers how difficult the task is compared to a Passable task. For instance, if juggling two balls requires a Passable Dexterity roll, juggling six balls might require a Superior roll. The referee should consider any unique circumstances. Juggling three balls in a strong wind might require a Good roll, while a professional juggler might need only an Inferior roll.

The referee doesn't have to tell the players the roll required for a task, but it will help to keep her honest. At the very least, she should warn the players when they are undertaking something she consider especially difficult. In such cases, she should allow the players a chance to change their minds before attempting the action.

Example: Fleeing from a troll, Malajusta races to the edge of a chasm. It's 25 feet to the other side, over a fifty foot precipice. Malajusta backs up for a running start with the intention of jumping.

Before she leaps, the referee warns her that Malajusta will need a Superior Jump to get across the chasm. Malajusta reconsiders her leap at the last moment and skids to a stop. Wisely, she chooses to find a narrower place to make her jump.

Example: Malajusta wishes to tame a hound. The referee decides she needs to make a Good roll on her Tame skill to gain the hound's trust. Malajusta's Tame skill is 11. She finds 11 on the left hand side of the ART and rolls percentile dice, getting a 78. By cross-referencing 78 on the ART, she finds out that her result is Great. Malajusta successfully tames the hound.

Example: During an adventure, Malajusta attempts to scale a tower. The referee decides she needs a Passable Climb roll to make it to the top. Malajusta's Climb skill is 9, and she rolls 26 on her percentile dice. Looking up her roll on the ART, she finds she has failed with a Feeble result.

Example: Dolin challenges Grimlock, a hob foe, to an arm wrestling competition. To win, Dolin must roll his Strength versus Grimlock's. Since Grimlock has a Great Strength, Dolin must roll over Great to win. Dolin has a Strength of 10. By rolling 90, he achieves a Superior roll, and barely defeats Grimlock.

Assigning The RR

To help the referee, here are some guidelines for setting the roll required:

Catastrophic: The action is so routine that it is automatically successful. There is no reason for the player to make a skill roll. **Example:** Walking up a flight of stairs.

Pathetic: The action is almost automatic, but the referee feels there is small chance of failure. **Example:** Walking up stairs with one bootlace untied.

Feeble: The action requires only nominal ability to accomplish. **Example:** Walking up stairs while carrying an arm load of potions.

Inferior: The action is very easy. **Example:** Walking up stairs with a sprained ankle.

Poor: The action is easy. **Example:** Walking up a flight of rickety stairs.

Passable: The action is moderate. This is the default for all actions. **Example:** Walking up a flight of icy stairs.

Good: The action is fairly difficult. **Example:** Walking up a flight of icy stairs without a banister.

Great: The action is difficult. **Example:** Walking up a narrow flight of icy stairs.

Superior: The action is very difficult. **Example:** Walking up stairs with a broken leg.

Awesome: The action is almost impossible. **Example:** Ascending a flight of burning stairs, covered in oil, with your legs tied together and no banister available.

Inhuman: The action is impossible. There is no reason for the character to make a skill roll. He has no chance of success. **Example:** An unconscious person walking up a flight of stairs.

Interpreting the Result

How well a player rolls determines the degree of success or failure. The following guidelines are designed to help the referee decide what happens.

4 columns over the RR (Awesome): The character succeeds with outrageous excess. Not only did he accomplish everything he wanted, he looked good doing it and gained an unexpected benefit in the process! Frequently, the character has

acted so quickly that he should be allowed a second action in the same turn.

- 3 columns over the RR (Superior): The character succeeds without difficulty, making the action look easy. He also gains a small, unexpected advantage.
 - 2 columns over the RR (Great): The character succeeds completely. Nothing fancy, just solid success.
 - 1 column over the RR (Good): The character cannot do all he wanted. There is some small part left undone. This is more of a nuisance than anything else.
 - 0 columns over the RR (Passable): With considerable difficulty, the character finishes most of what he attempted, but there is much left undone. Frequently, a Passable success results in a complication that will require another skill roll to overcome.
 - 1 column under the RR (Poor): The character fails more than he succeeds. Most of what he tried to do is not finished.
 - 2 columns under the RR (Inferior): The action is 25% accomplished. The character only did a small fraction of what he wanted.
 - 3 columns under the RR (Feeble): 100% failure. The character failed completely, and looked foolish in the process.
 - 4 columns under the RR (Pathetic): Not only did the character fail, he caused some additional, embarrassing complication which must be resolved.
 - 5 columns under the RR (Catastrophic): A spectacular blunder. The character's screw up causes significant problems, possibly even physical harm. A second roll must be made immediately to avoid the mishap.
-

Skill Shorthand

Throughout this manual, we use a shorthand method for noting the possible results of a skill roll. Skill shorthand looks like this: (X vs Y) where X and Y equal columns on the ART.

Starting with X on the ART, count the number of columns to the right to Y. Be sure to include both X and Y in your count. This is the result of the roll. If Y appears to the left of X on the ART, the result is 0.

This will become easier to understand with a few examples:

Example: During a struggle, Dolin's pouch bursts open and his bronze coins spill onto the floor. Now the fight is over and he wants to recover his coins. The referee decides that Dolin will find (Passable vs. Search) coins. Dolin has a Search skill of 10 and rolls an 82, for a Great result. Starting with the Passable column, the referee counts the number of columns to the right until he reaches Great. This equals 3, so Dolin recovers 3 coins.

If Dolin had rolled 27 (Inferior) he would not have found any coins at all.

Example: Malajusta has swallowed a strange concoction. The referee informs her that she will fall unconscious for (Stamina vs Poor) x 2 hours. Malajusta's Stamina is 6 and she rolls a 19 (Pathetic). Starting with Pathetic, she counts to the right until she reaches Poor. She counts 4 columns, and since 4 x 2 is 8, Malajusta is unconscious for 8 hours.

If Malajusta had rolled Passable or better she would have resisted the concoction and not fallen unconscious at all.

Example: A hob with a Strength of Great grapples Dolin, pinning him for (Strength vs Great) turns. Dolin has a Strength of 10, but only manages to roll 53, a Passable result. Since the number of columns from Passable to Great is 3, Dolin will be pinned for three turns.

Adjusting The ART

There are two ways to modify the ART: Column Shifts and Skill Adjustments. The die roll itself is never modified.

Column Shifts

Sometimes your character will receive an adjustment to the column you roll. If you roll your character's Strength at +1 column, and you make a Good roll, the roll is adjusted one column to the right, making the result Great.

A positive column shift means to move to the column on the right. A negative adjustment means to move to the column on the left.

The referee should be free with her column shifts. If she thinks a plan will work, she should give a column bonus, or else make the RR easier. If she thinks it's hopeless, she should give a column penalty, or make the RR higher. The point is, the players should feel that by using their wits they can augment their chances of success, while thoughtlessness will increase their chances of failure.

The referee should always tell the player the column shift before the roll is made. As a rule, the player must apply the shift to his roll before telling the referee the result. A column shift cannot increase a roll beyond Awesome, nor below Catastrophic.

Example: Dolin comes upon the hound that Malajusta tamed earlier. He happens to have some dried meat which he hopes will help him tame the hound. Like Malajusta, he must roll Good to achieve his goal. His doggie treats give him a +1 bonus. He makes a Poor Tame roll, and though the +1 column increases the roll to Passable, it still isn't good enough to tame the mastiff.

Skill Adjustments

Skill adjustments are added or subtracted from your character's skill before making a roll. Skill adjustments cannot increase a skill above 25 or below one.

Skill adjustments are written with the adjustment appearing before the skill. A leather jacket that grants (+2 Defense) would increase the Defense of the character who wore it by 2 points.

Most skill adjustments are specified in these rules. A referee will almost never grant a skill adjustment (they should bestow column shifts instead).

Special Skill Rolls

Cooperative Rolls

When two or more characters are trying to accomplish the same task simultaneously, the players make separate skill rolls. The highest roll is used as the result, unless either player rolls a Catastrophic. If this happens, the task cannot be

successfully completed due to some sort of mishap, bad luck, or incompetence.

Increase the high roll by +1 column if the other player rolls Good or better. Decrease the high roll by -1 column if the other player rolls Inferior or worse.

The maximum number of characters who can combine their efforts must be set by the referee, following the rules of common sense. For example, two characters can batter down a locked door, but only one character at a time can pick a lock.

Example: Malajusta is helping Dolin to weave a net for catching fish. Since neither is particularly skilled at weaving, the referee sets their RR at Good versus Dexterity. Malajusta makes an Inferior roll, while Dolin rolls Passable. Dolin's Passable weaving is dragged down to Poor because of his inept companion. Instead of a net, they end up with a dish towel.

Competitive Rolls

When a character pits himself against another character, each player makes the appropriate skill roll. The character with the higher result achieves his goal. If a tie occurs, the character with the highest skill wins. If both skills are identical, the result is a tie.

Both characters do not always roll against the same skill. A character seducing someone would roll his Charm, while the character being seduced would roll her Will to resist.

A player should not be forced to obey another character because of a skill roll. The referee simply tells the affected player what his character thinks or feels. The player still has final control over his character. If he doesn't consider his "feelings," the referee may wish to penalize him for playing out of character by giving him no inspiration points at the end of the adventure.

Example: Dolin challenges Malajusta to a foot race. Both have a Run skill of 7, and they tie with identical Great rolls. There is no winner. The race must be run again.

Example: Dolin's most prized possession, an engraving of his great-grandfather, is missing! He is positive that Malajusta stole it. He makes his accusation, and threatens to bop her a good one if she doesn't cough it up. Malajusta lies to cover her theft.

Malajusta rolls Passable on her Lie, while Dolin makes a Feeble Empathy roll to detect the lie. Dolin's Feeble roll serves to increase Malajusta's roll by 3 columns, to Superior. Dolin's player still suspects that Malajusta stole the watch, but Dolin firmly believes Malajusta's denials.

Hidden Rolls

Sometimes, a situation requires the referee to make a roll against a character's skill without the player knowing the true result. This happens when the referee doesn't want a player to know that his character has failed.

Hidden rolls are the exception. In most cases, the players should be allowed to make their own rolls.

Example: Dolin searches a room for a secret door. Though the referee knows there is no door, he makes a hidden roll against Dolin's Search. Rolling Catastrophic, the referee tells Dolin that he's certain there's a secret door. He can even see a faint outline, but he just can't find the means to open it.

Inspiration Points

Whenever you roll a Catastrophic or Awesome result on a roll the referee asked you to make, put a check mark (in pencil) next to the skill you rolled against. Check marks indicate that your character has the possibility of learning from his mistake or outstanding success. For this reason, they are called inspiration points.

You may gain only one inspiration point per skill per adventure. If you roll another Catastrophic or Awesome against a skill that already has a check, you do not gain a second check.

You only gain inspiration points for rolls the referee asked you to make. In addition, you only receive inspiration points for unadjusted Catastrophic or Awesome rolls. In other words, a character with a +1 column bonus who rolls Superior, giving him an Awesome result, does not receive an inspiration point.

If you gain an inspiration point while using a weapon, you place the check next to the skill for that weapon type. If you make an Awesome attack

with a spear, you would gain a check next to your Pole Arm skill.

If you gain an inspiration point on a Defense roll, place the check next to the body location you were rolling for. If you made a Catastrophic head Defense roll, you would gain a check next to your head Defense.

If you gain an inspiration point while casting a spell, you place the check next to the spell you were casting.

If you gain an inspiration point while using the Devotion skill, you place the check next to Devotion.

Increasing Skills

At the end of an adventure, roll to increase those skills with check marks next to them. If you roll Awesome to Passable, there is no improvement. The check mark is erased without changing your skill. "Success" in this case means the inspiration was something the character already knew.

If you roll Poor to Catastrophic, you still erase the check mark, but you also get to increase the skill by one point. Rolling to increase a skill is the only time a "failure" is good for your character. This way, a character with a low skill has a greater chance of increasing his skills. It's harder for someone who is good at something to improve. It's easy to pick up the basics of a skill, but it takes time to master the finer points.

When rolling to improve skills, Awesome and Catastrophic rolls do not give you additional inspiration points.

After your character is created, Defense is totally separate from Agility and Stamina and is not affected by increases to those skills.

Bonus Points

Legendary Lives' advancement system is self regulating. If the players seem to advance too quickly, it probably means the referee is asking them to make too many skill rolls. Instead of having them roll for everything, he should make some of their actions automatically successful. As a general rule, each character should go up in one to five skills per gaming session.

The referee should award bonus inspiration points at the end of an adventure. For each bonus point he receives, a player may make an additional

roll to increase a skill. It doesn't matter whether the rolls are made against a single skill or divided between different skills—a player can even use the bonus points on a skill which has already been increased due to an inspiration point.

As a rule of thumb, the referee should never give out more than three bonus points for an adventure—and then only if the players did well and justly deserve to be rewarded. It's easiest to give all players the same number of bonus points based on their role playing as a group, not as individuals. This thwarts the possibility of bitterness and encourages cooperation. However, a player who is highly uncooperative should receive no bonus points at all. In this case, the referee must explain her decision to him after the game. This will help him to understand how he can earn bonus points next time.

Example: *At the end of an adventure, Dolin has an inspiration point next to Medical and an inspiration point next to Dodge. The referee gives Dolin two bonus inspiration points.*

First his player rolls to increase Dolin's Medical skill. He makes an Awesome roll, so he does not increase this skill (nor does he gain a new inspiration point). He erases the check mark next to Medical. Next, he rolls to increase his Dodge. He rolls Feeble, so he erases the inspiration point and increases his Dodge from 3 to 4.

Dolin's player uses his first bonus point to try to increase Dolin's Strength. He rolls Poor on his Strength, and so he increases his Strength from 10 to 11. He uses the second bonus point to try to raise his Medical skill. He rolls Inferior, which allows him to increase his Medical from 13 to 14.

Gaining Spell Skills

All characters begin the game with many, if not all, of their spells at zero. A spell which is at zero cannot be increased in the normal fashion. Instead, a player must expend five bonus points to increase a spell to half the base skill listed above it on the character sheet (rounded down). The five points may be accumulated from different adventures, but must be spent all at the same time. There is no roll to raise the skill.

Once a spell has been increased above zero, it is raised in the same way as any other skill.

Example: *Dolin has a Conjure of 0. At the end of an adventure, he gains three bonus points. He applies*

two of them to Conjure, recording them as a pair of check marks on his character sheet. After his next adventure, he gains three more bonus points. He applies all of them to Conjure, giving him a total of five points on Conjure. His Conjure skill is immediately raised from 0 to 8, which is equal to half his Mechanical skill of 16.

Re-Using A Character

Over the course of several adventures, a successful character's abilities will increase, making the character more powerful. At the same time, the referee must develop greater challenges for the character to face.

A character who survives an adventure does not have to be used again. Unless the same character is necessary to connect interrelated adventures, the referee should allow players the option of creating new characters. Some people even create stables of characters, and run a different one in every adventure. While it can be fun to play different roles, it doesn't allow the characters much chance to improve. Nor does it allow for their personalities to develop fully.

If you become dissatisfied with a character, work at making him into the kind of character you want. Don't abandon him, or else you may find your gaming life littered with a trail of half formed characters.

Although players are encouraged to reuse their characters, this is not always possible. It'd be hard for you to participate if the referee's running an adventure that takes place 100 years before your character was born! Likewise, your character may not fit the plot of a certain adventure. If the adventure concerns a group of elves escorting a fairy princess to a magical festival, the referee may decide a goblin is inappropriate for the party. The referee should also prohibit characters that are too powerful for the adventure, or those that are significantly more powerful than the other characters.

Taking Damage

During an adventure, your character will be exposed to frequent danger. Things that could

possibly injure your character are given a damage rating from Catastrophic to Awesome, with Awesome being the greatest possible rating. It doesn't matter what the source of the danger is. It could be falling into a pit, or it might be an attack from a monster.

Determining how badly your character is hurt requires a number of steps. Foes do not take damage in the same fashion as player characters. The referee should consult Chapter 11: Foes for more information on injuring foes.

- The referee rolls a random hit location on the Hit Location table. He tells the player to roll his Defense for the location.
- The player rolls his defense and tells the referee the result.
- The character takes (Defense vs Damage) points of damage to the body part that was targeted. If the Defense roll is greater than the damage roll, then the character takes no damage at all. Points of damage are immediately converted to one of four levels of injury, as shown on the Wounds table. If the wound level is heavy the character loses his next turn. On a critical wound, the character is incapacitated.

Example: Dolin is fighting a warrior who does Passable damage. The warrior attacks Dolin. The referee rolls for the hit location and gets a 3; the warrior strikes at Dolin's left arm. Dolin rolls his left arm Defense and gets an Inferior result. Since this is 3 columns to the left of Passable, He takes 3 points of damage to his left arm, which equals a medium wound.

Recording Wounds

The Defense section on your character sheet includes a list of wound levels for each body part. Use it to keep track of how much damage your character takes. As your character is wounded, circle the appropriate wound next to the injured body part. If the wound level is already circled, circle the next highest unmarked wound level.

After combat, the Medical skill may be used to tend wounds (see Chapter 6: Skills).

Example: Malajusta takes a medium wound to her head. Her player circles the M next to "Head."

Later, a goblin sneaks up behind her and beans her with a club, delivering a heavy wound to her head. Her player circles the H next to "Head." During the fight, she takes another medium wound to her head. Since the M and H are already circled, Malajusta must increase the wound to the next highest unmarked level, which is C. The medium wound is increased to critical.

Critical Wounds

A character who reaches "critical" wound level is incapacitated until the wound is healed. An incapacitated character falls down and cannot move at more than a crawl. He can talk, but he cannot perform any action requiring the use of a skill or spell. A character who is incapacitated can be dispatched by anyone in just one round.

In addition, the character immediately loses a point from one group of skills as determined by the Critical Wounds table. The skill loss is permanent, and cannot be regained through healing. Critical wounds can reduce skills to a minimum of one; spells to zero.

You may wonder why the Critical Wounds table allows for some strange combinations, such as a critical leg injury that causes a reduction in a character's Intelligence. This is to prevent any one skill from being reduced too quickly. If every critical leg wound caused a loss of Agility, a character's Agility would quickly plummet.

Example: Dolin takes a critical wound to his head and immediately collapses. His player consults the Critical Wounds table and rolls d100. Getting a 63, he determines Dolin suffers slight amnesia, causing him to lose one point from his Knowledge skills. Dolin's Knowledge, Languages and Legends drop from 15 to 14. His Customs, Poisons and Theology go from 7 to 6. His Air Mastery, Morph, and Transform spells remain at zero. Dolin's player makes these changes immediately to his character sheet. Now that he is incapacitated, Dolin is completely at the mercy of his enemies. They tie him up and take him prisoner.

Death

A dead character is gone. You may not reuse him. There is much sorrow at seeing an adventurer die, but don't think of it as losing a character. Think

of it as an opportunity to create a new and different character!

Playing a variety of races and types will help you diversify your characters and make them distinct from each other. Seeing the game through the eyes of a spell user is much different than playing a non-spell user.

If your character dies during an adventure, the referee should let you roll up a new persona and reenter the game as soon as he is able to work in your character.

Natural Healing

Natural healing is a slow process. At the end of every two days of complete rest, a player may reduce one wound by one level.

It is assumed that between adventures, a character spends time recuperating from any injuries he has taken. All damage is erased from the character sheet. Skill penalties due to critical wounds are not recovered except through inspiration points, as explained earlier in this chapter.

Hit Location

d6	Location
1	Head
2	Chest
3	Left Arm
4	Right Arm
5	Left Leg
6	Right Leg

Wounds

Damage	Level	Effects
1-2	Light	A mere scratch or bruise.
3-4	Medium	A deep cut.
5	Heavy	A severe injury. The character loses his next turn as he recovers.
6+	Critical	The character is incapacitated and suffers a permanent skill loss as shown on the Critical wounds table.

Critical Wounds

d100	Penalty
01-08	-1 Agility and all related skills.
09-15	-1 Alertness and all related skills.
16-23	-1 Charm and all related skills.
24-31	-1 Cunning and all related skills.
32-38	-1 Defense on body part hit.
39-46	-1 Dexterity and all related skills.
47-54	-1 Fate and all related skills.
55-62	-1 Intelligence and related skills.
63-69	-1 Knowledge and all related skills.
70-77	-1 Mechanical and all related skills.
78-85	-1 Nature and all related skills.
86-92	-1 Stamina and all related skills.
93-00	-1 Strength and all related skills.

Combat

Characters can only attack opponents who are in range. A character using a brawling weapon can only strike at foes within brawling range; those with thrown weapons can attack foes within thrown range; and those with missile weapons can attack foes at missile or thrown range. A character coming within brawling range of a foe must deal with that foe if it blocks or attacks him.

Player Attacking

The weapons in Chapter 7: Equipment are given damage ratings. For example, a rapier has a 13 damage. When attacking, a player rolls either his weapon's damage rating or his character's skill, whichever is lower. So a character with a 15 Sword skill who was using a rapier would roll against 13. The player's attack roll equals the damage he inflicts on the target.

A foe does not roll to determine his damage. Instead, the player must roll his Defense to avoid being hurt. Foes automatically inflict a set amount of damage each attack. For instance, a goblin might do Poor damage, while a giant would do Great damage. See Chapter 11: Foes for information on how to record damage to foes.

Example: Malajusta swings her claymore at Dolin. A claymore has a damage rating of 25, but Malajusta's Sword skill is only 13, so she rolls versus the 13. She gets a Poor roll, which means she does Poor damage to Dolin.

Because Dolin is a player character, Malajusta must roll a hit location. She rolls a 3, indicating she struck at Dolin's left arm.

Dolin rolls his left arm Defense and gets a Poor roll. Since (Poor vs Poor) = 1, Dolin takes a light wound to his left arm.

Example: Dolin is attacked by a specter. The specter has a damage rating of Passable. The referee rolls for the hit location and gets a 1, a head attack. If Dolin rolls Passable or less on his head Defense, he will be injured. Dolin rolls a Pathetic result, which is five columns under Passable. Dolin takes five points of damage, which equals a heavy wound to his head.

Catastrophic Attacks

If a player rolls Catastrophic on his attack, he must roll Passable on Dexterity or else drop his weapon. If his Dexterity roll is also Catastrophic, his weapon breaks.

A character who uses a missile on a foe who is adjacent to a friend will hit his friend on a Catastrophic or Pathetic attack. The friend takes Passable damage to a random location.

Combat Modifiers

Your players' tactics will have an effect on how well they fight. Foolish maneuvers should result in a -1 column penalty, while imaginative attacks should be given a +1 column bonus. Here are some suggestions:

- +1 column when attacking a prone foe.
- +1 column if attacking an unsuspecting foe.
- 1 column when attacking while prone.
- 2 columns if attacking foe you can't see.
- 1 column if targeting a specific body part.
- +1 column if taking 1 complete action to aim.

Unconscious foes are automatically dispatched by a player with a weapon.

Combat Options

Besides attacking, there are a number of other actions a character may attempt during a fight. This section covers some of the most common actions.

Using Two Weapons

A character may use two one-handed weapons to attack. An attack with his right handed weapon is at -1 column, while an attack with his left handed weapon is at -2 columns (this is reversed if the character is left-handed). A character may attack once per turn with each weapon.

Shield Parry

A player may try to parry a foe with his shield while attacking with his other hand. When making this maneuver, the player receives +1 column on his Defense roll versus the parried foe, but suffers -1 column on his attack roll.

Example: Dolin is fighting a serpentine. Dolin has a shield in his left hand and an axe in his right. He decides to parry the serpentine while attacking with his axe. He rolls his attack at -1 column and gets a Good roll which is reduced to Passable. The serpentine takes Passable damage. Now Dolin rolls his Defense versus the serpentine's attack. Dolin rolls Good which is increased to Great because of his +1 column bonus for actively parrying. Dolin is missed.

Standing Up

A prone character can rise to his feet in one of two ways:

1. The character uses the entire turn to stand.
2. The player rolls Passable on Agility. If made, the character can also act that turn. If failed, the character cannot stand.

Example: Dolin finds himself on the ground, a large demon hovering above him. He tries to stand and attack the demon in one turn. Dolin rolls Passable on his Agility, and manages to get to his feet. He has just enough time to take a swipe at the demon before his turn ends.

Drawing a Weapon

A character can draw or pick up a weapon in one of two ways:

1. The character uses his entire turn to draw a weapon.
2. The player rolls Passable on Dexterity. If made, the character can also act the same turn. If failed, the new weapon is dropped.

Flæging Combat

While engaged in combat, a character cannot simply leave. First of all, he must be standing. He may disengage from combat if his foe is being blocked by another character. Or, he can escape by rolling Passable on Dodge. The final way to escape is to knock his opponent back (see Bashing below).

A character escaping from combat must roll his Run over the Run of his opponent to get away. If a foe does not pursue, he automatically gets away.

Bashing

A character may knock a foe back (foe's Strength vs Character's Strength) yards. This may be used to maneuver the foe into a bad position (into a cage or off a balcony) or to enable the character to flee. If the target is knocked back 3 or more yards, he falls down. If the bash fails, the attacker must roll Passable on Agility or else fall down himself.

Blocking

A character may wish to protect a companion by blocking a foe's attack. The character must roll Great on his Agility to interpose himself. If made, the character jumps in front of his friend and must roll his Defense to avoid being harmed instead of the intended target. Of course, the referee must judge whether or not the character is close enough to make this maneuver.

Grapple

A character can try to pin his opponent. First, the character must roll his Agility over the defender's Agility. If this roll is made, the attacker can hold him for (target's Strength vs attacker's Strength) turns. At the end of this time, the character must make another Strength roll to continue holding his opponent. If the attacker rolls

Awesome, or the target rolls Catastrophic, the target is held until the attacker lets him go.

Grabbing a Weapon

A character may try to take an opponent's weapon away from him. First, the attacker must roll his Dexterity over the defender's Dexterity. If this roll is made, the attacker has grabbed the weapon. He must then roll his Strength over the defender's Strength to pull the weapon away. If made, the attacker has the weapon. The same process may be used to disarm an opponent.

Attacking Objects

Some objects, such as mirrors and pottery, can be easily smashed—there is no roll required. For more sturdy objects, such as a barricaded door, the referee assigns a roll required to destroy the object, based on how sturdy the object is and how large of a weapon the player is using. Unlike living creatures, an object is either destroyed or unharmed.

***Example:** Dolin wants to smash an amulet with his long sword. The referee decides that Dolin will need a Good roll to destroy the amulet. Dolin makes his attack roll, and gets a Passable result. He dents the amulet, but it remains intact.*

Now Malajusta tries to smash the amulet. She is using her bare fist, so the referee sets her RR at Superior. She rolls Awesome on her Brawling and crushes the amulet.

Foe vs. Foe

Sometimes, foes fight between themselves. If the players are not involved, the referee controls the fight completely. She decides how badly the combatants are wounded, who wins, how long it takes, and so on, according to logic and the dramatic necessities of the adventure.

Mass Combat

A war can be an exciting adventure, but it is also quite possible for the players to become lost in the swirl of action.

If the players are merely pawns in the battle, the referee should let them fight as much as they wish, giving them plenty of adversaries to fight, as well as opportunities to retreat. Unless the characters do something significant to change the balance of the fight (like assassinating the commander of an army), the outcome of the battle is totally up to the referee, according to the dramatic needs of the story.

Player Leaders

A character in charge of troops has a chance of affecting the course of a battle. A character may lead his troops with his Bully or Preach skills. For purposes of this discussion, this is called the character's Leadership skill. A character can lead up to (Leadership - 8) x 10 people.

Before a large battle begins, the referee must set the odds. This is done by comparing the type of troops involved and the tactical situation. For instance, 10 armored soldiers on a castle wall are more than a match for 50 unarmed peasants on the ground below, while one dragon may be equal to 20 knights.

The odds of the battle determine the Leadership RR for the player's side to win. This is shown on the Combat Odds table. If the player makes his Leadership roll, his side will have (RR vs Leadership) x 20% survivors. All of the foes will be killed, routed, or captured.

If the player fails his Leadership roll, the foes will have (Leadership vs RR-1) x 20% survivors, and all of the player's troops will be killed, routed, or captured. The player must make a Run roll versus the roll required to win the battle. If made, the player's character flees the field of combat. If failed, or if he decides not to flee, the character is captured.

Usually, 70% of the losing side will be killed, 20% will be routed, and 10% will be captured.

Leaders normally fight with their troops. Any character who fights in a mass battle will have to

fight a number of foes equal to the odds. For instance, if the odds are 2:1 in favor of the foes, the player will have to fight at least 2 foes by himself. A character may opt to fight more foes than is required, and he must always fight at least one. Any additional foes that he kills are subtracted from the number of foes who survive the battle.

A leader may hang back from the battle, but he suffers -1 column from his Leadership roll. By hanging back, the character need not fight any foes and may flee at any time without making a Run roll.

If a leader flees combat, his side automatically loses the battle.

Example: Dolin is leading 40 dwarves. They encounter 20 hill folk. The referee decides the odds are 2:1 in favor of Dolin's dwarves.

Dolin leads his troops with his Bully skill, ordering them to hack and slash the foes into pieces. Because the odds are 2:1, all Dolin needs to win the battle is a Bully roll of Poor or better.

Dolin rolls 6 and gets a Feeble result. Instead of taking advantage of their greater numbers, the dwarves hang back. A few, who hate Dolin's tyranny, break and flee. Dolin yells at them to charge, but they won't listen to him. Dolin doesn't even think to have his superior forces surround the enemy. The hill folk form a wedge and plow into the dwarves.

During the battle, Dolin must fight one hill folk. Dolin easily dispatches him.

Many hill folk die. In fact, only 20% survive. That leaves only 4 hill folk standing at the end of the battle. Subtracting the one that Dolin killed leaves only three.

However, since Dolin failed his Bully roll, his side loses the battle. 70% of his troops are killed. That makes 28 dead. 20% of his troops are routed, so 8 dwarves flee while their brethren are being killed. And 4 dwarves (10%) are captured. The referee decides three were knocked unconscious during the battle and one surrendered.

Was Dolin among the captured? The referee asks his player to make a Poor Run roll (remember, Poor was the RR to win the battle). His player rolls Good, so Dolin was among those who escaped.

At this point, Dolin may regroup the survivors and make another attack on the three surviving hill folk. Or Dolin could try to kill the hill folk on his own. Or the hill folk might hold the four captives as hostages, demanding safe passage. Anything is possible.

Combat Odds

<u>Player:Foes</u>	<u>Roll Required</u>
1:5	Awesome
1:4	Superior
1:3	Great
1:2	Good
1:1	Passable
2:1	Poor
3:1	Inferior
4:1	Feeble
5:1	Pathetic

Chapter 9

Magic

Spells

All magic is performed through the use of spells. There are 22 spells in the game. They are marked with an asterisk (*) in the skill section of your character sheet. They are also shown on the Spell List table.

Each spell can be used in a myriad of ways. For instance, the Shapeshift spell can be used to make a character taller, shorter, fatter, thinner, green-skinned or all of these effects at once. Different characters can achieve the same effect by using different spells. If a character wanted to turn himself invisible, he could use the Shapeshift spell to make himself transparent. Or, he could use the Illusion spell to make light rays bend around him. Or he could use the Bewitch spell to make people unaware of his presence. The possibilities are endless.

To perform magic, you must have a spell with a score greater than zero. If all your spells are zero, then you cannot cast spells. See Chapter 8: How to Play for information on improving skills.

Armor blocks the power of magic. A character may wear only Fate - 10 points of armor and still cast spells.

Spell List

<u>Skill</u>	<u>Related Base Skill</u>
Air Mastery	Knowledge
Alter	Nature
Bewitch	Charm
Bind	Stamina
Commune	Fate
Conjure	Mechanical
Control	Nature
Divination	Alertness
Earth Mastery	Stamina
Enchant	Mechanical
Fire Mastery	Intelligence
Heal	Fate
Illusion	Intelligence
Morph	Knowledge
Move	Stamina
Plant Mastery	Nature
Protection	Intelligence
Shapeshift	Cunning
Summon	Fate
Transform	Knowledge
Transmute	Mechanical
Water Mastery	Agility

Casting Spells

Magic is an uncertain art. In science, results are reproducible; in sorcery, a spell never seems to work the same way twice.

It takes about six seconds to cast a spell; about the same length of time needed to make an attack. Depending on a character's spell user type, casting a spell requires anything from a subtle finger gesture to elaborate motions and a booming incantation. Non-spell user types employ both hand gestures and incantations to cast spells. If using only one or the other, their spell costs are doubled.

The process of spell casting is outlined here:

1. The player specifies the spell he would like to use, his intended target(s), and the effect he seeks.
2. The referee decides whether the spell is appropriate for what the player is attempting. If it is not, he tells the player

that he cannot use the spell in the proposed manner.

3. If the spell is appropriate, the referee arrives at a cost to cast the spell. The cost can be zero or more. Calculating the cost is explained in the next section.
4. The player subtracts the cost from his spell skill, rolls his spell skill on the ART and tells the referee the result.
5. The referee interprets the results depending on the roll. Generally a spell will succeed on a Passable or better roll. If the spell is being cast at an unwilling target, the referee should use a skill of the target as the roll required. As a default, the referee may wish to use the target's Fate (or Magic Resistance in the case of foes) -although another skill may be substituted if the referee deems it more suitable. Depending on the column difference between the RR and the player's roll, the referee may adjust the duration or effects.

Example: Rigorous the necromancer has captured an assassin and is trying to find out who sent the fellow to cut his throat. The assassin is a surly fellow, so the player asks the referee, "I want to use my Bewitch spell to make him think I'm his best friend." This sounds reasonable, so the referee decides the cost is zero. With his Bewitch of 14, Rigorous achieves a Passable result on the ART. The referee tells him that the assassin is decidedly more relaxed and seems willing to talk.

Spell Costs

The cost to cast a spell reflects the effort a character must make to bend reality to his whim. Using magic is a physically draining endeavor, and it cannot be done for long.

It is up to the referee to decide upon the cost of a spell at the time it is cast. The referee can control the amount of magic in a game by adjusting the spell cost. For a game with a lot of magic, the referee should charge zero for most spells. For an adventure where magic is rare, the cost could be as high as five for a typical spell.

After the referee specifies the spell cost, a player may decide not to attempt the spell. In this

case, he does not pay the cost, and instead may choose to perform a different action that turn.

If the player decides to attempt the spell, he must subtract the cost from the spell skill he is using. If this reduces his spell below one, he may not cast the spell.

The cost deduction is made whether or not the spell is successful, and it lasts until the end of the adventure. Consequently, the more spells a character attempts, the weaker his magic becomes. For this reason, players should keep track of two values for each spell they have: a starting value and a current value.

After an adventure, a character regains all expended spell points. It takes weeks of rest and research in a spell user's study to recover spell points. The only way a character can regain spell points during an adventure is through special magical means (perhaps by drinking from an enchanted fountain, receiving the blessings of a fantastic creature, or some other extraordinary event).

Setting the Cost

While there is no upper limit on spell costs, most spells will have a cost of 0 to 5. There are three factors a referee must consider when setting the cost of a spell: its effect, range, and number of targets.

While we've provided extensive guidelines in this chapter for setting costs, the referee should feel free to use whatever cost he feels is right. He needn't feel compelled to be consistent. A character can cast a spell one turn with a cost of zero, and the next turn attempt the same spell only to learn the cost is now five. Perhaps the stars have changed alignment, or the magical aura that permeates the area has ebbed.

The real reason the referee is given free license to set the spell costs is playability. Only the referee can decide how a spell will potentially affect his adventure. If a referee charges too little for a spell one turn, he can correct his error by charging more the next time the spell is used. Eventually, the referee will find the right balance for his game-one that will keep his players content without making them too powerful.

There is one limitation on the referee: he cannot change the cost of a spell after the player has rolled to cast it.

Effect

The cost of a spell mainly depends upon how much of an advantage it will give the caster. Showy spells that change the game little but add a bit of personality or whimsy should be given a cost of zero. For example, if a character uses his Fire Mastery to light his pipe, it would cost zero.

Spells that have a major impact on the game should have a much higher cost. A Conjure spell used to create a castle would have a cost of at least five.

The referee should reduce the cost of an especially inventive spell or one with obvious limitations. On the other hand, a blatant attempt to surmount an obstacle through magic alone and not creativity should have a high cost.

Range

The range of a spell is the distance between the caster and the furthest target. Spells can be cast at any distance. A spell user may use Heal on someone he is touching; or he may wish to use Commune to communicate telepathically with a friend miles away.

The range modifies the cost of the spell only insofar as it increases the advantage to the caster. Clearly, a character who uses Fire Mastery to incinerate a giant miles away should expect to pay much more than a character who uses Fire Mastery on a giant who is in the same room. In the first case, the character is in no immediate danger-the giant cannot retaliate even if the spell fails. But if the target is in the immediate area, the character's advantage is greatly reduced.

A character who tries to use a spell on a target he cannot even see should pay an extremely high cost. A character who tries to use Move to teleport himself to the king's treasure vault-a room he has never seen before-would have to pay at least ten points.

As a rule of thumb, the referee may want to charge slightly more for spells cast at missile range, or reduce the cost if the caster is touching his target. If the caster cannot see his target clearly, the cost should be at least 2.

In most cases, spells can be cast at brawling or thrown range without penalty. Spells at missile range should have a slightly higher cost of at least 2.

Beyond that, the greater the range, the higher the cost. The cost will also be more if the caster cannot see his targets clearly-such spells should have a cost of 3 or more. There are exceptions. For instance, a Commune spell can be used at great ranges with low cost.

If the caster is touching his target, the referee may wish to reduce the cost slightly.

Number of Targets

A spell that influences multiple targets costs more than one with a single target. This is directly related, again, to the advantage the spell gives to the player. Clearly, a spell that wipes out ten ogres is more useful than one that harms a single ogre, and hence the former would cost more.

Instead of trying to figure out how much the spell would cost to affect one target and then multiplying it by the number of targets (which results in too high a cost anyway), the referee should simply set the cost based upon what feels right. If a Bewitch spell used to cause a goblin to fall asleep costs zero, then the same spell used to cause four goblins to sleep would cost about 2 points. If it's used to put an entire army of goblins to sleep, the cost might be as high as 20, unless the referee doesn't mind, in which case he could lower the cost to 10.

Duration

While a player may tell the referee how long he would like a spell to last, it's ultimately the referee who decides the spell's actual duration. Some spells have an obvious duration. For instance, the effects of a healing spell are permanent. Other spells last a variable length of time. Here are some suggestions based upon the player's spell roll. The referee is free to set the duration as he sees fit, and the caster may always end the spell early at his discretion.

Passable: The spell lasts a few (d6) turns or minutes.

Good: The spell lasts until the caster is attacked or casts another spell or is otherwise distracted.

Great: The spell lasts until the caster takes any damage or otherwise has his concentration broken.

Superior: The spell lasts until the caster takes heavy or critical damage, or until he goes to sleep.

Awesome: The spell lasts until the caster takes critical damage.

Spell Effects

In a case where the referee cannot modify the duration, he should change the potency of the spell's effects to reflect the caster's roll. This is a bit more tricky than adjusting the duration, and requires the referee's judgement. It's normally a process of reducing or increasing the spell's intensity, depending on whether the player rolls less than, or over Great. See the spell examples later in this chapter for some ideas on how to modify spell effects.

Often after a spell is cast, there will be some question about how it works. For instance, if a character casts a spell that allows him to breathe underwater, does it also allow him to breathe when submerged in a cask of wine? The referee must decide these issues for himself, based upon how well the player made his casting roll and the cost originally assigned to the spell.

Spell Failure

Spells are limited by the One Roll Rule explained in Chapter 8: How to Play. For example, if a character tries to Bewitch a foe and fails, the foe is immune to the character's Bewitch spell for the rest of the adventure.

Magic warps the laws of nature, and fooling with nature is not without its dangers. If the player's roll to cast a spell is Catastrophic, the spell user must immediately reduce the spell skill he attempted to use by (Fate vs Great) x 2 points. The lost points are regained at the end of the adventure.

Cost Reductions

Special circumstances can reduce the cost of a spell. First of all, time and location can alter a spell's cost. For instance, a full moon or an eclipse might reduce the cost by -1 for a witch. A highly magical place such as an enchanted forest might reduce the cost by -2 (making many spells no charge). The opposite is also true. In a cathedral, the cost for spells might be doubled because of the non-magical

nature of the region. In the lair of a powerful wizard, the spells of all other characters might be at +2 cost. The referee will have to decide upon any such special circumstances, and the affect they have on the cost of casting a spell.

Group Castings

A group casting is when a number of characters get together to throw a spell. While it reduces the cost of the spell, it also takes about one hour; any interruption will ruin the spell. The maximum number of participants equals the caster's (Charm - 10) multiplied by five. A character with a Charm of 10 or less cannot perform a group casting.

Participants can be anyone, even non-spell users, who have a strong desire for the spell to succeed. They chant, hold candles, and otherwise set the mood. All participants must be in the same local area as the caster. For every three participants, the cost to cast the spell is reduced by one. Thus, if there were 12 participants, the cost would be at -4.

Example: Matilda is hired by a small community of nomads to make rain fall on their parched crops. The referee sets the cost at 10. To increase her chances, she gathers some townsfolk. She has a Charm of 15, so she can gather together $(15 - 10) \times 5 = 25$ townsfolk to help her. The townsfolk will reduce the cost to cast the spell by 25 $\div 3 = 8.33$ (rounds down to 8). This makes the cost of the skill $10 - 8 = 2$. Matilda subtracts the cost of 2 from her Water Mastery skill and casts the spell. She gets a Good roll, and the rains begin to fall.

Spell List

The character Matilda is used in all the following examples. This is done simply for convenience sake. No single character will possess all the spell skills.

Air Mastery

This spell allows you to create, destroy, and manipulate air or other gases. The normal roll required equals Passable. With Air Mastery, you can control sound, create areas of silence or send

messages miles away on the breeze. You can create a small but powerful tornado which can knock people down, pull weapons from their grasp, and even overturn carts (the caster rolls his Knowledge to resolve actions made by the whirlwind). You can create air underwater, enabling you to breathe while submerged. It would also be possible to use Air Mastery to create light, or to make the air opaque, creating darkness.

Example: Finding her path blocked by a pit, Matilda wants to create a wind to carry her across. The referee sets the cost at 1. Matilda rolls her Air Mastery and gets Passable. It's a rough ride, and the wind dumps her before she reaches the far side of the chasm. The referee asks her to make a Dexterity roll to grab the far edge of the pit.

Alter

This spell permits you to change the shape or attributes of an animal. The normal roll required equals the animal's Magic Resistance. With it, you could give a horse wings, make a dog invisible, or even turn a toad into a dragon. This spell confers no special control over the altered creature.

Example: Matilda is fleeing the royal guard on horseback. The soldiers are catching up, and Matilda wants to give her horse wings on its feet so it will move twice as fast. The referee sets the cost at 1. Matilda rolls Great on her Alter spell. The horse surges ahead, its winged feet kicking up puffs of clouds. As long as Matilda maintains her concentration, the horse will move twice as fast as a normal steed.

Bewitch

This spell allows you to control the mind or movements of another intelligent humanoid. Normally, the roll required equals the target's Magic Resistance or Will. You can compel the victim to perform a specific action, or to feel an emotion (love or fear, for example). You can cause the target to flee, or to pass out. You can also use this power to soothe pain, allowing the target to ignore all penalties for wounds.

Example: In a bar, a draconian picks a fight with Matilda, calling her all sorts of despicable names. Matilda wants to Bewitch him so he must dance and tell jokes as though performing for a

crowd. The referee sets the cost at 0. Matilda rolls Good on her Bewitch spell. The draconian has a Magic Resistance of Good, so he is swayed for only a few turns. The draconian's bad jokes incite a barrage of rotten vegetables from his audience. Wisely, Matilda flees the tavern during the confusion.

Bind

This spell allows you to control the mind or movements of a supernatural, enchanted, or magical being. The roll required is usually the target's Magic Resistance. It's used to turn undead creatures, preventing them from coming within melee range of the caster. It can be used to force a demon to do your bidding.

Example: Matilda sees a unicorn grazing by a lake. She thinks he'd make a dandy steed. Hoping not to spook the magnificent creature, she casts her Bind spell from the cover of some trees. The referee sets the cost at 2. Matilda rolls Poor on her Bind. The unicorn, unaffected by her spell, lifts his head and bolts.

Commune

This spell allows you to communicate with animals, people, magical beings, and even inanimate objects. The roll required is Passable, or if used on an unwilling victim, the victim's Magic Resistance or Will. You may send your thoughts to another character, read the target's mind, speak with animals, or question the walls of a castle to find out what has happened before it in the past. This power can even be used to speak with the dead.

Example: While exploring an ancient cemetery, Matilda finds the statue of a huge fist. The statue appears strange and out of place. Matilda uses her Commune spell to speak with the stone fist. The referee sets the cost at 0. Matilda gets a Good roll. The referee allows her to ask two questions of the stone fist. She asks "Who made you?" The fist answers that it was made by a famous dwarf sculptor who is now long dead. Next Matilda asks, "Why were you put here?" The fist answers, quite honestly, "To conceal the secret passage that lies beneath me." Now Matilda wishes she had a third question so she could find out how to open the secret passage!

Control

This spell allows you to control the mind or movements of a non-magical animal. The roll required equals the animal's Magic Resistance. You may control the actions of the target as long as it remains within your line of sight.

Example: Matilda wants to learn what Baron Scabious is plotting in his tower, but there's no way she can get inside. Looking out the window of her inn, she decides to possess a pigeon from the village market on the street below. Since a pigeon is a very weak creature, the referee sets the cost at 0. Matilda rolls her Commune and gets a Superior result. Leaving her body lying on a bed at the inn, her mind enters the body of the bird. She can possess the bird until she takes a heavy wound. Matilda the pigeon flies for the windowsill of the baron's tower. She doesn't notice the hawk circling overhead until its shadow falls across her.

Conjure

This spell allows you to create an inanimate object or objects out of nothing. Anything from a thimble to a castle may be made. The roll required is normally Passable. The object is only temporary, and at the end of the spell's duration, it vanishes.

Example: Matilda is standing at the edge of a twenty-foot wide pit she needs to cross. She wants to use her Conjure spell to create a bridge. The referee sets the cost at 2. Matilda rolls Conjure and gets an Awesome result! The bridge will last until Matilda takes a critical wound.

Divination

This spell allows you to perceive distant or future events, to detect hidden qualities or features, or to gain otherwise unavailable knowledge. The roll required is normally Passable. You can detect the direction or distance of a specific object. You can detect secret doors, magic items, or any other specific feature. You can predict the most probable future should a stated course of action be taken.

Example: Matilda knows there's a traitor in the king's court, but she doesn't know who. At a banquet, she wants to use Divination to determine if anyone present holds ill will toward the king.

Because there are so many people in the room, and Matilda is directing her gaze at them all, the referee sets the cost at 3. Matilda rolls Passable on her Divination. She spots quite a few people with ill will toward the king, but her magic isn't powerful enough to tell her who the traitor is.

Earth Mastery

This spell allows you to create, destroy, and manipulate earth and rock. The roll required is normally Passable. With it, you may turn a pile of rubble into a castle, open a passage through a stone wall, animate a marble sculpture, or cause the earth to open up.

Example: Caught in a mountain pass during a snowstorm, Matilda knows she'll freeze unless she finds shelter. She uses Earth Mastery to create a dry cave-complete with a door-within a cliffside. The referee sets the cost at 1. Matilda rolls Great. The cave cottage will last as long as she maintains her concentration. It doesn't appear Matilda will be getting any sleep this night!

Enchant

This spell can be used to animate objects, causing them to move on their own. You can control their movements at will. Or it may be used to manipulate objects as though you were touching them. Typically, the roll required is Passable.

Example: The king's guards are after Matilda again. She flees out the castle gate, turns and casts an Enchantment to slam the gate and hold it closed. The referee sets the cost at 0. Matilda rolls her Enchant spell and gets a Good result. The gate will remain closed until Matilda is distracted, or until the guards can force it open by beating Matilda's Good roll with their Strength.

Fire Mastery

This spell allows you to create, destroy, and manipulate fire, lightning, and other forms of electromagnetic energy (such as visible light). The roll required is normally Passable. The damage caused by the fire is equal to the character's Fire Mastery roll. You can specify damage of +1 column or more, but the cost will be greater. For example, if

you want a fireball that does damage equal to your roll +1 column, you would pay a cost of 2. You can also use Fire Mastery to turn a normal weapon into a flaming weapon which does +1 column damage when the flame is on. Fire Mastery can also be used to create light.

Example: Hungry wolves are tracking Matilda! She has no choice but to defend herself. She uses her Fire Mastery to direct bolts of flame at the wolves. There are four wolves so the referee sets the cost at 1. Matilda rolls Good on her Fire Mastery. Bolts of flame shoot from her hand. The wolves yelp in pain as each takes Good damage.

Heal

This spell allows you to heal any creature. At high cost, it can even restore lost limbs and bring a creature back from death. The roll required is normally Passable, although resurrecting a character may have a higher RR. The effects of healing spells are permanent. Heal may also be used to cure the effects of poison and disease. Generally, a Heal spell has a cost of 1 and can heal (Passable vs Heal) x 3 levels of damage. Healing magic can remove any wound, even those that have been X'ed out due to a failed Medical roll.

Example: Matilda wants to heal Dolin. The referee sets the cost at 1. She rolls her Heal spell and gets a Great result. The referee decides she may reduce his wounds by 9 levels. Dolin's player erases two critical wounds and a light from Dolin's character sheet.

Illusion

This spell allows you to create, destroy, and manipulate illusions. Illusions fool the senses of sight, hearing, and smell. The roll required is Passable. The cost depends on how "real" the illusion is.

A character who sees an illusion may attempt to disbelieve it by rolling his Intelligence (or Magic Resistance for foes) versus the roll that created the illusion. If the Intelligence roll is higher, the character knows it isn't real. A character cannot be influenced in any way by an illusion he successfully disbelieves (although he can still see and hear it). A player must specifically state he is trying to

disbelieve an illusion. Disbelieving requires a full turn of concentration.

An image looks, acts, and sounds just like the real thing, but it's under the control of the caster. If touched, it is dispelled. Images have a cost of zero or more, depending on size.

A phantasm is so realistic that it seems solid, but it costs more to create. A phantasm will feel and even taste real. A phantasm wall could not be passed through, and a phantasm dragon could make people actually believe they have been harmed by its fiery breath. The damage is psychosomatic, and disappears once the spell ends. A character who is "killed" by an illusion merely falls unconscious. However, a phantasm has no real physical effect. For instance, a phantasm bridge could not support the weight of a real person. Phantasms have a cost of two or more, depending on size.

A facade is an illusion cast on a person or object to make it appear like something else. The target gains none of the properties of its facade. For instance, a character made to look like an eagle could not fly. A facade has a cost of zero or one.

Example: Hiding in a closet, Matilda creates the image of a wall in front of her so the king's guard won't spot her. The referee sets the cost at 0. Matilda rolls Good. She can maintain the wall for as long as she isn't distracted.

Morph

This spell permits you to change the shape or attributes of a supernatural or magical being. The roll required equals the target's Magic Resistance. With it, you could turn a dragon into a toad, make a unicorn invisible, or slow a demon so he can only act once every other turn. This spell gives you no control over the altered creature.

Example: "Who has disturbed my rest?" groans a voice from the crypt. "The defilers must die!" The sarcophagus opens and out shambles a desiccated mummy. Matilda tires to use her Morph spell to shrink the mummy to one foot tall. The referee sets the cost at 1. Matilda rolls her Morph spell and gets a Passable result. Since it's under the mummy's Magic Resistance, he is unaffected. He shuffles forward, his one good arm extended, the fingers seeking Matilda's throat.

Move

This spell allows you to physically move an object, animal, or person. The actions of the target cannot be controlled or finely manipulated. It is simply picked up and moved to another location. At high cost, this spell includes teleportation. The normal roll required is Passable, or if the target resists, its Magic Resistance (for foes) or Will (for other characters).

Example: Matilda wants to teleport herself and two friends out of a dungeon and back to their inn. The referee sets the cost at 3. Matilda rolls Feeble on her Move spell. The spell fails.

Plant Mastery

This spell allows you to create, destroy, alter, and control plants. The typical roll required is Passable.

Example: While traveling through a forest, Matilda is attacked by three barghests. She uses Plant Mastery to summon powerful gripping vines to entangle the legs of the hounds. The referee sets the cost at 1. Matilda makes a Passable Plant Mastery roll. Vines sprout beneath the barghests' legs, holding them tight for just a few turns.

Protection

This spell allows you to defend against a specific circumstance, creature, spell, or other hazard. The roll required is normally Passable. You must state specifically what you are protecting against. The more limited the protection, the lower the cost.

Example: Matilda finds a pile of gnawed bones outside a cave. Before advancing into the dark recesses, she wants to protect herself against trolls, so that she can take no harm from them. The referee sets the cost at 0 (it's a powerful spell, but very limited). Matilda rolls her Protection spell and gets a Great result. She will be immune to trolls for as long as she maintains her concentration.

Shapeshift

This spell allows you to change your own shape or attributes. It can grant you exceptional

attributes, such as the ability to fly. The roll required is typically Passable. The cost depends on how much of an advantage the alteration gives the character.

Shapeshifting usually gives a character a bonus to one or more skills. For example, a character could turn his skin into stone, giving him a bonus of +10 to his Defense. Or, he could change into an ogre, giving him +5 on Strength and Stamina skills. Another character might shapeshift his hands into suction cups, giving him +5 on Climb.

As a general rule, a change that grants +5 to a skill costs 1 point. A change that grants +10 costs 2 points, and a change that gives +15 costs 3 points.

Example: Matilda wants to fly to the nearby town of Brundlebee. She uses Shapeshift to give herself wings. The referee sets the cost at 1. Matilda rolls Passable on her Shapeshift skill. Rather than have the power last only a few minutes (the normal duration for a Passable roll), the referee decides Matilda flies only part way to the town before her spell gives out and dumps her in the wilderness.

Summon

This spell allows you to summon a living being. It may be an animal, humanoid, or supernatural creature. The summoned creature is not under your control, and may be quite angry at being brought to your location. The roll required equals the creature's Magic Resistance. The cost depends on how powerful the creature is. A summoned creature disappears when the duration of the spell ends.

Example: Faced by two angry spriggans, Matilda summons a firbolg in the hopes he will help her fight. The referee sets the cost at 1. Matilda rolls Good on her Summon spell. The firbolg appears, clad in platemail with a broadsword in his hands. "Protect me kind sir," Matilda pleads. "These spriggans are agents of the Unseelie Court!" The referee asks her to make a Lie roll to determine if the firbolg believes her. She rolls Poor. "See here," the firbolg says, "not all spriggans are with the Unseelie Court. You two there, explain what you're about." While he won't fight for Matilda, he won't let the spriggans attack her either. As long as Matilda isn't distracted, she can maintain the spell. But once she tries to cast another spell, the firbolg will return to wherever he came from.

Transform

This spell allows you to change the shape or attributes of another intelligent humanoid. It may not be used on yourself. The roll required is Passable, or the target's Magic Resistance (for foes) or Will (for characters) if they resist. You can also use Transform to turn a person into a toad, or into a troll. This spell gives you no control over the altered person. The cost depends on how much of an advantage, or disadvantage, you bestow upon the target.

Example: During a fight, Matilda wishes to slow her opponent so he can only attack every other turn. She decides to use her Transform spell to turn his feet to lead. The referee sets the cost at 1. Matilda rolls Awesome on her Transform spell. The target's feet turn to lead for the rest of the adventure.

beneath their feet. The referee sets the cost at 2. Matilda rolls Good. The ice will as long as Matilda isn't distracted. Since the trolls have an Agility less than Good, they stumble and fall on the ice, sprawling awkwardly as Matilda races around them.

Transmute

This spell allows you to change the shape or attributes of an inanimate object. The roll required is normally Passable. It can turn food and drink into poison, or turn corrupted food into an edible feast. It can be used to change the size of an object, or its mass. It can also be used to create temporary magic armor, increasing a piece of armor's Defense bonus by +2 for the duration of the spell.

Example: Matilda is attacked by a brigand with a short sword. Wishing to disarm him, Matilda casts Transmute to cause his sword to rust away. The referee sets the cost at 2. Matilda rolls Good on her Transmute spell. The referee decides the sword rusts to a stub. He reduces the brigand's damage rating with the sword from Passable to Inferior.

Water Mastery

This spell allows you to create, destroy, and manipulate water, ice, and other liquids. It can be used to cause a liquid to coagulate, turning a lake into a quivering mass with the consistency of rubber. With Water Mastery, you can part the waters of a river, summon a thick fog, or cause it to rain.

Example: Matilda needs to get past two trolls. She uses Water Mastery to create a sheet of ice

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Book 2

Referee's Rulebook

Chapter 10

Running the Game

Encounters

Encounters are the building blocks of an adventure, much like scenes in a movie or the chapters of a book. Whenever a character interacts with a foe, or confronts an obstacle, it is an encounter. Describe the setting and situation to the players and ask them how their characters respond. Then play out the encounter until the obstacle is overcome or avoided.

Every encounter requires a setting, conflict, and a resolution. If it does not contain these elements, it is a transition.

Settings

As a rule of thumb, the more important an encounter, the more detailed its setting should be. But don't get carried away. Describing every item in a room will bore your players. Instead, encourage them to ask questions about their surroundings. If a player asks what color the walls are, tell him, even if you have to make it up on the spot. If you don't know the color of the walls, who does?

Only tell the players what their characters can see, hear, or otherwise sense. Ask your players to make Alertness or Search rolls if you have any doubts about what they can see.

For important encounters, you may wish to sketch the location on paper. This is especially helpful during combat, when you must track the position of many characters. Outline the walls and exits, and mark the position of characters, foes and other noteworthy objects. This helps keep the action straight in the minds of everyone involved, and can prevent many disputes.

Conflict

Encounters must involve conflict of some kind. To create conflict, simply frustrate a character's goal. Perhaps the character must fight a foe to save a princess, or cross a chasm to elude pursuit, or make a difficult decision to save a friend. In each case, there is a reason for the character to want to succeed. Success brings the character a reward (such as treasure or information) while defeat results in a penalty (such as wounds or a lost clue).

An encounter should have the potential to change a character in some fashion. It may leave him wounded or healed, wealthier or poorer, closer to his goal or further away. In any case, there is always more than one possible resolution to every encounter, based upon what the characters do and how well they do it. The fate of the characters depends on the choices of the players, not on your whims.

If an event offers the players no choice, it's not an encounter, it's a transition.

Resolution

Every encounter has a distinct ending where the conflict has been resolved or the characters have moved to a new setting. Once an encounter is over, move to the next with alacrity.

Transitions

Transitions are little bits of business that link encounters. A transition can be as simple as a character stepping into the next room. Even a cross country trip may be transitional, as long as nothing of great importance occurs. Simply describe a few details, ask the players if they want to do anything

special (if they do, play it out), and then introduce the next encounter.

Example: Dolin wishes to buy a +3 sword, and is willing to pay the list price for it (\$30). The referee has no objection to the purchase, so he simply says that Dolin steps into a nearby shop and buys the sword. This is a transition.

Malajusta also wants to buy a +3 sword. She goes to the same shop, but instead of paying list price, she tries to bargain with the merchant. What could have been a simple transition is now an encounter. She wants something (a discount), and the merchant doesn't want to give it to her. The referee asks her player to make a Bargain roll. She gets a Poor result, and the referee tells her, "the merchant says, 'I only have one sword left. It's 33 bronze, take it or leave it.'"

Pacing

Events should build one upon another to form a story. No event should be random.

Pace your encounters carefully. If your players have a combat, make the next event something that doesn't require fighting. Encounters can be keyed to certain locations, times, foes, or conditions. Some events will be triggered by other events, and some can happen whenever you choose.

Inventing Encounters

There is no possible way for an adventure to predict all possible events. During play, you'll have to create encounters on the fly, allowing your plot to change as needed. The best events will twist the plot in a new and unexpected direction. Perhaps the players discover the person they thought was the arch villain is actually an innocent dupe!

You can also create complications from other encounters. The unexpected result of an action a player took earlier in the adventure—or even in a previous game—can be a fascinating event.

Example: While tramping through the woods, Malajusta and Dolin come across a small, furry animal. "Kitty!" exclaims Malajusta, hugging the animal to her chest, "I'll call her Fluffy", and stuffs the miserable animal into her pack. Dolin eyes the creature suspiciously. It doesn't look like any cat he's ever seen.

Later, Malajusta and Dolin are hired to sneak into Baron Bibble's mansion and steal the famed "Star of Raxi" jewel. Just as they jimmy open a basement window, pouf! the unlucky pair is enveloped in a hideous stench. Malajusta's "kitty" is actually a skunk, and only time and a dozen baths will eradicate the smell. How can they steal the jewel now, when even a sleeping guard would be awakened by their pervading odor?

Foreshadowing

The weakest encounters are those that come out of left field, such as a surprise attack by a random foe. Such encounters serve only to slow the game and strain the player's interest. For this reason, we suggest that you foreshadow encounters.

Example: A party of adventurers is on its way to Gowan Town. The referee decides that an attack by a rabid tiger might be interesting, so he tells the players: "You spot some weird-looking foam on the bushes." A closer examination proves that the "foam" is actually saliva. A little ways down the trail, they meet a mauled peasant who babbles incoherently about an awful beast. As they try to help the peasant, the referee continues, "You hear a noise off to the right. It sounds as if something's lurching through the underbrush. It seems to be getting closer. At the sound, the peasant goes into a panic and passes out." A few minutes later he adds, "All of a sudden you hear a terrific roar behind you! As you turn, you see the crouching figure of a tiger, its jowls flecked with blood and spit. It seems somewhat unsteady, and with growing horror, you realize that it is quite rabid!"

This is much more interesting than telling your players, "A rabid tiger attacks you." The buildup can be just as exciting and memorable as the actual meeting!

Designing An Adventure

Once you become proficient at running pre-designed adventures, you'll probably want to design one on your own. Perhaps you've been inspired by a movie or a book, or maybe a foe description is so intriguing, you simply must see it in action.

Developing a challenging adventure isn't easy. One way to increase player interest is to ask beforehand what kind of adventure they want to play. You can then create an adventure aimed at their interests. Your job is not only simplified, but improved. You can provide the entertainment they want, yet retain enough creative control to keep the adventure uniquely yours. It's also a great way to create tailor-made adventures that relate to the character's background and history.

Always have a goal in mind when you put together an adventure. A story without a purpose is confusing and frustrating, and is likely to bore the players. At the start of an adventure, you must make the goal clear to the players, and it must be interesting enough for them to want to go on the adventure (even though it may be a red-herring).

The weakest motivation is having a foe hire the players to do a job. Even if they need the cash, players know that their characters can quit any time. You'll have a much more successful game if players are motivated by their own desires: love, revenge, pride, or even greed. A player is more inclined to stay involved if his goal is personal.

Choosing Foes

Human-like foes give the players more options than unthinking monsters. Players have a chance to bargain with an evil draconian, but they can't negotiate with a bear. Also, the players won't always know their enemies from their friends. A dwarf may be either, but a nuckelavee is always a threat.

If you cull most foes from the character races, you can make encounters with supernatural or fantastic creatures all the more exciting. If the players keep bumping into mosslings, they will soon become bored with them. But if a mossling is encountered only rarely, then it will remain a challenge, and the players will have to guess at its abilities and motives based upon rumors and legends.

The Climax

The climax is the big finale of the adventure. Don't try to plan your climax in every detail. Often, the players will come up with their own method of resolving the adventure. If they try something

clever, allow it a chance to succeed even if you didn't think of it first. Your players will feel more a part of your adventure if you let them devise their own solutions, instead of forcing them to follow a pre-determined course of action.

Rewards

Adventures should offer the characters tangible rewards. Treasure and items give players a sense of accomplishment, and may even serve as the goal of an adventure.

Not all rewards are monetary. If a character collects sea shells, she may consider a rare specimen a greater treasure than a handful of gems. A character who is seeking his lost love would be pleased to gain information as to her whereabouts. Other characters might find spells or magic items more important than money. Favors granted by a powerful lord, the respect of a town, or the love of a princess are also valuable rewards. The key is to keep the reward equal to the dangers of the adventure.

Be careful what you let your players get their hands on. If they are attacked by a heavily armed foe, his armor and weapons will be theirs once they defeat him. If you don't want a character to have a powerful item, simply don't include it in your adventure.

Referee Tips

Player Decisions

Choices make role playing challenging, so always give your players plenty of decisions to make.

Players don't need to make decisions in real time. Never say: "Okay, you're standing on the edge of a cliff and a herd of giant iguanas is charging toward you. What do you do? You've got five seconds." Remember, a player is not his character. He is not really experiencing the sights and surroundings of his character, and therefore, it's harder for him to decide what to do. He may have questions about his options, such as, "How high is the cliff?"

This is especially true of players with very intelligent characters. A player might not be able to think with lightening speed, but a character with an Intelligence skill of 20 certainly can! Always give players with genius level characters a little more time to make decisions.

Sometimes a situation will occur when a player says his character is doing one thing, and then changes his mind two turns later. This often happens when a player discovers his choice wasn't such a good one after all. He may plead that his character is really too bright to make such a stupid mistake. In such cases, figure that the character at least started the first action. If this were something irrevocable, like jumping off a cliff, the player should not be allowed to change his mind. He must play out the game according to his first decision (by screaming, flapping his arms, and so on).

Communication

Many referees insist that a character says whatever his player says, even if the comment is clearly said "out-of-character."

If you want a quiet, repressed game with little banter and few laughs, then go ahead and employ this rule. It's the quickest way to eliminate interaction. We suggest a more casual approach-let the player tell you what his character says, and treat the rest as an internal monologue.

Note Passing

You needn't always speak to a party of adventurers as a unit. If a character makes a private discovery, write his player a note giving him the details. He can decide for himself whether to share the information.

Players can reply or ask questions by writing notes to you, but don't let this get out of hand. Keep notes short, or else you'll spend all your time writing.

Note passing creates tension between the players, especially if they think you're favoring someone. One of the quickest ways to generate distrust between the players is to start passing notes. This may be the very effect you desire!

Splitting the Group

It's easiest to manage an adventure when you keep the characters together, but inevitably the party will split up. There are three ways to handle this situation. The easiest way is to leave everyone at the table and alternate between the different groups. This keeps everyone involved, and lets you jump between groups at dramatic moments: "You lift the coffin lid and as the creature within leaps for your throat, we switch over to Malajusta in the chapel . . ." Not only does this create tension, it also encourages the group to rejoin, especially if one group is having all the fun!

Or, if the separation is brief, and you want to create an air of mystery, simply take the separated players into another room and role play their actions in private.

If a player splits from the group in an attempt to gain your uninterrupted attention, simply have nothing interesting happen to his character. Focus your attention on the larger group and virtually ignore those who go off on their own. This is sure to bring them back to the group.

Character Control

Just as the players can never directly run a foe, you should never take control of a character or tell a player what his character is doing (unless the character is under the influence of a spell or drug). After all, why should the players bother to play if you run their characters for them? Foes will allow you plenty of opportunity to role play.

There are some situations where you must remind a player of how their character feels. If a player forgets that his character is scared of spiders, you should remind him. If the player refuses to play accordingly, you should penalize him by not giving him any bonus inspiration points at the end of the game.

Arguments

Players will complain, especially when things go badly for them. They may refuse to accept a die roll or claim that a decision of yours is unfair. Let them have their say, and then judge for yourself. If you're convinced that you've made a mistake,

rectify it at once. Did you kill a character unfairly? Have a wandering healer resurrect him.

But if you feel the player's case is unfounded, be firm and don't change your decision. Disagreements should be handled quickly, and further debate reserved for after the game.

Some arguments will arise because a player doesn't know all the facts. Simply tell him that you'll explain why his character turned green after the game, and let it go at that (and you better have a reasonable explanation!).

If players argue among themselves, go ahead and let them, especially if they're arguing about what their characters will do. But if it gets personal or is taking a long time to resolve, use your authority as referee to end it. Try to be as fair and impartial as you can. Don't side with a certain player, and don't pick on one either.

Game Balance

It is your job to keep the challenge of each encounter on par with the abilities of the players and their characters. Don't pit an adventurer against a foe he can neither defeat nor escape. Particularly tough foes should be saved for the climax of a story, so that the players can use everything they have in one last ditch effort to defeat him.

Beware of overly powerful characters as well. *Legendary Lives* is designed so that it's almost impossible for a character to be good at everything, but powerful characters will develop over time. To prevent that character from dominating the adventure, make sure his fellow characters are equally advanced, and that the challenges of the adventure equal their abilities.

If a character has an item that you consider too powerful, ask the player not to take it along. If the player insists, you should increase the difficulty of the adventure, or simply separate the character from the item during the game. Save this as a last resort, for players don't like having their favorite toys taken away.

Most importantly, try not to favor anyone, and make sure that everyone gets a chance to participate.

Killing Characters

The referee's job is to keep the game enjoyable, not to kill the characters. Face it, you could squash them like bugs at any time. Don't put them in hopeless situations. Quick thinking should be rewarded, and there should always be a way out.

When a character is in a situation that might result in death, be impartial. Don't let him survive just because you think he's a fine character. If the player's learn that you won't really allow them to die, they'll attack everything in sight with the arrogance of immortality. The risk of death should always be present.

When a character dies, his death should be traceable to a choice the player made. If he attacked a dragon single-handedly, without even trying to sneak away, that player really can't complain when his character goes up in a puff of smoke.

Wrapping Up The Game

After an adventure, let the characters reach a safe location where they can rest and recuperate. Have the players make their inspiration rolls, and award bonus points as you see fit. Allow them to ask questions about the game, and fill them in on things that their characters missed or didn't fully understand. In return, ask them what they liked or disliked about the adventure. You can learn a lot about how to run exciting adventures simply by listening to your players.

After each game session, you may want to make notes on what has happened. In this way you can keep track of foes that the characters meet, the things they've seen and done, and incidents that may lead to future complications. Use the log to recap what happened in the last session when you are starting the next game. Not only will the log help you maintain continuity, it is also fertile ground for the genesis of new adventures.

Chapter 11

Foes

Running Foes

Over the course of an adventure, the players will meet many characters who are controlled by the referee. These characters are called foes. While foes normally provide conflict and challenge, they are not all belligerent, and in fact many are quite friendly. A foe can be anything from a bartender in a tavern to the arch-villain of the adventure. Even wolves and dragons are foes.

Using their skills, players can influence foes but they won't be able to control them. That's your job. Without the influence of the players, a foe will do whatever you believe is reasonable, considering the situation.

Many skills (including Bully, Charm, and Preach) allow a player to influence a foe. However, a player may never take direct control of a foe. As the referee, you will always have the final say. Having the arch-villain's personality switch from cruel to friendly just because a player made a successful Charm roll could bring your story to a sudden halt.

Column Ratings

The biggest difference between foes and characters is that foes have column ratings for their skills instead of numerical values. The column ratings correspond to the column results on the ART. The Foe Skill Level table shows how a foe compares to a player character.

Foe Skill Level

<u>Foe Rating</u>	<u>Character Skill</u>
Catastrophic	1
Pathetic	2-3
Feeble	4-5
Inferior	6-7
Poor	8-9
Passable	10-12
Good	13-15
Great	16-19
Superior	20-24
Awesome	25
Inhuman	--

For example, instead of a Strength skill of 13, a foe would be assigned a Strength of Good. The foe could then perform any task that required a Good Strength roll. Once you set an RR for a task, it applies equally to foes and characters alike.

By the same token, once you establish a foe's skills, do not change them later without good reason. If you give a foe Good Strength, it should stay Good forevermore. It's this kind of consistency that will help make your foes believable and realistic.

Foes with a rating of Inhuman are beyond Awesome. There is no way a character could out-muscle a dragon with Inhuman Strength, just as there is no way she could outrun a gazelle with Inhuman Speed.

Example: The referee wants an ogre with a Great Strength skill to lift a large boulder. He does not make a skill roll. If the referee wishes the ogre to lift the boulder, the ogre can do it. This is done simply by setting the Strength RR to move it at Great. Should a character attempt to lift the boulder, she would need a Strength roll of Great or better to succeed.

If a character had tried to lift the boulder earlier, and the referee had set the RR at Superior, the ogre would not be able to accomplish the task. The boulder would simply be too big for him to lift.

Interacting With foes

Foes can't always have their way. When a foe is interacting with a player, there is almost always a die roll involved. The die roll is made by the player; the referee never rolls against the foe's skill. Do not think of it as the foe's chance to accomplish a task, think of it as the player's chance to resist (or affect) the foe. Foes are constants; the players are the variables.

Example: Dolin challenges Jon, a foe, to an arm wrestling competition. To win, Dolin must roll his Strength versus his opponent's. Since Jon has a Passable Strength, Dolin's roll required is Passable. Dolin has a Strength of 12. By rolling 61, he achieves a Good roll, barely defeating Jon.

Example: A hob with a Strength of Great grapples Dolin, pinning him for (target's Strength vs attacker's Strength) x 2 turns. Dolin has a Strength of 14, but only manages to roll 34, a Passable result. The result of (Passable vs Great) is 3 columns. Dolin is pinned for $3 \times 2 = 6$ turns.

Example: While in a bookstore, Malajusta grabs a copy of "The Decaying Morals of Society" and makes a run for the door. Since she didn't even attempt stealth, the proprietor spots her and leaps over the counter.

The foe intends to catch Malajusta, while Malajusta intends to run out the door. The referee decides that if Malajusta rolls Passable on Run, she will escape (this is because the proprietor's Run is Passable). Her player rolls and gets a Poor result. This isn't good enough for her to get out the door, so the referee tells her that the proprietor has caught up with her and will grab her unless she does something fast!

Malajusta could either turn and fight, or she could try to dodge out of reach. The choice is up to her player. If Malajusta does nothing, the proprietor will catch her. The foe wouldn't have to roll to catch her because anyone can grab someone who isn't resisting.

Malajusta decides to dodge under his outstretched arms. Her player makes an Awesome Dodge roll against the proprietor's Passable Combat skill. Malajusta dives under his arms and is out the door in an instant.

Companions

During an adventure, a foe may join the characters. For instance, a foe who is lost in a cave will gladly join the characters if she thinks they know the way out. Or the players may invite a foe to join them. It's easy to imagine adventurers inviting a princess along after they've just rescued her from a dragon - especially if her father is rich and generous!

For purposes of this discussion, foes who join the characters are called companions. They may simply follow along, or they may actively help (or secretly hinder) the players.

Player characters can tell their companions what to do, but it's up to the referee to decide if the foe obeys. For the most part, they'll keep their mouths shut and their hands in their pockets, and they'll always avoid fighting the player's battles. It should be up to the players to protect their companions, not the other way around.

Never allow more than one or two companions into the game. For the most part, players should rely upon their own resources. After all, no one wants to be upstaged by an extra. Besides, the more companions scampering around, the harder it is to keep track of them. Find some excuse to remove excess companions (knocked unconscious, summoned to the deathbed of a grandfather, taken ill, etc.) and resume play with an emphasis on player interaction.

Creating Foes

There are four things you should know about a foe: it's Name, Defense, Skills, and Combat. Most of this information can be made up on the spur of the moment.

Name

A foe's name should relate to his personality, appearance, or function. An apt name will make him easier to remember and more vivid in the player's imagination. For instance, "Broomhilda" conjures a specific image, while "Barney" creates a totally different impression. Think about the foe's race and occupation, then pick an appropriate name that

complements or reinforces his personality. And don't forget the powers of irony. A giant named "Tiny" is just as memorable as one called "Skull Crusher."

Even non-intelligent creatures may have names. A vicious wolf who hounds the hill folk may be called "The Grey Stalker" by the locals.

Defense

Since players sometimes attack even an innocuous foe, all foes need a Defense rating. Foes take damage in a completely different fashion from player characters. First of all, the referee never rolls hit location for foes; unlike player characters, damage is not distributed between a foe's body parts.

An average foe's Defense looks like this: "Passable, Good, Great, Super, Awesome." Each time the foe takes damage, mark off the corresponding level on his Defense. For example, if the foe takes Great damage, the word "Great" would be marked off his Defense. If the appropriate damage level is already marked off, mark off the next highest available damage level. Once the right-most damage level is marked off, the foe is dead, unconscious, or otherwise incapacitated. It's up to you to decide exactly how bad off the foe is. Perhaps he has a broken arm, or maybe the fight's been knocked out of him and he simply surrenders. One thing's for sure, he won't be giving the players any more trouble.

The same damage level may appear more than once. For example, a centaur has a Defense of "Passable, Passable, Good, Good, Great, Great, Superior, Superior, Awesome." Though easy to hit, a centaur is difficult to kill because he has so many Defense levels.

The sample foes in this chapter are given a Defense for the typical armor they wear. The referee must modify the foe's Defense if his armor is lighter or heavier than normal.

Example: Dolin and Malajusta are fighting a corsair with a Defense of Passable, Good, Great, Superior, Awesome and a scimitar (Passable damage).

Dolin swings his war axe and gets a Good roll on his attack. The referee marks off the word "Good" on the corsair's Defense. Malajusta attacks and also gets a Good roll. Since Good is already marked off the corsair's Defense, the referee marks

off Great. The corsair attacks back, swinging at Dolin's head (a roll of 1 on the hit location die). Dolin rolls Poor on his head Defense and takes a light wound to his noggin.

Dolin attacks again and misses with a Poor roll, which is less than the corsair's Defense. Now Malajusta swings and gets an Awesome roll. The referee marks off Awesome on the corsair's Defense. Since his highest Defense level has been crossed off, the corsair is defeated.

Magic Resistance

Magic resistance represents a creature's vulnerability to the arcane arts. Whenever a character directs a spell against a foe, the player must use the foe's Magic Resistance as the roll required to cast the spell. See Chapter 9: Magic for more information on casting spells.

Skills

During an adventure, most foes use less than a half dozen skills. For this reason, foes are given only those skills that they will most likely use during a game.

A foe whose main purpose is to fight only needs Damage and Defense. You can set his other skills when they are required. If a foe needs to use his Stealth, and you haven't determined it already, you can assign any value you like. Just try to keep it reasonable and in character. A horribly clumsy foe would have a low Stealth, and you could expect a very alert foe to have a high Track. If in doubt, assign your foe a Passable skill.

Some foes don't even need skills. These are the people a character sees on the street or talks to in passing. They provide atmosphere and little else. If it becomes necessary to know their skills, you can make them up on the spot.

For comparison purposes, the intelligence of most animals is Pathetic. Fish and insects have a Catastrophic Intelligence. A Feeble Intelligence equates to a small child or smart chimpanzee.

Foes have a Run skill to denote how quickly they move. Some foes have many different means of moving, and hence several movement skills such as Fly, Swim, and Tunnel (through solid earth).

Many foes have a Hostility skill to indicate how they react to characters. For instance, a foe with

Awesome Hostility will almost always attack. A foe with Pathetic Hostility will usually be friendly (or cowed). A player rolls Charm versus the foe's Hostility to elicit a positive response.

Combat

Foes have many different forms of attack, each with its own damage rating. When a foe attacks a character, the player must roll his Defense versus the damage rating of the foe. The foe does not roll to hit the character.

For example, a goblin might attack with a short sword for Poor damage. When a goblin attacks a character, the player must roll Passable or better on Defense to avoid being hit.

Foes listed in this chapter have a damage rating that takes into account the type of weapon the foe is using, and the size of the foe. If a foe is using a heavier weapon than the one specified, you will want to increase his damage rating—or reduce it if he is using a lighter weapon. Damage ratings range from Pathetic to Inhuman.

Some foes can make more than one attack per turn, and are so noted.

Notes

Appearance: A foe's appearance should be something that distinguishes him from all others. It may be something about his appearance that indicates his disposition, or it may be a habit that gives him a bit of distinction. A quick description of a man wearing a slouched hat, biting his finger nails and intermittently chuckling "Heh, heh, heh," will vividly portray a foe to your players, one that they will not soon forget, and neither will you. Even one distinguishing mark can do wonders. Saying "The hob with the wart on his nose attacks you" is much more colorful than saying "Hob number 3 attacks."

Personality: This can be a key trait, or an elaborate description. For the most part, a foe's personality can be summed up in a few choice words (you may even want to use the Personality Traits table from Chapter 2: Character Creation.). Try to make the foe react to situations according to his personality. A cheerful foe would not act morose without reason. Keeping your foes consistent will make them, and your game, more realistic.

A short quotation can give a strong impression of a foe's personality, as well as supplying a sample of how he thinks and talks. Not only will the words you use convey the foe's personality, so will your tone of voice and gestures. For instance, a little old lady may have a high, quavering voice, while a tavern ruffian always speaks in menacing tones.

Try to quote foes directly instead of paraphrasing. Don't say, "The brigand tells you to surrender your money." Say, "The brigand growls, 'Gimme yer gold, or yer face is meat pie!'"

Motivation: A foe's goal will give you an idea of what the foe wants and the purpose he serves in the game. A foe's motivation can be as simple as preventing characters from entering a room, or as complicated as taking over an empire. His motivation will generally be determined by the needs of the adventure. A foe with a specific goal is a lot easier to play than one who just wanders by. Knowing his motivation will help you decide how he will react in different situations, and it will help you direct the course of your adventure through the actions of your foes. A foe will freely participate in activities that help him achieve his objective, and will resist events that hinder him.

Powers: Many foes have spell-like powers. Remember, foes do not roll to use their powers; players roll to resist them. If a player character resists a foe's power, he is immune to that particular power for the rest of the encounter.

Because foe powers are radically different from those of player characters, it's important to clearly define what a foe is capable of, and how often they can use their powers. Examine the foes in the following section to determine how spells are adapted for foes. For instance, foes never roll for duration. The power may have a pre-determined duration, or the target may have to roll to see how long he is affected.

Example: A brownie has dropped her locket down a sewer. She approaches Dolin, and asks him to retrieve it for her, but he's not interested. The brownie uses her special Friends ability, hoping to change his mind. The referee asks Dolin to make an Intelligence roll to resist. The result is Poor. Dolin suddenly takes a shine to the curly-haired brownie, and lowers himself into the sewer muck.

Gear: Note the armor your foe is wearing (if any) his weapons, and any other special items he is carrying. Some foes, such as animals, do not have any gear at all.

Foe List

Afanc (avanc)

Defense: Good, Good, Great, Great, Superior, Awesome

Magic Resistance: Good

Skills: Inferior Intelligence, Good Hostility, Super Strength, Good Swim, Poor Run.

Combat: The afanc attacks with two bear-like paws (Good damage each) or a flesh-rending bite (Great damage).

Notes: This cross between a giant beaver and a crocodile has a squat head, furry body and long flat tail. An afanc is between 10 and 25 feet in length, and stands about four feet high. Foresters hunt the afanc for its luxurious fur. Like the unicorn, it can be tempted to place its head in the lap of a virgin maiden. This practice is rare, for once the afanc senses danger, it will slaughter the girl.

Afancs live near rivers and small lakes. They never roam far from water.

By vigorously beating its tail, an afanc can create a whirlpool that will drown swimmers who fail a Passable Swim roll and capsize small boats unless the pilot makes a Passable Boat roll. Characters in the boat must roll Passable on Agility or else fall into the water. An afanc can maintain the whirlpool for five minutes.

Amazon

Defense: Passable, Good, Great, Superior, Awesome

Magic Resistance: Passable

Skills: Good Strength, Good Agility, Great Charm, Good Run, Good Hostility.

Combat: Long sword (Passable damage) and long bow (Passable damage). Amazons wear leather armor.

Notes: Amazons are warrior women well-known for their beauty, bravery and arrogance. They view men with disdain, but will capture them for procreation purposes. To prevent slaves from escaping, the amazons cut their tendons so that they are permanently hobbled. Special potions may also be used to keep a man docile. Male children are

treated as slaves or killed at birth, while female children are raised as warriors.

Amazons fiercely guard their forest homelands, and are always on the alert in case of invasion. Strangers (particularly men) travelling through their lands are often attacked, captured or killed without provocation. However, they admire courage and good fighting skills, and a man showing these traits may be allowed safe passage.

Asari

Defense: Poor, Good

Magic Resistance: Superior

Skills: Inferior Strength, Poor Cunning, Awesome Charm, Passable Intelligence, Great Swim, Pathetic Hostility.

Combat: Although normally passive, an asari will defend himself with his fists if attacked, doing Feeble damage.

Notes: The asari are gentle, shy folk who live in oceans, lakes and placid rivers. They are between two and four feet tall, and have green hair as well as webbed feet. They wear no clothing and are immune to cold.

Asari appear to be children, though in reality they are fully grown. They come to the surface of the ocean only at night when the moon is full. They cannot live in the daylight, and will melt into a pool of water if a ray of sunshine touches their delicate skin.

Asari are so beautiful that anyone who sees one will be compelled to capture him. A character must roll Great on Will to resist the compulsion to take the asari from its natural habitat.

Aughisky (agh-iski)

Defense: Great, Great, Superior, Superior, Awesome

Magic Resistance: Great

Skills: Superior Strength, Good Agility, Poor Intelligence, Great Run, Great Swim, Great Hostility.

Combat: An aughisky attacks with its teeth (Passable damage) and hooves (Good damage).

Notes: The aughiska are magical horses that normally live under the ocean. They are extremely beautiful, strong and swift, but quite dangerous if not handled properly. This is because the aughiska are carnivorous creatures. Usually feeding on fish,

they will attack larger animals and even humans at times.

The aughiska come out of the ocean in the late fall to mate. Hundreds of them cavort along the sands during this time, and an intrepid soul may capture one and ride it inland. If he succeeds, the aughisky will become a faithful mount, fearless in combat and swift in pursuit. They have a telepathic link with their rider, and will stick with him even in moments of extreme danger. However, the rider must always keep the aughisky far from the ocean. If it catches even the slightest whiff of sea air, it will ride frantically towards it. Once within it's waves, the aughisky will devour its rider without a second thought.

Avian

Defense: Passable, Good, Great, Superior, Awesome

Magic Resistance: Passable

Skills: Great Alertness, Good Charm, Good Intelligence, Inferior Mechanical, Poor Hostility, Superior Fly.

Combat: Avians use javelins (Poor damage) and crossbows (Poor damage).

Baavan Sidhe

Defense: Passable, Great, Superior

Magic Resistance: Great

Skills: Poor Strength, Good Cunning, Superior Charm, Great Hostility, Great Illusion.

Combat: A baavan sidhe normally uses a rapier (Passable damage) and wears light leather armor. In non-combat situations, a baavan sidhe can use it's ability to put a victim to sleep by breathing on him. The victim will fall asleep for (Will vs Good) x 10 minutes.

Notes: Members of the Unseelie Court, these vicious elves are astonishingly beautiful sidhe. They drain the blood from their victims to gain magical power. Without a daily intake of blood, they are incapable of casting spells. For this reason, most baavan sidhe carry a small vial of blood.

The baavan sidhe sucks the blood directly through the skin. This causes painful bruising and tender patches on the victim's body.

Baavan sidhe can drain 1 pint of blood every 10 minutes. For each pint of blood drained, the

character loses -2 points from his Strength and Stamina (and all skills dependent upon them). Once either skill is reduced below zero, the character dies. A survivor will be pale, anemic, and weak, and will recover his lost skill points at the rate of 2 points per day.

Barbarian

Defense: Good, Great, Great, Superior, Superior, Awesome

Magic Resistance: Good

Skills: Good Alertness, Good Nature, Great Stamina, Great Strength, Poor Intelligence, Good Hostility, Good Run.

Combat: Barbarians normally use battle axes and claymores (Passable damage) and wear chain mail or ring mail. Twice per day, a barbarian can go berserk for 5 minutes. While berserk, the barbarian has Good damage.

Barghest

Defense: Good, Good, Great, Superior, Awesome

Magic Resistance: Good

Skills: Great Strength, Poor Intelligence, Great Run, Passable Hostility.

Combat: Barghests attack with their bite (Poor damage) and horns (Poor damage).

Notes: This fierce dog stands 3 feet at the shoulder, and has a shaggy black coat, fiery red eyes, and a set of 6 inch long horns protruding from its forehead. Barghests are untiring trackers, and can follow a scent that is weeks old. Barghests can see ghosts of all kinds, and are rumored to drive lost spirits to the underworld. For this reason they are especially disliked by spiritualists.

A barghest's howl can summon 2d6 dogs. These dogs will attack the barghest's foes even at the cost of their own lives.

Basilisk

Defense: Good, Great, Superior, Awesome

Magic Resistance: Passable

Skills: Inferior Agility, Inferior Intelligence, Feeble Run, Great Hostility.

Combat: Although the basilisk can attack with a bite (Poor damage) and sharp claws (Poor damage),

it is best known for its ability to turn people into stone. Once per turn, a basilisk can gaze at a single character. The character is turned to stone for (Alertness vs Passable) hours. On a Catastrophic roll, the petrification is permanent.

Once per hour, the basilisk may emit a cloud of poison from it's mouth. All characters in the local area fall ill for (Stamina vs Poor) x 10 minutes. During this time, they are at -1 column on all skill rolls.

Notes: This sluggish, four foot long lizard has a spiny crest running along its back and tail. It prefers warm, southern lands, and often makes it's home in rocky crags.

Bauchan (buck-awn)

Defense: Passable, Good, Great

Magic Resistance: Great

Skills: Inferior Strength, Great Agility, Passable Intelligence, Poor Hostility, Passable Run.

Combat: Bauchans can only be hurt by magic weapons and spells. Since they are invisible and highly agile, they are almost impossible to hit unless their attacker can somehow take the bauchan by surprise. A cornered bauchan will attack by scratching and biting (Inferior damage).

Notes: A bauchan is a spirit that adopts a person and refuses to leave. It looks like a small goblin, with greenish skin and webbed fingers, but it is rarely seen by anyone other than it's host.

A bauchan loves to play tricks. Since the bauchan is usually invisible, these tricks are hard to detect before it is too late. Tying bootlaces together or putting great quantities of salt in the soup are the mildest of his antics. A bauchan will think nothing of replacing an entire pack of rations with straw, or detaching a sword hilt from the blade so that it cannot be drawn from the sheath. These are dangerous tricks, but the bauchan will not understand why a character is angry at him. If he feels unjustly persecuted, he may resort to truly nasty pranks, like showering the character with sharp stones.

Having a bauchan as a friend is not always a bad thing. The bauchan does feel some loyalty for his companion, and he will do things to help him in times of trouble. He may bring a character the key to his prison cell, or provide him with food when he's starving.

A bauchan may stay with a character for months, even years, and then inexplicably leave. No one knows what attracts a bauchan to a person, or what makes him depart. Some people believe that they die and simply waft away. Others believe that a bauchan lives forever, moving restlessly from person to person.

Bauchans have the following special abilities:

Mud-sling: Twice a day, a bauchan can magically throw 3 gallons of swamp mud at a specific target. The victim will be blinded for (Dodge vs Poor) turns. Victims must also roll Great on Agility or fall into the muck.

Rain of Stones: Once a day, a bauchan can cause stones to fall from the sky. Ranging from pebbles to fist-sized rocks, these stones will fall in the local area for up to 3 minutes. Unsheltered victims will take (Dodge vs Poor) wounds, each of Passable damage.

Bear

Defense: Great, Great, Superior, Awesome, Awesome

Magic Resistance: Passable

Skills: Awesome Strength, Pathetic Intelligence, Passable Run, Good Hostility.

Combat: Bears attack with their powerful claws (each claw does Good damage). If both claws do damage, the bear also delivers a bone-crushing bite (Great damage).

Notes: Bears have poor eyesight and rely heavily on their sense of smell. A bear can weigh up to half a ton and stand four feet tall at the shoulder. They run faster than a man for short distances, and can climb trees as well. They are generally solitary, though a mother will never be far from her cubs. Grizzly bears are especially large and temperamental.

Beyonie

Defense: Passable, Passable, Good, Good, Great, Great, Superior, Awesome

Magic Resistance: Awesome

Skills: Awesome Intelligence, Pathetic Charm, Poor Run, Passable Hostility.

Combat: The beyonie can lash out twice with her hands, doing Passable damage with each strike. Just by doing damage to a limb, she will cause it to

become totally useless until she touches it again and makes it whole. If she touches a character's head, he goes into a coma. Her touch has no special effect on a character's chest.

Notes: This creature portends great sadness and death. She usually appears before battles, wailing and pulling her hair. After the dead have fallen, she sweeps up their blood-stained clothing in a basket and carries them away. Sometimes she can be found at a stream, trying to scrub the blood from the shirts and cloaks that she's collected.

The beyonie appears to be a wizened old lady, all dressed in green. She can be instantly recognized by her red, webbed feet. She is said to be an ancient magician who knows all the secrets of the world. If the beyonie is busy washing clothes at a riverside, and a person can get between her and the water before she sees him, she will answer three questions put to her. However, she will also ask three questions, which must be answered truthfully.

If the beyonie likes a character, she may accept him as a friend. Quite often this includes receiving a magical garment from her ever-full basket of bloody clothing.

Boar

Defense: Passable, Good, Great, Great, Superior, Superior, Awesome

Magic Resistance: Poor

Skills: Great Strength, Poor Agility, Pathetic Intelligence, Good Run, Good Hostility.

Combat: Boars attack with large tusks which grow upwards from their lower jaws. Some tusks are up to a foot long. Their tusks do Poor damage.

Notes: A boar can be up to four feet long, and three feet in height. This wild swine is grayish black, with short, bristly hair growing along its spine.

Bobcat

Defense: Good, Great, Superior

Magic Resistance: Passable

Skills: Great Agility, Pathetic Intelligence, Good Run, Good Hostility.

Combat: A bobcat attacks with its claws (Poor damage) and a bite (Poor damage).

Notes: Bobcat is the common name for a lynx, especially one with a short or bobbed tail. They are

stout wild cats, up to three feet in length, with a tuft of hair at the tip of each ear.

Boggart

Defense: Passable, Good, Great, Great

Magic Resistance: Good

Skills: Passable Strength, Passable Intelligence, Great Cunning, Passable Run, Good Hostility.

Combat: A boggart attacks with a short sword or hatchet for Poor damage. They do not wear armor.

Notes: Like a brownie, a boggart's four foot tall frame is covered in soft brown fur. They wear rags, and live in secluded family units rather than towns and villages. Boggarts specialize in robbery, and are known to waylay isolated travellers. They use their magic to confuse and terrorize their victims. Although they do not study magic, they have the following special abilities:

Move Object: Once per day, a boggart can will an item within the local area to move for five minutes. If the item is one pound or less, it will move with a speed of Great, if it is over one pound, it will move with a speed of Passable. The item must weigh under five pounds.

Sounds of Mystery: Twice per day, a boggart can create the illusion of noise. All creatures in the local area will hear ringing bells, thunderclaps or shrieks. Although a boggart cannot create the illusion of distinct words, it can create the effect of murmuring voices.

Spectral Lights: Once per day, the boggart can create brilliant lights that dance before the eyes of the target. The target will be blinded for (Alertness vs Good) x 2 turns.

Invisibility: Once per day, a boggart can turn invisible for up to 10 minutes. Any successful hit upon an invisible boggart will break the spell. Characters are at -2 columns to hit an invisible boggart.

Bong Warrior

Defense: Passable, Passable, Good, Good, Great, Superior, Awesome

Magic Resistance: Good

Skills: Good Agility, Poor Intelligence, Good Cunning, Good Run, Great Hostility.

Combat: Bone warriors wield scimitars or bullwhips (Poor damage), and many have a short bow as well (Poor damage). Although they do not wear armor, most carry a buckler.

Small missiles simply pass through a bone warrior's skeletal body. They ignore Passable or Good damage from arrows, bolts, and similar missiles.

Bone warriors radiate an aura of fear. In order to attack a bone warrior with a melee weapon, a character must overcome his revulsion by rolling Good on Sanity. A character who fails cannot come within five feet of the bone warrior.

Notes: A bone warrior is a reanimated skeleton with a single purpose: to kill and drive off living creatures. Most bone warriors have been created by wizards to guard treasures or important areas. Some bone warriors remain ceaselessly on guard, long after the original spell caster has died.

Boobrie

Defense: Good, Great, Superior, Awesome

Magic Resistance: Passable

Skills: Good Strength, Feeble Intelligence, Great Hostility, Poor Run, Passable Fly.

Combat: The boobrie attacks with its sharp beak (Passable damage) and its webbed talons (Poor damage). The boobrie's harsh cry causes all those in the local area to flee for (Good vs Will) x 2 minutes. Those who make their roll are unaffected by the boobrie's cry for the rest of the day.

Notes: This vicious, six foot tall swamp bird has a long neck, black feathers and a hooked beak. It's legs are very short and end in tremendous webbed talons. It's stubby wings allow it to fly for short distances only, not more than 50 feet or so.

Brownie

Defense: Poor, Passable, Good, Great

Magic Resistance: Passable

Skills: Poor Strength, Good Alertness, Great Charm, Good Mechanical, Passable Intelligence, Poor Run, Passable Hostility.

Combat: Brownies use short swords (Inferior damage), hammers (Inferior damage) and slings (Inferior damage). They wear padded armor at most.

Notes: Twice per day, a brownie can use his friendship ability on a character. The person affected will think of the brownie as a friend for (Intelligence vs Good) hours.

Bush Person

Defense: Passable, Good, Great, Superior, Superior, Awesome

Magic Resistance: Passable

Skills: Great Agility, Good Alertness, Good Nature, Passable Intelligence, Good Strength, Good Run, Inferior Hostility.

Combat: Bush people carry hatchets (Poor damage), spears (Poor damage), and boomerangs (Poor damage). They wear no armor, but many carry wicker shields.

Notes: Twice per day, a bush person can use animal vision to see and hear through an animal. The bush person controls where the animal goes, but cannot force it to attack or perform any unnatural action. This power lasts 15 minutes per use.

Cait Sidhe

Defense: Great, Superior, Awesome

Magic Resistance: Superior

Skills: Poor Strength, Superior Agility, Good Cunning, Passable Intelligence, Good Run, Passable Hostility.

Combat: A cait sidhe attacks with claws and bite. When biting, its jaw distends to monstrous proportions (Poor damage). Its claws are very long and sharp enough to rend chain mail (Passable damage). A person who suffers from a claw wound may contract cat scratch fever and become incapacitated for (Stamina vs Poor) hours. The fever and delirium will occur in one hour.

In human form, the cait sidhe attacks with a poisoned dagger (Poor damage). The poison causes (Stamina vs Good) hours of paralysis to anyone who is injured. A cait sidhe's dagger is normally coated with three doses. They do not wear armor.

Notes: The cait sidhe is the favorite companion of witches. It can appear as a large black cat with a white spot on it's back or as a thin, dark-haired elfin. As a cat, the cait sidhe has remarkable agility, balance and quickness. A witch and cait sidhe have a telepathic link with each other (with a range of about one mile), and may communicate without speaking.

In elfin form, most cait sidhe are mute or speak in purring whispers. They cannot abide dogs, and may revert to cat form to attack their natural enemy. They can also be detected by their unusual, cat-like eyes.

By gazing into a character's eyes, the cait sidhe can form a telepathic link. For the next (Fate vs Great) x 2 hours, anything the character sees, hears, or experiences will be known to the cait sidhe. Once per hour, the cait sidhe can give the affected character a command. The character will feel compelled to do as the cait sidhe directs unless he makes a Passable Will roll.

Cat

Defense: Good

Magic Resistance: Passable

Skills: Superior Agility, Pathetic Intelligence, Good Run, Inferior Hostility.

Combat: Cats latch onto their victim and attack with small claws and sharp teeth. Each turn, the victim must roll his Defense for the body part being attacked. A roll of Poor or less means he takes light damage.

Notes: House cats are often kept as pets, particularly by witches. Wild cats live in packs of ten to thirty; however, they do not normally hunt in a group.

Centaur

Defense: Passable, Passable, Good, Good, Great, Great, Superior, Superior, Awesome

Magic Resistance: Passable

Skills: Great Strength, Poor Agility, Good Intelligence, Great Run, Passable Hostility.

Combat: Centaurs prefer to use long bows (Poor damage) and broad swords (Passable damage). They wear studded armor on their human parts. If needed, they can kick with their hind legs for Inferior damage.

Notes: Centaurs have the body of a horse and a human torso, arms and head. Most of them are a barbaric lot who enjoy raiding settlements and molesting helpless women; however, some centaurs are very cultured and renowned for their wisdom and musical ability. In fact, it is considered a sign of prestige among noble families to have a centaur tutoring their children. Female centaurs are extremely rare, which may account for the male centaurs' interest in human women.

Cheetah

Defense: Good, Great, Superior, Awesome

Magic Resistance: Passable

Skills: Good Strength, Pathetic Intelligence, Great Agility, Inhuman Run, Great Hostility.

Combat: A cheetah attacks with its claws (Poor damage) and a bite (Poor damage).

Notes: Cheetahs are four feet in length (discounting the tail), with short, non-retractable claws. They are yellowish-brown with black spots, and have rather small heads. The cheetah is an incredibly fast animal, sprinting up to 70 miles per hour. Like all cats, they are carnivorous, and normally hunt in small packs. Cheetahs are sometimes trained by bush people as "hunting leopards."

Chimera

Defense: Superior, Superior, Awesome, Awesome

Magic Resistance: Good

Skills: Superior Strength, Poor Intelligence, Good Agility, Passable Run, Good Hostility.

Combat: Each turn, the chimera attacks with its lion bite (Passable damage), its front claws (Passable damage), a bite from the serpent tail (Poor damage), the horns of its goat's head (Inferior damage), and a bite from its dragon's head (Good damage).

Every third turn, the dragon's head can breathe a thin column of fire on any one character in the local area. The flame does Good damage.

The serpent's bite is poisonous. A character injured by the bite must make a Passable Stamina roll or else they will die in just a few minutes, unless treated with a Great Medical roll.

Notes: A chimera has the body of a lion, the hind legs of a goat, and a serpent for a tail. It has three heads- that of a lion, goat and dragon- and can fly when propelled by its huge bat wings. A chimera is a hideous and exceedingly dangerous monster.

Chgown (chow-'n)

Defense: Good, Good, Great, Superior, Awesome, Awesome

Magic Resistance: Good

Skills: Superior Strength, Passable Intelligence, Passable Run, Good Hostility.

Combat: The chyown tears his victims apart with his razor-like fingers, doing Passable damage. A chyown's skin is as impenetrable as plate mail.

Notes: The "headless trunk" appears to be a human male, but he has no head. Instead, his face is embedded in his chest. He will not attack women or children, and prefers to attack lone men.

Cockatrice

Defense: Good, Great, Superior

Magic Resistance: Passable

Skills: Good Agility, Pathetic Intelligence, Poor Run, Good Hostility.

Combat: A cockatrice attacks with its beak and claws. Although it does very little damage, its mere touch causes flesh to wither. Anyone attacked by a cockatrice must roll Defense for a random body part. On a roll of Poor or less, the character takes heavy damage. A cockatrice gets two attacks per turn.

Notes: A cockatrice looks somewhat like a large rooster, but its feathers are unnaturally scaly, and its tail is like that of a lizard. It can only be found in desert lands. This is because anything that the cockatrice touches withers and dies. Even water evaporates in the presences of a cockatrice.

Corsair

Defense: Passable, Good, Great, Superior, Awesome

Magic Resistance: Passable

Skills: Good Agility, Passable Intelligence, Good Charm, Good Dexterity, Good Mechanical, Passable Run, Passable Hostility.

Combat: Corsairs attack with a cutlass or scimitar (Poor damage). They wear, at most, leather armor.

Notes: Four times per day, a corsair can climb almost any surface at Superior speeds (40 feet per minute) for up to 5 minutes.

Crocodile

Defense: Good, Good, Great, Great, Superior, Awesome, Awesome

Magic Resistance: Passable

Skills: Superior Strength, Inferior Agility, Passable Run, Good Swim, Superior Hostility.

Combat: Crocodiles attack with a bone crushing bite (Good damage) and their heavy tail (Poor damage). A character who is hurt by the tail must roll Good on Agility or else fall down.

Notes: Groups of these reptiles live in swamps, marshes and riverbanks. Crocodile skin makes very good leather. Most crocodiles are 15 feet long (although some giant specimens have reached 30 feet!).

Cu Sidhe (coo shæ)

Defense: Passable, Good, Great, Superior, Awesome

Magic Resistance: Great

Skills: Passable Strength, Feeble Intelligence, Passable Agility, Good Run, Passable Hostility.

Combat: When attacking, the cu sidhe will use his jaws to clamp down on a limb, pulling his opponent to the ground. The target must roll Good on Dodge to avoid being bit. A bit character must roll Strength each turn to resist being pulled down. Once this has been accomplished, the cu sidhe will use his considerable weight to pin his attacker (it takes a Great Strength roll to knock the dog off), and tear at his throat with sharp teeth and claws (Good damage). A cu sidhe will fight to the death, or until his trainer calls him away.

Notes: Also known as a "fairy dog," these large dogs are recognizable by their shaggy coats of green fur (though a rare form of cu sidhe is white with red ears). They have large flat feet, and an immense tail that curls over their backs. The cu sidhe is rarely seen outside of elven communities.

Cu sidhe make very good guard dogs, for their hearing is acute. They are also favorites among elf children, for they are gentle, patient creatures unless trained to act otherwise.

A cu sidhe cannot stand to be confined, and will become extremely agitated if chained or locked in a room. The cu sidhe is an excellent tracking animal. It moves with barely a sound, and is tireless in pursuit.

Cyclops

Defense: Good, Good, Good, Great, Great,
Superior, Superior, Awesome, Awesome

Magic Resistance: Great

Skills: Inhuman Strength, Poor Agility, Poor
Intelligence, Passable Run, Great Hostility.

Combat: Cyclops use clubs or spears, doing
Great damage. They do not wear armor.

Notes: A cyclops has only one eye in the center
of his forehead. They stand about 12 feet tall, and
dress in filthy clothes made from cow or sheep
skins. They are quite brutal, and have been known
to feast upon human flesh. Gold or jewels mean
nothing to a cyclops. They live in isolated caves,
alone or with their brood. They raise sheep and
cattle for their food and clothing, and are known for
their excellent stock.

Dog

Defense: Passable, Good, Great, Superior

Magic Resistance: Passable

Skills: Inferior Strength, Pathetic Intelligence,
Good Agility, Great Run, Passable Hostility.

Combat: Dogs attack with their bite for Inferior
damage.

Notes: Dogs come in all shapes and sizes, and
most are easily trained as pets or guards. Wild dogs
travel in packs, and will sometimes attack a
creature many times their size.

Doppelganger

Defense: Passable, Passable, Good, Great,
Superior, Awesome

Magic Resistance: Good

Skills: Passable on all.

Combat: If attacked, the doppelganger will take
the form of the attacker. No matter what his form, a
doppelganger's defense remains the same and his
attack always does Poor damage.

Notes: In it's natural state, a doppelganger
appears to be a fetus-like humanoid with mutable,
pulsing features. It is hairless, with translucent skin
and indistinct fingers and toes. It lurks in dark
corners or caves, for sunlight irritates it's
undeveloped flesh.

A doppelganger can take on the appearance of
any humanoid creature that it sees (but it cannot
increase its height beyond 7 feet or decrease it
below 4 feet). It even takes on the appearance of the
victim's clothing and equipment (although copied
magic items are non-magical). Doppelgangers are
not always perfect imitations; they may have
webbed fingers and toes or clammy flesh. They
often have abnormal heart beats or other internal
irregularities.

The longer a doppelganger imitates a
character, the more perfect his imitation. At the
same time, the victim loses his memories as they
are drained by the doppelganger. This takes about
12 hours, and it will manifest itself as headaches
and forgetfulness on the victim's part. Once he has
stolen the victim's memories, the doppelganger will
try to kill the original and take his place.

Draconian

Defense: Good, Good, Great, Great, Superior,
Awesome

Magic Resistance: Good

Skills: Great Strength, Inferior Agility, Great
Intelligence, Good Run, Good Hostility.

Combat: Draconians normally use flails and
morning stars, doing Passable damage. They wear
studded armor, if any at all.

Notes: Three times per day, a draconian can
breathe a jet of fire at up to three characters within
melee range. The targets take Good damage.

Dragon

Defense: Awesome, Awesome, Awesome,
Awesome

Magic Resistance: Awesome

Skills: Inhuman Strength, Inhuman Knowledge,
Good Run, Superior Fly, Great Hostility.

Combat: Dragon's fight with their fangs
(Superior damage) and their two immense claws
(each does Good damage), and their heavy tail
(Poor damage). Once every ten minutes, dragons
may breathe a jet of fire which does Good damage
to all characters in the local area.

Notes: Dragons are reptilian creatures between
25 and 60 feet long. Some have wings, and can fly at
Inhuman speeds. All dragons love treasure, and
many hoard it in their lairs.

Roar: Twice a day, a dragon can roar. This is so frightening that all characters in the local area must flee for (Will vs Poor) x 3 minutes.

Drake

Defense: Superior, Superior, Awesome, Awesome

Magic Resistance: Good

Skills: Inhuman Strength, Poor Agility, Feeble Intelligence, Passable Run, Superior Fly, Poor Hostility.

Combat: A drake's sharp claws do Good damage, and its bite does Great damage.

Notes: A drake is a sleek reptile approximately 30 feet long. It is easily recognized by its feathery wings, which enables it to fly great distances. A Drake may carry up to 500 pounds while in flight, and up to 2,000 pounds while on the ground. Drakes are vegetarians and feed primarily off of grass and tree leaves. They are rather docile, and can be tamed to act as mounts or pack animals. Some drakes are even trained to carry soldiers into battle.

Dryad

Defense: Passable, Good, Great, Superior

Magic Resistance: Good

Skills: Good Intelligence, Superior Charm, Passable Run, Passable Hostility.

Combat: Dryads normally rely on their magic in combat, but if forced to fight they do so with a dagger or other small weapon (Inferior damage). They do not wear armor.

Notes: These lovely women are tall, slender, and have very pale skin. They dress in white and gold. Upon reaching puberty, dryads are given a strip of white cloth that is worn as a shawl, scarf, or cloth belt. With it, the dryad gains the powers of flight, healing, and the ability to command trees. Without it, a dryad can do none of these things.

If a dryad loses her shawl, she will agree to nearly anything to get it back. Some humans, infatuated by a dryad's beauty, will try to steal the shawl and hide it. The dryad is then forced to marry the human, hoping that her shawl will be returned some day.

Fly: Twice per day, a dryad can appear as a whirlwind and can fly at Superior speeds for up to

15 minutes at a time. The dryad can bring one other character with her.

Heal: A dryad's touch can heal (Passable vs patient's Stamina) levels of damage. She can also heal all sorts of mental afflictions (a character must make a Passable Sanity roll to respond to a dryad's ministrations).

Command Trees: A dryads can command tree branches to bow down and entangle her enemies. A character will be held by (Dodge vs Great) branches. He is at -1 column for every branch that holds him. It requires a Passable Strength roll to escape the branches (remember to include the column penalty).

Duergar

Defense: Passable, Good, Great, Superior, Awesome

Magic Resistance: Passable

Skills: Good Agility, Passable Intelligence, Good Cunning, Good Run, Great Hostility.

Combat: Duergar attack with thorny whips or spiked hammers, doing Poor damage. They mainly wear chain mail; the few who wear plate mail have a defense of Good, Great, Superior, Superior, Awesome.

Notes: Duergar are four feet tall, with black skin and teeth. They have long arms, short legs and sharp features. They are very malicious, and hate all elves and elf kin. Duergars are the champions of the Unseelie Court and will do anything in their power to advance its causes. They particularly hate the firbolg who constantly thwart their nefarious plots. As the defenders of the Unseelie Court, they are well versed in all matters of intrigue, including assassination, poison and combat. Even the Duergar youth are taught to lie and spy for the sake of the evil court.

Duergars often travel the lands, looking for converts to their cause. They are treated with suspicion and dislike, but most races tolerate their presence.

Dwarf

Defense: Good, Great, Superior, Awesome

Magic Resistance: Great

Skills: Good Intelligence, Great Mechanical, Great Stamina, Good Strength, Passable Run, Passable Hostility.

Combat: Dwarves use war axes or maces (Passable damage) and wear ring or chain mail.

Notes: Once per day, a dwarf can smell the location of the largest treasure in the local area.

Eagle

Defense: Passable, Good, Great

Magic Resistance: Passable

Skills: Passable Strength, Superior Agility, Inhuman Fly, Pathetic Intelligence, Poor Hostility.

Combat: Eagles fight with their talons and beak. They prefer to dive at their victim, attacking with an aerial strike which does Passable damage. If the attack misses, the eagle will fly from danger, and make another attempt. If an eagle hits a character's leg, change to a head hit.

Notes: Eagles have a wing span of up to seven feet and can easily carry ten pounds while in flight. Unless defending a nest, an eagle will not usually attack a man; however, it might mistake a brownie for a rabbit, or a goblin for a lizard. Eagles have a Run skill of Pathetic when on the ground.

Easterling

Defense: Passable, Good, Great, Superior

Magic Resistance: Good

Skills: Great Intelligence, Good Cunning, Poor Strength, Poor Hostility, Poor Run.

Combat: Most easterlings use daggers (Inferior damage) and throwing stars (Inferior damage). They usually wear robes. Easterling warriors who wear scale armor have a defense of Good, Good, Great, Superior, Awesome, and use swords (Poor damage) and light crossbows (Poor damage).

Notes: Twice per day, an easterling can determine 1d6 pieces of information about a touched object.

Elephant

Defense: Superior, Superior, Awesome, Awesome

Magic Resistance: Passable

Skills: Inhuman Strength, Feeble Agility, Pathetic Intelligence, Good Run, Passable Hostility.

Combat: Elephants attack with their tusks for Poor damage. A charging elephant does Passable

damage. Elephants can trample prone characters for Good damage.

Notes: An elephant stands approximately 11 feet tall and weighs six tons. They have poor vision and hearing, but their sense of smell is phenomenal. Highly intelligent, elephants are often used as pack animals and transportation.

Elf

Defense: Passable, Good, Great, Superior, Awesome

Magic Resistance: Good

Skills: Great Charm, Good Dexterity, Good Nature, Poor Stamina, Poor Strength, Passable Hostility, Great Run.

Combat: Elves attack with long swords (Poor damage), and long bows (Poor damage). They wear enchanted chain mail that is virtually weightless.

Notes: Twice per day, an elf can use his speed to attack twice per turn for d6 turns.

Elfin

Defense: Passable, Good, Great, Superior, Awesome

Magic Resistance: Passable

Skills: Great Agility, Good Intelligence, Good Alertness, Poor Cunning, Poor Stamina.

Combat: Elfin use long swords (Poor damage), composite bows (Poor damage), and wear leather armor.

Notes: Once per day, an elfin can use true sight for three minutes.

Entomolian

Defense: Good, Great, Superior, Awesome

Magic Resistance: Passable

Skills: Good Agility, Great Strength, Good Stamina, Good Run, Great Run.

Combat: Entomolians fight with claymores or other large swords, doing Passable damage. They do not wear armor, but those that carry shields have a defense of Good, Good, Great, Great, Superior, Awesome.

Notes: Four times per day, an entomolian can leap up to 60 feet and attack from mid-air, doing Great damage.

Feral

Defense: Passable, Good, Great, Superior, Awesome

Magic Resistance: Passable

Skills: Good Agility, Good Alertness, Good Strength, Great Nature, Good Stamina, Poor Intelligence, Good Run, Great Hostility.

Combat: Ferals attack with clubs for Passable damage or with their teeth and hands (Inferior damage). Ferals dislike armor, and will wear only padded or leather armor.

Notes: Once per day, a feral can howl at one target in the local area, paralyzing him for (target's Strength vs Good) minutes.

Ferrish

Defense: Good, Great

Magic Resistance: Passable

Skills: Poor Strength, Good Agility, Passable Intelligence, Passable Run, Passable Hostility.

Combat: Ferrish attack with short swords (Inferior damage) and small thrown darts (Inferior damage). They wear light leather armor.

Notes: The ferrishyn are a tribe of small people known for two things: their phenomenal hunting ability and fantastic sense of hearing. When a ferrish concentrates on a particular area up to 5 miles away, he can hear every word that is being said. Ferrishyn cannot do this more than once per day, as it is a painful process.

Ferrishyn are a closed mouth lot. It is said that a ferrish will not tell a secret even if you roast his toes over a fire.

Ferrishyn live in small communities where they raise miniature horses. The horses stand no higher than three and a half feet tall at the shoulder, but are extremely swift and able to travel in the bush where a normal-sized horse would hesitate to go. Ferrishyn also raise cu sidhe (q.v.). Ferrishyn are very protective of their animals, and rarely sell or give them to outsiders.

Firbolg

Defense: Passable, Good, Good, Great, Superior, Awesome

Magic Resistance: Passable

Skills: Great Charm, Good Intelligence, Good Strength, Poor Agility, Good Run, Inferior Hostility.

Combat: Firbolgs wear ring or chain mail. They normally carry shields and use broad swords (Passable damage) and light crossbows (Poor damage).

Notes: Once per day, a firbolg can use his clairvoyance to see (or hear) what is happening up to 5 miles away. The area must be known to the firbolg, or nearby—for instance, behind a closed door. The firbolg may also specify an object he has touched within the past day and see what is happening around it. The clairvoyance works for only a few minutes.

Forester

Defense: Passable, Good, Great, Superior, Awesome

Magic Resistance: Passable

Skills: Poor Agility, Great Nature, Good Stamina, Good Strength, Passable Run, Passable Hostility.

Combat: Foresters use war axes (Poor damage) and composite bows (Poor damage). They wear studded armor.

Notes: Once per day, a forester can summon a woodland creature by giving a highly realistic animal call. The creature will arrive in just a few minutes, and will fight for the forester. A forester can summon a bear (stays 2 turns), mountain lion (stays 4 turns), or wolf (stays 6 minutes).

Gabriel Hound

Defense: Passable, Good, Great, Superior, Awesome

Magic Resistance: Passable

Skills: Great Intelligence, Superior Run, Superior Fly, Feeble Hostility.

Combat: If threatened, gabriel hounds will try to fly away. If there is no escape, they will reluctantly attack with their bite (Poor damage). Any character damaged by a gabriel hound's bite will fall asleep for (Stamina vs Good) x 2 minutes.

Notes: Also known as "sky yelpers," these magical hounds have the bodies of huge mastiffs with human heads. They can detect auras of death or misfortune surrounding people. By gazing into a character's eyes, the gabriel hound can tell the

character's probable future. If it is a particularly ominous future, the hound will howl mournfully and fly away.

When a royal child is born, the gabriel hounds will fly to the royal nursery to foretell the child's probable future before returning to the clouds.

Ganconer

Defense: Passable, Good, Great, Superior, Awesome

Magic Resistance: Great

Skills: Good Agility, Good Cunning, Great Charm, Passable Run, Great Hostility.

Combat: Ganconers favor long bows (Poor damage) and rapiers (Poor damage). They wear studded armor.

Notes: This evil member of the Unseelie Court is also known as "the Love-Talker." Most ganconers are male, though a few are females. They are generally handsome fellows with distinct elven features, though dark rather than fair.

Ganconers are elvish assassins who use love as a weapon. They have four special abilities, each of which may be used once every four hours.

Wasting: The ganconer's touch causes the victim to fall hopelessly in love with him for (Intelligence vs Good) days. The ganconer will immediately spurn his victim, causing her to pine away. Each day that the spell lasts, the victim must roll Passable on Sanity or else go mad. She may rush into dangerous lands, hoping to finding the ganconer. Some victims will even attempt suicide.

Charm: By blowing the smoke of his pipe upon a character, a ganconer can cause her to fall completely under his control for (Will vs Good) x 2 hours. While charmed, she will do whatever the ganconer asks, including terrible crimes-even murder. She will never betray the ganconer, and when she recovers her own will, she will remember him with wistful sadness.

Jealousy: Just by locking gazes with his victim, a ganconer can cause her to become maniacally jealous of anyone the ganconer flirts with. The effects last for (Sanity vs Great) x 5 minutes. A ganconer can easily entice his victim into violence using this ability.

Low Blow: In combat, a ganconer who uses a low blow does Great damage for a single attack.

Gargoyle

Defense: Good, Good, Great, Great, Superior, Awesome

Magic Resistance: Passable

Skills: Great Strength, Superior Agility, Poor Intelligence, Good Cunning, Poor Run, Good Fly, Great Hostility.

Combat: Each turn, gargoyles may attack with their claws (Poor damage), horns (Poor damage), and bite (Poor damage).

Notes: Gargoyles are about six feet tall, but their hunched posture makes them appear much shorter. They have long fingers and toes ending in sharp claws, and two horns protruding from their foreheads. Gargoyles use their bat-like wings to glide from shadow to shadow. They are incapable of prolonged flights.

Gargoyles have large bulging eyes and can see in darkness. They also have long tongues that loll out of their mouths. A gargoyle's tongue is so sensitive that it can detect changes in the air currents, helping him track his prey. They make their homes in nests built in the spires of castles or in crannies deep within a cave. Gargoyles do not like sunlight, and generally sleep during the day.

A gargoyle can remain so still that he will be mistaken for a statue. A character must roll Superior on Search if actively looking for a gargoyle; otherwise, he will not recognize him for what he really is.

If bullied, a gargoyle may agree to become a servant, but he must be watched at all times. A gargoyle is essentially a cowardly beast, and will quickly fly away if outnumbered.

Ghost

Defense: Not applicable.

Magic Resistance: Superior

Skills: No Strength, Passable Agility, Passable Intelligence, Passable Run, Passable Hostility.

Combat: Since ghosts are non-corporeal, they cannot be harmed by weapons, nor can they physically harm characters. Malignant ghosts who wish to harm the living may do so by frightening them. They can mutate their features at will, and appear as fearsome beasts or demons. Their moans and screeches are so terrifying that a character will flee for (Sanity vs Great) x 5 minutes. On a

Catastrophic roll, the character is driven mad. Often a malignant ghost will manifest itself along a cliff or in a high tower, in the hopes that a character will fall to his death.

Notes: A ghost is the spirit of one who died unhappily, violently or prematurely. It retains its pre-death form, but seems to be made of smoke or heavy mist. Sometimes they glow with a green or golden light, or float above the ground. If anyone attempts to touch a ghost, it will vanish.

A feeling of coldness pervades the area where a ghost appears. Sometimes a low hum or sobbing can be heard. Ghosts are compelled to perform the same repetitive action night after night. These actions relate to a traumatic event that occurred during their lives. Most ghosts want release from this existence, and may seek help from the living to right some ancient wrong. Some benign ghosts will actively help the living. They are rare and usually appear only to spiritualists. Most benign ghosts are silent, and they use hand and facial gestures to indicate their messages and warnings.

Ghoul

Defense: Passable, Passable, Good, Great, Superior, Awesome

Magic Resistance: Passable

Skills: Great Strength, Poor Agility, Inferior Intelligence, Poor Run, Great Hostility.

Combat: When not lurking around a graveyard, ghouls hunt in large packs, tearing their victims apart with large teeth (Poor damage) and claws (Poor damage). A character who takes damage from a ghouls bite must roll Passable on Stamina or else contract a rare disease called "graverobber's curse." See below for more information.

Notes: Ghouls live in crypts and underground warrens. They have gelatinous grey flesh, jackal-like muzzles, and a stooped gait. They move silently on large feet, and when they stand still, they are completely invisible. They are enormously strong and a single ghouls can wrench the stone slab from a crypt.

Ghouls have a well-developed taste for human flesh. Although they prefer carrion, they may occasionally seek a fresh meal. Their vocabulary is limited, and when hungry, their desire for flesh blots out all other thoughts and feelings. If properly fed, they may serve as assistants for necromancers.

Graverobber's Curse: Anyone who takes damage from a ghouls bite must roll Passable on Stamina or else contract this hideous illness. Graverobber's curse is a progressive disease. At first, the character will walk in his sleep to the nearest graveyard and prowls around, returning to his bed before daybreak. In the morning, he won't remember anything about the experience. The next time the disease flares up, he may actually exhume a casket. On the third outbreak, the afflicted character will exhume a casket and consume the corpse. The outbreaks will become more and more frequent, until every night the character is robbing graves and wondering why he is so tired in the mornings. There may be clues, though, such as grave mold under his fingernails, a lack of interest in breakfast, or gore on his night shirt. Graverobber's curse can only be cured by the application of madwort or key flower, or by a healer who makes a Great Medical roll.

Giant

Defense: Awesome, Awesome

Magic Resistance: Good

Skills: Inhuman Strength, Poor Agility, Poor Intelligence, Passable Run, Good Hostility.

Combat: Giants attack with barrel-sized fists (Good damage). They may also wield huge clubs (Great damage). Giants do not wear armor.

Notes: Giants range from 8 to 15 feet tall. Most giants are easily offended, and view others with suspicion. A few giants have proved friendly to other races, helping them build dams, walls and fortresses. These fellows travel around the country seeking worthwhile employment. They ask for no money, but take their wages in food. This can be quite costly, for a giant can eat prodigious amounts.

In fact, most giants are always hungry, which is why some of them add humans to their daily diet. After a meal, the giant will empty the traveller's pockets and steal what treasure he may have.

Glaistig

Defense: Passable, Superior

Magic Resistance: Passable

Skills: Passable Strength, Passable Agility, Passable Intelligence, Great Run, Good Hostility.

Combat: Glaistigs favor spears (Poor damage), darts (Inferior damage) and knives (Inferior damage). The few that wear padded armor has a defense of Passable, Great, Superior.

Notes: This creature has the body of a goat and the torso and head of a human (usually female), though it can appear in a completely goat form if it so chooses. Glaistigs are revered by hill folk, for they take it upon themselves to guard herd animals from harm. In exchange for this protection, a glaistig will take payment in the form of milk. In the wilderness, glaistigs are usually found near streams.

Glaistigs are very fond of children, as well as the elderly. They make wonderful nurses and nannies. They are fiercely protective and will fight to the death if one of their charges is threatened. Glaistigs are humorless, and do not take kindly to insults, either real or imagined.

Glaistigs can communicate with herd animals. These animals will instantly obey simple commands, which may include stampeding.

Goblin

Defense: Good, Great, Superior

Magic Resistance: Passable

Skills: Good Agility, Poor Strength, Great Cunning, Passable Intelligence, Passable Run, Good Hostility.

Combat: Goblins attack with barbed whips (Inferior damage) and javelins (Inferior damage). They wear leather armor.

Notes: Twice per day, a goblin can fill the local area with shadowy darkness for 6 minutes.

Gryffon

Defense: Great, Great, Superior, Superior, Awesome

Magic Resistance: Passable

Skills: Great Strength, Good Agility, Pathetic Intelligence, Good Run, Great Fly, Good Hostility.

Combat: Gryffons almost always attack from the air. A gryffon rends it's victim with it's claws (Passable damage) and beak (Passable damage). Small creatures of 100 pounds or less may be carried away to it's nest as food for fledglings.

Notes: This monster has the head, talons and wings of a giant eagle, while it's body, hind legs and tail are that of a lion. It is a keen-eyed creature that

preys on horses, cattle, sheep and even humans. It makes its nest on top of inaccessible cliffs or in the branches of giant trees. The shell of a gryffon's egg is said to be pure gold. Because gryffons often attack herd animals, they are particularly hated by the glaistigs.

Shriek: Once per hour, a gryffon can emit a resounding shriek. All non-gryffons in the local area are paralyzed for (Intelligence vs Poor) turns.

Gypsy

Defense: Passable, Good, Great, Superior, Awesome

Magic Resistance: Good

Skills: Passable Strength, Passable Agility, Passable Intelligence, Great Cunning, Good Dexterity, Passable Run, Passable Hostility.

Combat: Gypsies fight with daggers (Inferior damage), spears (Poor damage), and scimitars (Poor damage). They wear leather armor.

Notes: Twice per day, a gypsy can answer three questions about a character.

Harpy

Defense: Good, Great, Superior, Awesome

Magic Resistance: Good

Skills: Passable Strength, Passable Agility, Passable Intelligence, Inferior Run, Passable Fly, Superior Hostility.

Combat: Harpies favor flaying knives as weapons (Poor damage). They use nets to capture victims alive. The target must roll Passable on Dodge to avoid being entangled for (Superior vs Strength) x 2 turns. Avians are among their bitterest enemies, for they are immune to their charming tunes and hideous screeches.

Notes: These terrible monsters have the body, talons and wings of a giant bird of prey and the torso, head and arms of a beautiful woman. They stand approximately four and a half feet high, and have a wing span of ten feet.

Harpies hate everyone and everything - even fellow harpies. They love to torture their prey before devouring them. Harpies favor sentient beings over all other victims, for the thrill of killing a pleading human is a greater pleasure than slaughtering a dumb sheep.

Mesmerize: Harpies have the ability, once per hour, to mesmerize creatures by singing lovely songs. Characters will stand transfixed for (Passable vs Will) minutes.

Screech: Harpies can also screech twice per day, causing those in the local area who are not paralyzed to flee for (Sanity vs Great) turns. There is a 1 in 6 chance that the screech will summon d6 more harpies to the scene.

Hill Folk

Defense: Passable, Good, Great, Superior, Awesome

Magic Resistance: Passable

Skills: Passable Strength, Good Alertness, Good Intelligence, Passable Agility, Passable Run, Passable Hostility.

Combat: Hill folk wear leather armor and wield spears (Poor damage), hand axes (Poor damage), or bull whips (Poor damage). A few carry light crossbows (Poor damage).

Notes: Once per day, a hill folk can sense what will happen up to 15 minutes into the future. This is just a vague feeling of whether something beneficial or disastrous will happen if a stated course of action is taken.

Hippogriff

Defense: Passable, Passable, Good, Good, Great, Great, Superior, Awesome

Magic Resistance: Passable

Skills: Great Strength, Passable Agility, Feeble Intelligence, Great Run, Superior Fly, Poor Hostility.

Combat: When a hippogriff attacks, it swoops down from the sky, landing some yards away from the victim. Then it charges, attacking with its sharp beak (Poor damage) and talons (Passable damage).

Notes: The hippogriff has the head, talons and wings of a giant eagle, and the body, hind legs and tail of a horse. Its favorite prey is deer, and it will rarely attack human types unless provoked or quite hungry.

Easterling tribes have trained hippogriffs to act as mounts for special militia groups and royalty. Anyone found riding a hippogriff in an easterling area who is not a soldier or royal family member is subject to arrest for impersonating an official. The penalty is death.

Hob

Defense: Passable, Passable, Good, Good, Great, Great, Superior, Awesome

Magic Resistance: Passable

Skills: Great Strength, Poor Agility, Inferior Intelligence, Good Run, Good Hostility.

Combat: Hobs use battle axes (Passable damage) and morning stars (Passable damage), and great spiked clubs (Passable damage). They normally wear studded armor or ring mail.

Notes: Once per day, a hob may use his revulsion ability to prevent his enemies from approaching within ten feet of him for (Strength vs Great) minutes.

Homunculus

Defense: Great, Superior

Magic Resistance: Good

Skills: Pathetic Strength, Great Agility, Poor Intelligence, Good Run, Superior Fly, Inferior Hostility.

Combat: A homunculus attack with its bite (Inferior damage) and sharp claws (Inferior damage). The bite is especially deadly, for they have a double set of retractable fangs. The referee decides which set of fangs the homunculus uses. If a character is damaged by a homunculus' attack, he is affected as follows:

The first set causes a character's feet to turn to lead for (Stamina vs Great) minutes. During this time, the character is at -1 column on all maneuvers, including attacks, dodges, and running.

The second set of fangs causes the body part bitten to turn into a gas for (Stamina vs Great) minutes. Any armor or equipment on that body part will fall off, and that limb will be completely useless. A character's leg will not be able to support him, and his arm will not be able to hold a sword (or shield). A character whose chest is turned to mist will feel strange, but will not be adversely affected. Having one's head turned to mist makes it very difficult to see; for this reason, the character is at -1 column on Alertness, Attack, and Dodge rolls. Misty body parts cannot be harmed by physical weapons.

Notes: This magical creature is created in an alchemist's laboratory. Using various potions and just a drop of his own blood, the alchemist can create a tiny winged man (or woman) that stands

only a foot tall. The homunculus is perfectly proportioned, except for an outsized head. This creature is fairly intelligent, and can understand the common tongue. It can only express itself by chirps, squeaks and purring noises, which are unintelligible to all but it's creator.

A homunculus needs a drop of his master's blood each day; without it, he will grow weak and become a puddle of chemicals within 48 hours. They will serve their creator faithfully by running errands, spying, committing petty thefts and delivering messages. If his master is killed, a homunculus may accept a new master if he is given a drop of blood and the character makes a Great Cunning roll. If the Cunning roll is failed, the homunculus may turn on the character and try to kill him.

If a homunculus is killed, his master takes Passable damage to his head (caused by hemorrhaging).

Horſe

Defense: Passable, Passable, Good, Good, Great, Superior, Awesome

Magic Resistance: Poor

Skills: Awesome Strength, Passable Agility, Pathetic Intelligence, Awesome Run, Feeble Hostility.

Combat: Horses are generally gentle creatures, though they may bite or kick if frightened (Feeble damage).

Notes: Horses are a standard form of transportation and may also be used as pack animals, or to pull wagons.

Horſe, War

Defense: Passable, Passable, Good, Good, Great, Great, Superior, Superior, Awesome

Magic Resistance: Good

Skills: Inhuman Strength, Passable Agility, Feeble Intelligence, Awesome Run, Great Hostility.

Combat: Each turn, a war horse may bite (Inferior damage) and kick (Poor damage).

Notes: A war horse wears iron shoes and banded armor and is trained not to panic in the heat of battle. They are usually very hostile to anyone but their owner.

Hydra

Defense (each head): Great

Defense (body): Passable, Passable, Passable, Good, Good, Good, Great, Great, Superior, Superior, Awesome, Awesome

Magic Resistance: Great

Skills: Inhuman Strength, Inferior Agility, Poor Intelligence, Inferior Run, Superior Hostility.

Combat: Each head of a hydra bites for Passable damage. A character who attacks a hydra must specify whether he is attacking one of its heads or its body. If its body is killed, the hydra dies.

Notes: This monster resembles a wingless dragon with three to nine heads. They are rare creatures, that live far from civilization. They are quite belligerent, and will probably attack anyone who invades their territory.

Some regenerating hydras replace any severed head by quickly growing two in it's place. The stump must be cauterized with fire, acid or magic within three turns to prevent this from happening.

Knockeŕ

Defense: Passable, Passable, Good, Good, Great, Superior, Awesome

Magic Resistance: Good

Skills: Good Strength, Passable Agility, Passable Intelligence, Passable Run, Passable Hostility.

Combat: Knockers normally carry picks and shovels, which they will use as weapons if the need arises (Poor damage). They wear metal armor, and prefer scale mail.

Notes: The knockers were once members of the dwarven working class. Unhappy with their lot in life, they packed their bags and headed for the surface. Near the end of their journey, they bumped into some miners. When the humans explained that they were digging for precious metals and gems, the knockers made a deal. If the humans allowed them to live in abandoned mine shafts and govern themselves, they would use their expert skills to help the humans mine. The humans agreed, and the relationship has been mutually advantageous ever since.

Knockers have very dark skin, and are sometimes called "black dwarves." They are about 3 feet tall, and rather human in their outlook, having shed much of their dwarven heritage. In fact, they

are contemptuous of true dwarves, finding them snobbish and arrogant. Knockers are excellent miners and fine metalworkers. They often trade their crafts for fresh vegetables and fruit.

High pitched sounds are very irritating to a knocker. Their sensitive hearing is particularly disturbed by whistling noises. In fact, humans who work closely with the knockers are forbidden to whistle or make any piercing sounds whatsoever. This is not only a kindness to the knockers, but a safety precaution for the humans, for a knocker can easily be driven berserk by a prolonged whistling. In such a state, the knocker is liable to attack his fellow workers, upset lanterns and cause cave-ins.

Korrigan

Defense: Passable, Passable, Good, Good, Great, Superior, Awesome

Magic Resistance: Good

Skills: Passable Strength, Good Agility, Great Intelligence, Passable Run, Passable Hostility.

Combat: Korrigans form magical weapons out of "hard water." This is water that takes on the appearance of glass, though it is much stronger. They fashion swords (Passable damage), spears (Passable damage) and darts (Poor damage) from this material.

Unless a hard water weapon is re-enchanted on a weekly basis, it will revert back to water.

Notes: Korrigans are a race of magic users who take their power from water, particularly fountains and springs. They sleep in underground caverns and grottos during the day, but at night they gather food and care for their fountains. A korrigan fountain is known by the huge standing stones that surround it. Korrigans can see the future in these fountains, and can cause them to gush forth healing waters. Every month or so, the korrigans bathe in the sacred springs, and revitalize their powers. Anyone who observes this secret ritual may be turned into stone or glass.

At night, korrigans appear to be humans with blonde hair and pale blue eyes. They dress in flowing robes of white, green or blue. If seen in the daylight, korrigans seem incredibly old, with white hair, rheumy eyes and wrinkled skin. They are also shape shifters who can appear in the likeness of a spider, eel or snake. Their true appearance is unknown.

Every spring the korrigans hold a magical festival. At this time every korrigan drinks from a crystal goblet which confers upon them the gift of poetry and legends.

Korrigans have the following special ability:

Water wield: Once a day for up to 10 minutes, a korrigan can cause jets of highly pressurized water to spurt from her hands. Each stream is 10-20 feet long. Characters must roll Great on Agility to stay on their feet if hit by the water.

Lamia

Defense: Passable, Passable, Passable, Good, Good, Great, Great, Superior, Superior, Awesome

Magic Resistance: Great

Skills: Superior Strength, Passable Agility, Passable Intelligence, Good Run, Great Hostility.

Combat: Lamiae carry bows (Passable damage). In melee, they use their front claws (Poor damage) and a mace (Passable damage). They do not wear armor.

Notes: Lamiae have the body of a lion, the hind legs of a goat, and a woman's beautiful torso, arms and head. The scaly skin of the lamia has a metallic sheen. Lamiae are filthy creatures, and often carry diseases. A character must roll Poor on Strength or else become very ill within 24 hours after contact with a lamia. Lamiae feed off the blood of their victim, using their long, tubular tongue. Sometimes, a lamia will drag victims to her lair and keep them as a living larder, allowing them to gain back their strength only to drain them again. In these conditions, it may take many months before a character actually dies.

Feeding: In combat, a hungry lamia may try to pin a character instead of attacking. The victim must roll Good on Dodge to avoid being knocked down. Each turn, a pinned character may attempt to roll Superior on Strength to dislodge the lamia. Starting on the next turn, the lamia will drain blood from a pinned character at the rate of 1 pint per turn. For each pint of blood drained, the character loses -2 points from his Strength and Stamina. Once either skill is reduced to zero, the character dies. A survivor will be pale, anemic, and weak, and will recover his lost skill points at the rate of 2 points per day.

Lammasu

Defense: Passable, Passable, Good, Good, Great, Great, Superior, Awesome

Magic Resistance: Superior

Skills: Great Strength, Inferior Agility, Good Intelligence, Great Run, Great Fly, Inferior Hostility.

Combat: If a lammasu must defend himself, he will use his claws (Poor damage).

Notes: Lammasu are gentle creatures with the bodies of lions, large wings, and the faces of men. Lammasu are great healers, poets and teachers. They are welcome visitors to the Seelie Court, and are especially friendly to the firbolg.

Because they look fierce and powerful, they are often killed by ignorant people. Most lammasu live in hiding for this reason. They form their own communities and schools within a maze of lairs. They have no written language, and all they know has been memorized. Some lammasu are magic users, but they usually require human assistance to make potions and perform rituals for them. All lammasu have the following spells:

Deflect weapon: This spell deflects any weapon directed at the lammasu or his companions. Anyone standing within 10 feet of the lammasu will be protected from harm. Not effective against magical weapons or spells. Can be used twice a day for up to 5 minutes per use.

Short-sighted: the victim becomes extremely nearsighted and cannot see properly beyond a few feet. Any skill requiring eyesight will suffer a -2 penalty for (Stamina vs Good) x 5 minutes. Can be used twice a day.

Antidote: this spell will negate any poison which has been introduced into the body of a human or animal. Can be used once per day. It cannot revive a character who has already died from poisoning.

Lion

Defense: Good, Good, Great, Great, Great, Superior, Superior, Awesome

Magic Resistance: Passable

Skills: Awesome Strength, Good Agility, Pathetic Intelligence, Great Run, Good Hostility.

Combat: Lions attack with their sharp fangs (Passable damage) and claws (Passable damage).

Notes: Lions are up to nine feet long. They have a tawny hide, but some are brown or even grey. Most lions live in a pride of 1-3 males and 2-12 lionesses. The males rarely hunt, and it is the females who bring down the prey.

Lycanthrope

Defense: As for human or animal form.

Skills: As for human or animal form.

Combat: As for human or animal form. In animal form, a lycanthrope can only be harmed by silver or magic weapons. A character wounded by a lycanthrope in animal form must roll Passable on Stamina. Failure means the character will become a lycanthrope himself during the next full moon. A Superior Medical roll will cure a lycanthrope. All character races are susceptible to lycanthropy.

Notes: A lycanthrope is a humanoid who, under stressful situations or during the full moon, will change into a carnivorous animal (commonly a wolf). In human form, the lycanthrope has the defense, skills, and combat appropriate for his race.

When transformed, a lycanthrope has the statistics for his animal form. He has no human memories - all will be blotted out by a desire for bloodshed. The lycanthrope must kill before he will can revert to his true form. Often, the victim is someone for whom the lycanthrope cares greatly. The referee should play a lycanthrope player character when in animal form.

Manticore

Defense: Good, Good, Great, Great, Great, Superior, Superior, Awesome

Magic Resistance: Great

Skills: Awesome Strength, Great Agility, Poor Intelligence, Good Run, Superior Hostility.

Combat: A manticore attacks with its tail (Good damage), claws (Passable damage), and teeth (Poor damage). A character hit by a manticore with a scorpion's sting will also be poisoned. He will immediately fall into convulsions and will die in (Stamina vs Passable) hours. Five times per day, a manticore with a tail of quills can hurl them at any target within missile range for Poor damage.

Notes: The manticore is a huge lion with a man's bearded face and a tail that ends in either a scorpion's sting or a ball of spikes. The human face

has huge jaws capable of severing a man's arm. Two out of every six manticores have a pair of bat wings, enabling them to fly at Superior speeds. They are fairly intelligent, but have a limited vocabulary. They view humanoids as both as their greatest enemy and their main food source.

Medusa

Defense: Good, Good, Great, Superior, Awesome
Magic Resistance: Good

Skills: Good Strength, Good Agility, Passable Intelligence, Passable Run, Great Hostility.

Combat: Medusae attack with their clawed hands (Poor damage) and with the bite of the snakes upon their heads (Inferior damage). If a character takes damage from a snake bite, he will fall unconscious for (Stamina vs Great) hours.

Notes: A medusa has a woman's torso, head and arms, and the long, coiling body of a snake. Her hair is a writhing mass of vipers. These snakes can spit poison in the eyes of any character within thrown range, causing him to fall unconscious for (Stamina vs Poor) hours.

A medusa's eyes are large, luminous, and blood-red. Her gaze causes those who look upon her to turn into stone. A character fighting a medusa must roll Passable on Alertness to avoid her gaze; if the roll fails, the character turns to stone.

A medusa is especially vulnerable to her own gaze. A character who holds up a mirror to a medusa must make a Passable Dexterity roll to position it correctly. If successful, the medusa will instantly turn to stone. If he fails his roll, the character must then make a Passable Alertness roll to resist the power of the medusa's gaze.

Merrow

Defense: Passable, Good, Great, Superior, Awesome

Magic Resistance: Good

Skills: Passable Strength, Passable Agility, Passable Intelligence, Inferior Run, Superior Swim, Passable Hostility.

Combat: Merrow men defend themselves with tridents (Passable damage). Females might carry a dagger (Inferior damage), but normally defend themselves by singing their charm song.

Notes: Merrows live under the ocean waves. On land, they appear as humans, but when in water (or even when doused with water), their legs join together into a scaly fish tail.

Merrow women are especially beautiful, with a Great Charm. While underwater, their hair is as green as seaweed, but when they come to the surface, it becomes a beautiful golden color. Male merrows are not nearly so attractive. Their hair and teeth are green both above and below the water. They have tightly webbed hands, giving them the appearance of fins, and their faces have a distinct fishiness about them. Female merrows age much slower than their male companions, and often leave their ancient mates for younger ones.

Merrows are fickle folk. Sometimes they help sailors by guiding them past treacherous routes; other times they deliberately misdirect them in order to sink a ship. The females are quite vain, and often sing enchanting songs to human admirers. A character will be drawn to the merrow for (Will vs Good) x 10 minutes, even to the peril of his ship and life. Merrows laugh with delight if they can entice sailors to jump overboard to their deaths. The males are capable of causing sea storms by thrashing their tails violently, and often do so for sport.

Mold

Defense: None

Magic Resistance: Poor

Skills: None

Combat: Mold does not fight. Beating on a mold with a weapon will not harm it, but it will surely cause it to emit more spores. The only way to destroy a mold is to burn it. Freezing mold will cause it to become dormant.

Notes: Molds live off of decayed organic material—they prefer flesh. When a living creature approaches within five feet of a patch of mold, it emits a cloud of spores (it can only do this once per day). A character must roll Defense for a random body part; a roll of Poor or less means the spores have gotten through the character's armor to the flesh beneath. It grow in moist, dark places, such as a character's arm pits, feet, groin, or behind the ears.

The mold grows beneath the character's skin, so it is not immediately evident. This process is painless, for mold injects a painkilling substance

into the body. It may be many hours before it is detected.

After an hour, the body part begins to smell like mildew. After two hours, it takes on a greenish pallor. After three hours, the mold breaks through the character's skin and nothing can stop the agony short of amputating the affected body part. After four hours, the affected body part turns completely to mold, and the infection spreads to any adjacent body part. Once the character is completely transformed into mold, it will again be ready to spread its deadly spores.

One way to stop the spread of the mold is to apply fire to the infected body part, doing Poor damage to the body part-however, the victim suffers -1 column from his Defense roll for every hour the mold has been allowed to grow. Magic and potions may also help retard the growth.

Mooly

Defense: Good, Great, Superior, Awesome

Magic Resistance: Good

Skills: Passable Strength, Good Agility, Good Intelligence, Feeble Charm, Passable Run, Good Hostility.

Combat: In human form, a mooly will attack with a two-handed battle axe (Passable damage). In giant form, he uses his battle axe one-handed (Good damage). In lizard form, a mooly fights with its small claws (Poor damage) and bite (Poor damage). It can cast spells while in any shape.

Notes: This creature has two forms: that of a hideous human being, or a four-foot long reptile. In both forms the mooly is easily identifiable by a blue-black face and a single eye set in it's forehead. Moolies are sorcerers who specialize in wind and water spells. They usually live in secluded enclaves near the sea, though some individuals prefer lakes and streams. They are proficient at creating magical storms, and are often paid by unscrupulous pirates to cause ship wrecks. In some areas, a mooly must be paid to guarantee safety for ships coming in and out of a harbor, though payment does not necessarily render a merchant safe from a mooly's malicious whim.

Moolies double in size and ferocity when warmed by a fire. For this reason, most carry a flask of oil and flint with them, so that they may induce this growth if attacked. When enlarged, a mooly

doubles his Defense to Good, Good, Great, Great, Superior, Superior, Awesome, Awesome.

Moolies have the following spells:

Control weather: This ability allows the mooly to call forth any variation of the weather: sunshine, rain, hail, snow, etc. The effects will last for up to one hour and can be cast once per day.

Whirlpool: If this spell is used on an ocean, lake or river, the mooly can create a powerful whirlpool that will grow in size and intensity for up to 10 minutes. Can be used once a day.

Tempest: This spell calls forth a terrible storm. If thrown over water, floods and whirlpools cause considerable damage. If thrown over land, trees are uprooted and homes are crushed due to powerful winds. The storm lasts for up to 3 hours, and can be thrown once a month.

Mossling

Defense: Great

Magic Resistance: Good

Skills: Inferior Strength, Great Agility, Good Intelligence, Poor Run, Pathetic Hostility.

Combat: Mosslings never fight back. They will run away or offer a bribe to an attacker.

Notes: Mossling are squat creatures standing about three feet tall. Their skin is wrinkled, grey and leather-like. They are covered in downy brown fur and appear to be quite old. They make their homes in ancient forests and rarely travel far. Mosslings are very hard to see, and they can stand motionless for hours. If a character is actively looking for a mossling, he will need a Superior Alertness roll in order to spot one.

Mosslings build their homes in the tops of trees, using twigs, leaves and moss. They are led by an old woman known to them as "grandmother," who interprets their dreams and visions.

Mosslings weave wonderful clothing out of a magical moss which they cultivate. It is completely water resistant and anyone who wears it will be nearly invisible when travelling through forests and wooded areas. Garments made of mossling yarn last a full year.

Mosslings are intimately familiar with the medicinal and magical properties of all forest plants. They are vegetarians and pacifists who never carry weapons.

Netherman

Defense: Passable, Good, Great, Superior, Awesome

Magic Resistance: Good

Skills: Passable Strength, Passable Agility, Passable Intelligence, Good Run, Poor Hostility.

Combat: Nethermen wear soft leather armor. They use hatchets (Poor damage), spears (Poor damage), and simple short bows (Poor damage).

Notes: Twice per day, nethermen can communicate with a single animal in their local area for 6 minutes.

Nomad

Defense: Passable, Good, Great, Superior, Awesome

Magic Resistance: Passable

Skills: Poor Agility, Passable Strength, Good Intelligence, Passable Run, Good Hostility.

Combat: Nomads use scimitars (Poor damage) or bullwhips (Poor damage) and carry bucklers.

Notes: Nomads can survive the harshest conditions for up to 15 minutes. They can resist fire, poison gas, submergence, arctic cold, or desert heat.

Norggen

Defense: Passable, Good, Great

Magic Resistance: Good

Skills: Passable Strength, Passable Agility, Good Intelligence, Poor Run, Passable Hostility.

Combat: Norggens prefer to use their magic to avoid combat. They wield short swords (Inferior damage) and wear padded armor.

Notes: Norggens are about three feet high. They wear green and grey clothing and hats, but no foot gear. Their most distinguishing features are their bright red eyes. Male norggens quite often sport luxurious black curly beards. They have a pungent smell that can be detected up to (Catastrophic vs Alertness) x 5 feet away.

Norggens can sicken animals with just a touch, turn a road or pathway into ice, and lead people astray. A character will be misled by the norggen for (Fate vs Great) x 10 minutes. During this time, the norggen can control where the character goes, although the character will think he is going where

he intends. They can also control the wind, or shape shift into a small dog, cat or rabbit.

Nuckelavee

Defense: Great, Great, Superior, Superior, Awesome, Awesome

Magic Resistance: Great

Skills: Superior Strength, Passable Agility, Passable Intelligence, Great Run, Great Swim, Superior Hostility.

Combat: The human part of a nuckelavee attacks with a lance (Good damage), while the horse part attacks with front hooves (Poor damage) and a bite (Passable damage).

Notes: A nuckelavee is a twelve foot tall horse, with the torso, hands and head of a one-eyed man growing from its back. Its arms dangle nearly to the ground, and most horrible of all, it has no skin. Because of this, the nuckelavee must bathe once every twenty-four hours in salt water to keep its body supple and clean. They hate fresh water, and will not cross a running stream (although they will make use of bridges).

Nuckelavees live in the ocean, though they often journey far inland. They are carriers of a disease known as the "wasting plague." This disease is transmitted by the nuckelavee's breath. If the creature breathes on a character, the victim must make a Good Stamina roll or else become instantly nauseous and dizzy. Within a few hours, he becomes feverish and unable to take food or drink. After a day, large sores will become visible on his face, hands and tongue. Each day, the character must make a Stamina roll. On a roll of Pathetic or Catastrophic, the character dies. On a roll of Superior or Awesome, he recovers.

The disease is contagious, and all healthy people in close contact with the sick character must make a Stamina roll as though they had been breathed on by a nuckelavee. A person who has been infected and survives is forever immune to the effects of the nuckelavee's breath.

Nuckelavees take great delight in spreading this illness, and sometimes capture people in order to make them carriers. To do this, the nuckelavee captures a person and breathes directly into his mouth. Although the character will not contract the disease himself, he will spread it just as though he were a nuckelavee. The nuckelavee then releases him in the hopes that he will create an epidemic. A

carrier can be cured using the key flower or by magical means.

Ogre

Defense: Passable, Passable, Good, Good, Great, Great, Superior, Superior, Awesome, Awesome

Magic Resistance: Good

Skills: Superior Strength, Poor Agility, Poor Intelligence, Passable Run, Great Hostility.

Combat: Ogres favor heavy battle axes (Good damage) or great morning stars (Good damage), which they use one-handed. They wear ring mail.

Notes: Ogres are big, brutish creatures. Ogres believe that their great strength gives them the right to take what they want. They constantly raid human settlements, slaughtering anyone who makes a stand, and forcing those who are captured into a life of slavery. Ogres are also known for their cannibalistic tastes, and slaves are sometimes treated like cattle.

Ogres live in unkempt hovels both above and below the surface. They are ruled by the ogre who can bully his way to the top and keep his position through intimidation and threats.

Panther

Defense: Good, Great, Superior, Awesome

Magic Resistance: Passable

Skills: Great Strength, Pathetic Intelligence, Great Agility, Superior Run, Great Hostility.

Combat: A panther attacks with its claws (Poor damage) and a bite (Poor damage). If a panther bites a character in the head, it is assumed that the character has been held by the throat and must now make a roll of Great Strength in order to escape from the jaws of the beast (on a Pathetic or Catastrophic roll, the character passes out). While throttled, the character cannot use a weapon larger than a dagger.

Notes: A panther is a large, black leopard. It is four feet long, with a three foot tail. It is fiercer than a tiger, and will attack a man without provocation.

Panthers frequently attack by leaping at their victim from an overhanging tree. The victim must make a Good Agility roll or be knocked down.

Pegasus

Defense: Good, Good, Great, Great, Superior, Superior, Awesome

Magic Resistance: Good

Skills: Inhuman Strength, Passable Agility, Poor Intelligence, Awesome Run, Awesome Fly, Feeble Hostility.

Combat: A pegasus fights with its hooves (Poor damage) and bite (Inferior damage).

Notes: This is a beautiful horse with large feathered wings. It is rarely seen by humans. Pegasi tend to live in inaccessible valleys surrounded by high mountains. They can sense hostility or kindness, and will fly away at any hint of a threat. A pegasus may serve as a mount, but only if he feels his master is worthy. They are fearless creatures, and will serve loyally, even unto death.

Phantom

Defense: Passable, Good, Great, Superior, Awesome

Magic Resistance: Great

Skills: Feeble Strength, Passable Agility, Good Intelligence, Passable Run, Great Fly, Great Hostility.

Combat: Phantoms rely on their illusions to do their fighting. All phantoms have a limited amount of ectoplasm. An average phantom can create the illusion of one troll, four man-sized creatures, or six wolf-sized creatures. Illusions have all the skills and abilities of the real thing. Once killed or disbelieved (on a Good Sanity roll), an illusion disappears. It takes a phantom five minutes to re-assimilate ectoplasm and create a new illusion.

If a phantom is spotted, it can be attacked. Non-magical weapons inflict at best only Passable damage, but magical weapons do full damage to its ectoplasmic body. Phantoms defend themselves with the chilling touch of their hands (Poor damage).

Notes: A phantom is nearly invisible-it takes a Good Search roll to spot one when actively searching for it. They dwell in shadows and will withdraw from harsh light. Phantoms rarely show themselves, and when they do they disguise themselves as beautiful women or children. Their true form is that of a wavering shadow with large hollow eyes. To the touch, a phantom feels like it is made of cold jelly.

In order to survive, phantoms must drain ectoplasm from the bodies of the dying. This invisible substance disappears within 2 minutes after life ends, so phantoms are eager to be present when a death occurs. In fact, they use a small amount of their precious ectoplasm to create illusions, hoping to entice people to their deaths. A character who rolls Good on Sanity can disbelieve an illusion, causing it to disappear.

Ratling

Defense: Passable, Good, Great, Superior

Magic Resistance: Passable

Skills: Inferior Strength, Passable Agility, Passable Intelligence, Good Run, Passable Hostility.

Combat: Ratlings attack with hatchets (Poor damage) and wear padded armor.

Notes: Once per day, a ratling's touch can cause a flu-like disease that will last for (Stamina vs Great) hours. It takes just a few minutes for the symptoms to appear.

Red Cap

Defense: Passable, Good, Great, Superior, Awesome

Magic Resistance: Good

Skills: Great Strength, Passable Agility, Poor Intelligence, Poor Run, Awesome Hostility.

Combat: Red caps attack with their claws (Poor damage) and crooked fangs (Poor damage). If a red cap hits a character with his hands, he will use his great strength to break the character's bones. The next turn, the character must roll Good on Strength or take a critical wound.

Notes: These are evil, gnome-like creatures, about four feet tall. They have long, protruding teeth, fiery red eyes and fingernails like talons. They appear to be very old, due to their long grey hair and crooked backs. They dress in drab colors, wear iron boots and crimson caps. They are so malignant and hateful that they will kill any creature on sight, just for the sport of it. They soak their caps in the blood of their victims, and then wear them as a sign of their hideous accomplishment.

Red caps make their homes in lonely towers or castles. They often open the doors to passersby, and then brutally throw boulders at them when they approach the gate. Red caps have also been known

to make their homes in old quarries. They have the following special ability:

Flash: Twice a day, a red cap can cause a blinding flash of light to appear before his victims' eyes. Characters in the local area are blinded and disoriented for (Alertness vs Good) x 2 turns.

Serpentine

Defense: Passable, Good, Great, Superior, Awesome

Magic Resistance: Passable

Skills: Passable Strength, Passable Agility, Good Intelligence, Great Cunning, Passable Run, Passable Hostility.

Combat: Serpentes favor flails (Poor damage). Those wear studded armor.

Notes: Twice per day, a serpentine can hypnotize one character within the local area for (Intelligence vs Great) x 2 minutes. During this time, the victim will obey any simple command given to him by the serpentine. The serpentine may give him a new command each minute.

Sidhe

Defense: Passable, Good, Great, Superior

Magic Resistance: Good

Skills: Inferior Strength, Passable Agility, Passable Intelligence, Good Knowledge, Great Charm, Poor Run, Passable Hostility.

Combat: Sidhe use short swords (Inferior damage). They wear glistening robes, but no armor.

Notes: Four times per day, a sidhe's touch can heal (Passable vs Nature) wounds levels.

Slime

Defense: Great, Superior, Awesome

Magic Resistance: Passable

Skills: Passable Strength, Good Agility, Feeble Intelligence, Good Run, Good Hostility.

Combat: The acidic touch of a slime does Passable damage. In addition, anyone hurt by a slime will have their armor reduced by one point. A weapon that strikes slime will have its skill reduced by one point. Normal weapons cannot harm slime, but it is affected by all kinds of magic. Although it will retreat from fire, it cannot be harmed by

flames. Extreme cold will freeze a slime, but once melted, it will again be a danger.

Notes: Slime is a semi-sentient layer of ooze about ten feet in diameter. It moves quickly, and can seep through the smallest cracks. Slime often lurks above doorways, where it drops on the heads of passersby. It lives off of the psychic vibrations that emit from a person in great pain.

Sluagh (sloo-ah)

Defense: Passable, Passable, Good, Good, Great, Superior, Awesome

Magic Resistance: Good

Skills: Passable Strength, Passable Agility, Passable Intelligence, Great Cunning, Great Charm, Great Run, Good Hostility.

Combat: Sluagh wear chain mail, carry broadswords (Passable damage) and venomous darts. Although the darts only inflict Inferior damage, any character injured by a dart will fall into convulsions for (Stamina vs Great) x 3 minutes. Each minute, the character's Stamina will drop by 1 point. If the character's Stamina drops below zero, he will die. Stamina lost this way is recovered 1 point for every 10 minutes of rest.

Each sluagh carries 1d6 doses of the venomous dart antidote. If poured down a character's throat or into the wound, the loss of Stamina will instantly stop.

Notes: Sluagh are very similar in appearance to firbolg, but their hair and eyes are deep black. Most sluagh try to pass themselves off as elfins, elves, or (with bleached hair), as firbolg. Also known as dark elves, these formidable fighters are devotees of the Unseelie Court, having rejected the authority of the elven queen. They are well-trained fighters, spies, and rabble rousers, and will not rest until the downfall of the Seelie Court is assured.

From birth, sluagh are taught that the Seelie Court is a powerful dictatorship that seeks to stunt the will and potential of all creatures. Once they are thoroughly indoctrinated, the youth are trained as assassins, thieves, and spies. Upon maturity, a sluagh is scarred with a star-shaped 'badge of honor'. It is hidden in the inner thigh, back of the neck, or in the armpit because detection could mean death in certain circles.

Sluagh live in secret military communities, and hierarchy of command is very important to them. They may work solo or in small teams. Through

guile and treachery, they manipulate world events, forever guiding the Unseelie Court into power while hampering the efforts of the Seelie Court.

Sluagh may have the following spells:

Barricade: This spell effectively barricades any door, trapdoor, passageway or gate by blocking it with a large black stone. It is magic resistant, and any spell cast upon it will not work unless an Awesome is rolled. A Superior Strength roll is needed to remove it. The stone will remain in place for 30 minutes.

Sheep skin: Twice a day a sluagh can make it appear as though he is not carrying any weapons nor wearing any armor. Once he attacks or defends himself, it will reappear. This spell may be thrown on someone else.

Snake, Constrictor

Defense: Poor, Poor, Passable, Passable, Good, Good, Great, Great, Superior, Awesome

Magic Resistance: Passable

Skills: Superior Strength, Catastrophic Intelligence, Pathetic Agility, Feeble Run, Passable Hostility.

Combat: A constrictor drops on its victim from above, quickly enfolds him in its coils, and squeezes him to death. A constrictor's attack does Poor damage initially. On each following turn, the snake continues to constrict. The character must make a Good Strength roll. Failure means the wound to the hit body part is increased by one level. On a roll of Superior or better the character breaks free.

A character who attacks a constrictor that is coiled around a companion, and misses with a roll of Catastrophic or Pathetic, has hit the snake's victim. On a Catastrophic roll, the victim takes Great damage; on a Pathetic roll, the victim takes Passable damage.

Notes: A constrictor is a 15 to 30 foot long snake that squeezes its victim to death. It then swallows its kill whole. They are good swimmers, and can also attack in water. They are so silent that a character must roll Great on Alertness in order to spot one before it attacks.

Snake, Poisonous

Defense: Great

Magic Resistance: Passable

Skills: Catastrophic Strength, Great Agility, Pathetic Intelligence, Poor Run, Good Hostility.

Combat: Snakes strike with a lightning quick lunge. A player must make a Passable Defense roll or be injected with poison. The character is incapacitated for (Stamina vs Great) days; the body part swelling up and becoming quite useless. A Catastrophic roll indicates death within one day unless healed with a plant, spell or miracle.

Notes: Most poisonous snakes are about three feet long. Their markings make them hard to see in a natural setting. A character must roll Good on Alertness to spot one.

Some snakes can spit their poison at any one character within thrown range. The character must roll Passable on Dodge or else be blinded for (Stamina vs Good) hours.

Sphinx

Defense: Good, Good, Great, Great, Superior, Superior, Awesome, Awesome

Magic Resistance: Superior

Skills: Superior Strength, Poor Agility, Great Intelligence, Great Run, Good Hostility.

Combat: A sphinx attacks with its claws (Passable damage).

Notes: This creature has the body of a stone lion and the torso and head of a human. Fifty percent have wings, which allow them to fly at Great speed. They are highly intelligent and quite knowledgeable, but they are dedicated to cold-hearted logic and are uninterested in emotional appeals. For this reason, Bind spells are useless against them.

The sphinx has one great downfall: his curiosity. They will sit in the middle of remote trails and ask all those who pass for a piece of information, a riddle, or a puzzle. If the traveller can ask a riddle the sphinx cannot answer, or answer a riddle asked by the sphinx, he may pass freely. Otherwise, the sphinx will feel compelled to rid the world of such an ignorant creature. Ignorance and illogic are repugnant to them, and destroying one stupid human or elf is of little consequence.

Spider, Poisonous

Defense: Passable

Magic Resistance: Poor

Skills: Not applicable.

Combat: See below.

Notes: Poisonous spiders can be found everywhere, even underground. They are usually only a few inches long. They may crawl onto a sleeping character, or drop on them from over doorways. In some cases, entire pits are filled with hundreds of spiders.

A character bitten by a spider must roll Passable on Defense. Failure means the character is affected by the poison. The character's Strength, Agility, Stamina, and Attack skills are reduced by -1 for (Stamina vs Great) hours.

Spriggan

Defense: Passable, Good, Great, Superior, Awesome

Magic Resistance: Passable

Skills: Passable Strength, Passable Agility, Good Intelligence, Passable Run, Good Hostility.

Combat: Spriggans favor broad swords (Poor damage), which they use two-handed while normal sized and one-handed when enlarged (for Passable damage). They wear ring mail, which they must remove before growing.

Notes: Once per day, the spriggan can grow to the size of an ogre. In their enlarged state, they have Superior Strength, they do Good damage, and they have a Defense of Passable, Passable, Good, Good, Great, Great, Superior, Superior, Awesome, Awesome.

Tiger

Defense: Good, Good, Great, Great, Superior, Superior, Awesome

Magic Resistance: Good

Skills: Awesome Strength, Good Agility, Pathetic Intelligence, Great Run, Great Hostility.

Combat: Tigers attack with their claws (Passable damage) and a bite (Passable damage).

Notes: These felines are easily recognized by their distinctive stripes. They are up to ten feet long (tail included).

Troll

Defense: Awesome, Awesome

Magic Resistance: Great

Skills: Superior Strength, Poor Agility, Poor Intelligence, Feeble Charm, Passable Run, Great Hostility.

Combat: Trolls get one attack for each arm (Poor damage) and each head (Poor damage). A few also throw spears (Passable damage) up to missile range. They do not wear armor; instead they trust to their thick hides.

Trolls are only harmed by edged weapons. Only Awesome attacks will hit a troll's torso, its only vital region. A Superior attack severs a head. A Great attack severs an arm, and a Good attack severs a leg. Whenever a limb or head is severed, two new limbs will sprout from the spot within two turns. Cauterizing the wound will stop the growth of the new limb. Severed limbs twitch and grasp, but do not regenerate. If its torso is destroyed, a troll will die.

Notes: Trolls are huge, hideous humanoids. They are ten feet tall and five feet broad. Their flesh is coarse and gray, and will change into stone if sunlight touches it. Young trolls have two arms, two legs, and a single head. Older trolls tend to sprout new limbs and heads. A mature troll can have 1-3 heads, 1-6 arms, and 1-4 legs. They have a well deserved reputation for cannibalism.

Trolls live under bridges, either alone or in small families. They demand a toll of passersby, usually 20 bronze a head. They have the ability to create a mist, which shields them from sunlight. Normal breezes will not budge the mist, but a strong wind can blow it away. Trolls see through the mist as though it wasn't there, but characters will have their vision reduced to only thrown range or less.

Trow

Defense: Good, Good, Great, Great, Superior, Superior, Awesome

Magic Resistance: Good

Skills: Great Strength, Poor Agility, Good Intelligence, Poor Charm, Passable Run, Passable Hostility.

Combat: Although not especially belligerent, trows will fight with axes and maces (Passable damage). Their thick hides protect them as though they were wearing armor.

Notes: Trows are much maligned creatures. They are similar in appearance to trolls, but have

regular features and are only 4 to 6 feet tall. Unfortunately, many people believe trows are a form of troll, and they are often attacked. For this reason, trows are reluctant to mix with other races.

Trows live in warrens underneath large earth mounds. Their day starts at sunset when they herd magical cattle to the surface to graze. These cattle are slightly bluish in color, making them nearly invisible to humans. If a ray of sunlight touches one of them, it will die and turn into mist.

A trow caught outside after sunrise must remain on the surface until the following night. He will not be able to sleep a wink, and will be very grouchy. Sunlight irritates trows and turns them a dark brown, but it does not harm them.

All trows are male. They take their brides from human stock, and are loving husbands. However, they can have only one child all their lives, and if their wife should die, they never remarry.

A trow cannot die until his son has reached maturity. If out of Defense, the trow is simply knocked unconscious. If his body is burned or otherwise destroyed, he will magically return a few days later. Some trow purposefully refuse to have children just so they may live forever.

Trows are very fond of dancing and music. All trows know how to play the fiddle, and when they play the "henking" tune, all characters within thrown range must dance a lop-sided jig for (Will vs Good) x 10 minutes, or until the music ceases.

Trows have been around for a long time and have collected many great secrets. They know the mystery of the Old Runes, which even the most knowledgeable sidhe does not profess to understand. Once every two hours, a trow can cast a reverse intentions spell simply by walking backwards. Any character who observes the trow walking backwards will do the opposite of what he intends for (Fate vs Good) x 2 minutes.

Lifeblood: Once per day, a live trow can cure a dying creature by placing a drop of his blood into it's mouth. All wounds are automatically reduced by two columns. A dead character may be brought back to life if the player makes a Great Stamina roll. A Catastrophic roll indicates that the character becomes a vampire!

Unicorn

Defense: Good, Good, Great, Great, Superior, Superior, Awesome

Magic Resistance: Superior

Skills: Awesome Strength, Good Agility, Good Intelligence, Superior Charm, Superior Run, Poor Hostility.

Combat: If provoked, a unicorn will attack with its horn (Poor damage), hooves (Inferior damage), and bite (Inferior damage). A character damaged by a unicorn's horn will fall into a magic sleep for (Fate vs Passable) x 5 minutes.

Notes: The unicorn is a small horse with a goat's beard and a long spiraling horn projecting from its forehead. Most unicorn's are pure white, though some have golden manes and tails. A character who sees a unicorn will be struck dumb by its beauty for (Charm vs Good) x 2 minutes. The character cannot move or act until the time is up or the unicorn has passed from view.

Unicorns are extremely rare and tend to live far from civilization. Although they can communicate telepathically with anyone who makes a Good Arcane Lore roll, they will deal only with characters who exhibit honesty, trustworthiness, and loyalty.

If a virgin maiden sits before a unicorn, the unicorn will be compelled to kneel before her and rest his head on her lap for (Good vs maiden's Charm) x 2 minutes. If the roll is failed, the unicorn is not impressed. Any attack upon the unicorn will break the spell.

Their horns are highly coveted, and can bring as much as \$1,000 on the open market. The horn is powdered into twenty doses of a unicorn dust. Sprinkled on a wounded character, a dose of unicorn dust will heal (Passable vs Medical) x 2 wound levels. If flicked on a character's eyelids, that character can see through all illusions (including invisibility) for (Passable vs Arcane Lore) x 5 minutes. Lastly, if eaten, a dose of unicorn dust gives a character +3 Strength for (Passable vs Stamina) x 10 minutes.

A unicorn has permanent true sight as an elfin. Once per day a unicorn can heal (Passable vs patient's Stamina) wounds completely simply by touching his horn to an injured character. Once per day, he can use his clairvoyance to see what is happening up to 20 miles away (see the firbolg special ability).

Vampire

Defense (spirit form only): Great, Superior, Awesome

Magic Resistance: Superior

Skills: Awesome Strength, Good Agility, Great Run, Good Intelligence, Great Hostility.

Combat: Vampires attack with their claws (Good damage). If the claws do damage, the vampire also uses his fangs (Passable damage). A character who is injured by the vampire's fangs is "bitten." See below for more information on a vampire's bite.

Notes: A vampire is not a walking corpse, as some assume. It is an evil spirit that takes the form it possessed when alive in order to feed on the blood of the living. As the centuries pass, the spirit becomes less and less human, taking on a ghastly appearance. A vampire can shape change into a wolf, bat or mist at will.

Vampires can feed off of animals, though they prefer the blood of their own kind (i.e. an elven vampire will generally target elven victims). Their favorite victims are their own relatives. Vampires hypnotize their victim, then bite them with sharp fangs. The favored entry point is the victim's neck, but any exposed flesh will do.

Hypnotism: A vampire's gaze can hypnotize a victim for (Will vs Good) x 2 minutes. During this time, the victim becomes completely passive and will follow where the vampire leads. When the victim awakens, he will remember nothing of what happened.

Vampire's Bite: A bitten subject will be under the vampire's control for (Will vs Passable) hours. A character who has been bitten twice is at -1 column to resist the vampire. A character who is bitten three times becomes a vampire upon his own death. He is now part of the vampire who killed him, linking souls forever. He can no longer act under his own direction, and suffers the torments of the undead. Only when the master vampire is killed will his soul be released.

Vampire's Body: A vampire conceals the location of its body at all times. A vampire's spirit must return to his body before dawn. At will, a vampire may turn to mist and instantly return to its body, even if its coffin is six feet under ground.

Destroying a Vampire's Spirit: Because it is not a physical creature, a vampire is nearly invincible. Killing a vampire's spirit doesn't really destroy the monster, it merely drives it back to its grave. The spirit must stay in its body for at least three nights before it can rise again, fully healed.

Destroying a Vampire's Body: The only way to eliminate a vampire is to find its grave and destroy its body and spirit at the same time. A vampire will know when its body is being disturbed, and will return to protect it.

It takes several steps to permanently destroy a vampire. First, a stake of either ash or iron must be driven through its heart. This requires a Great attack roll if the vampire is resisting. If the vampire's spirit isn't already in its body, the stake instantly summons it and joins spirit to flesh, making it possible to destroy both. However, it doesn't stop the vampire from fighting back in its physical form!

The vampire's head must be severed with an Awesome attack roll using an edged weapon. Once decapitated, the vampire will cease fighting. His mouth must be stuffed with garlic, his body burned, and the ashes buried at a crossroad. If any step is missed, the vampire may rise again, its body reforming as the spirit rises to slake its thirst.

Weaknesses: A vampiric spirit may be prevented from returning to its body for 24 hours if the coffin is splashed with holy water or sprinkled with holy wafers (this does not stop the spirit from returning if his body is staked).

A vampire may be repulsed by up to three of these items, as selected by the referee: roses, garlic, holy symbols, blessed water, silver, or iron. Many vampires cannot enter a habitation without an invitation. They cannot wade across running water (although they can fly across in bat form) and their body must rest in earth from their original grave. Most vampires do not appear in mirrors (a side effect of their ethereal state). The few who do reflect appear as rotting corpses.

Viking

Defense: Passable, Passable, Good, Good, Great, Superior, Awesome

Magic Resistance: Passable

Skills: Great Strength, Poor Agility, Passable Intelligence, Good Run, Great Hostility.

Combat: Vikings wield war hammers (Passable damage) and claymores (Passable damage). Some use their weapon one-handed, and carry a buckler in the other hand. They normally wear chain mail.

Notes: Four times per day, a viking can frighten away a single foe, causing him to flee for (Strength vs Great) x 2 minutes.

Vily

Defense: Passable, Good, Great, Superior, Awesome

Magic Resistance: Passable

Skills: Passable Strength, Passable Agility, Great Intelligence, Good Charm, Passable Run, Great Hostility.

Combat: Males carry daggers (Inferior damage) but wear no armor; they rely on their magical abilities for protection. The women wield scimitars (Poor damage) or spears (Poor damage) and wear leather armor.

Notes: The fair skinned vily live in forests or in towers built on remote mountain tops. They wear simple tunics of white linen, or coats woven from leaves and moss. At birth, a vila is pledged to a tree. If that tree ever dies, the vila will too - and vice versa.

Female vily patrol the forests where the soul trees live. They are very possessive of their lands, and have been known to kill trespassers outright. The males prefer to stay within the confines of their fortress home, studying magic. Vily absorb magical power through their red hair, which is always long and flowing. Should a mortal pluck even a single strand of a vily's hair (by making a Great Dexterity roll), she loses all of her special powers. She will regain them only when the strand of hair is returned.

A brave woman who aids the vila may be asked to become a vilenki-a friend of the vila. This takes three years of intense training, during which the woman is taught the language of seven animals and the properties of all forest plants. The vilenki is obligated to protect the vila from harm. In return, she may always petition them for help or sanctuary.

A vily has the following special abilities:

Salmon swim: A vily can swim and breath underwater at will.

Wilderness walk: The vily can pass swiftly and quietly across any terrain, even if riding a horse. She leaves no sign or scent as she passes.

Lynx eyes: This ability allows the vily to see over great distances, as well as in the dark. Once a day for 30 minutes, the vily can see up to 5 miles away. She can see half this distance in the dark.

Wailer

Defense: Great, Great, Superior, Superior, Awesome

Magic Resistance: Great

Skills: Great Strength, Passable Agility, Good Intelligence, Passable Run, Good Hostility.

Combat: A wailer attacks with its two long arms. In addition to doing Passable damage, it holds onto the body parts that it hit and pulls the character to its mass of screaming faces. A character must roll Great on Strength to break free (one attempt is allowed per turn). If the roll is failed, the character takes Poor damage from the multitude of miniature mouths. The following turn, the wailer lifts him to its great maw and chew off the top of his head. The character takes Good damage to his head each turn until he is killed or until he breaks free. A character who dies in this way will have his life force drained, and his face will join those on the wailer's bulk.

Notes: A wailer is a twelve foot tall humanoid whose body is covered with tiny faces which protrude like blisters. Two arms and legs stick out of this mass of faces, but the wailer has no head of it's own. Instead, a large gaping maw lined with teeth sits upon its shoulders. It is virtually impossible to surprise, for it sees out of all of it's eyes, and keeps at least two open at all times.

A wailer feeds by sucking the life essence from it's victim's body. This essence manifests itself upon the wailer's body in the form of the victim's miniaturized face, which can easily be recognized. If a character is originally from the local area, he must roll Poor on Fate, failure means he recognizes a face that he knows. The character will be at a -1 column on all attacks made against the wailer.

The faces on a wailer continuously sob and cry. The shrieks are so pitiful that anyone within missile range will fall into a weeping fit for (Sanity vs Poor) minutes. When a wailer dies, the faces on its body shrivel into indistinct lumps, and the captive life forces twist free. They disappear heavenward as blue streaks of light.

Water-leaper

Defense: Good, Great, Superior, Superior, Awesome

Magic Resistance: Passable

Skills: Passable Strength, Good Agility, Poor Intelligence, Pathetic Run, Good Swim, Passable Hostility.

Combat: Water-leapers attack with their barbed tongues (Inferior damage). The body part hit is immobilized. Each turn, the character must make a Great Strength roll to pull free. On a Poor roll or worse, the water-leaper pulls the character underwater, where he will drown in just a few minutes unless rescued.

Notes: This bizarre creature looks like a ten foot long toad with a long tail and no legs. It lives in the murky depths of lakes, pools, slow-moving streams and rivers. A victim must roll Superior on Alertness in order to spot a hidden water-leaper. By using it's tail as a spring, the water-leaper jumps out of the river, grabs an unwary passerby with its sticky tongue, and drags him under the water, holding him there until he drowns.

Wendigo

Defense: Great, Great, Superior, Superior, Awesome, Awesome

Magic Resistance: Great

Skills: Superior Strength, Good Agility, Good Intelligence, Good Run, Superior Hostility.

Combat: Wendigo attack with claws (Passable damage) and a terrible bite (Great damage). Their claws are freezing cold, and inflict frostbite. A character who has been wounded by a wendigo may contract wendigo fever, which will last for (Stamina vs Good) x 2 days. This disease causes the victim to become absolutely ravenous. He will eat everything in sight including the entire party's supplies. Once the food runs out, the character will turn to cannibalism. He will eventually try to devour himself, resulting in a hideous death. Another character can reduce the duration of the fever by (Good vs Medical) days. Each companion gets only one try to reduce the sick time.

The hide of a yeti protects against the wendigo's freezing touch, reducing the damage to Passable, and eliminating the chance of contracting wendigo fever.

Notes: Wendigo are twelve foot tall humanoids with pale blue skin. They are very lean, have glowing green eyes and tufts of white fur on their chest, arms and lower legs. They live high in the mountains, favoring the snowy northern lands.

Wendigos hibernate in caves until snow falls. They usually feed on animals, but will hunt humans if the opportunity arises. If snow is actually falling, the wendigo can summon a blinding blizzard that will last for one hour. With its wail of fear the wendigo can cause any character within missile range to flee in a random direction for (Sanity vs Passable) x 10 minutes. Wendigo are not slowed when travelling through snow.

Will O' The Wisp

Defense: Superior

Magic Resistance: Awesome

Skills: Superior Agility, Poor Intelligence, Superior Run, Great Hostility.

Combat: Will Oo the wisps are not effected by normal weapons, but bright light (such as sunlight) will destroy one. They are unaffected by firelight. Magic weapons can harm a will o' the wisp, if it can be hit. When cornered, they fight back by firing tiny bolts of energy at up to missile range (Inferior damage).

Notes: Will o' the wisps delight in misleading travellers into dangerous areas, usually to their death. Will Oo the wisps lurk in swamps, bogs or along perilous mountain trails. They appear only at night or in dark areas, and look like flashes of light which dart through the air-or as flickering candles or lanterns. The light compels characters to follow for (Will vs Poor) x 10 minutes. Once a will Oo the wisp has enticed someone to follow, it will lead them though all sorts of obstacles, such as quicksand, sheer cliffs, or other hazards.

Wolf

Defense: Passable, Good, Great, Superior

Magic Resistance: Passable

Skills: Good Strength, Good Agility, Pathetic Intelligence, Great Run, Good Hostility.

Combat: Wolves attack with their bite (Poor damage). They are especially dangerous if attacking in a group.

Notes: A wolf is a large canine found in the colder, northern regions. Some barbarians capture wolves and raise them as pets, but most wolves are wild, and will attack a person if provoked or hungry. Wolves can be found alone or in a pack of up to twenty. They make their homes in caves, burrows,

or thickets. Wolves are cunning animals, and are known for their ability to elude traps.

Wolfling

Defense: Passable, Good, Great, Superior, Awesome

Magic Resistance: Passable

Skills: Good Strength, Good Agility, Passable Intelligence, Good Run, Passable Hostility.

Combat: When in human form, a wolfling attacks with a spear or hand axe for Poor damage. Most wolflings do not wear armor, but those who wear studded have a Defense of Good, Great, Superior, Awesome. In order to transform, a wolfling must first remove his armor.

Notes: A wolfling can transform into a wolf twice per day for up to 30 minutes at a time. It takes three minutes to transform. While in wolf form, the wolfling has the statistics of a very large wolf. When in wolf form, the wolfling uses the wolf's statistics.

Wyvern

Defense: Great, Great, Superior, Awesome, Awesome

Magic Resistance: Good

Skills: Awesome Strength, Good Agility, Feeble Intelligence, Poor Run, Superior Fly, Great Hostility.

Combat: Wyverns attack with a powerful bite (Good damage) and a sting from their tail (Passable damage). A character who is damaged by the sting will pass out for (Stamina vs Poor) hours. On a Catastrophic Stamina roll, the character turns green and dies.

Notes: The wyvern looks somewhat like a small dragon. It has a long, serpentine body, functional bat wings, and only two legs. They are rather clumsy on the ground, but are excellent fliers. Wyverns have a reputation for gobbling up small children.

Yeti, Brown

Defense: Passable, Passable, Good, Good, Great, Superior, Awesome

Magic Resistance: Good

Skills: Great Strength, Passable Agility, Poor Intelligence, Passable Run, Poor Hostility.

Combat: If cornered, the brown yeti will fight bravely with its powerful hands (Inferior damage) and bite (Inferior damage).

Notes: The shaggy, eight foot tall brown yeti are reclusive creatures who inhabit isolated forests. They live in small family groups, and are primarily vegetarians, though they will eat an occasional rabbit. They are non-aggressive, and will flee rather than fight. Foresters tell of lost travellers guided by brown yetis to the safety of hunting trails.

Yeti, White

Defense: Passable, Passable, Good, Good, Great, Great, Superior, Awesome

Magic Resistance: Good

Skills: Great Strength, Passable Agility, Inferior Intelligence, Passable Run, Great Hostility.

Combat: Yeti attack with their claws (Poor damage) and long fangs (Poor damage). Their gaze can cause snow blindness to one character in the local area (the character need not be looking at the yeti). The character will be blinded for (Stamina vs Poor) hours. Yeti can use their gaze power once per turn, even while fighting.

Notes: White yeti live in snowy regions to the far north and atop high mountains. They are more primitive than their cousins, the brown yeti, and much more aggressive. They are immune to the cold, and their heavy fur makes great insulation. They travel swiftly in snow, and blend in so well that a character must roll Great on Alertness to spot one in the local area.

Zombie, True

Defense: Passable, Good, Great, Superior

Magic Resistance: Passable

Skills: Poor Strength, Poor Agility, Inferior Intelligence, Inferior Run, Poor Hostility.

Combat: True zombies attack with rusty swords and makeshift weapons for Poor damage. Some attack with their bare hands, in which case they do Inferior damage.

True zombies radiate an aura of horror. Any character seeing one close up must make a Sanity check.

Notes: True zombies are the reanimated corpses of the newly dead. True zombies are very pale, with greenish or grey skin. Their flesh may be

rotten, and they smell like rancid meat. They are often dressed in rags. They stare, open mouthed, and may possibly drool black bile. True zombies move stiffly and slowly, and are rather weak. They are incapable of speech. They have no memory of their past life, and are only capable of obeying the simplest of commands.

True zombies may be taught simple routines, and are often used by unscrupulous plantation owners to work in fields and orchards. They do not need to eat or rest, and will perform their tasks endlessly, unless ordered to do otherwise. After a few years, a true zombie will wear out.

If a true zombie is fed salt or meat, he will instantly realize that he is dead. He will run screaming to the nearest cemetery, where he will bury himself in the soft earth.

Zombie, Rogue

Defense: Superior

Magic Resistance: Passable

Skills: Good Strength, Poor Agility, Inferior Intelligence, Passable Run, Great Hostility.

Combat: Rogue zombies travel and attack in groups, using their ragged claws (Poor damage) and powerful teeth (Poor damage) to rip flesh into bite-sized pieces. They seem to communicate telepathically, and when one rogue zombie finds fresh food, another will appear every 1d6 minutes.

Rogue zombies only take damage from blows to the head, hence their high defense. On a Great roll from a slashing weapon, a zombie's arm is severed, reducing his claw damage to Inferior (if both arms are severed, he can no longer make claw attacks). Severed arms will continue to crawl on the ground, grabbing at ankles and legs.

Notes: Rogue zombies are reanimated corpses which have developed a strong craving for human flesh. They normally have blood and gore smeared over their clothing, arms and faces. No one knows what causes whole cemeteries and crypts to be infected at once, with up to a hundred corpses lurching off to find victims. Rogue zombies are quite strong, and though their movements seem stiff, they are surprisingly fast. They moan and gibber, but never speak. They do not recognize living friends or relatives.

The bite of a rogue zombie is infectious. A character who takes damage from a rogue zombie's bite must make a Passable Stamina roll; failure

means the character will become cold, his joints will stiffen and he will feel nauseous. Unconsciousness and death occur within a few hours. Upon death, the victim reanimates as a rogue zombie, attacking

those nearest him. An infected character can be cured with a Good Medical roll.

Chapter 12

Treasures

Magic Items

Magic items can add spice to your adventures. Normally, characters will not be able to find magic items for sale. They are very rare, and must be discovered in forgotten ruins or stolen from their rightful owners. Magic items cannot be made by characters.

Potions

Most potions change the imbiber's skills. A Climb (20) potion would grant the person who drank it a skill of 20 in Climb.

Some potions magically transform the imbiber. For instance, a growth potion might double the size of the person who drinks it.

It takes one action to drink a potion. A potion's effects start immediately and last for (Passable vs Fate) minutes.

Potions come in vials containing one dose. If a character drinks less than one dose, the potion has no effect. A character who sips a potion and rolls Good on Arcane Lore can determine its effects without using it up. On a Catastrophic roll, the character accidentally imbibes a full dose.

Gemstones

Magic gemstones may be naturally occurring, or enchanted by a powerful spell user. They may be made into any form of jewelry—a bracelet, earring, necklace, ring, or whatever. Whoever wears the gemstone gains a skill bonus. The skill affected is dependent upon the gemstone, as shown on the Magic Gemstone table. The amount of the skill adjustment depends the size of the stone. It may

add just +1 to the skill, or as much as +5. Other gems do not grant skill bonuses.

Magic Gemstones

Gem	Skill Bonus
Agate	+1 to +5 Defense (location stone worn)
Amber	+1 to +5 Tame
Aquamarine	+1 to +5 Swim
Bloodstone	+1 to +5 One Weapon Skill
Crystal	+1 to +5 Alertness
Diamond	+1 to +5 Intelligence or Knowledge
Emerald	+1 to +5 Bargain or Business
Garnet	+1 to +5 Empathy
Jade	+1 to +5 Entertain
Loadstone	+1 to +5 Direction
Pearl	+1 to +5 Defense (location stone worn)
Toadstone	+1 to +5 Fate (found in a toad's head)
Topaz	+1 to +5 Agility, Dodge, or Quickness
Turquoise	+1 to +5 Nature

Scrolls

A scroll must be read aloud. It takes a character (Literacy vs Awesome) turns to read a scroll; if the roll is Poor or less, the spell is read incorrectly and has no effect. If read correctly, a scroll allows a character to use a spell skill. For instance, a Divination (10) scroll would allow the person who read it to immediately cast a single Divination spell as though he had a skill of 10. The cost to cast the spell is subtracted from the scroll's skill as normal.

After a scroll is read successfully, the words, having released their magic, fade and the scroll turns to ashes.

A character may read the title of a scroll without casting it by rolling Passable on Literacy. Failure means the character cannot understand the title. A Catastrophic roll means the spell is cast accidentally.

Magic Jewelry

We've listed most of these items as rings, but necklaces, bracelets, brooches, and other jewelry may be infused with the same kind of magic. Such items are usually activated by a touch or by a verbal command.

Ring of Bedazzling: Once per day, the wearer can cause this ring to emit a dazzling display of lights that stuns all foes in the local area for (Passable vs Arcane Lore) minutes.

Ring of Beckoning: When this ring is held before the eyes of the victim, he will follow the wearer for (victim's Will vs Wearer's Charm) x 5 minutes. During this time, the foe cannot attack, speak, or perform any other action. Any attack on the foe will break the trance. Usable twice per day.

Ring of Claspings: Whatever is held in the hand that wears this ring cannot be dropped unless its wearer chooses to release it. For instance, a ring of claspings would allow a character to hang indefinitely from a ledge, even if unconscious.

Ring of Deflection: Deflects all attacks on a character for one turn. It must be activated at the beginning of the turn. The character may attack on the turn he uses the ring, or whatever else he chooses. Usable twice per day.

Ring of Levitation: The wearer can float straight up or down for (Passable vs Fate) x 5 minutes. He travels at 500 feet per minute (5 m.p.h.). Usable twice per day.

Ring of Invisibility: Confers invisibility upon the wearer for (Passable vs Fate) x 5 minutes. Usable once per day.

Necklace of Bones: This necklace is made of the intricately carved bones of warriors fallen in battle. When scattered before the wearer, they will become bone warriors. For each handful of bones tossed upon the ground, (Passable vs Magic) skeletal warriors will spring up. Each warrior has an Attack of 15 and a Defense of Passable, Good, Great, Superior, Awesome. They will obey their

creator for one hour or until destroyed (after one hour, they turn to dust). A necklace contains 1d6 handfuls of bone beads.

Necklace of Safety: When placed on the ground, this long, beaded necklace forms a magic circle with a diameter of three feet which protects anyone standing in it from demons and undead creatures. The necklace may not be moved, and it is usable only once per day.

Weapons & Armor

Most magic weapons increase a character's weapon skill. For instance, a +2 short sword would grant the wielder +2 on his Sword skill. In addition, the bonus is added to the weapon's damage rating. If a normal short sword has damage 11, a +2 short sword would have a damage rating of 13.

Magic armor simply has a greater Defense adjustment than an unenchanted piece (for example, +4 leather gauntlets).

Some weapons and armor have special properties, as described below.

Death Dart: A seemingly normal dart. If this dart does any damage to its target, the target will die instantly. Usable only once. If it misses, it has no effect and can be picked up and used again.

Dagger of Bleating: This +2 dagger has a handle with a sheep's head on it. The sheep's head will bleat whenever its wearer comes within missile range of trolls, ogres, hobs, goblins, or other humanoid creatures.

Flaming Weapon: Appears like a normal weapon of its sort, but three times per day it may be commanded to burst into flame. While flaming, its wielder gains +1 column on his attack rolls. The flame lasts for (Catastrophic vs Strength) minutes.

Frost Brand: This freezing cold blade is a +4 broad sword.

Giant Slayer: Gives the wielder an extra +4 on his weapon skill when fighting foes twice his size or larger.

Jason's Short Sword: Normally a +2 short sword, it becomes a +5 short sword when fighting undead creatures.

Magic Arrow: An arrow that grants +1 to the character's Bow skill when it is fired.

Ever Full Quiver: This quiver contains one arrow. When this arrow finds its mark (or even if it misses), it vanishes and reappears back in the quiver, allowing it to be fired the following turn. A great gift idea for people who always forget to keep track of how many arrows they have left.

Hypnotic Shield: Twice per day, the spiral on this shield may be commanded to whirl hypnotically. His opponent will stand dumbfounded for (foe's Strength vs user's Fate) x 2 turns.

Helm of Harrowing Visage: Once per day, the wearer of this helmet can cause his appearance to grow hideous. Up to six foes in the local area will flee for (foe's Strength vs user's Strength) minutes.

Miscellaneous Items

These items will give you some idea of the variety of items that you can include in your campaign. Feel free to add your own ideas, yet strive to make all magic items in your game unique. Never give two characters the same item.

Mask of Many Faces: This mask allows the wearer to appear as someone else, even a person of a different race or sex. The wearer is not endowed with new skills, abilities, or knowledge. It lasts (Passable vs Arcane Lore) x 30 minutes, although it can be terminated earlier by removing the mask. Usable once per day.

Skeleton Key: This magic key locks or unlocks any door, window, box, drawer, or other object that may be opened. Even a door that has no discernible lock will fly open at its touch. Usable once per day.

Cloak of Elemental Protection: This cloak is specific to one element-earth, fire, air or water. The wearer will not be harmed by that element for as long as he is wearing the cloak. For example, a

person wearing a water elemental cloak could not drown; a person in an earth elemental cloak could not take damage from cave-ins; a character in a fire elemental cloak could not be harmed by fire; and a character in an air element cloak could not be harmed by strong winds. Usable one hour each day.

Chameleon Cloak: If the wearer stands perfectly still, he will blend into the background, taking on the appearance of a wall, foliage, or whatever is required. It remains effective until the wearer moves.

Boots of Running: Grant +2 Agility, Dodge, Quickness, Stealth, and Run.

Thieving Gloves: Grant +2 Filch, Forgery, Unlock, and Traps. Both gloves must be worn to be effective.

Belt of Brawn: Grants +2 to all Strength and Stamina Skills (including Defense).

Flying Broom: The rider may fly on this birch broom for (Passable Arcane Lore) x 5 minutes at 2,000 feet per minute (20 m.p.h.). Usable once per day.

Ever Burning Candle: This candle burns continuously, even if placed in a sealed jar or held underwater.

Crystal Ball: Grants the power of far sight once per day (see the special ability of firbolgs listed in Chapter 2: Character Races).

Cloud of Dust: A cloud of dust is usually found in a small pouch. If a handful is thrown into the air, it quickly creates a dense cloud that fills the local area. It is so thick that characters and foes alike can see only a foot in front of them. It dissipates in 30 minutes. There are d6 handfuls of dust in a pouch.

Ointment of Healing: When rubbed on a wounded character, it completely heals (Passable vs Medical) wounds.

Harp of Happiness: When played, all those in the local area will be compelled to dance and sing for (victim's Stamina vs user's Entertain) x 3 minutes. Usable four times per day.

Staff of the Undead: When waved over the corpse of a man sized humanoid, this yew staff allows a character to create a true zombie. The zombie will be totally under its creator's control until it is destroyed. The staff contains d6 charges. After that, it loses its magic powers. Zombies created by this staff have an Attack skill of 15 and a Defense of Passable, Good, Great, Superior, Awesome.

Staff of Oak: This magic oak staff grants +1 to Plants, Tame, and Plant Mastery.

Cursed Items

Cursed items are objects that were deliberately made to cause harm. Once put on, they can only be removed by a Great Arcane Lore roll or a Superior Strength roll. The only other way to remove the item is to perform a certain action. The required action will become known to the wearer within three days of donning the cursed item (for **Example:** "You are cursed to wear this ring until you bring the wizard Fobious the elixir of life!").

The Emperor's Robe: This looks like Gentry Clothing until it is worn. Then it vanishes, along with the wearer's clothing! The wearer, and anyone within 20 feet of him, will think he is still clothed. To those outside of 20 feet, the character appears perfectly naked. Weapons, trinkets, food stuffs, and so on will all seem to float around him (they are actually in invisible pockets, sacks, and bags). The wearer cannot hide anything on his person, nor can he cover up his nakedness with a cloak or blanket, as the emperor's robe will cause it to disappear as well.

Ring of Misfortune: Lowers one or more of the wearer's skills by (Fate vs Awesome) points (the referee chooses which skills are affected).

Ring of Insanity: The wearer is afflicted with a mental illness rolled from the Mental Illness chart (see Chapter 5: Character History).

Ring of Age: Causes the wearer to age one year for every day that passes, until the item is removed

or the character dies. A more potent version ages the wearer one year every hour.

Puppet String Necklace: This necklace is so thin that it takes a Great Search roll to notice it around a foe's neck. The person wearing it will obey the will of whomever places it around his neck for (Will vs Passable) days. They will respond to no one but that person, and will not be able to speak. If the necklace is removed, the enchantment disappears.

Helm of Attraction: A character who wears this helmet is always hit in the head. It radiates a strong magical tingle to the touch.

Artifacts

Artifacts are objects with religious significance, or powerful items used by societies. Artifacts marked with an asterisk (*) are mythical in nature, and may or may not be found in the world of *Legendary Lives*. See Chapter 4: Religions and Chapter 13: Societies for more information on the organizations which revere these artifacts.

Altar of Wisdom (Coalition of Wisdom) Members of the Coalition of Wisdom maintain temple-like halls of learning. The podium from which the head scholar reads each night is called "The Altar of Wisdom". It usually contains a locked cupboard where precious and fragile books are kept.

The Black Spear* (Hill Folk) This long, black spear is carried by The Nightrider, a shadowy man who rides a black stallion. By pointing the spear upwards, clouds of locust will appear. As long as one can hold up his arms, the locust will attack. If the spear drags along the ground, the crops will shrivel, and drought will visit the land.

Blood Wine (Serpentine) After the sacrifice of a small animal or bird, the blood is mixed with herbs, and everyone in the serpentine household is given a sip. This is to confer the strength, wisdom and knowledge of his ancestors to the drinker. The Blood Wine ritual takes place once every ten days.

The Bones of Two-Bone Sam* (Hill Folk) Anyone who throws these dice-like bones will be lucky for a 24 hour period; nothing can go wrong for him.

The Books of Kre-Usur (Draconian) **The Last Breath** (collection of essays and spells that teach a person how to control his life force in order to perform magic); **The Other**, describing the death throes of others for magical purposes; **The Child**, mad rants concerning cannibalism and reanimation of the dead. All of these books are very rare. In some places, it is a criminal offense to own them.

The Books of Sing Li (Easterling) **Words Concerning Meditation, Magical Thought & Proper Behavior**. Copies are easily obtained in Easterling country.

The Books of Sing Po (Easterling) **Meditations, Natural Learning and Formal Laws & Punishments**. Copies easily obtained in Easterling country.

The Crown & Necklace of Grunna* (Dwarf) Created by her husband Auberim, the father god of the dwarfs, these items are thought to be the most precious and beautiful items ever to be seen by mortal eyes.

Burning Disc* (Avian) Carried by the great god Ler. This throwing disc relentlessly tracks down its victim, then returns to the hand of its master. It's flames are so hot that a mortal must be protected by a spell or magical clothing before he can even approach it.

The Casket of King Balthezar (Bowmen of Balgravia) Before Balgravia became a principality of the Seelie Court, it was ruled by King Balthezar. Upon his death, his body was placed inside an ivory chest and hidden inside the rock of Zigur. It is hoped that a necromancer will soon be found who will raise him from the dead. When this happens, he is supposed to return Balgravia to it's former glory.

The Catalogue of Secrets (The Everyman's Society) Members of this society often discover scandalous information, which they are obliged to turn over to the Society. It is then recorded in the Catalogue of Secrets. For a fee, anyone may read a page or two, but most of the time the volumes are hidden away.

The Feio* (Hob) Magical cudgel carried by the ancient ruler of the hobs, Rodas.

Freya's Cloak* (Viking) Made of falcon's feathers, this allows the wearer to fly.

Freya's Necklace* (Viking) This enchanted necklace confers everlasting beauty to it's wearer.

Gavran's Cap* (Avian) This tight-fitting cap is made of shell. It allows the wearer to breathe and travel underwater indefinitely.

Gavran's Horn* (Avian) With one long blast, the horn summons sea creatures to the shore. It can also summon wind, storms and small islands.

Grunna's Mirror* (Dwarf) This silver-backed mirror is used by Grunna to spy on her husband Auberim's activities. By gazing into it, one can see a certain target, though he may be many miles away.

Heimdall's Horn* (Viking) When this horn is finally blown, the gods will gather to fight the last great battle, Ragnarok.

Ivair* (Goblin) A magical sword made of green stone, carried by the mythical King Gower. It can cut or pierce any material, and draw poison and sickness out of a person.

Jessylou's Child (Hill Folk) This is a nickname for any red-headed person. They are thought to be very lucky, and confer luck to others.

Jewel Trilogy (Draconian) These famous grimoires were written by the sorceress Merghena, founder of the Jewel Path. They are Crystal, Emerald and Ruby. Copies of the books are fairly common, and some are heavily encrusted with jewels.

Morryen's Sword* (Avian) This sword can cause a freezing or burning wound as the wearer chooses.

Nex Flower (Wolfling) This poisonous plant is very rare. Wolflings believe that if they eat it, they will turn completely human or completely wolf.

Nictryi's Necklace* (Dwarf) Made from the finger-bones of drowned dwarves, this necklace will cure wasting diseases if placed around a person's

neck. However, there is a 1 in 6 chance that the cured person will be rendered insane.

Odin's Spear* (Viking) This mighty spear does much damage, but also acts as a healing wand.

Odora's Crown* (Goblin) This circlet of gold and green gems allows the wearer to see into the future.

The Red Skull (Children of the Red Skull) The warrior demon Diabolus was destroyed many years ago, but necromancers who belong to this society wish to find the seven sections of his crushed skull, and resurrect him. They currently have three, and are constantly on guard for the other pieces. A person who carries a piece of the skull with him gains a twenty on these skills: Quickness, Will, Bully, Bargain, Preach, Strength, Lie, Mimic and Authority. He will also become mad. See Society for more info.

Roster of the Spiritually Aware (Society for the Spiritually Aware) This huge listing contains names, burial places and resurrection spells for various dead persons. A fee is required before a person may examine the roster.

The Seeker (The Cabal) This magical wand is awarded to any demonologist who joins the Cabal. It is a short wand of ebony or dark wood; it glows in the presence of demons.

Silver Coin (Nightwalker) Those who are marked for assassination may be sent a silver coin with the figure of a cloaked man etched into it's surface. Assassinated persons are often found with these coins. They are a courteous gesture of the Nightwalkers; the coin is to pay for a decent funeral.

Silver Ribbons* (Avian) Worn by Monnan, the wife of Ler. If worn or carried, even an inch of this ribbon will confer immortality on the wearer, and protect him from any enchantments. The ribbon cannot wear out, but it can be destroyed by fire.

Thor's Hammer* (Viking) This throwing hammer is called Mjolner. It unerringly hits its mark, and returns to his hand after the damage has been done.

Torch of Marg* (Dwarf) This item is ever burning, and cannot be extinguished, even in water. It can, however, be rendered invisible.

True Name Talisman (Brownie) Some brownies carry a small piece of parchment upon which their true name is written. Anyone finding this talisman will be able to rule over the brownie until he obtains a new name.

The Wand of Gower* (Goblin) Made of the purest ivory, this wand allows the bearer to always make the right judgement.

Special Clothing

Below is a list of unique jewelry and clothing worn by members of certain groups:

Brand: A Son of Battle who is found guilty of cowardice is branded on the cheek with an X. See also Chain necklace.

Ceremonial Wand: Members of the Glad-handers Club carry wooden wands tipped with gold and brass during parades and other public functions.

Chain Necklace: If a member of the Sons of Battle is found guilty of cowardice, his sword is melted down and forged into a chain, which is fastened around his neck. An Awesome Strength roll is needed to break it. See also Brand.

Dyes: Members of Runa's Ravens sometimes dye their mustaches raven black.

Earring: Members of the Brotherhood of Oak wear a small gold hoop in their left ear.

Green Cap with Hawk feather: Worn exclusively by members of the Fletcher's Club.

Green Cloak: Scholars who belong to the Coalition of Wisdom wear cloaks of dusty gray.

Jewelry with Hand Motif: Members of the Glad-handers Club wear necklaces and armbands with a repeating hand motif.

Key of Justice: A gold key fastened to a long silver chain is the sign of the Advocates of Justice. Without it, members will not be admitted into the Justice hall, or meeting place of the Advocates.

Raven Design: Rogues who belong to Runa's Ravens sometimes wear cleverly designed medallions, belt buckles and even embroidered shirts with the raven motif skillfully hidden within the design. This can be dangerous, for anyone suspected of belonging to this nefarious crew may find themselves hauled away to jail.

Red & Black: The heraldic colors of ancient Balgravia, often worn by members of the Bowman of Balgravia society.

Robes, Lavender & White: Worn by master teachers of the Skarien Singers.

Sash, Green: Members of the Glad-handers Club wear green sashes during public functions or parades.

Sash, Yellow & Green: Members of the Jesters wear a sash of yellow and green. When performing before royalty, they are required to wear suits of yellow & green motley.

Scar: Members of the Bloodbrothers cut a distinctive mark (an X, circle, etc.) into the shoulder of a fellow warrior, while he does the same. Ashes are then rubbed into the wounds, causing a black scar.

Seven-sided Star: Symbol of the elfin Companions, indicating the inconsistency of their lives.

Silver Medallion: Awarded once their studies are complete, the Skarien Singers wear this medallion with pride. It is engraved with a picture of Skarien, their founder.

Silver-Plated Weapons: Upon passing certain requirements, a member of the Sons of Battle is awarded a silver-plated short sword. Non-combatant members are given silver-plated daggers. Both weapons are for show rather than battle.

Snakeskin Neckband: Awarded to an acrobat who successfully completes his training at the Vivari Dance Academy. It can be removed within 48 hours with a Passable Strength roll, but afterward it melds into the acrobat's flesh, and becomes part of his skin. This marks him as a Vivari, or snake friend. No serpentine will harm him, and he cannot raise his hand against any serpentine.

Tattoo, Flower: The tattoo of a yellow buttercup on a person's left shoulder indicates that he is a member of the illustrious Kiku Gymnasium. A person who also has a tattoo of a red chrysanthemum on his right shoulder is a graduate of that school. The first is called a "Little Flower", the second a "Bold Flower".

Tattoo, Sword: Those who join the Fellowship of Fighters are tattooed with the sign of two crossed swords in the palm of their left hand.

Triangle: Dwarven worshippers of The Brothers wear a small triangle. It is also a sign indicating direction, so that people will not become lost in vast tunnel systems.

Witches Mark: Anyone who joins a coven is marked with an unusual scar, mole, or wart. These witch marks are usually hidden from general observation, such as in the armpit or groin.

Yellow Tassels: Members of the Actor's Guild often wear yellow tassels as a sign of their membership.

Special Plants

The world is full of mundane plants such as reeds and apple trees. Characters can use these plants to weave baskets or for nourishment. But characters will be most interested in plants with magical, medical, and poisonous properties.

The plants that are listed in this chapter are hard to find. They are not like dandelions that grow everywhere. Searching for plants takes time, effort, and luck. Treat a player who asks "Any special plants around here?" the same way you would treat a player who asks "Any magic items around here?"

Using Plants

To use a plant, a character must know how to correctly prepare and apply it. All plants remain fresh for one month after being harvested. In effect, if a plant is not used on the adventure it is found or purchased, it will have gone bad by the next adventure.

Finding Plants

Normally, characters will stumble across plants in much the same way as magic items. If the players search for special plants, you must decide if there are any in the vicinity, and if there are, you must select a plant appropriate for the terrain. It takes about one hour for a character to find (Rarity vs Plants) x 2 doses of a plant. There is a -1 column penalty if searching within two miles of a town or along a trail. A character who finds a plant is automatically considered to have recognized it and to know how to prepare it.

Recognizing Plants

If, during an adventure, a character comes across a special plant he did not find himself, he must roll his Plants skill versus the rarity of the plant to recognize it. Success means the character knows how to apply it and its effects.

Buying Plants

You may allow characters to buy and sell plants at an herbalist's shop. Herbalists are hard to locate, and they will normally have limited stock. A character who sells a plant must roll his Bargain as though selling a used item. A herbalist can prepare and explain the use of a plant. The list price for a plant is (Passable vs Rarity) x \$10 per dose.

Fields

Name	Rarity	Type
Amaranth	Passable	Medical
Banewort	Good	Poison
Cassilago	Passable	Poison
Chafeweed	Awesome	Medical
Darnel	Passable	Poison
Death Camus	Passable	Poison
Devil's Shoestring	Passable	Magic
Dittany	Passable	Magic

Eyebright	Great	Medical
Feverfew	Passable	Medical
Foxglove	Good	Poison
Garclive	Great	Magic
Healer's Violet	Passable	Medical
Hyacinth	Great	Medical
Lantana	Good	Poison
Lily	Passable	Magic
Lovage	Passable	Magic
Minarta	Great	Magic
Rainbow Spice	Great	Poison
Scaldberry	Passable	Medical
Sorcerer's Violet	Great	Poison
Star Balm	Good	Magic
Tetterwort	Passable	Magic
Whisper Weed	Great	Magic
Yerba	Passable	Magic

Mountains

Name	Rarity	Type
Bittersweet	Passable	Poison
Black Cohash	Good	Poison
Cassav	Awesome	Poison
Castor Beans	Superior	Medical
Dulse Herb	Passable	Magic
Goat's Rue	Passable	Magic
Key Flower	Awesome	Medical
Lion Herb	Good	Medical
Sleepwort	Good	Medical
Yellow Nightshade	Superior	Medical

Graveyard

Name	Rarity	Type
Mortification Root	Superior	Magic

Near Water

Name	Rarity	Type
Cutweed	Passable	Medical

Swamp

Name	Rarity	Type
Bindweed	Passable	Poison
Bloodroot	Great	Poison
Convallaria	Superior	Medical
Gagroot	Great	Poison
Lupin	Passable	Poison
Madwort	Great	Medical
Masterwort	Superior	Magic
Red Squill	Great	Medical
Spinnet	Superior	Poison
Stagger Bush	Superior	Poison
Wild Succory	Awesome	Magic
Yellow Lotus	Awesome	Poison

Woods

Name	Rarity	Type
Allsum	Good	Medical
Be-Still Mushroom	Passable	Poison
Better Berry	Passable	Medical
Black Hellebore	Good	Poison
Black Nightshade	Good	Poison
Boneset	Good	Medical
Brave Leaf	Passable	Medical
Cilantro Seeds	Good	Medical
Cinna Bush	Passable	Medical
Cloth-of-Gold	Passable	Magic
Crocus	Good	Poison
Death Cap Mushroom	Great	Poison
Dragon's Blood	Good	Magic
Elf Leaf	Good	Magic
Elf Root	Great	Medical
Elf Thorn	Good	Magic
Elf wort	Good	Magic
Felon's Herb	Good	Medical
Hemlock	Good	Poison
Hulver Bush	Great	Magic
Inkberry	Passable	Poison
Larch	Passable	Magic
Lung Wort	Good	Medical
Manchineel	Passable	Poison
Mandrake	Good	Magic
Persa Fruit	Awesome	Magic
Plumeria	Superior	Poison
Snakeroot	Good	Magic
Stringy Bark Tree	Passable	Medical
Sweet Balm	Passable	Medical
Tingle Moss	Good	Medical
True Basil	Superior	Magic
Wisteria	Passable	Poison
Witches Herb	Great	Magic
Wormwood	Good	Magic

Plant List

Allsum

Type: Medical. Rarity: Good. Terrain: Woods. Looks: A red flower with large green leaves and a spindly stock. Apply: Leaves are soaked in cold water and tightly packed into a compress and placed on the head of a foe. Effects: The victim becomes passive and helpful for (Stamina vs Medical) x 10 minutes.

Amaranth

Type: Medical. Rarity: Passable. Terrain: Fields. Looks: Flower with velvety red tufts growing from its buds. Apply: Tufts are woven into a crown and placed on the head of a wounded character. Effects: Heals (Passable vs Medical) x 2 levels of damage.

Banewort

Type: Poison. Rarity: Good. Terrain: Fields. Looks: Pretty flower with blue or white petals. Apply: Leaves are boiled into a tea and imbibed by the victim. Effects: Causes hyperactivity, talkativeness, and pin-point irises for (Stamina vs Poison) hours. On a Catastrophic Stamina roll or an Awesome Poison roll, the victim dies from a heart attack.

Be-Still Mushroom

Type: Poison. Rarity: Passable. Terrain: Woods. Looks: A grey, mottled mushroom. Apply: Eaten raw. Effects: The victim sleeps for (Stamina vs Poison) x 5 minutes.

Better Berry

Type: Medical. Rarity: Passable. Terrain: Woods. Looks: A squat bush with blue berries. Apply: Drink the juice of the berry. Effects: Heals (Passable vs Stamina) light wounds. There is no effect on heavier wounds.

Bindweed

Type: Poison. Rarity: Passable. Terrain: Swamp. Looks: A tall, resilient reed. Apply: Crush seeds into a paste and rub onto a weapon. Each dose of bindweed is good for three successful attacks. Effects: Anyone injured by the weapon will be paralyzed for (Stamina vs Poison) x 5 minutes, even though totally conscious.

Bittersweet

Type: Poison. Rarity: Passable. Terrain: Mountain. Looks: A bush with yellow fruit. Apply: Drink an extract made from the fruit. Effects: Causes depression that lasts for (Stamina vs Poison) days. Each day, the character must roll Poor on Will or else be overcome by despair, even to the point of suicide.

Black Cohash

Type: Poison. Rarity: Good. Terrain: Mountain. Looks: A tall flower with wiry roots. Apply: Ring a red candle with black cohosh and burn the candle to a nub. Effects: For (Poor vs Poison) x 10 minutes, no insects, spider, snakes, or poisonous animal may come within thrown range of the burning candle.

Black Hellebore

Type: Poison. Rarity: Good. Terrain: Woods. Looks: A leafy flower. Apply: Bake into a black powder and blow into the victim's face. Effects: Causes a burning sensation in the eyes, nose, and throat, giving the victim -1 column on all rolls for (Stamina vs Poison) x 2 turns.

Black Nightshade

Type: Poison. Rarity: Good. Terrain: Woods. Looks: A flowering plant with small white berries. Apply: Mix leaves and berries into a paste and place in the victim's belly button. Effects: Causes abdominal pain, vomiting, and diarrhea for (Stamina vs Poison) x 10 minutes. The victim will do anything to relieve the pain. This includes giving away secret information or money to anyone who offers to release him from his torment. Because of his agony, the victim can answer only one question every five minutes.

Bloodroot

Type: Poison. Rarity: Great. Terrain: Swamp. Looks: Bushy plant with red roots. Apply: Grind the roots and dry into a powder that can easily be added to food or drink. Effects: Causes internal hemorrhaging for (Stamina vs Poison) hours. On a Catastrophic to Pathetic Stamina roll, or an Awesome to Superior Poison roll, the victim dies.

Boneset

Type: Medical. Rarity: Good. Terrain: Woods. Looks: A bush with large, spiky leaves and small blue flowers. Apply: Make a poultice from the leaves and place on a broken limb. Effects: Heals (Passable vs Medical) critical wounds.

Brave Leaf

Type: Medical. Rarity: Passable. Terrain: Woods. Looks: A maple-like tree with reddish orange leaves and a few golden leaves. Apply: Dry the golden leaves and mix with wine. Effects: Anyone who drinks the concoction will be immune to pain for (Passable vs Medical) hours. During this time, the character will not lose a turn for taking a heavy wound.

Cassav

Type: Poison. Rarity: Awesome. Terrain: Mountain. Looks: A fern. Apply: Powder the roots and put in food or drink, or rub on a weapon. If rubbed on a weapon, it lasts for two successful attacks. Effects: If the poisoner rolls his Poison skill over the victim's Stamina, the victim dies within a few minutes.

Cassilago

Type: Poison. Rarity: Passable. Terrain: Fields. Looks: A grass with tiny seeds. Apply: Bake the seeds into small cakes and feed to the victim over several days. The victim must make a Passable Poison roll, failure means the victim notices the cassilago in the cakes. Only one dose per day may be applied, more and the victim will vomit the poison from her system. Effects: Symptoms include slowing of reflexes, convulsions, and ultimately death by respiration failure. The victim dies in (Catastrophic vs Stamina) x 2 days. He must be fed the poison every day-if the administration stops, the victim quickly recovers.

Castor Beans

Type: Medical. Rarity: Superior. Terrain: Mountain. Looks: A vine with clusters of bean pods. Apply: Place on the stomach of a poisoned creature. Effects: These beans absorb the poison from the victim's body. The character placing the beans must make a Passable Medical roll to succeed.

Chafeweed

Type: Medical. Rarity: Awesome. Terrain: Fields. Looks: A yellow grass. Apply: Make into a soup. Effects: Confers youthful vigor, upping all Agility, Alertness, Dexterity, Stamina, Strength, Charm, Brawling, Aim, and Defense skills by +2 for (Passable vs Medical) hours.

Cilantro Seeds

Type: Medical. Rarity: Good. Terrain: Woods. Looks: A small bush with many brown seed pods. Apply: Soak bandages in the cilantro seed oil and place on a wounded character's forehead. Effects: Heals (Passable vs Medical) wounds to a character's head.

Cinna Bush

Type: Medical. Rarity: Passable. Terrain: Woods. Looks: A bush with thick, oily leaves. Apply: The leaves are crushed into a strong smelling paste and rubbed on the character's body. Effects: Confers immunity to minor illnesses for (Passable vs Medical) days.

Cloth-of-Gold

Type: Magic. Rarity: Passable. Terrain: Woods. Looks: A lovely yellow flower. Apply: Rub the petals on the character's ears. Effects: Grants the ability to understand the language of birds and animals for (Passable vs Arcane Lore) x 5 minutes.

Convallaria

Type: Medical. Rarity: Superior. Terrain: Swamp. Looks: A reed with violet blossoms. Apply: Stems are chewed to a pulp and swallowed. Effects: Increases character's Memory and Alertness by +3 each for (Passable vs Medical) hours.

Crocus

Type: Poison. Rarity: Good. Terrain: Woods. Looks: A flower with a white bulb. Apply: Bulbs are boiled into a milky liquid and imbibed. Effects: Causes vomiting for (Stamina vs Poison) hours, starting in just a few minutes.

Cutweed

Type: Medical. Rarity: Passable. Terrain: Water. Looks: A seaweed found along rivers, lakes, and coasts. Apply: As a bandage. Effects: Heals (Passable vs Medical) levels of damage to one body part.

Darnel

Type: Poison. Rarity: Passable. Terrain: Fields. Looks: A fern with spiny leaves. Apply: The pollen is dried and flicked into the eyes of the victim. Effects: Causes vertigo, confusion, and incredible hallucinations for (Stamina vs Poison) x 10 minutes.

Death Camus

Type: Poison. Rarity: Passable. Terrain: Fields. Looks: A violet flower. Apply: Rub the pulp of the bulb on a weapon. Each dose of death camus lasts for two successful hits. Effects: Anyone hit by a weapon coated in death camus suffers -2 columns

on all Strength rolls for (Stamina vs Poison) x 2 hours. During this time, they can hardly crawl, let alone stand and heft a weapon.

Death Cap Mushroom

Type: Poison. Rarity: Great. Terrain: Woods. Looks: A small brown mushroom. Apply: Eat raw or cooked. Effects: Causes slowed breathing, loss of coordination and general weakness. Within an hour, the victim will fall into a coma for (Stamina vs Poison) days. On a Catastrophic Stamina roll or Awesome Poison roll, the character dies from liver failure.

Devil's Shoestring

Type: Magic. Rarity: Passable. Terrain: Fields. Looks: A small tangled grass. Apply: Mix with a mixture of snake's blood and ale, and rub on a body part. Effects: Confers +3 Defense to the affected body part for (Passable vs Arcane Lore) x 2 hours.

Dittany

Type: Magic. Rarity: Passable. Terrain: Fields. Looks: A flower with round petals and grassy flowers. Apply: Dry and make into an incense, which is then burned. Effects: Attracts the nearest (Passable vs Arcane Lore) undead creatures, but it does not make them any more manageable.

Dragon's Blood

Type: Magic. Rarity: Good. Terrain: Woods. Looks: A tree with narrow red leaves. Apply: Put the flower buds in a character's shoes. Effects: The character moves soundlessly for (Passable vs Arcane Lore) x 20 minutes. He is not capable of speech at this time.

Dulse Herb

Type: Magic. Rarity: Passable. Terrain: Mountain. Looks: A coarse, reddish brown weed. Apply: Mix dulse herb with melted sugar to form candy nuggets. Throw the nuggets in a body of water. Effects: Attracts (Passable vs Arcane Lore) aquatic creatures. The higher the magic roll, the more impressive and powerful the creatures. If provided with a dose of dulse, they will serve the summoner for one hour.

Elf Leaf

Type: Magic. Rarity: Good. Terrain: Woods. Looks: Lavender flower. Apply: Rub on character's clothes or skin. Effects: Grants +4 on all spell skills for (Passable vs Arcane Lore) hours.

Elf Root

Type: Medical. Rarity: Great. Terrain: Woods. Looks: A flowering tuber. Apply: Grind root into paste and rub on injured body part. Effects: Heals (Passable vs Medical) x 3 levels of damage.

Elf Thorn

Type: Magic. Rarity: Good. Terrain: Woods. Looks: A thorny bush. Apply: Burn the thorns and inhale the smoke. Effects: Increases Fate and Magic, by +3 for (Passable vs Arcane Lore) hours.

Elf Wort

Type: Magic. Rarity: Good. Terrain: Woods. Looks: A purple clover-like plant. Apply: Place the petals in a bowl of water. It causes the water to become hard and crystal-like. Effects: In the surface of the water, the character may see any event within (Passable vs Arcane Lore) miles or days in the past. The vision lasts only a few moments, and may be very blurred.

Eyebright

Type: Medical. Rarity: Great. Terrain: Fields. Looks: A flower with spiny leaves. Apply: Cook the leaves in water and use the strained liquid as an eyewash. Effects: Cures any blindness or other eye problem-even regenerates a missing eye. The character applying the eyebright must make a Good Medical roll.

Felon's Herb

Type: Medical. Rarity: Good. Terrain: Woods. Looks: A vine with stubby flowers with yellow blossoms. Apply: Mix the herb with milk and ale and rub on the character's hands. Effects: Increases the character's Dexterity, Filch, Forgery, and Unlock skills by +3 for (Passable vs Medical) x 30 minutes.

Feverfew

Type: Medical. Rarity: Passable. Terrain: Fields. Looks: A leafy plant with clusters of white flowers.

Apply: Sprinkle the pollen on the victim's forehead. Effects: Breaks any fever provided the character applying the feverfew makes a Passable Medical roll.

Foxglove

Type: Poison. Rarity: Good. Terrain: Fields. Looks: A tall plant with bell-like flowers. Apply: Powder the roots and add to alcoholic drinks. Effects: Symptoms include nausea, vomiting, delirium, irregular pulse and convulsions. It takes effect in about ten minutes and lasts for (Stamina vs Poison) hours. On a Catastrophic Stamina roll or Awesome Poison roll, the victim dies.

Gagroot

Type: Poison. Rarity: Great. Terrain: Swamp. Looks: A potato-like tuber. Apply: The tubers are cooked in a stew with carrots and peas. One dose serves a family of four. Effects: Immediately causes swelling of the gums, lips, and tongue. For (Stamina vs Poison) x 2 hours, the victim cannot speak, and can hardly breathe.

Garclive

Type: Magic. Rarity: Great. Terrain: Fields. Looks: A small, scrub-like bush with tiny white flowers. Apply: Carry the dried flowers in a leather pouch hung around the neck. Effects: Any spell cast on the character reverses upon the caster. Garclive can work only three times, and then is useless. The first time, the wearer must roll Good on Magic for the garclive to take effect. The second time, he must roll Great, and the third time he must roll Superior.

Goat's Rue

Type: Magic. Rarity: Passable. Terrain: Mountain. Looks: Similar to clover. Apply: The leaves are placed in a character's gloves. Effects: For one hour, increases the character's Climb skill by (Passable vs Arcane Lore) x 2 points.

Healer's Violet

Type: Medical. Rarity: Passable. Terrain: Fields. Looks: A small purple flower. Apply: Use when tending a wound. Effects: Grants +1 column when tending a wound.

Hemlock

Type: Poison. Rarity: Good. Terrain: Woods. Looks: A mid-sized plant with clusters of leaves and small white flowers. Apply: Distill the poison from the leaves and twigs and add to wine or other drinks. Effects: Causes a heavy feeling in the extremities, followed by nausea and slowness of breathing. The victim must roll his Stamina versus the Poison skill of the person who applied the hemlock. If the victim rolls lower, he dies in a few hours.

Hulver Bush

Type: Magic. Rarity: Great. Terrain: Woods. Looks: A shrub with shiny green leaves covered with prickles; similar to holly. It exudes a smell that is faintly unpleasant, but animals adore it. Apply: Make an extract from the leaves and rub on a scrap of leather. Effects: Animals will be attracted to the leather. They'll play with it for (Passable vs Arcane Lore) x 5 minutes before losing interest. The treated leather is usable three times.

Hyacinth

Type: Medical. Rarity: Great. Terrain: Fields. Looks: Bell-shaped flowers. Apply: Burn the tubular roots and blow the smoke into the face of one or more charmed characters. Effects: Cures up to (Passable vs Arcane Lore) characters who have been magically charmed.

Inkberry

Type: Poison. Rarity: Passable. Terrain: Woods. Looks: Similar to the blackberry, but smaller. Apply: Pulp the berries into a thick juice. Effects: Drinking the juice causes sharp abdominal pains within one hour, followed by uncontrollable spasms throughout the body, totally incapacitating the victim for (Stamina vs Poison) x 4 hours.

Key Flower

Type: Medical. Rarity: Awesome. Terrain: Mountain. Looks: A tree with star-shaped blossoms. The orange flowers have a sweet scent. Apply: Dry the blossoms and sprinkle around the bed of an injured character. Effects: Heals (Passable vs Medical) x 2 wound levels. In addition, any illness or poison is cured if a Passable Stamina roll is made.

Lantana

Type: Poison. Rarity: Good. Terrain: Fields. Looks: An aromatic bush with clusters of small, brightly-colored flowers. Apply: Soak the leaves in brandy for 24 hours, then throw the liquid on the victim (requires an Aim roll to hit the target). Effects: Causes photosensitization for (Stamina vs Poison) x 2 hours. For every five minutes that a character is exposed to direct sunlight, he takes an Inferior wound to a random body part. Even diffused sunlight causes pain.

Larch

Type: Magic. Rarity: Passable. Terrain: Woods. Looks: Similar to a pine tree. Apply: Mix the sap of the tree with water and rub on one object (a book, piece of armor, etc.). Effects: Items coated by the mixture are invulnerable to fire for (Passable vs Arcane Lore) x 10 minutes. During this time, it cannot be harmed by fire. Does not work on living tissue, but armor coated in the mixture will protect the flesh beneath.

Lily

Type: Magic. Rarity: Passable. Terrain: Fields. Looks: An herb with funnel-shaped blossoms. Apply: Sleep with the lily under your pillow. Effects: In his dreams, the character will receive a clue to a crime committed within the last (Passable vs Arcane Lore) x 2 days. The character can specify the crime. The clue can take any form devised by the referee. The better the magic roll, the stronger the clue.

Lion Herb

Type: Medical. Rarity: Good. Terrain: Mountain. Looks: A slender, grey-green grass. Apply: Smoke the dried stalks in a pipe. Effects: Increases Strength, Stamina, and Agility by +3 for (Passable vs Medical) hours. Two doses taken in one day cause a person to become a giggling, good-for-nothing fool for (Stamina vs Good) hours.

Lovage

Type: Magic. Rarity: Passable. Terrain: Fields. Looks: Lily-like flower with pink petals. Apply: Add the petals to wine and have the victim drink. Effects: The victim becomes passionate for (Will vs Arcane Lore) x 10 minutes.

Lung Wort

Type: Medical. Rarity: Good. Terrain: Woods.
Looks: Aromatic herb with small green leaves.
Apply: Mix with ale and drink. Effects: Heals (Passable vs Medical) x 2 levels of chest damage. Also cures any chest disease if the subject makes a Passable Stamina roll.

Lupin

Type: Poison. Rarity: Passable. Terrain: Swamp.
Looks: A tall stalk with white flowers. Apply: Boil the leaves in water and roll the sticky mass into a ball. Hurl the ball at the victim (requires an Aim roll). Effects: As it splatters against exposed skin, it is absorbed into the bloodstream. The target is incapacitated for (Stamina vs Poison) x 2 minutes, during which time they suffer severe convulsions.

Madwort

Type: Medical. Rarity: Great. Terrain: Swamp.
Looks: Large, bright green leaves and spindly stocks that wind around one another like twisted thread.
Apply: Make a compress of the leaves and place on the victim's eyes. Effects: A Passable Medical roll will cure a phobia. A Good roll will cure a mania. A Great roll or better will cure any insanity.

Manchineel

Type: Poison. Rarity: Passable. Terrain: Woods.
Looks: Slender tree with red bark and drooping branches. Apply: Rub the sap on a weapon. Effects: Causes flesh to blister. The wielder of the weapon gets a bonus of (Passable vs Poison) on his attack skill due to the extra damage done by the sap. Reduce the bonus by one each time the weapon hits, until all the sap is rubbed off.

Mandrake

Type: Magic. Rarity: Good. Terrain: Woods.
Looks: Leafy herb with man-shaped root. Apply: Make the forked root into an incense that is burned and can be breathed by up to four characters. Effects: A spell user regains (Passable vs Arcane Lore) spell skill points.

Masterwort

Type: Magic. Rarity: Superior. Terrain: Swamp.
Looks: A small, grey-green herb. Apply: Powder the

root and mix with wine. The drink is imbibed by a spell user. Effects: The spell user regains up to (Passable vs Arcane Lore) x 4 spell skill points.

Minarta

Type: Magic. Rarity: Great. Terrain: Fields.
Looks: A small flower with orange petals. Apply: A poultice is made from the flowers, orange seeds, and cinnamon. The poultice is placed in cheese cloth and hung from the character's neck. The poultice lasts for three days. Effects: Undead creatures cannot come within (Passable vs Arcane Lore) x 2 feet of the wearer.

Mortification Root

Type: Magic. Rarity: Superior. Terrain: Graveyard. Looks: A shrub with heart shaped roots. Apply: Eat the roots over the grave of a spell user. Effects: The spell user increases all spell skills by (Passable vs Arcane Lore) x 2 points. The increase lasts until the extra points are expended through spell casting.

Persa Fruit

Type: Magic. Rarity: Awesome. Terrain: Woods.
Looks: A tree with fan-shaped leaves and a single nectarine-like fruit. Apply: Eat the fruit. A single bite will do (at which point the persa fruit loses its magical properties). Effects: The character is changed into a member of the opposite sex for (Fate vs Arcane Lore) x 2 weeks.

Plumeria

Type: Poison. Rarity: Superior. Terrain: Woods.
Looks: A tree with black, plum-like fruit. Apply: The fruit is made into a wine and imbibed by the victim. Effects: The victim becomes dehydrated and thirsty for (Stamina vs Poison) hours. He will go into a frenzy of drinking until forcibly stopped. On a Catastrophic to Pathetic Stamina roll or an Awesome to Superior Poison roll, the victim will die of thirst or drowning.

Rainbow Spice

Type: Poison. Rarity: Great. Terrain: Fields.
Looks: A resilient, multi-colored flower. Apply: Grind the flower into a coarse spice and sprinkle on food. Effects: Anyone eating the food will become

ravenous for (Stamina vs Poison) x 2 hours. During this time, they eat gluttonously unless forcibly held.

Red Squill

Type: Medical. Rarity: Great. Terrain: Swamp. Looks: A tall weed with blue flowers. Apply: Sun dry the weed (it turns reddish) and smoke it. Effects: Confers +3 on all attack and Defense skills for (Passable vs Medical) x 5 minutes. However, on a Catastrophic roll, a character will go into convulsions for one hour and will permanently lose one point from his Intelligence and Knowledge skills.

Scaldberry

Type: Medical. Rarity: Passable. Terrain: Fields. Looks: Similar to a blackberry bush, except that the berries are larger. Apply: Soak bandages in scaldberry juice and apply to a burnt character. Effects: Heals (Passable vs Medical) x 2 levels of burn damage.

Sleepwort

Type: Medical. Rarity: Good. Terrain: Mountain. Looks: A delicate white herb, faintly lemon scented. Apply: The leaves are boiled into a paste, which is rubbed on the character's eyelids. Effects: The character can stay awake for (Passable vs Medical) x 6 hours without sleep. During this time, the character is immune to sleep spells and plants that cause sleepiness. However, at the end of this time he must sleep for (Stamina vs Awesome) x 2 hours.

Snakeroot

Type: Magic. Rarity: Good. Terrain: Woods. Looks: A cabbage with fleshy, serpentine tubers. Apply: The roots are ground into a powder and added to alcohol. The mixture is imbibed by the victim. Effects: The victim falls in love with the first creature he or she sees. The effects last for (Will vs Arcane Lore) x 2 hours.

Sorcerer's Violet

Type: Poison. Rarity: Great. Terrain: Fields. Looks: Identical to healer's violet. Apply: Use when tending a wound or rub the nectar on a weapon. Effects: When used to tend a wound, it increases the wound by one level. Sorcerer's violet rubbed on a weapon will give its wielder a bonus of (Passable vs

Poison) + 2 on his attack skill due to the extra damage done by excessive bleeding. After each successful attack, reduce the bonus by two until the poison is completely wiped off.

Spinnet

Type: Poison. Rarity: Superior. Terrain: Swamp. Looks: Similar to a turnip. Apply: Made into a stew with other vegetables. Each dose feeds four. Effects: Causes complete paralysis of the lower limbs for (Stamina vs Poison) hours. On a Catastrophic Stamina roll or Awesome Poison roll, the numbness is permanent.

Stagger Bush

Type: Poison. Rarity: Superior. Terrain: Swamp. Looks: A large fern. Apply: Scrape the seeds from the undersides of the leaves, crush them and mix them with water in a ceramic flask. Seal the flask and let sit for three hours. Forms an unstable yellow gas. The flask is hurled at the target(s). It affects (Passable vs Aim) foes. Effects: Causes the victim(s) to pass out for (Stamina vs Poison) x 10 minutes.

Star Balm

Type: Magic. Rarity: Good. Terrain: Fields. Looks: A small plant with yellow, star-shaped flowers. Apply: Place the dried flowers under a reclining person's head. Sometimes sewn into pillows. Effects: The victim will sleep for (Stamina vs Arcane Lore) x 2 hours, or until the star balm is removed.

Stringy Bark Tree

Type: Medical. Rarity: Passable. Terrain: Woods. Looks: A tree with narrow leaves and soft wood. Apply: Make a thick soup from the sap. The liquid is imbibed. Effects: Heals (Passable vs Medical) wounds by one level each.

Sweet Balm

Type: Medical. Rarity: Passable. Terrain: Woods. Looks: Yellow flower, with a strong scent and sticky leaves. It is highly attractive to bees and other insects. Apply: The leaves are soaked in wine for several hours and the concoction is rubbed on a character's chest. Effects: The character can ignore

any pain or injury for (Passable vs Medical). He does not lose a turn for taking a heavy wound.

Tetterwort

Type: Magic. Rarity: Passable. Terrain: Fields. Looks: Long, pulpy stalks with grassy leaves. Apply: Chew the stalks. Effects: The character's body breaks out into a slick sweat, all muscles loosen, joints become incredibly limber, and the character grows taller and slimmer. He can now squeeze through bars, small windows or twist free from ropes or iron fetters. The effects last for (Passable vs Arcane Lore) x 10 minutes.

Tingle Moss

Type: Medical. Rarity: Good. Terrain: Woods. Looks: A gold-speckled moss. Apply: Chew the moss for one hour. Effects: Heals (Passable vs Stamina) x 2 levels of damage. Only one dose may be taken per day.

True Basil

Type: Magic. Rarity: Superior. Terrain: Woods. Looks: Herb with rounded leaves. Apply: Make the dried herb into a tea and drink it. Effects: Allows the character to fly for (Passable vs Arcane Lore) x 10 minutes. The character fly at (Catastrophic vs Strength) x 200' per minute.

Whisper Weed

Type: Magic. Rarity: Great. Terrain: Fields. Looks: Long stalk topped by butterfly-shaped orange and yellow flowers. Apply: Whisper a message into a sprig of whisper weed. Effects: The flower petals will flutter off and deliver a message of no more than (Passable vs Arcane Lore) x 4 words (each petal carries a single word). Don't forget to specify the person and where he might be, otherwise the whisper weed will tell the first person it comes across. Delivery time depends on distance (one minute per mile).

Wild Succory

Type: Magic. Rarity: Awesome. Terrain: Swamp. Looks: A bush with a pulpy root. Apply: Crush the root into a potion which is imbibed. Effects: Confers (Passable vs Arcane Lore) x 10 minutes of invisibility.

Wisteria

Type: Poison. Rarity: Passable. Terrain: Woods. Looks: Climbing vine with clusters of pea pods. Apply: The pods are dried and powdered. The powder is hurled at the victim (requires an Aim roll). Effects: The victim suffers a crying fit for (Stamina vs Poison) x 5 minutes.

Witches Herb

Type: Magic. Rarity: Great. Terrain: Woods. Looks: A narrow-bladed grass with a purplish tinge. Apply: Place the herb in an inverted skull and burn it. It burns for five minutes. Effects: Attracts (Passable vs Arcane Lore) x 2 venomous snakes, spiders, or insects within just a few minutes. The creature(s) will be in a stupor and harmless for as long as the witches herb is burning.

Wormwood

Type: Magic. Rarity: Good. Terrain: Woods. Looks: A bush with soft, spongy leaves. Apply: Mix the leaves with oil, place it in a lamp and light it in a cemetery. Effects: The spirits will rise and speak for (Passable vs Arcane Lore) minutes. Each minute, the user can ask the spirits one question. The spirits will answer all questions truthfully, although the referee may wish to answer vaguely or in riddles.

Yellow Lotus

Type: Poison. Rarity: Awesome. Terrain: Swamp. Looks: An aquatic plant with shield-like leaves and solitary flowers. Apply: The yellow lotus can be made into an incense which is breathed, or a spice which is added to food. In either case, one dose can affect up to four characters. Effects: The characters lose their judgement for (Stamina vs Poison) hours. During this time, they must make Passable Will rolls to resist even the most ludicrous suggestion.

Yellow Nightshade

Type: Medical. Rarity: Superior. Terrain: Mountain. Looks: Similar to the tomato plant. Has lavender berries. Apply: Rub the berries on the victim's forehead. Effects: The victim's loses his memory for (Stamina vs Medical) hours.

Yerba

Type: Magic. Rarity: Passable. Terrain: Fields.
Looks: A spiny, cactus-like plant. Apply: Bathe in the

plant's oil. Effects: Increases Charm, Bargain, Entertain, Preach, Question, and Sincerity by +2 for (Passable vs Arcane Lore) hours.

Chapter 13

Societies

Introduction

This chapter contains the major societies of the Legendary Lives world. These organizations are based on common interests rather than race or religion.

All societies have requirements that a character must fulfill in order to join. Afterwards, he must conform to the standards of the group, or lose his status. Societies offer a variety of benefits to characters, along with a number of obligations and responsibilities. Characters who wish to rise within the ranks of certain organizations will find the criteria listed with each group.

Characters may join any number of societies during the course of their career. All they must do is locate one of its offices and meet the criteria listed under requirements for that society. Characters can begin the game belonging to a society only if one of their Lifeline events calls for it.

Societies

Societies Table

Type	Available Societies
Acrobat	Vivari Dance Academy Kiku Gymnasium Circus Circuit
Alchemist	Alchemist's Guild
Archer	Fletcher's Club Bowmen of Balgravia
Assassin	Nightwalkers
Bard	Jesters Skarien Singers
Conjurer	Magicians Guild
Demonologist	The Cabal
Diplomat	Glad-handers Club United Diplomacy
Duelist	Royal Guard
Druid	Brotherhood of the Oak
Enchanter	Magicians Guild
Gladiator	Bloodbrothers
Healer	Gardening Club

Illusionist	Magicians Guild
Interrogator	Advocates of Justice
	United Diplomacy
Inventor	Inventor's Guild
	Master Builders
Knight	Fellowship of Fighters
	Royal Guard
Mercenary	Fellowship of Fighters
	Sons of Battle
Merchant	Guilds
	Friends of the City
Minstrel	Actor's Guild
	Order of Alzarian
Necromancer	Children of the Red Skull
Priest	None (use religion instead)
Psychic	Children of Fate
Ranger	The Bear Cubs
Rogue	Runa's Ravens
Sage	Knights of Knowledge
Scholar	Coalition of Wisdom, Knights
of Knowledge	
Scout	Bear Cubs
Soldier	Fellowship of Fighters
	Royal Guard
Sorcerer	Magician's Guild
Shaman	None (use religion instead)
Spiritualist	The Spiritually Aware
Spy	Everyman Society
Thief	Pocketeers
Warrior	Fellowship of Fighters
	Sons of Battle
	Bloodbrothers
Witch	The Coven
Wizard	Magician's Guild

Note: Any character may join the Benevolent Wayfarer's Association. Characters are not necessarily limited to the societies of their type.

The Actor's Guild

This guild contains members who act, sing, dance and entertain for a living. It is found in large cities, but it regulates some travelling entertainers as well. The Actors Guild is loosely affiliated with the Circus Circuit. Guild members often wear yellow tassels as a sign of membership.

Requirements: An applicant must make an acceptable performance before guild officers by making a Great Entertain roll. Members pay a

minimum of \$10 per month, and 25% of the fee for all jobs found through the guild.

Benefits: Excellent source for entertainment jobs. Members are automatically awarded business and travelling licenses, and cannot be arrested for vagrancy. After six months of study at a guild hall (at a cost of \$150), the member's Charm and Disguise skills are increased by 1 point (this can be done only once). Motley clothing and costumes can be purchased at the guild for half price. Travelling entertainers can stay at the hall for a fee of \$1 per night for room and board.

Responsibilities: All guild members must maintain high performance standards or lose their status. Members must not interfere with another performer's act, nor steal from one another. If a guild member finds a patron through the guild, he must pay a finder's fee of \$50.

Advocates of Justice

Members swear to uphold the law, truth and justice. They often hold minor positions of authority-judge, sheriff, lawgiver, etc. The Advocates of Justice and the Seelie Court sometimes clash, for the Court views them as vigilantes, while the Advocates view the Court as ineffective. The Court has never taken decisive action against the Advocates, for they are a strong and powerful organization.

Requirements: Pledges must undergo a three day ceremony to prove their sincerity. This consists of vigorous questioning, sleep deprivation and various temptations. The character must roll Great on Will each day. If any of the rolls fail, the character has broken under questioning and cannot try again for 6 months. A candidate who fails three times can never join.

Once accepted, the member is required to wear a gold key fastened to a long silver chain around her waist. This is the "Key of Justice." Without it, members are not allowed in the Justice Hall. Monthly dues are \$50. Members found lying, cheating, or abusing persons will be punished harshly by the officers of the Justice Hall. Corsairs, goblins, gypsies, hobs, ratlings, serpentines, spriggans, and wolflings are rarely accepted. Interrogators are often members of this society. Assassins, thieves and rogues are not welcome.

Benefits: The law is almost always on your side if you are a member. Enemies can be framed easily if you convince fellow members that they deserve it.

Responsibilities: All members are required to uphold the laws of the land. If they are found breaking it, they will be whipped, tortured or even killed within the private Justice Hall of the Advocates. Members who object to such star chamber proceedings will be punished themselves. Advocates are required to help all those in need, especially helpless women and children.

Alchemist's Guild

This small guild encourages members to explore energy, elements, and the transformation of matter. Found only in the larger cities, the Alchemist's Guild is sometimes paid to create an item or develop a certain elixir, but for the most part, it is a poor guild. Meetings are infrequent, and it is rare for more than a few members to attend at one time.

Requirements: Any alchemist may join, as long as he can pay the monthly fee of \$5. Experiments and discoveries are to be shared with all members, though in practice valuable information is rarely shared.

Benefits: Meeting places consist of meager labs which may be rented for \$3 a day. Most guild halls have a small library as well, which is open to members only. The largest and finest can be found on the island of New Cissaria, a corsair stronghold.

Responsibilities: Because alchemists basically deal with the unknown, they do not always know what the effect of their experiments might be. Therefore, they are required to follow certain rules of caution. They are not allowed to use humans in their experiments, and any member doing so will be turned over to the authorities.

The Bear Cubs

Rangers are solitary people, but some belong to the Bear Cubs, a fraternal organization. Founded by a feral ranger, the Bear Cubs meet once a year at Yellow River Falls to feast and tell tall tales. Anecdotes about animals are related, and fur and leather goods are traded or sold. Members wear bear claws and teeth, and greet each other with a growl.

Requirements: Open to all rangers and scouts.

Benefits: Knowledge derived from stories heard at Yellow River Falls adds +1 to one of the following skills: Caves, Direction, Forage, Tame or Track (player's choice). Maps into unknown territory are often sold or traded among Bear Cubs (such information is not readily available to non-members). Upon joining, a new member is given the item of his choice: a +1 dagger, a +3 leather cuirass, or a jug of Better Berry juice (4 doses).

Responsibilities: Members must not divulge the secret trails and routes of the rangers. They must help their fellow members when in need.

The Benevolent Wayfarer's Association

Ninety percent of this society is made up of retired adventurers. Most of them are elderly, a little slow and somewhat forgetful. They sometimes hold charity luncheons or bazaars, but their main activity is wandering around the countryside helping people. They usually ask for a small donation in return for these little services, which they use to buy food and blankets for the poor and unfortunate.

Requirements: Active adventurers may join after swearing to help all persons in need that they might meet on the road. They are expected to turn over monthly donations of at least \$5 per month. Retired adventurers are assigned a small territory to patrol each day, looking for persons to assist. They are given a monthly stipend of \$10 to pay for food, blankets and medical supplies, though most members supplement this with their own bronze. Members wear a blue sash with the figure of an eye prominently displayed, indicating that the Benevolent Wayfarer's Association is always "on the watch" for trouble.

Benefits: A feeling of camaraderie and compassion that outweighs treasure any old day.

Responsibilities: Helping those in need without hesitation.

Bloodbrothers

Warriors who are teamed together often become Bloodbrothers. This happens when they have fought at least one successful battle together.

Survivors agree to become Bloodbrothers by cutting a distinctive mark (an X, circle, star, etc.) into the shoulder of a fellow warrior, while he does the same. The blood is mixed, and everyone takes a sip. Next, ashes are rubbed into the wounds, causing a black scar. Now the warriors are Bloodbrothers, and swear to protect each other with their lives.

Requirements: A Bloodbrother must be a warrior or gladiator who has won a hard-fought battle with his fellow fighters at his side.

Benefits: Barbarians and vikings think highly of Bloodbrothers. Members will be treated with honor by both races. Members of the brotherhood are required to help other members virtually without question.

Responsibilities: A Bloodbrother must immediately come to the aid of a fellow member when summoned. If he refuses, he will be punished. However, if a member asks for help under false pretenses, he will be subject to punishment himself. Bloodbrothers who are found guilty of theft or cowardice are branded on the right hand. Members who bear the same mark congregate at the battlefield where they first met on the anniversary of their confirmation. Many Bloodbrothers request that their remains be buried at this site.

Bowmen of Balgravia

Balgravia was once an independent nation, but now it is a part of the Elven Empire. Thousands of years ago, Balgravia was ruled by the Forester King Balthezar. During a skirmish at his borders, Balthezar realized that he needed more time to mobilize his troops. He asked for volunteers to hold back the hordes of elves threatening to invade, and a squad of bowmen volunteered. For 24 hours these brave men and women held back the enemy. All but one died in the attempt. Later, the elves broke through the Balgravian defenses and usurped the throne of Balthezar, but the memory of those brave Bowmen lives on today.

After the final battle, the body of King Balthezar was placed inside an ivory chest, and hidden inside the rock of Zigur. The Bowmen have searched for hundreds of years, trying to find a necromancer skilled enough to raise him from the dead. When his body is found and revived, every Bowman is expected to rally to his side, and fight for the freedom of Balgravia. When the last battle is won, members will be awarded a fiefdom of their

own, and a chance to be named heir apparent by the King.

Requirements: Must be proficient with bow or crossbow (skill of 15+). Because this is a semi-secret society, only Bowmen can recruit new members. Pledges must prove their bow or crossbow skill with a Superior roll. They must also swear undying allegiance to the Squad Leader. After undertaking a quest to prove her bravery, the applicant is told the secrets of the society. Bowmen often wear red and black, the heraldic colors of Balgravia. At the very least, they carry a handkerchief or scarf with these colors. Elves are not welcome, though some elfin have been admitted.

Benefits: Bowmen are fiercely loyal, and will lie, cheat, steal and even kill to protect one another.

Responsibilities: The Bowmen of Balgravia are considered rabble rousers and malcontents by the Seelie Court and many humans. They are subject to huge fines or even imprisonment, depending on current politics. Members tend to be critical of government, and preach independence. Because Bowmen are often persecuted, they use secret hand signs or passwords to recognize each other.

How to Become Squad Leader: The Squad Leader is the commander of all Bowmen, and his word is law. The current Squad Leader is Jodell, a forester who claims descent from King Balthezar himself. He has Awesome Bow and Crossbow skills, and a Great Aim. A new Squad Leader can be either appointed by the current Squad Leader, or else elected by the Bowmen upon the death of the Squad Leader. Jodell has yet to name an heir to his honorary title.

A character may challenge Jodell to a duel in which both parties shoot arrows at each other from 25 paces until only one is left standing. Injuries sustained in the duel must be healed by the wounded person or not at all. The survivor is the Squad Leader.

Brotherhood of the Oak

This is a quasi-religious organization made up of druids and other lovers of nature. They meet at the beginning of every season to celebrate the changes in nature. Invariably, this meeting takes place near a large oak tree.

Requirements: Druids, or non-druids with a Plant skill of 18+ may join. Before all the members,

an applicant must water the roots of an oak tree with three drops of his own blood. He then shares a cup of dandelion wine with the Head Druid. Lastly, a crown of mistletoe is laid on his brow and his left ear is pierced with a gold hoop.

Benefits: The character's Nature and Plants skills are raised by 1 point. Nature-loving people, such as elf-kin, will greet members warmly, and invite them into their homes.

Responsibilities: Members must never wantonly destroy plants or trees, especially the oak and mistletoe. To allow others to do so is also a crime.

How to Become the Head Druid: This title passes from the Head Druid to the next highest ranking person upon his or her death. A Nature, Plants and Forage skill of 25 is necessary. Only druid types can become the Head Druid.

The Cabal

The Cabal is a loose federation of dabblers in the dark arts. Although they jealously guard their secrets, members meet on occasion to flaunt their powers before each other. Sometimes the Cabal sponsors particularly horrible projects, many of which end in madness or death.

Requirements: Demonologists only. A Demonologist needs a Stamina skill of 12+ and a Will skill of 14+ before he will be accepted into the Cabal. He must take a blood-curdling oath not to reveal any secrets of the society. If he does, he will instantly be teleported to the world of demons, where he will be driven mad or consumed in flames.

Benefits: New members are awarded a black wand known as a "seeker." It glows brightly in the presence of demons.

Responsibilities: If an oath to the Cabal is broken, the demonologist is killed, either by a hired assassin or a nasty spell. Members must comply with any laws or regulations set by the High Mage or suffer the consequences.

How to Become High Mage: The High Mage must be a demonologist with a Willpower, Stamina, Magic, and Bully of 20+. To gain this position, a character must assassinate the current Mage, or defeat him in a demonic duel.

The current High Mage is Terrendos D'arguenta, a gypsy demonologist. Terrendos lives in the city of Ironmist, and plots to become the supreme ruler of the land. He is vain, but not stupid,

and he chooses his friends and companions carefully. Unmarried, Terrendos has an eye for a pretty woman. His home is well-protected by evil creatures and warriors.

Children of Fate

Males and females attend separate meetings, but twice a year both the Sons and Daughters of Fate join for a Grand meeting of the Fate society. Meetings are sometimes held telepathically.

Requirements: Must be a psychic with an Alertness skill of 12+ and an Intuition skill of 13+. Members pay monthly dues of \$10.

Benefits: Members increase their Intuition and Empathy skills by 1 point. Although privacy is very important to psychics, the temptation to gossip is sometimes hard to resist, and stories and legends may also be learned by attending a Fate meeting.

Responsibilities: A member must not use his powers to warp the minds of innocent people, nor should he bend them to his will. If he does, other members will see to it that he is brought into line.

Children of the Red Skull

Niccolo Darkling was a famed necromancer of considerable powers. He realized that his knowledge had surpassed that of his teachers, but he felt that his greatness would not be truly revealed until he raised the spirit of the dreaded warrior-demon, Diabolus and used him to take over the world. For years Niccolo searched for the body of this evil being, until he found it buried far beneath the sea. It took years for him to piece together the shriveled flesh and bones, but finally, his work was complete. With the help of his apprentice, Niccolo prepared to force life back into the warrior-demon's body. As Diabolus twitched his fingers and opened his eyes, the apprentice's nerve broke. With a cry, he ran forward, smashing the skull of the half-revived creature. Niccolo destroyed the apprentice and tried to reconstruct the skull, but it was no use. His old trembling hands were not up to the task.

Knowing that he would soon die, Niccolo wrote a book about his experiences. In it he stated that he hid the body of Diabolus under the sea again, but the shards of his red skull he buried around the world. He challenged his fellow necromancers to

find these powerful relics and accomplish what he had done, however briefly. The Children of the Red Skull intend to do just that.

Requirements: Any necromancer who takes an oath of loyalty to the order may join, but first he must find a member to vouch for him. Make a Superior Contacts roll to succeed. Members know each other by secret phrases and passwords. During secret ceremonies they wear red skull caps and black capes lined with scarlet. Monthly dues of \$50 are required to subsidize parties searching for the remnants of Diabolus.

Benefits: Necromancers are considered criminals by many cultures, and if a member is jailed, the society will do its best to help him escape.

Responsibilities: The first duty of a member is to be always on the lookout for legends, spells or relics concerning Niccolo or Diabolus. All finds must be turned over to the society immediately, or the member will be severely punished. Every member must take an active part in at least one search party.

More About Diabolus: Diabolus was originally Hane, a viking warrior of great strength and ability. He returned home after a particularly long war to find his entire village razed and all the people murdered. He quickly surmised that the neighboring tribe was responsible, and he vowed to take revenge. He presented himself to an old woman with magic powers. Pouring a bag full of gold before her eyes, he said: "Give me the power to destroy my enemies!" The greedy hag agreed. She summoned up a horrible demon, but her power was not strong enough to control it. It entered the body of Hane and he became Diabolus. For many seasons Diabolus ruled the land, until a band of hardy adventurers subdued him. Unable to destroy him, they used magic to hide his body under the sea.

The skull of Diabolus was broken into 7 pieces. The Children of the Red Skull have three pieces at Quest's End, a heavily fortified keep. The whereabouts of the remainder are unknown. Anyone who carries a skull shard against his skin will gain a 20 in the following skills: Quickness, Will, Bully, Bargain, Preach, Strength, Lie, and Mimic. He will also become mad (roll on the Mental Illness chart, in Chapter 5: Character History). Twice a day, the carrier can hypnotize a victim for (victim's Intelligence vs user's Will) x 2 minutes. Once a day, the carrier can cause flames to shoot up to 15 feet from his fingertips (treat the same as the draconian's breathe fire racial ability).

Circus Circuit

The Circus Circuit is a loose affiliation of circus performers and travelling entertainers. They meet every winter in the town of Baye to choose travel routes (so that no two circuses arrive at the same town together), purchase travelling visas, register new performers and elect front runners-men and women who journey ahead and make sure the circuses are welcome.

Requirements: Anyone joining a circus automatically becomes a member. The membership fee is \$10 per season, usually taken directly from the member's pay. Acrobats may join a circus at any time, as long as the Ringmaster agrees. Non-acrobats must have an Agility, Ride or Dexterity of 12+, plus an Entertain skill of 13 or more.

Benefits: Travelling performers are often thrown into jail as vagrants, unless they belong to the Circus Circuit. As a registered performer, a character can appeal to any front runner (often found in larger towns) to help him find a job, pay bail, sneak out of town, or receive monetary assistance. Registered acrobats may lodge for free at any Actor's Guild hall.

Responsibilities: Members must always help fellow members in times of need. A refusal will be judged at the yearly meeting in Baye, and if the others feel that the refusal was unwarranted, the acrobat will be thrown out of the Circus Circuit. Members are required to travel with one circus exclusively, and must pay a fine of \$100 to the Ringmaster upon leaving. Performers may leave without a fine at the end of each season.

How to Become a Ringmaster: Characters must have Business and Entertain skills of at least 15 before becoming a Ringmaster of their own circus. The cost to outfit a troupe requires the investment of at least \$100 per member as capital (for information on running a business, see the Business skill in Chapter 6: Skills); a starting troupe must have at least five members. The new troupe must put on a show before the other Ringmasters to gain acceptance. Each performer must make a Good Entertain roll; failure indicates that the Ringmaster's petition is denied.

The Coalition of Wisdom

This is an international organization of scholars founded by easterlings. Members revere truth and knowledge above all else. Their reverence is so strong that some members view the Coalition as their religion. Their collection of grimoires and magical scrolls is said to be the largest in the world. Members wear cloaks of dusty green.

Requirements: Only scholars may apply. Barbarians, goblins, hobs and vikings are not allowed. Members must take an oath in front of the others stating that he will never tell a lie. Members are requested to donate at least \$10 per month, though this is not a requirement.

Benefits: This powerful society influences kings, judges, and spell users. Travellers in Easterling territory are awarded free lodging at most inns. Travelling members will be given free room and lodging at the temple.

Responsibilities: A member must tell the truth (or say nothing) at all times, or have his tongue cut out. Once a month, members are required to teach a class at the temple school. Members must not withhold secrets from each other if directly questioned by a fellow member.

The Coven

This quasi-religious society is based on the idea that the powers of nature can be utilized for personal gain. Small Covens are controlled by a large, world Coven. Members often do not know each other. Some Covens wear masks to protect their identities.

Requirements: Any witch with Cunning and Nature skills of 14+. Members are scarred with a witches mark as a sign of their affiliation, and must willingly take part in secret rituals. Witches must swear to secrecy, for many cultures condemn witchcraft as evil.

Benefits: Upon joining, a character's Magic and Poison skills are increased by 1 point. Powerful witches in the Coven protect the others with spells and influence-some even maintain other identities in the community. After one year, members of a Coven are awarded a familiar. Members of the World Coven are given a silver-tipped wand which reduces all spell casting costs by 1 point.

Responsibilities: The Coven and its members must be protected from exposure. Informers are cursed or killed. Members must follow the dictates of the World Coven without question.

How to Become a Member of the World Coven: A character must have a Cunning, Nature, Plants and Lie skills of 25+. She must also have four spell skills each of 20 or more. Upon reaching this level, she will be required to make a sacrifice to show her loyalty to the World Coven. When this is complete, she is granted a wand.

Everyman Society

Founded by the master spy, Billy the Brownie, the Everyman Society is dedicated to the development of master spies. Underground schools provide apprentices with a place to live while they learn the secrets of their art, emphasizing the ability to blend in and appear completely innocuous.

Requirements: A hefty entrance fee of \$200 is required (non-refundable). Spies must pay a finder's fee of 20% for any jobs secured through the society. Since spying is considered a crime by many, potential members are sworn to secrecy.

Benefits: Two of the following skills are raised 1 point (player's choice): Stealth, Alertness, Question, Disguise, Lie, Mimic or Languages. Spying jobs are readily available, as well as teachers. Disguises may be rented at a nominal fee. A carefully guarded book known as "The Catalogue of Secrets" is a scandalmonger's delight, and a peek at one of the pages may be had for a price. It is kept under lock and key at Smith City. If a spy is caught, the Everyman Society will do everything in their power to free him.

Responsibilities: Spies are forbidden to switch alliances if they have accepted a job via the Everyman Society. Any information they uncover must be turned over to the society so that it may be listed in the Catalogue of Secrets. Spies who habitually blackmail victims are stripped of their membership (blackmailing once in a while is okay, as long as 20% of the money is donated to the society).

Fellowship of Fighters

This militia group was originally founded by Firbolgs, but today it consists of many races. It is

found in towns and villages rather than cities. The Fellowship sponsors archery contests and jousts.

Requirements: To become a member, a character must pay a \$40 entry fee and fight a champion with the weapon of her choice. If she disarms her opponent, she becomes a member of the fellowship. She is then required to swear an oath of loyalty to the reigning sovereign. Members are tattooed with the sign of two crossed swords on the palm of their left hand.

Benefits: Winning a Fellowship contest can bring in a purse of up to \$200. The Fellowship will help adventurers find work. Most chapters maintain a mini-barracks where members can stay for a nominal fee or favor.

Responsibilities: If war is declared, members must instantly respond. Not to do so is considered desertion, and therefore treason. Traitors are put to death or sold into slavery.

How to Become a Commander: There are nine ranks in the Fellowship. A character must spend at least one year at each rank before attempting to progress to the next level. A character may attempt only one roll to gain a promotion each year.

The ranks and the rolls required to achieve them are listed here: Soldier (automatic), Corporeal (Great on Stamina), Sergeant (Great on Bully), Lieutenant (Great on Customs), Captain (Great on Brawling), Major (Great on Knowledge), Colonel (Superior on Intelligence), General (Awesome on Cunning).

When the current Commander of the Fellowship dies, the generals will decide among themselves who will become the new Commander.

The Fletchers Club

This group is found in many large towns and villages. They meet monthly, hold contests, and sponsor hunting parties.

Requirements: Membership is open to any archer who pays a yearly fee of \$30, or donates 100 arrows to the club. Fletchers wear green caps with a hawk feather as a sign of their society. Non-archers with a Bow skill of 15+ may also join.

Benefits: This club is found in nearly every town and city, and is quite popular with elves and humans. Nearly every Fletcher club maintains a hostel, and members can stay for free. The hostel posts wanted signs, rewards and job listings.

Responsibilities: Fletchers swear to be pure in thought and deed. They agree to spend at least one day a month in the service of the charity of their choice. Fletchers also swear to lend assistance to anyone who asks for their help. Members of the Fletchers club scorn the use of crossbows.

Friends of the City

This group is open to any merchant with a Business of 15+, no matter what her guild affiliation. Decisions concerning international trade and business expansion are made by the Friends of the City. Business licenses must be approved by the government as well as the Friends. It is a wealthy and powerful organization.

Requirements: Monthly dues are \$100. Members must be willing to donate time, tools and materials upon request. Most members are human, though serpentes are not uncommon.

Benefits: Most merchants are limited to their home town and outlying area, but the Friends of the City maintains extensive trade routes throughout the world. They provide protection from bandits and raiders to all members in good standing. A Friend of the City is given a tri-monthly pass, which gives her a 20% discount at any inn or tavern that bears the sign of the society (two trees with intertwined branches standing before a rising sun).

Responsibilities: Merchant must sell goods only to approved dealers at approved prices. They must follow all laws, or else lose their permits. Selling shoddy or stolen goods will be dealt with by handing the culprit over to the local authorities.

How to Become President of the Friends: The president is a very powerful figure with a guaranteed income of \$10,000 a year. To become president is a two-level process; first, the candidate must be elected by a majority vote by all members. Second, he must be approved by the seven members of the Seelie Court. Elections take place once every four years. The current President is Madame Restella, a hill folk woman who has held office for nearly 25 years and intends to keep it.

To win, a character must campaign before a meeting of the Friends and make an Awesome Preach roll. He must then convince the Seelie Court of his qualifications. If Restella is seriously threatened by a candidate, she will offer him a bribe to end the campaign. If that doesn't work, she may have him assassinated.

The Gardening Club

This club is made up of healers interested in sharing their knowledge. It gets its name because most healing is achieved through the application of herbs. Chapters are usually quite small, and meetings are irregular. However, most healers meet at the Lark in the Meadow Planetarium (in the brownie homeland) on the first day of spring.

Requirements: Must be a healer. No fees, but donations gladly accepted.

Benefits: A character's Medical or Plants skill is increased by 1 point (to a maximum of 20) each time a member attends the yearly meeting at the Planetarium.

Responsibilities: Members swear an oath that they will never use their skills to harm any living thing, and to prevent others from mistreating plants. If the oath is broken, the member must halve his Medical and Plants skills, and he becomes deathly ill until healed by a fellow member.

The Glad-handers Club

Glad-handers are a very social group, and can be found in nearly every town and city. They often sponsor parades, feasts, plays and other forms of entertainment. Most Glad-handers are involved in either business or politics.

Requirements: Officers must be diplomats, but merchants may belong as well. Dues are \$30 per month. Though anyone may join, Glad-handers are mostly human. Draconians, entomolians, hobs, ratlings, and serpentes will probably be black-balled, unless they can offer the organization a special service or additional money.

Benefits: Money is loaned to members at only 5% monthly interest. Items purchased from a fellow member will always be 10% below list price. If a member is arrested, Glad-handers will use their political powers to free him.

Responsibilities: Members must sign an oath stating allegiance to their local government. If called to arms, they must go willingly, or be accused of treason. A Glad-hander must never turn down a favor asked of him by another member.

Glad-handers wear necklaces or arm-bands of gold, with a repeating hand motif. In public functions, they must also wear a green sash and carry a ceremonial wand.

How to Become President: Characters may run for office each year. Running for office requires a minimum investment of \$5,000. The player selects which office he would like to try for and after the election rolls his Bargain to see if he wins. The four available offices and the rolls required to win them are: Treasurer (Good), Secretary (Great), Vice-President (Superior), and President (Awesome).

Guilds

Guilds are associations of craftsmen or tradesmen. These guilds are controlled by wealthy merchants who guarantee quality and service to their customers. They force out independent businesses and corner the market in their specialty, making huge profits. It is virtually impossible for a merchant to run an independent business. There is a guild for almost every service or item you can imagine. Some possibilities are the Shipbuilders guild, Entertainers guild, Artists guild, Courtesans guild, Leathermakers guild, Weavers guild, Jewel Smiths guild, Wine Merchants guild, etc.

Requirements: To join a guild, a character must own a business of the appropriate type. For example, a merchant who deals in gold would belong to the Jewel Smiths guild, while one who deals with horses would belong to the Teamsters Guild. The fee to join is \$100. If the appropriate guild is not in your area, you may form a new guild. It will take at least \$5,000 and the cooperation of two other merchants.

Benefits: Guild members are assigned jobs, and protected from ruffians and thieves. The guild provides help in times of need, and raises orphaned children after a member dies. If he travels, he will be given free room and board at any guild hall. Guilds are likely to be found in large trade cities rather than country villages. Some guilds feud amongst themselves, but most work in harmony.

Responsibilities: Depending on his title, a guild member must pay a monthly fee ranging from 1% to 20% of his monthly income. An Apprentice must pay 20% of his income to the guild. A Journeyman (requires a Bargain and Business of 15+) pays only 10% of his income. A Craftsman (requires a Bargain and Business of 20+) pays only 5% of his income. Lastly, a Master (requires a Bargain and Business of 25+) pays only 1% of his monthly income to the guild.

The Inventor's Guild

Originally an exclusive Dwarven society, many other races now belong to it. Members meet irregularly. The largest Inventor's Guild is to be found in the underground Dwarven city of Biffle. Once every two years, guild members can enter their inventions in a contest. To be one of the three winners, a character must roll Awesome on Build and Great on Intelligence. The winners are presented to the Dwarven king who awards them gems or metals worth \$1,000 bronze.

Requirements: Must be an inventor. Monthly dues are \$10.

Benefits: The Guild hall posts the name of possible patrons that inventors may petition for sponsorship. Custom jobs are posted as well. Some guilds even negotiate with a merchant to buy and sell inventions (the guild takes a small percentage of the sale as a fee). Most guild halls contain a few cots, which are available to penniless inventors.

Responsibilities: Inventors are required to build safe and useful contraptions. If they are not up to guild code, the inventor will be denied membership renewal. Magical devices are not forbidden, but something depending purely on the ingenuity of its creator is looked on with more favor.

Jesters

The Jesters are musical entertainers who specialize in court appearances and special functions. They travel from town to town, and once a year they congregate at the three day Festival of Fancy, held in the brownie heartland. Here, members compete for the title of King Jester. He and his court will be awarded an open travelling pass, and will spend the rest of the year travelling to various noble houses to perform.

Requirements: To become a member, a bard must compete at the Festival of Fancy before the King Jester. If he is deemed worthy, he will be awarded a sash of yellow and green, signifying his acceptance. When performing before nobility, he must wear an entire suit of yellow and green motley, which he must pay for himself (\$100 cost minium).

Benefits: The Jesters are highly regarded. Innkeepers allow Jesters to stay free-of-charge, in exchange for a song or two.

Responsibilities: The Jesters are a lenient lot, but they take great pride in their abilities. A poor performance, particularly before a noble, is considered disgraceful. A Jester must wear the colors of the order with pride, and a non-member will be prosecuted for wearing yellow and green motley.

How to Become King Jester: A character must have Charm and Mimic skills of 20+ before he can compete for the title of King (or Queen) Jester. He must then challenge the current King at the Festival of Fancy. An Awesome Entertain roll is necessary to win the competition.

The Kiku Gymnasium

The Kiku Gymnasium is in the heartland of Easterling country. Here, athletes come to learn, teach and compete. Every year, top athletes compete in the arena. People from all over the world visit to watch, bet and cheer their favorites. A member of the Kiku Gymnasium is known as a "Little Flower," and a yellow buttercup is tattooed on his right shoulder. A champion of the arena is known as a "Bold Flower," and his flower is a red chrysanthemum.

Requirements: Applicant must have an Agility, Strength, and Dodge of 14 or more. Draconians, entomolians and serpentine are not accepted. The monthly fee is \$200, room and board included. Many athletes are supported by patrons. Study will take (Agility vs Awesome) + (Strength vs Awesome) months. Players must roll Passable on Stamina each month; failure indicates that the character is unable to withstand the rigorous training and is expelled.

Benefits: Hundreds of people travel miles to see the athletes compete, and merchants earn large sums of money from these travellers. Easterling innkeepers give hefty discounts to competitors, for they know that without them they'd be out of work. Athletes who achieve champion status are awarded a purse of up to \$1,000; they are also given dignitary status by all easterlings for the next year.

Responsibilities: Easterling trainers take their jobs very seriously. Those found goofing off will be severely whipped and fined. If the monthly fee cannot be paid, the member must leave. If he returns, he must begin his training again. If an

athlete is caught cheating during a competition, he will be put to death, or sold into slavery.

How to Become a Bold Flower: Before competing in the arena, a person must have a skill of 20 or more in a particular category. For example, to enter the wrestling competition, a Strength skill of 20 is required. Other contests include: weight-lifting (Strength), running (Run), javelin throwing (Aim) and rope-walking (Agility). This last contest requires the person to walk along a tightrope across the length of the arena. A Superior roll or better is necessary to succeed at these contests.

The most popular spectator sport at the arena is bull-dodging, which requires the weaponless participant to dodge three crazed bulls for up to five minutes without being gored. An Awesome Dodge roll is necessary to come through completely unscathed. However, the winner is given an estate worth \$10,000 and a minor easterling title.

Knights of Knowledge

Knights of Knowledge are roving scholars who find lost cities, translate archaic scrolls and excavate fallen temples. Some even capture unusual beasts or take cuttings from rare plants. The Knights are available for hire, and are often affiliated with a library, museum or zoo.

Requirements: Any scholar or sage may join, or any other character with an Intelligence and Knowledge of 15+. The Knights believe that all findings should be made public, and anyone who uses his knowledge selfishly is a heinous criminal. Joining costs \$200, monthly dues are \$10.

Benefits: A character's Languages and Legends skills are increased by 1 point. Admittance to libraries, museums and other places of learning are free upon showing a signed membership card.

Responsibilities: If a Knight is hired to explore, anything he finds is the property of his employer. If he keeps any treasure or magical items for himself, he may be criminally prosecuted as well as barred from the society. Traditionally, Knights are allowed to choose one item as their own at the end of a job in lieu of payment. Descriptions and translations of discoveries must be carefully written down and sent to the Grand Temple of Knowledge so that they may be catalogued. Ancient treasures must be treated with care; to destroy such items wantonly is a terrible crime.

Magicians Guild

Only the largest cities contain a Magicians Guild. These guild halls are usually subsidized by nobles, merchants or other wealthy persons who wish to utilize the power of spell users for their personal gain. Some magicians regard working for hire as demeaning and shun the guild.

Requirements: Any conjurer, enchanter, sorcerer, wizard or illusionist who pays a monthly fee of \$50. If a spell user accepts a job via the Magicians Guild, he must pay a finders fee of 20%.

Benefits: The guild will try to find out-of-work magicians a job or a patron. Members are allowed to stay at the hall for free.

Responsibilities: It is illegal to teach Spells without the consent of the guild masters. An unauthorized teacher may find himself cursed if he does so. Taking part in evil rituals or using magic for nefarious purposes is frowned upon, and may be punished via magical means.

When a character first joins the guild, he receives a magical tattoo that contains cryptic symbols. When he pays his monthly dues, the spells on the tattoo are reinforced so that it stays bright and colorful. How dark the tattoo turns indicates how long a member has gone without paying his dues. After twelve months, the tattoo turns completely black. A character whose dues have lapsed can regain good standing by paying all past dues. A character whose tattoo has turned black is not allowed to rejoin.

Master Builders

Master Builders mainly consist of weapon designers, engineers, architects and city planners. Many of its members are lavishly rewarded for their work, and kings, queens and generals are among their patrons. Master Builders frequently work with magic users.

Requirements: A potential member must submit three designs to the Master Builders. If they are approved on a Great Mechanical roll, he is asked to build one of the three inventions. If it is completed within the time allotted (and it functions satisfactorily), he is given complete membership. Membership dues are \$35 per month. Inventors or anyone with a Build skill of 15+ may apply.

Benefits: Master Builders are never without funds to build inventions. They either subsidize it themselves, or find a wealthy patron. If the money is used for other purposes, the member is banished from the society. It is also likely that he will never find a patron again. Master Builders sometimes ask members to search for ancient devices or antique machinery for their vast Museum of Contraptions (found in the elven city of Tourmaline).

Responsibilities: Inventions must always be of a superior quality, so as to reflect well on the Master Builders. A member who introduces shoddy work to the marketplace may find himself sued for breach of contract. A builder may also be sued if he does not complete a job, or refuses to accept a job.

Nightwalkers

Nightwalkers are wealthy assassins who are often involved in politics, business and organized crime. They meet once a month in a secret chamber, far from prying eyes. Sometimes they agree to train others in the cold-blooded arts. These students are known as Dark Ones.

Requirements: Only an assassin with a Poison, Cunning and Contacts of 15+ can become a Dark One. A Contacts roll of Superior or better is necessary to find a Nightwalker and ask her for patronage; otherwise the assassin must wait for a Nightwalker to contact him. Once an assassin finds a Nightwalker who agrees to be his patron, he must give her half his earnings. If his patron dies before he becomes a Nightwalker himself, the Dark One must find a new teacher.

Once he becomes a Dark One, an assassin's progress and skills are monitored by all Nightwalkers, though he will not know their identities until he himself becomes one. Secrecy is very important to this group, and divulging secrets will result in death by torture.

Benefits: An assassin's Contacts and Disguise skills increase by 1 point when he becomes a Dark One. If a member is caught, the Nightwalkers will do their best to rescue him from justice. Nightwalkers are widely regarded, and lavishly paid for their services. Most are given titles by grateful noblemen who have benefited from their services. A Nightwalker can have up to three Dark Ones under his tutelage at a time.

Responsibilities: Nightwalkers view most assassinations as a sort of sacred ritual, and any

murder undertaken by a Nightwalker must be approved by two others. The victim should be "worthy" of execution (i.e., done something despicable in the eyes of the Nightwalkers). The sick, dying, or mentally deranged are not acceptable; neither are children nor pregnant women. The sign of the Nightwalker is a silver coin etched with the figure of a cloaked man. This coin is traditionally left behind, clutched in the victim's hand. This tradition was started when a Nightwalker, discovering that his victim was a poor man, left a coin behind to pay for his funeral. Amateur assassins who use this coin are put to death.

How to Become a Nightwalker: A Dark One completes his training when he has Contacts, Disguise, Poison and Cunning skills of 25. He must also have committed at least three assassinations ordered and approved by the Nightwalkers. When this is done, his patron will introduce him into the inner circle, and he will be made a full-fledged Nightwalker.

Order of Alzarian

Membership is limited to entertainers who specialize in a musical instrument or song. Members and apprentices meet quarterly at various festivals. At this time, the finest musicians compete for money and prizes worth up to \$1,000. The Order of Alzarian maintains a library of ancient scores and magical instruments.

Requirements: Must have an Entertain skill of 15 or more. Characters train with a Virtuoso for 1d6 months before apprentice status is granted. Afterwards, he is allowed to compete at festivals.

Benefits: Alzarians are highly paid and much sought after. The most renowned music teachers in the world can be found at the Alzarian library, and only a member can enter. Bards often study here. Musical instruments may be purchased for half price. Keepers of the Alzarian library sometimes hire members to search for music or instruments to add to their collection.

Responsibilities: Members must share knowledge, scores and techniques with each other. Stealing another musician's instrument or music, or wantonly destroying such items, is punishable by death. Magic is not allowed at the Alzarian competition, and cheaters will be disabled so they can never perform again. Their teachers and

patrons will be shunned as well. Members strive to maintain their high standards, and vow never to give a bad performance.

How to Become a Virtuoso: Virtuoso status is granted if the character wins the yearly competition held in the gardens of the Alzarian library. An Awesome Entertain roll is needed to succeed. A prize of \$1,000 is awarded, and the character's name is added to the roster of Virtuosos. The winner will be invited to perform before the Seelie Court and other noble persons. He is also awarded a musical instrument of his choice. Masters wear red cloaks and tight-fitting caps.

Pocketeers

This gang of thieves can be found in every major town and city. In some instances, they have become so powerful that they are recognized as a Thieves Guild, and accepted by city officials. However, most thieves are viewed as criminals rather than businessmen. Their meetings take place in dark, secret places, and strangers are treated with suspicion.

Requirements: Candidates are invited to join, they cannot petition directly. A Superior Contacts roll is necessary before a friend of a friend mentions the character's name to the right people. Afterwards, the Prince of Thieves will require a test before the applicant is fully accepted. This usually entails the theft of some object within a certain time frame. Upon succeeding, the thief must sign a contract for 1, 2, 5, or 7 years of continual service. Then he is taught the secret hand signs of the thieves.

Benefits: Character's Filch and Contact skills go up 1 point. Pocketeers will rescue any jailed member. For each year that a thief signs up, he is given a different item: One year = a pair of daggers, Two years = a lock pick kit, Five years = Magic boots of +4 Run, Seven years = 6 doses of Invisibility powder.

Responsibilities: Members are not allowed to sell stolen goods. Instead, they must be turned over to the society, and the society pays the thief. Thieves receive a 50% return on stolen items. Therefore, a candlestick worth \$6 would net the thief \$3. Items that were commissioned for a theft are not sold, but turned over to the society for a flat fee. Members are heavily fined if they break Pocketeer law. Those who refuse to pay or

cooperate will be framed for a crime. To inform the authorities of the Pocketeers plans is the worst crime possible. The Pocketeers will appeal to their friends, the Nightwalkers to dispatch the stoolie.

How to Become the Prince of Thieves: A character must first achieve Cunning, Contacts, Dexterity, and Disguise skills of 20+, and Stealth, Lie and Filch skills of 15+. He must then prove his skills by stealing an object designated by other Pocketeers within a certain period of time, usually 48 hours. After the theft, he must wait 3 days, then return the object without being detected.

The Royal Guard

These men and women are an elite group of crack fighters. They are often hired to escort and protect royalty, including nobles, judges and other dignitaries.

Requirements: Members must have 14 or more in two weapon skills (i.e., Flexible, Hafted, Pole Arm, Shield, Sword). A hefty bribe to the Captain of the Guard may be necessary to be accepted. Once a character achieves 20 in three or more Brawling skills, he becomes part of an elite force known as the One Hundred. Soldiers and knights are likely members of the Royal Guard.

Benefits: Visas and travelling passes are not required if members are wearing royal coat-of-arms. Armor can be purchased at a 20% discount. Members are awarded a weapon of their choice. Members of the One Hundred are awarded a magic weapon.

Responsibilities: Members not currently employed by the court may not wear royal insignia. To do so is treason, and punishable by death. Members must protect their charges with their life. Dereliction of duty is also punishable by death.

How to Become Captain of the Guard: Once the current Captain dies or is retired, the position is open to a member of the One Hundred who proves himself worthy. This is done by successfully completing a secret mission or winning a public joust. Afterwards, a vote must be taken by the One Hundred. A character must roll Great on Bully, Preach, and Intelligence to convince his fellow fighters to elect him.

Runa's Ravens

Many years ago, a band of highwaymen and rogues nearly succeeded in controlling all the major roads and travel routes. They were led by a woman called Black Runa, and her associates were called the Ravens. For a fee, Runa would allow travellers to pass; those who refused were set upon and robbed of every penny. The Ravens were so clever and cunning that they eluded the law for many years. Finally, a band of warriors hired by the Friends of the City managed to defeat them in battle. They have yet to regain their power, but continue to haunt the trade routes in search of wealthy victims. Their leader is a woman also known as Black Runa, grand-daughter of the original. Many members wear mustaches which they dye black. Most members wear medallions, belt buckles or even embroidered shirts with the figure of a raven etched upon it. All members recognize each other by a distinctive whistle.

Requirements: Any rogue can join if he can find the Ravens by rolling Great on Contacts. Non-rogues must have a Filch or Cunning skill of 13 or more. The candidate must rob someone of at least \$500 in the presence of a Raven, which is then offered to Runa as a gift. He may also be challenged to a wrestling or sword fight. If he is deemed unworthy, he will be tarred and feathered, otherwise he is accepted.

Benefits: The character's Contact skill is increased by 1 point. He will never be robbed by highwaymen as long as he wears the Raven insignia. If a non-member is caught wearing this insignia, he will be stripped naked, shaven of all hair, and left to die on a lonely path. Members will be hidden from the law, no questions asked. If a Raven is caught committing a crime, others will help him escape from prison.

Responsibilities: Must follow all commands of Black Runa, leader of the Ravens. A quarter of all earnings is given to her (this money is used to pay bribes, etc.).

How to Become Black Runa: Traditionally, the leader of the Ravens is a woman who takes on the name Black Runa as soon as she proves herself worthy of the title. First, she must drink any challenger under the table by rolling Superior on Stamina. Then, she must elude the entire band of Ravens for 24 hours. She is given a one hour start either in the city or forest. If caught, she has the

remaining time to free herself and try to escape. Last, she must duel with a champion chosen by the Raven. The fight lasts until an opponent is disarmed or surrenders.

The Skarien Singers

Skarien was a sidhe, born many years ago. She was a sickly child, but sidhe a healer stabilized her condition, and taught her exercises to strengthen her muscles and lungs. To make the exercises more pleasant, her healer gave her a flute to practice upon. Skarien learned to play rapidly and her skill astonished all who heard her. She developed a lovely singing voice as well. In time, she broke away from her overprotective family, and made her own home in a small cottage at Uluthanthia Crossing. Here she began a school, teaching others the mysteries of music and singing. No one knows the fate of Skarien-she walked away from home one night and has yet to return-but her disciples continue to teach her methods.

Requirements: Applicant must be a bard with an Entertain skill of 14+, a Psychology skill of 13+, and a Charm of 11+. Applicants must study for six months with a Skarien Singer before achieving full status. Upon doing so, they will be allowed to wear a silver medallion. Master teachers wear lavender and white gowns.

Benefits: Skarien Singers are revered by many people, and can demand high prices for their entertainment. They are often hired for their abilities to charm people, and to heal victims of depression or mental illness. Skarien Singers are held in high regard by the Seelie Court.

Responsibilities: Skarien Singers tend to view themselves as superior beings. Members are taught to view others as incapable of appreciating the beauty of the Skarien teachings. Anyone who teaches Skarien's methods to someone outside the order may be punished by having their vocal cords cut. A person who abuses the memory of Skarien may be punished in the same way.

Sons of Battle

Members are all former soldiers, or persons who have survived three or more battles or major skirmishes involving 20 or more opponents.

Requirements: Potential members must submit proof of their battle experience. This evidence can consist of testimony, medals, citations, etc. Those who are accepted are awarded a silver-plated short sword which is to be worn at all times with pride. Honorary members may consist of those who helped win battles without actually fighting-spies, diplomats, scouts, etc. These people are awarded a silver-plated dagger.

Benefits: Reputation for bravery and integrity makes members highly sought after for jobs. Members are trained to perfect their skills by old masters-all weapon skills are increased by 1 point. Arms and armor may be purchased at a 20% discount.

Responsibilities: To uphold the principles of bravery at all times. If judged guilty of cowardice, a member is branded on the cheek with an X, and banished from the order. His sword is melted down and made into a short chain that is fastened around his neck. An Awesome Strength roll is needed to break its links.

The Spiritually Aware

The Society of the Spiritually Aware is made up of spiritualists who are dedicated to teaching the world that the dead are not necessarily vicious, evil beings but are usually quite gentle.

Requirements: Any spiritualist who pays a membership fee of \$20 per month.

Benefits: Nightly seances at the meeting house bring forth gossipy ghosts. A character's Intuition and Legends skills are raised 1 point after six months of attending meetings. The evil undead ignore members, and will not harm them. The Society keeps a huge roster of names, burial places and resurrection spells for various dead persons, but a fee of \$50 is required before the information is given out.

Responsibilities: Members must not abuse the powers of the undead. They are strongly opposed to necromancers and must report any necromantic activity that they discover.

United Diplomacy

This is an international organization that is limited to diplomats who serve kings, queens, emperors, and other rulers. Supposedly non-

partisan, it is suspected that United Diplomacy is actually pulling strings to achieve its own ends, namely, to control the world. They meet once every quarter, in a different capitol city.

Requirements: The recruit must be a diplomat associated with a kingdom or political group. Occasionally, independent diplomats or interrogators are invited to join if their talents are considered worthy. The recruit is asked to take part in a debate. If he rolls Good on his Charm, Lie, and Bargain skills, he will be admitted. The U. D. insignia must be worn at all times. This embroidered patch is shaped like a flaming torch above two clasped hands and is worn on the right shoulder. When appearing before dignitaries, members wear grey robes.

Benefits: Members of United Diplomacy are very well-informed. They often know when a war will start even before it's been declared! This group influences powerful people. Non-members offer bribes and gifts in order to curry favors. Once per year, members elect five Mediators to the High Council.

Responsibilities: United Diplomacy controls every aspect of a member's career. He cannot leave the country, marry or purchase property without the written consent of the High Council. If he does, he will be dismissed from his post, and may never find diplomatic work again. Members are required to take an oath of loyalty to United Diplomacy, overriding their oath to king and country. Members who divulge secrets, or act against United Diplomacy may be killed. It is said they have close ties with the Nightwalkers.

How to Join the High Council: To join the High Council, a character must work his way up the ranks of United Diplomacy. He must gain each of the following titles in order: Ambassador, Envoy, Mediator, and finally High Council. An Ambassador is a diplomat with a Charm of 15+ who has traveled to a foreign country on a diplomatic assignment. An Envoy must have a Charm of 19+ and he must fulfill three quests requiring the delivery of government documents or VIPs. A Mediator must have a Charm of 23+ and he must win three U.D. sanctioned negotiations or debates. To try for a seat on the High Council, a character must have a Charm of 25+ and must roll Awesome on Bargain to win a seat.

Vivari Dance Academy

This famous serpentine school is found just outside the city of Kelkoi. It is the only metropolis in the world that is inhabited completely by serpentines-no foreigners are allowed. The academy, however, will accept any race. Alumni are known as Vivaris.

Requirements: The petitioner must be an acrobat with Agility and Entertain skills of 14 or more. He must be willing to live, work, and train at the academy until the Dance Master deems him worthy of Vivari status. Although there is no charge for room or board, the student may be required to perform special missions for the academy. After (Agility vs Awesome) months of work, the student must take a final test by rolling Great on Entertain before the Dance Master. Failure means expulsion. Success means he becomes a Vivari.

Benefits: When a student becomes a Vivari, he is given a neck-band of snake skin to wear. In time, it will meld into his throat, and become part of his flesh. This marks him as a Vivari, or snake friend. Most serpentines will be reluctant to harm him. Once per day, a Vivari can charm an audience of up to 10 characters with his sinuous dancing. The audience will be entranced for (Passable vs Entertain) x 5 minutes, even after the dancing has stopped.

Responsibilities: A Vivari must take an oath when he is given the snake band. He swears never to harm a serpentine, and to act as their ally in times of war. If he does not honor his vow, the snake band will constrict, choking him to death. Alumni of the Academy are requested to send 20% of their income to the school.

How to Become a Dance Master: Only serpentines may become Dance Masters. They must have an Entertain, Agility and Charm skills of 20+. Since serpentines view dancing as part of their religious faith, they are also required to have a Devotion of 20+ in a serpentine religion. Dance Masters are revered by all serpentines and most acrobats.

Foe Societies

Character can only join foe societies during the game, and only if invited by a foe. Not all foe societies are open to player characters.

The Sisterhood (Amazon)

This elite fighting force is sworn to protect the amazon queen. They often lead border patrols, warily watching for the first sign of invasion.

Requirements: Characters are made honorary members if they can beat a member of the Sisterhood in a competition of strength or skill (running, archery, fencing, etc.). Men are not allowed to join, even if their skill and prowess is equal to or greater than the requirements.

Benefits: Next to the queen, members of the Sisterhood hold the highest rank in the amazon culture. Characters who are made honorary members will not be challenged and may escort males and other undesirables safely through amazon territory.

Responsibilities: Members wear a chain girdle as a sign of membership. They are expected to uphold the laws of the amazons when travelling through their lands.

The Dark Friends (Duergar)

Although closely affiliated with the Unseelie Court, some duergar work outside its principles. They are known as The Dark Friends. They believe that all elves, including those that belong to the Unseelie Court, should be exterminated. The Dark Friends wish not only to destroy the Seelie Court, but the entire Elven Empire.

Requirements: Membership is not open to characters, though the Dark Friends have been known to hire assassins, magic users and nefarious deed-doers to further their cause. They do not associate with elf kin.

The Cult of Cloog (Ogre)

Cloog is the many-limbed god worshipped by most Ogres. He is depicted with a sluggish body,

two crab-like limbs, a number of tentacles and two heads. He wields both a club and a large hook. Cloog can only be appeased by blood sacrifices, preferably human or elven. His priests peer at the entrails of the victims and determine the future. Membership is not open to non-ogres.

Tzig'l, the Many-Headed One (Troll)

Only trolls may belong to this organization. Tzig'l was an ancient Troll warrior, now shrouded in myth. Shrines to his memory can be found underneath unusual earth mounds, tenderly cared for by the trolls. Each shrine contains a statue or portrait of Tzig'l showing his ten heads slaving over a helpless victim. Unlike other trolls, he had only two arms and legs, but his many heads made him unique to the troll world. He would stride into battle using only his teeth to rend and rip the flesh of his enemies. He boasted that the talisman he wore around his neck made him invincible. Supposedly he had found one of the Old Runes, and harnessed it's protective powers.

Tzig'l led the trolls against the great elven armies shortly after the sidhe fled from the lands. He came very close to completely defeating them, but an unusual occurrence just before the final battle changed the tide. A captive elf maiden vowed to tell Tzig'l important battle plans in exchange for her life. Ushered into his private headquarters, the young woman stayed with Tzig'l until nightfall, when the final battle was to occur. Suddenly, Tzig'l burst forward from his tent, crying frantically that the elf maiden was gone, taking his talisman with him! Carefully questioned by his advisors, Tzig'l could only remember feeling very sleepy as the woman droned on and on. The next thing he knew, he had awoken without the comforting charm around his neck.

Tzig'l lost the battle and his life later that night when the elves completely routed his people. His body was recovered some days later, and buried in a secret grave by his followers. Without his leadership the troll warriors began to fight amongst themselves and the great troll army was soon disbanded.

Henkørs (Trow)

Though trows do not usually associate with other races, they occasionally invite people to one of their nightly festivals. Though they can magically entice people to dance a jig, they also enjoy being entertained by musicians.

Requirements: An invitation by the Trows to play or sing. If a character successfully plays a tune on his instrument or sings a merry song and rolls Superior on Entertain, the Trows will award them with a magical "henking" fiddle.

Benefits: When the fiddle is played, all who hear it (except the player and Trows) must dance for (Passable vs user's Entertain) x 10 minutes or until the music ceases.

Responsibilities: None.

Viløki (Vily)

Requirements: Only women may become vikenki. They must be invited to become a blood

sister by a vila, and agree to train for three years before taking this title. Many of these women dye their hair red to emulate the vily, but this is not actually required.

Benefits: At the end of training, vilenki will be taught the language of seven animals and the properties of all forest plants. They can petition the vily for help or sanctuary at any time, and if they decide to live within the vily community, they will be given all the rights and privileges that true vily receive.

Responsibilities: For the three year training period, the character must obey her trainers without question. Once she becomes a vilenki, she is obligated to protect the soul trees from harm and must swear to protect vily territory as though it were her homeland.

Chapter 14

The World

The Seelie Court

Forming The Court

Centuries ago, the elves consisted of rival family tribes. These tribes bickered among themselves, and minor wars were common. Alliances were made and broken, and in time, even the firbolg and spriggans were entwined in the plots of the elf clans. Only the sidhe remained removed from the turmoil; as advisors, they merely observed.

While the elves fought with each other, certain races took advantage of their preoccupation to invade the elf lands. The foresters infiltrated deep into sacred forests, cutting down trees and gouging great roads through the woods. Appalled, the elf kin (elves, firbolg, spriggans, and sidhe) met to discuss how best to confront this challenge. It was the sidhe advisors who proposed that a council made up of all the elven races should rule during these troubled times, and so the Seelie Court came into being.

Under the guidance of the sidhe, the elf kin joined together as members of the Court, and worked together to route the invaders. Though some of the battles took many years, the elf kin managed to drive back those who encroached upon their lands. Flushed with success, they even managed to wrest territory away from their enemies, and the Elven Empire grew.

Finally, the power of the elves was too much for any challenger, and peace reigned once more. The Seelie Court became a political entity rather than a coalition of fighters and strategists. The Court made new laws and inter-tribal wars were declared criminal. Commerce and trade were carefully regulated, so that no one would be cheated and the poor and sick were cared for. It was the Seelie Court's golden age.

The Fall Of The Court

After years of peaceful rule, the Elven Empire was attacked by forces more horrific than ever before. Hordes of horribly mutated monsters appeared from the mountains and trudged through townships, leaving death and despair in their wake. They were soon joined by other creatures who normally hid in the shadowy wastelands. The sidhe quickly surmised that powerful magic was behind the assault, but who directed it? And how could it be stopped? No one had the answer, and the elf kin fled in a panic before the invaders.

The elf kin lost nearly all their warring forces during a heated battle, and the spriggans found themselves accused of cowardice. If they had not retreated, the Seelie Court judged, the disaster would have been averted. They were heavily fined and censured for this act. Indignant, the spriggan chieftain Shadow claimed that the fault lay with the sidhe, but no one believed him. In anger, Shadow pulled his people from the elf kin coalition. Soon afterward, the sidhe fled the area and the Elven Empire began to topple.

The firbolgs and elves fought valiantly, but pestilence and hunger killed those that did not die in the war itself. Just when all seemed lost, however, the malicious beasts retreated back into the crags! Obviously some powerful magic forces had routed the creatures, but the cause was as mysterious as their sudden appearance. To this day, no one knows what caused the war, or why it ended. Some say that the draconians or easterlings had a hand in it, but the truth is still hidden.

Rebuilding the Court

The wars left the elf lands scarred and desolate. In the bleak aftermath, the firbolgs established a makeshift Seelie Court, and while it had little

judicial power, it was a rallying point for the remaining elf kin. The Elven Empire slowly recovered, the scars of the war healing with time.

After many years, the first *sidhe* returned. Claiming that they fled in order to save the elven culture from inevitable destruction, they demanded their place in society. The *firbolgs* welcomed them back with open arms as friends and comrades, while the elves viewed them with some suspicion. After all, it had been a while since a *sidhe* had actually been seen and these newcomers seemed rather foreign. Still, the *sidhe* were accepted in time, and managed to reinstate themselves in positions of authority.

The Seelie Court Today

The Seelie Court guides the elf queen and councils her before she makes an executive decision. It has the power to veto any of her commands, and serves as a judicial court as well. The cases that appear before it are usually crimes against the state, such as treason.

The Seelie Court can also make laws if a six to one majority is achieved. These laws will be put into effect even if the elf queen vetoes it. Perhaps the most important duties of the Seelie Court consist of the protection of the realm, and diplomatic relations with other races. The elves maintain a cordial, if not friendly relationship with all races, and wish to keep it that way.

The court consists of four elves, appointed by her majesty, one *firbolg* (elected by the warrior elite), one *sidhe* and the elf queen herself, though a proxy usually sits in for her. They hold their office for life. The court often travels around the country, but is rarely open to the public. Those who follow the rules of the court often refer to themselves as "Members of the Seelie Court."

Court Members

Queen Sisantra

The Elf Queen. Her consort died some years ago, and she has taken no other, though rumors concerning lovers abound. She has three living daughters-Marigold, Rebella, and Jorinda Ð who all wish to become the next elf queen. Still quite youthful looking for a middle-aged elf, Sisantra is

rather vain. However, exaggerated flattery only insults her. Sisantra is very shrewd and calculating. Sometimes hampered by the Court's rulings, she has learned to bide her time to get what she wants. She is known for her fits of temper and dogged determinism.

Dougal Durrana

Firbolg soldier. Upstanding and clean, Dougal is a slow, patient, methodical man. Loved by the warrior elite for his calm assessment in times of danger, Dougal is somewhat infuriating to Queen Sisantra, who finds him dull. He is known for his sense of fairness and loyalty to the Court and his kin. Dougal is unmarried, but has adopted a nephew named Gorath to be his heir. Unbeknownst to him, Gorath is actually a young woman. Cecily Durrana has taken this name so that she can be near her lover Kell, another member of the Court.

Kell of Brothnia

Elven warrior. The youngest member of the Court, Kell is a fearless warrior, a champion rider and a clever strategist. He is also known for his tender poetry and lovely singing voice. A poor boy, Kell made his fortune by marrying the wealthy Theodora of Brothnia, a woman nearly twice his age. They have an infant son named Lothian, but Kell rarely visits his wife. Instead, his affections are for Cecily Durrana (see above), an affair he must keep secret for fear of Theodora's wrath.

Evain Dethbone

Elven Interrogator. Known as the "High Judge," Evain is the senior member of the court. One of the oldest elves in existence, she claims to have been born before the Seelie Court ever existed. She is quite spry and lucid, and manages to run a large, boisterous family. Cranky and impatient, it is Evain who gives the final verdict whenever the Court makes a judgement. She collects ancient artifacts and legends.

Baylor Sirrel

Elven Diplomat. Baylor is a large, pompous elf who holds a position on the Court mainly because of his ties with other races. Before becoming a Court member, he was a widely travelled merchant with contacts in nearly every major city. Though he can

be petulant and difficult to please, Baylor is a master of international diplomacy. Sometimes involved with shady deals (which the Court pointedly ignores) he always comes through smelling like a rose. Baylor is married but maintains several mistresses on the side. He is fond of luxury and constantly plots to make more money. He is probably the wealthiest (after the queen) of the Court members.

Reina Terragild

Elfin Psychic. Sisantra's closest friend and confidant, Reina has managed to hide her elfin background even from the queen. Raised by her forester mother, Reina was able to locate her father, Nolo Terragild, with the aid of her psychic powers. Seeing that his half-breed daughter was not only lovely but intelligent as well, Nolo introduced her to elven nobles as a distant cousin. Upon his death, the queen elected Reina to his position on the Court. She is respected for her calm, discerning manner and superior magical skills. Reina fears that if her true heritage is found out, she will be dismissed from the Court; therefore, she spends little time in the company of others, except the queen. She is unmarried. Reina refuses to travel in the darkness, knowing that her lack of night vision would give her secret away. She sympathizes strongly with foresters, ancient enemies of the elves.

Cullenfer Moonglammer

Sidhe Enchanter. Cullenfer is a very private person, and appears to be shy and retiring. He tends to sit back and observe, but when called upon for action, he renders a swift and complete judgement. The Moonglammer family is a very old and prestigious one, and has ties with the original Court. Members of the Unseelie Court believe that the Moonglammers secretly control the Elven Empire via Cullenfer. He is married to Cassia Moonglammer, a third cousin. They have no children.

battlefields, formed the Unseelie Court and invited all those who felt they had been maligned or mistreated by the Seelie Court to join. His invitation attracted many elf kin, particularly spriggans.

At first, the Unseelie Court was a noble effort to bring about an alternative to the high-handed tactics of certain sidhe advisors. Unfortunately, Shadow was a warrior and not an administrator, and found control quickly slipping through his hands. The Unseelie Court soon became a powerful haven for evil magicians and power-hungry politicians. It became so popular that the Seelie Court finally declared that any member would be executed or exiled if captured. The Unseelie Court went into hiding.

Although Shadow had little power within the Unseelie Court, he was kept on as a powerful figurehead. In his memoirs *The Book of Black Secrets*, he bitterly wrote: "Regard all others as your enemy. Even the innocent will be made guilty." Later, Shadow became insane, a fact kept secret by a trusted group of friends and servants. He was assassinated by an unknown person, dying a martyr's death.

Today, the Unseelie Court is considered the largest threat to the tranquility of the Elven Empire. Since it's inception, the Unseelie Court has tirelessly worked toward the downfall of the Seelie Court. Secret members are everywhere, even in the palace of the elf queen.

The Unseelie Court has seven members: four minor judges, and three major judges. The minor judges do not know the identity of the major judges, and only communicate via message. The seven never meet in the same town or the same place, though they are never too far from each other. Like the Seelie Court, the Unseelie Court travels throughout the country. Those who ally themselves with the Unseelie Court often refer to themselves as "Members of the Unseelie Court" though not in public.

The identities of the Unseelie Court members are unknown.

The Unseelie Court

When the spriggans were found guilty of cowardice during the Elf wars (see above), their leader Shadow was incensed. He withdrew from the

The World

The world is wild and untamed. Mostly, land is controlled by the person who claims it and fights to

keep that claim. Borders are ill-defined, and minor wars are common.

The most diverse population can be found within the Elven Empire, which encompasses elves, sidhe, firbolgs, spriggans and many other races. The elven territories are separated into provinces that govern themselves. Officials include mayors, council members, magistrates, constables, sheriffs and deputies. Though peace has reigned for many years, disputes between provinces sometimes erupt into hostilities. These are hastily suppressed by order of the Seelie Court.

The easterlings maintain the most cultured and law-abiding communities. This is achieved by severe restrictions and fierce retribution if the laws are broken. Governed by a tight-knit group of scholars and philosophers called the Great Circle, the easterlings strive to remain ideologically pure. Foreigners are often restricted in their travels, and must follow local customs at all times. Easterlings trade with nomads for slaves and perfume, but maintain a distant relationship with other races.

The Draconian Kingdom is almost completely shielded by foreboding mountains and marshy swamps, and very few non-draconians have explored it and returned. In the past, some draconians raided human and elven settlements for slaves or food. Within the last fifty years, the draconian god-king has forbidden the practice of flesh-eating. Tentative trade arrangements have been made between the elves and draconians, but a great deal of distrust still exists.

There are five major provinces in Brownie Territory, each ruled by an elected official known as the governor. For five years, the governor rules his province, meeting once a year with other governors for consultation. At the end of this period, anyone who is married and has a household can vote for the next governor. Brownies have a peaceful relationship with all races except hill folk, with whom boarder disputes and skirmishes are common.

The rolling hills and plains of the hill folk are divided into commonwealths. Each commonwealth is ruled by a judge, who presides over a number of sheriffs and constables. In turn, these officials answer to a military leader called the General. Like foresters, the hill folk mete out a simple "eye for an eye" justice.

Foresters do not have any political structure at all, though they will band together if threatened.

Long ago, the foresters and elves fought over disputed territory. Though the issue was resolved, some foresters still hope to regain that land via diplomacy or war. The Seelie Court continues to ignore their request for a hearing.

Nomads follow the strict laws of Nirin, which are interpreted by powerful priests known as the Lawgivers. Nomads do not trust other races, believing them to be evil spirits who hope to cause their destruction. However, they actively trade with others, particularly serpentes and corsairs. Tribal warfare is frowned upon unless the issue is one of honor.

Bush people, entomolians and nethermen live in isolated communities. Trade is uncommon, and none of them are particularly war-like, though they will fight to defend themselves from attackers. Nomads sometimes kidnap bush people and nethermen and sell them as slaves. Both the bush people and nethermen are ruled by a chieftain or shaman, while the entomolians owe their allegiance to their Queen.

Underground, the dwarven king reigns supreme. The dwarves have a strict hierarchy dictated by the wealth and title of each person. The peasant class is looked upon as little better than animals. While minor rebellions have erupted, the King has so far managed to crush them all. For the most part, dwarves have a good relationship with human and elf kin. They are disliked by hobs, who believe that the dwarves usurped their homeland.

Vikings, corsairs and barbarians are often shunned by others because of their propensity for raiding. Corsairs and vikings quite often attack one another, vying to take control of the sea. Both vikings and barbarians are ruled by a tribal chieftain or shaman, while corsairs maintain a loose affiliation of city states, each ruled by a "Mariner," usually a woman.

Serpentes found themselves slowly pushed out of their homelands by nomads. Unable to protect their homes effectively, they simply infiltrated into other societies; only a few purely serpentine communities remain. Controlled by a handful of families, they represent a powerful underground community with great economic strength. Along with the easterling nobility, the serpentes are the richest of all the races.

Avians, elfin, ferals, goblins, gypsies, hobs, ratlings and wolflings have no land or government of their own. Like the serpentes, they can be

found living among other races, or far from civilization in isolated family groups.

Key to Map

Abrakala

Seat of the Draconian Kingdom. The King's palace is found here. Abrakala is bisected by the river Braxa.

Alzarian

This tiny town houses the famed Alzarian Library.

Balgravia

Ancient kingdom of King Balthezar.

Baye

Brownie town where Circus Circuit meets.

Blackfield Valley

Infamous valley where the spriggan tribe was accused of cowardice, and broke with the Seelie Court. It is believed that the Unseelie Court meets in this area.

Blackheart Mountain

The rusting frame of a large ship rests high atop this tall mountain.

Cliffs of Ler

The largest population of avians nest along the Cliffs of Ler. This is where the annual Cloud Climb is held.

Codswollop

Major corsair city-state found on Mid-island.

Crusado

former capital of the Firbolg Empire. Now under elf control, it is still heavily populated with firbolg.

Dunkling

Brownie trade city.

Fancy

This small brownie town hosts the annual Festival of Fancy, where court entertainers compete for titles and silver.

Farendale

Firbolg homeland.

Glem

Although most bush people live in tribal units far from civilization, Glem is a fairly large, though primitive, trade town.

Hythe

"The Landing Place." A corsair city-state that has rarely been visited by outsiders. It is situated on Wyvern island.

Kellshire

Largest trade town in hill folk region.

Kelkoi

A serpentine City.

Kesh Elkes

The holy city of the nomads. The tomb of Nirin lies here.

Kiku Gymnasium (Easterling).

Kippin

Though goblins rarely live together for long, this tiny city has the largest goblin population of any other.

Lark in the Meadow Conservatory

Found in the brownie town of Lark in the Meadow (or "Lark," as it is also known).

Larune

Barbarian Stronghold.

Liu

The capitol city of the Easterling Empire.

Moy Dellothian

This sparsely populated dwarf town guards the entrance to a vast underground kingdom.

New Cissaria

A corsair port, it holds the finest alchemist library in the world.

North Keep

Barbarian Stronghold.

Qes

Home of the Grand Temple of Knowledge, where Knights of Knowledge record their findings.

Quest's End

This well-fortified and remote fortress is where the skull of Diabolus is kept by the followers of Niccolo Darkling.

Rock of Zigur

Actually a small, barren island, this is where the body of King Balthezar of Balgravia is said to be buried.

Rodessa

The ancient underground city of Rodessa, the hob homeland, is said to be in this area.

Seakeep

This small corsair port is found on Behemoth Island.

Seven Wolves

Coastal home of the most powerful viking tribe.

Silvi Woods

It is said that the goddess Bluma runs within this misty forest. Even foresters do not venture here.

Smith City

This bustling town was named after the many smiths who ply their trade here. The Everyman Society has its headquarters here, and the "Catalogue of Secrets" is kept securely under lock and key.

Syndula

The capitol city of serpentine territory.

Terrazona

A large corsair city-state.

Tey Shond

"Cavern of Lights." Sacred to the nethermen.

Tourmaline

"The Jewel of the Elven Empire." The Seelie Court often meets here. Possibly the largest city in the world, it also houses the Museum of Contraptions.

Uluthanthia Crossing

The meeting place of Skarien singers.

Warnbridge

This small, defensive town is built upon an island in the middle of Darwin's River, known for its treacherous waters. Persons who wish to pass into the Silvi Woods must cross the Warnbridge (where they are questioned and searched) or else travel a hundred miles down river to a ferry.

Whisperly

This town is guarded by great magic, and is populated almost entirely by sidhe. The Seelie Court sometimes meets here.

Windwild Desert

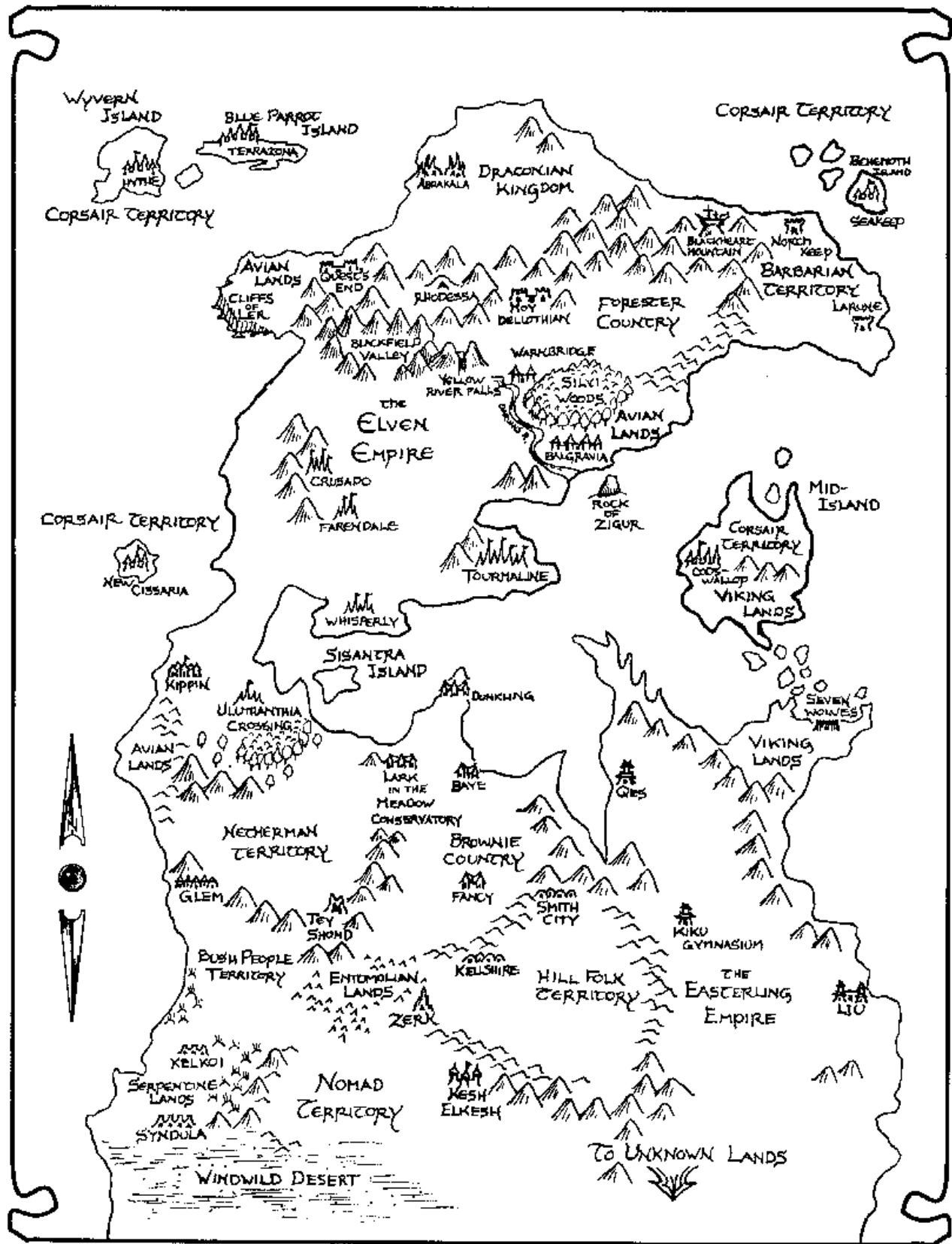
Obviously unnatural, nothing will grow in the Windwild Desert. Few will venture within it, for the winds tend to confuse and disorient the traveller. Goblins believe this was once the site of the ancient goblin city of Ulage.

Yellow River Falls

Members of the Bear Cubs Society meet here twice a year.

Zerk

This is the largest hive in the entomolian lands.



Calendar

January

Jan. 2 United Diplomacy Quarterly meeting
Jan. 18 Feast Day of Blekar (Avian)
Jan. 29 Feast Day of Sing Li (Easterling)

February

Feb. 11 Feast Day of Monnan (Avian)
Feb. 12 Feast Day of Grunna (Dwarf)
Feb. 28 Ancestor Day (Ratling)

March

Mar. 5 Feast Day of Gavran (Avian)
Mar. 13 Festival of the three Sisters
(Serpentine)
Mar. 20 New Year (Nomad)

April

Apr. 4 United Diplomacy Quarterly Meeting
Apr. 4-7 Cloud Climb (Avian)
Apr. 14 Feast Day of Brei (Dwarf)
Apr. 27 Yellow River Falls (Bear Cubs)
Apr. 29-30 Brandyford Competition
(Archery)

May

May 4 Feast Day of Two-Bone Sam (Hill
folk)
May 4 Feast Day of Ler (Avian)
May 17 Birthday of Merghena (Jewel Path)
May 19 Grand Meeting of the Fate Society
(Children of Fate)

June

June 1 Festival of Voice & Song (Order of
Alzarian)
June 5 Feast Day of Sing Po (Easterling New
Year)
June 20 Feast Day of Sessura (Avian)
June 30 King's Competition (archery,
jousting)

July

July 5 Yellow River Falls (The Bear Cubs)
July 10 Feast Day of Lonne (Dwarf)
July 18 United Diplomacy Quarterly Meeting
July 29 Feast Day of Jessylou (Hill Folk)

August

Aug. 8 Feast Day of Borir (Dwarf)
Aug. 13 Bear Ceremony (Barbarian)
Aug. 18 Day of Marg (Dwarf)
Aug. 30 Skarien Day (Skarien Singers) at
Uluthanthia Crossing

September

Sep. 12 Anniversary of the death of Kre-
Usur, founder of the Blood Path (Draconian)
Sep. 18 Fellowship of Fighters Feast Day
Sep. 26-28 Festival of Fancy, 3 days (Jesters)
October
Oct. 5-7 Lady Luck Festival, 3 days (Corsair)
Oct. 10-12 Advocates of Justice Initiation
rites
Oct. 11 Feast day of Auberim (Dwarf)
Oct. 17 Grand Meeting of Fate (Children of
Fate)

November

Nov. 1 Day of the Dead (Coven)
Nov. 2 Feast Day of Morryen (Avian)
Nov. 16 The Brothers Feast Day (Dwarf)
Nov. 30 Feast day of Nictryi & Tu (Dwarf)
Nov. 30 United Diplomacy Quarterly
Meeting

December

Dec. 3 Lady of the Sea Feast Day (Corsair)
Dec. 22 Birthday of Vulge & Snyder, founders
of the Cloud Path (Draconian)