

DRAGON WARRIORS



PLAYERS GUIDE

DRAGON WARRIORS

RETURN TO LEGEND

Are you a roguish knave who has pilfered this book and even now crouches in some dark alleyway, wondering where best to fence such a rare treasure?

Or are you a wily hunter who braved some monster-haunted underworld in the wild woods, and found this very book in a chest of buried treasure?

Or perhaps you are a devout priest, in which case you are doubtless hastening to the nearest fire to consign this book to the flames, for you have peeked within and seen the wealth of lore concerning sorcery and demonology!

The Players Guide to Dragon Warriors contains these three new professions and much more besides! Inside, you'll find treasures including:

- ♣ Organizations and sworn fellowships
- ♣ A miscellanea of essays on Living in Legend
- ♣ Secrets of arcane lore
- ♣ New secondary skills, weapons and armours
- ♣ Demons! Demons! Horrible demons!
- ♣ Better yet, spells to contain and banish demons!

This book is designed for use with the Dragon Warriors roleplaying game.



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This is a book out of Legend

Long-awaited, long-promised, from out of the mists of both vapourware and the fens of Ellesland comes this, the Players Guide to Dragon Warriors.

In this book is the work of many hands, covering diverse matters from horses to demons, knaves to nightmares. New skills, new spells, new professions and new organizations to add to your games as you desire—or, in the case of the expanded demonology rules, if you dare...

This book is for all those who bravely adventure in the perilous Lands of Legend.

Introduction ~or~ how to Use This Book

This book is for players, and includes the first official new player Professions for the game since the 1980s, along with many other wonders and delights. We're very proud to be able to release it at last. It's been a long, hard road, but a lot of the lessons we learned on the way should stand us in good stead with other releases, and we're proud of how well this one's turned out in the end.

Right after full rules for the three new Professions, you'll find a chapter of Organisations for players to join, as well as Dragon Warriors potential adventure hooks. The idea with these adventures is that, again, they're primarily for the players' benefit rather than the GM's. If you like the idea of joining a particular Organisation, let the GM know, and say which of the adventure hooks you want to pursue, and perhaps she'll base part of her campaign around it.

Next we have two chapters about Legend itself, but not, for once, concentrating on the secrets and treasures that land might hold. Rather, these sections help inform players of their characters' daily lives and backgrounds, enhancing characterisation and roleplay.

Dragon Warriors players have been asking about an expanded Skills system for decades, and while we're keen to retain the game's accessible, uncomplicated nature, we agree that there's a need for more depth, especially now that more and more of our games take place outside the dungeon. So, believe we have given you the best of both worlds – an easy to use

Skills system, based closely on the existing rules (specifically the Language rules), that gives your characters a few extra options but doesn't bog you down with bookkeeping and dice-rolling. Also in this section are a few new rules for expanding combat, armour, and weapons.

The Demonologist makes for a fourth Profession, not strictly new (it was seen in the now-out-of-print *In From The Cold*), but tweaked a little so that it can work for player character use, for those evil campaigns. We don't really recommend it for player use in most games, but there's such demand for the material, it seemed a natural addition to this book.

It should barely need to be said that all these rules are optional. Almost any new rule will add a bit of complexity to the game, and make it less accessible to newcomers. It's up to your gaming group to agree to the rules you want to use.

This book is dedicated to all those who love Dragon Warriors. To Dave Morris and Oliver Johnson, who first dreamed of Legend, and invited us in. To James Wallis, Jamie Thomson, Jon Hodgson, and Adrian Bott, who rekindled that dream. To the many, many writers and artists who have worked on these games, over all these years. And to you – the players, the fans, who followed the skills of the sword or the way of wizardry. You keep the dream alive.

Chris Robins Kennish, Gareth Hanrahan, Ian Sturrock, and Kieran Turley, for Serpent King Games

Credits

Authors

Colin Chapman
Shaun Hately
Wayne Imlach
Damian May
Ben Monroe
Dave Morris
Roz Morris
Jon Reed
Ian Sturrock
Kieran Turley

Layout

Chris Robins Kennish

Artists

Gerard Coady
Donal Fallon
Patrick Gavin
Gordon Mackay
Jay Penn
Jon Hodgson

Cover

Jon Hodgson



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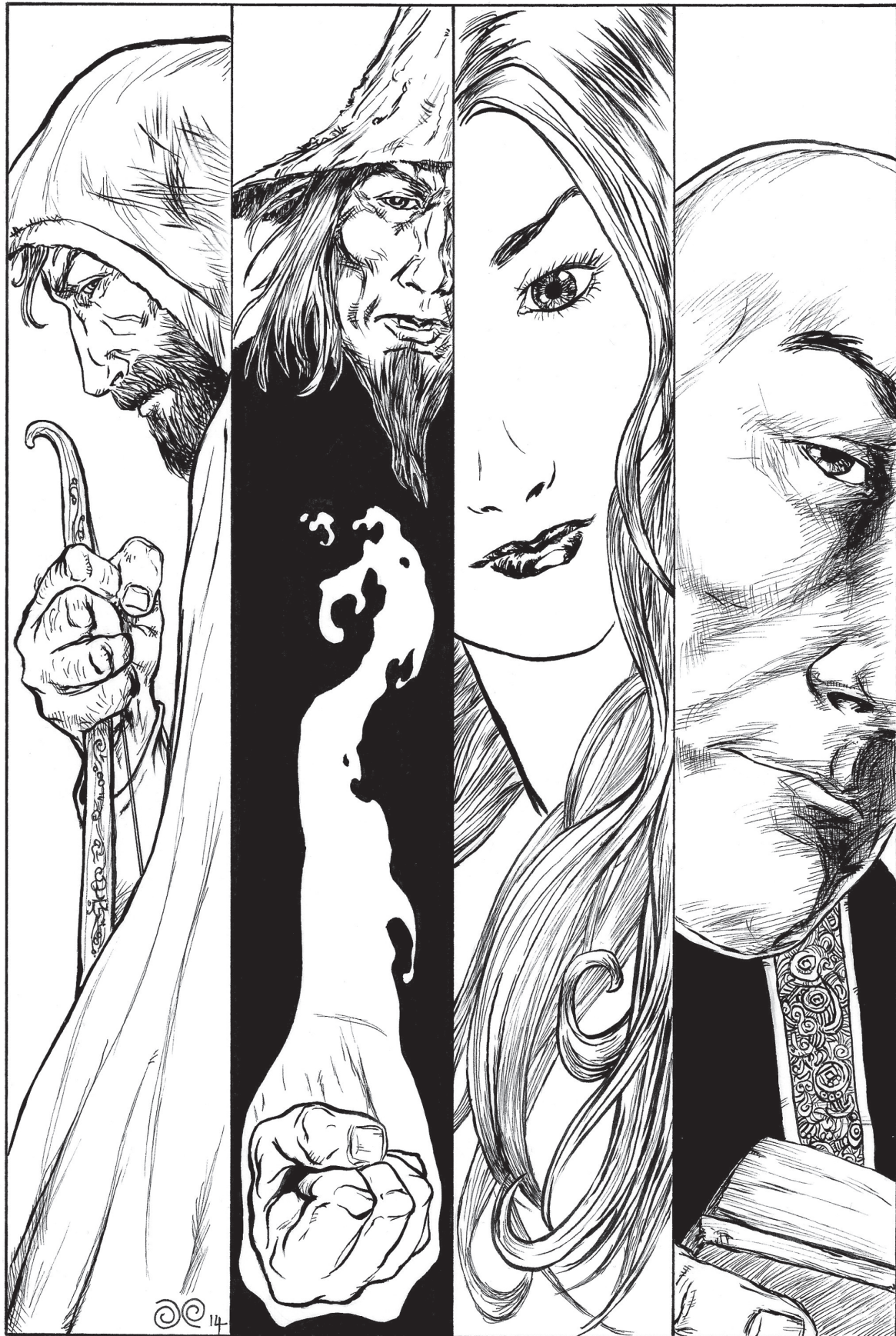
2 Cherry Tree Cottages,
Westminster Rd. Brynteg
Wrexham, Wales. LL11 6DL

info@serpentking.com

For more information on the *Dragon Warriors* game and game-world, its creators, forthcoming products for it, and other exciting games and game-related books, visit the Serpent King website at <http://www.serpentking.com>

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CHAPTER I

PROFESSIONS

Knave

Where there are people you will inevitably find Knaves—socially skilled folk who exist in all strata of society, from the golden opulence of the highest imperial courts to the lowly swollen gutters of the most wretched towns. These roguish individuals live by their lightning-quick wits and charismatic personalities, and even by using a society's own rules against itself. They are masters of persuasion and deception, able to beguile, bewilder and manipulate those they interact with despite their lack of any sorcerous black arts.

Knaves should not be underestimated, for what they may lack in brawn or spellcasting ability is made up for by sheer charisma and ingenuity. A hard life of weapons training or sorcerous scholarship is not for the Knave when there are easier and faster means of acquiring fame or fortune; for example the ubiquitous dashing courtier who is secretly a ruthless enemy spy, or a shapely courtesan with a honeyed tongue and hidden steel, or perhaps the generous confidence man who 'assists' gullible merchants in spending their newfound wealth. In more mundane settings you might chance upon a shady street trader, or a scheming seamstress that 'befriends' rebellious peasant farmers—who do not realise that she is in fact the baron's catspaw—or perhaps even a drifter who can talk his way past the shadowy horrors that guard the entrances to ancient caverns.

Attractive, charming and amiable are three words that can often describe a Knave. These traits assist them in deceiving or exploiting people and gaining their cooperation. These silver-tongued devils often find their niche in the adventuring trade as a negotiator, infiltrator and fixer as a situation demands—

whether running street-cons in the back alleys of Ongus, elaborately scamming the wealthy merchant families in the great halls of Ferromaine, or instigating deadly social intrigues in the Chaubrettan Royal Court.

Wealthy nobles place great faith in their “impregnable” castles, but the truth is that all the monumental stone walls, vigilant guards and heavy iron gates that money can buy cannot even hope to prevent an experienced Knave from raiding a human treasure vault at their leisure... after all, even the most secure of fortresses are vulnerable to a slick con-artist who impersonates the king's most trusted messenger.

The Power of Personality

The art of grifting comprises several methods of influence and persuasion that exploit a single universal truth; namely that human beings instinctively trust other people. Knaves intuitively understand this concept and can utilize this knowledge in order to deceive others. To use the vernacular, a Knave's victim is generally referred to as a mark.

When a mark is in the company of a Knave, the objects and people that surround the mark may rarely be what they seem. Knaves are adept at deceiving the mark into believing almost anything, given the right amount of preparation. They often befriend their victims and then mask any of their probing questions within seemingly innocuous conversation. They may calmly bluff their way past armed guards and often stimulate base human emotions—such as love, fear, excitement or guilt—so that people will respond quickly without thinking carefully about what they are discussing or doing. Successful deception is often simply a matter of time, patience and persistence. In fact, marks who are conned by experienced Knaves will often be completely unaware

that they have been scammed at all, and will instead be very grateful for having met their newfound 'best friend'!

In feudal society, access to information and treasure is a privilege of rank and birth; in other words overseers and nobles know what, when and how, while serfs, guards and peasants merely do. People will seldom question the orders of a higher authority, such as nobles or the church. Skilled Knaves take advantage of this and are adept at manipulating people by impersonating a higher authority such as a bishop, royal courtier, war hero, or other such character.

While distracted by other matters, a victim's perception of the world around is impaired and they become more vulnerable to Knaves. Distracted people will typically find that their awareness of time, their physical environment and even their memories will become unreliable. Pickpocketing relies heavily on distraction, where a Knave's sleight-of-hand may be masked by an accomplice who 'accidentally' bumps into the victim. A Knave's accomplice is referred to as a shill.

Knives often use shills to fulfil one of several roles in a scam; perhaps they may reassure the mark that the Knave is entirely trustworthy, or they might menace the mark and scare them into the waiting arms of the 'heroic' Knave. Either way, shills will seek to lure the mark straight into the trap.

A critical weakness of tight-knit feudal communities is the way that people know each other extremely well and rely on the assumption that they will not be deceived by their friends. Therefore, eliciting information from a guard's acquaintance or lover is an excellent way for a Knave to discover a means of bypassing a heavily fortified castle gate or the whereabouts of the 'real' treasure vault.

Knives will often guide their marks into situations where they are placed under pressure to take an important decision very quickly. When forced to make quick decisions, human beings tend to not think very clearly and instead act on impulse. For example, a last-minute offer at a market while town guards are approaching is an easy way for a Knave to seal a quick deal at a large profit.

If a Knave can coerce the mark into doing anything illegal or shameful, this fact can be used against the mark, who will usually be fearful of seeking out help.

All people have at least one skeleton in their closet and as an example, blackmail—while a thoroughly dishonest act—can be a most profitable one.

The needs and wants of human beings make them vulnerable. When a Knave discovers what their mark really desires, whether it is riches, fame or companionship, they will find it much easier to manipulate that mark. For a lucrative source of income, experienced knaves could tap powerful nobles who may be eager for the attentions of pretty companions.

Character Creation Summary

A: Strength, Reflexes, Intelligence, Psychic Talent and Looks: roll 3d6 for each

B: Health Points = 1d6+4

C: Basic Attack = 11; Basic Defence = 5

D: Basic Magical Defence = 3

E: Basic Evasion = 5

F: Basic Stealth = 14; Basic Perception = 8

Minimum Requirements

Knives require a minimum Looks score of 9 and a minimum Intelligence score of 9.

Special Abilities

The Knave's special abilities reflect her guile, her talent for manipulating other people, and the ease with which she navigates challenging social situations. The Knave may choose six abilities at first Rank and gains further abilities as she achieves higher Rank. At 3rd Rank, the Knave may choose one ability from the list as noted below. She may choose another skill at 6th rank, 8th rank, and then at each rank thereafter.

Abilities are chosen from this list:

- ♣ Disguise
- ♣ Pilfer
- ♣ Second Tongue
- ♣ Favoured Language
- ♣ Natural Linguist
- ♣ Human Intuition
- ♣ Uncanny Intuition

- ♣ Infuriate/Pacify
- ♣ Distract
- ♣ Magic Hands
- ♣ Bodyguard (Rank 3 onwards)
- ♣ Gossip (Rank 3 onwards)
- ♣ Presence (Rank 3 onwards)
- ♣ Sense Falsehood (Rank 6 onwards)
- ♣ Hypnotic Suggestion (Rank 8 onwards)
- ♣ Network (Rank 8 onwards)
- ♣ Words are Power (Rank 8 onwards)

Disguise

This ability enables the Knave to evade a pursuer, or masquerade as another person. As per Assassin (see *Dragon Warriors*, p. 47).

Pilfer

This is the ability to stealthily 'lift' small items within reaching distance. As per Assassin (see *Dragon Warriors*, p. 47).

Second Tongue

A Knave can choose one additional language of up to Intermediate level during character creation.

Favoured Language

A natural and alluring charisma is a fundamental part of the Knave's personality. Choose any one modern language in which the Knave is fluent as a Favoured Language. Add +1 to Perception and +1 to Looks when communicating with humans in that language.

Natural Linguist

A keen ear enables the Knave to take only half the normal time to learn any modern language. When living in a community, the Knave can perform a Learning By Usage roll for the primary language within that society every month at +10%, and if they are tutored at the same time then this is reduced to one roll every three weeks. The bonus does not apply to learning scripts.

Human Intuition

This ability allows the Knave to add +1 to their Perception when contemplating past and potential actions of other humans, and also those who were once human such as the undead. This can assist in many instances, allowing the Knave to second-guess a person. Examples include: 1) where a victim might have hidden an object, secret door or a trap, 2) what relevance an individual's vocabulary may have, or 3) the hidden meanings revealed in body language. Note that in most cases, this ability will not help to detect an otherwise hidden opponent (Stealth vs Perception), unless the Knave is explicitly looking for them. Thus, +1 to Perception because you know that your brother is hiding somewhere in the room, and you're looking for him, is fine; but you don't get +1 to Perception to detect the assassin you've never met and whose existence you don't even suspect.

In certain circumstances, at the GM's discretion, this may also grant a similar attack bonus in combat. For example, the Knave may notice that the guard is favouring his left leg, etc., and thus gain +1 to Attack.

Uncanny Intuition

(Prerequisite: Human Intuition)

Whilst many Knaves are skilled in reading their fellow man, those who walk the path of adventure into lightless underworlds, ancient forests and the wastelands of the world come into contact with a wide variety of beings. For every 3 interactions (combat, conversation etc.) that the Knave experiences with non-human beings the Knave may roll under his Intelligence, on a successful roll he may thenceforth use the Human Intuition skill on these beings as well as humans. Possible examples, subject to GM approval, are Voluceth, Elves, Centaurs, Kappa, etc.

Infuriate/Pacify

Fighting the Knave and his allies is a confusing experience at the best of times; the Knave may keep up a running commentary as the combat progresses, either hurling taunts and insults or speaking words of peace and exquisite platitudes. The Knave may select one enemy per round. If the Knave chooses to Infuriate his enemy, adjust their statistics as follows; +1 to Attack and -2 to Defence. If the Knave chooses to Pacify them, adjust the enemy stats as

follows; -2 to Attack and +1 to Defence. Those of higher Rank than the Knave may avoid these penalties if they successfully roll under their Intelligence on a d20. This skill only works on sentient beings who possess emotions, feelings and the ability to understand what the Knave is trying to communicate (i.e. there must be a common language).

This skill may be selected a second time, in which case it affects up to 3 enemies, and the bonuses and penalties are doubled.

Distract

Knives can divert the attention of their victims by physical acts of misdirection. The Knave must first engage the victim in a one-to-one conversation for one minute, while maintaining their full attention throughout. Roll Reflexes or under on 1d20. When initiating combat, the Knave or a ready companion gains an automatic Surprise on a successfully distracted victim for one combat round. The Knave may additionally apply a -1 modifier to an opponent's Perception Check, and may also apply a -1 modifier to any Pilfer attempt. Another advantage from a successful distraction roll is to allow him to immediately flee combat before it begins, without suffering a Defence penalty. If this skill is purchased again the modifiers are increased by 1 and the state of Surprise persists for an additional round.

Magic hands

A Knave gains the ability to perform feats of sleight-of-hand that are utterly impossible to the naked eye, such as 'vanishing' coins and scraps of parchment into seemingly thin air at will. For example, the Knave is able to palm a small item such as a coin by merely passing his hand over the top of the object with no apparent indication of having picked up the object at all. Larger items require considerable practise, preparation and special props at the GM's discretion. However, Knives should be wary of using conjuring tricks for public entertainment, as onlookers are likely to mis-

take these for 'real' magic and denounce the Knave as a devil-worshipping sorcerer or worse! This ability also gives a +1 to all Pilfer attempts.

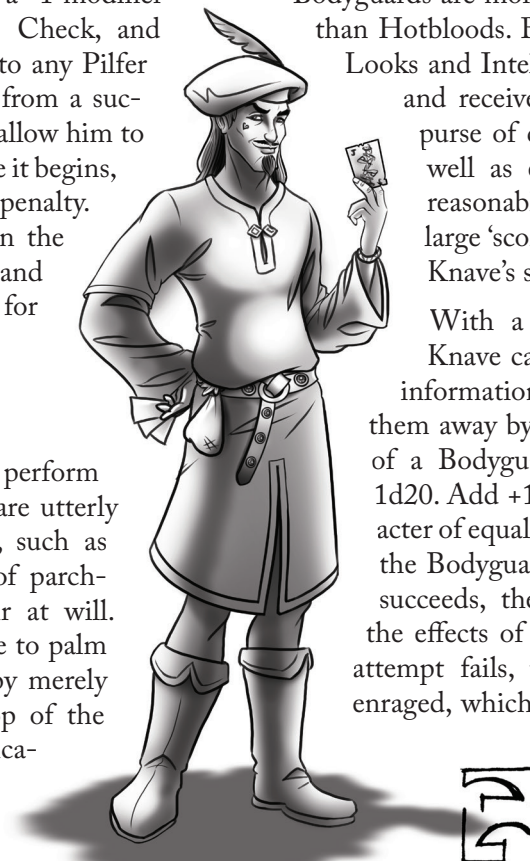
Bodyguard

At 3rd Rank, the Knave can recruit a loyal Hotblood as his own personal NPC bodyguard in a roleplayed encounter (see *Dragon Warriors*, p.116 and *Friends Or Foes*, p. 60). This fighting companion admires the Knave as their best friend and will fight alongside the Knave, while also acting as a shill in their scams. If the Bodyguard dies or otherwise leaves the Knave's employment then the Knave can attempt to persuade any other Hotblood or Barbarian NPC of one or more Ranks lower than themselves to join them as a replacement—again, this encounter must be roleplayed.

If a Knave spends more than a fortnight in any settlement larger than a village then he will encounter a suitable replacement, although higher ranked Bodyguards are more difficult to find and persuade than Hotbloods. Bodyguards must possess lower

Looks and Intelligence scores than the Knave, and receive an income from the Knave's purse of d6+Rank florins per month, as well as expecting food, shelter, and a reasonable share of the profits from any large 'score' (typically 20% to 30% of the Knave's share).

With a Bodyguard at their side the Knave can also attempt to either extort information/services from a victim or scare them away by threats. Requires the presence of a Bodyguard. Roll Looks or under on 1d20. Add +1 to Looks for each other character of equal or greater rank that stands with the Bodyguard. If the intimidation attempt succeeds, then the victim is subjected to the effects of a failed Morale check. If the attempt fails, then the victim may become enraged, which will last for 2d10 rounds and may initiate combat, at the GM's discretion.



Gossip

Knives are adept at extracting information from other humans in apparently normal conversation. Within $2d20 - \text{Rank}$ hours of entering a small settlement the Knave is able to uncover all manner of local intrigue and secrets. For larger settlements, such as market towns, this is $2d20 - \text{Rank}$ days, and for a capital city $1d20 - \text{Rank}$ weeks, rounded up. There is also a financial cost of $1d6$ florins/day spent in the rumour-mill.

Note: This skill may be difficult for the GM to adjudicate; simply allow a Knave that has invested the requisite time in a settlement to be privy to one or two pieces of GM-only information for adventures linked to that locality.

Presence

The Knave gains knowledge which enables her to project her enhanced charisma onto other people. Her ability to shape their perceived personality and physical attractiveness is a powerful force in social encounters. Roll Looks or under on $1d20$. This skill can also be used on non-humans as well as humans, perhaps even to gain the favour of a long-dead king. The Knave can also convince others to believe that they are either one Rank higher or lower than she actually is, at will. An Additional +1 bonus is gained for every 3rd rank. Failure is likely to lead to the victim becoming highly suspicious of the Knave and potentially raising an alarm or initiating combat.

Sense Falsehood

To perform this skill, the Knave must make a successful roll while he carefully watches and listens to the mark. The percentage chance to determine whether a statement is true or false is $50 + \text{Knave's Intelligence} + \text{Knave's Psychic Ability} + \text{Knave's Rank} - \text{Rank/equivalent of the mark}$.

Skills of the Mighty

At 8th Rank and every Rank thereafter, choose one from any 3rd & 6th Rank skill or the following list:

Hypnotic Suggestion

Almost magical in effect, the Knave is able to influence a human subconsciously during an apparently normal conversation. The Knave must first engage the victim in a one-to-one conversation for a num-

ber of minutes equal to the victim's Rank, while maintaining their full attention throughout. Roll Looks or under on $1d20$. The eventual suggestion can be any simple sentence that does not violate the victim's moral or ethical code. For example, telling a town guard to let you borrow their keys might succeed, while instructing a normal person to kill will fail. The victim remains fully aware of what has transpired, and GMs can overrule the suggestion via roleplay, at their discretion. Therefore, failure is likely to lead to the victim becoming highly suspicious of the Knave and potentially raising an alarm or initiating combat.

Network

Wherever the Knave wanders she never seems to be far from one of a vast multitude of friends and acquaintances; people who owe her favours and can "get things done". Every time that a Knave enters a new settlement, roll Rank or under on $d20$. If successful, then a number of NPCs of the GM's choice inside the settlement are loyal friends that owe a favour to one of the Knave's acquaintances, and the Knave may seek them out for assistance. The number of NPCs is as follows: $d4$ for a village, $d10$ for a town and $d20$ for a city.

Words are Power

By using the right words at the right time and right volume, the Knave can raise an army of eager accomplices from a crowd. The Knave must deliver a one-minute eloquent, impassioned speech to a group of $2d20$ characters within earshot that are the same Rank as the Knave or lower. Roll Looks or under on $d20$. If successful, the listeners will align themselves with the Knave for the rest of the encounter and will follow a reasonable instruction from the Knave, at the GM's discretion. The affected characters may also receive a temporary +1 bonus to either Attack or Defence that lasts for three combat rounds. For example, in this way the Knave may turn a small group of peasants into an angry mob with normal human statistics (see *Dragon Warriors*, p. 245). This skill can only be used on any character once per day.

Equipment

Gambeson, shortsword, dagger, lantern, flint-and-tinder, backpack, bedroll and $4d10$ Florins.

Armour Penalties

A Knave suffers combat penalties for wearing anything more than a mail hauberk. As per Mystic (see *Dragon Warriors*, p. 71).

Advancement

- +1 to Attack each time the character increases in rank.
- +1 to Defence when the character reaches 3rd rank, then +1 at 5th rank, +1 at 7th, etc.
- +1 to the character's normal Health Points score each time he increases in rank.
- +1 to the character's Magical Defence for each increase in rank.
- +1 to the character's Evasion upon reaching 5th rank, then another +1 on reaching 9th rank.
- +1 to the character's Stealth and Perception each time the character increases in rank.

A Knave at Work

We find the handsome Tristan Silvertongue—a 3rd Rank Knave—trapped in the east wing of Earl Montombre's fortified country house, along with a large number of heavily armed men who are intent on quickly ending his life. Running down the corridor, he dives into a room and finds himself face-to-chest with an alluring young woman in an advanced state of undress. If she screams, he is a dead man.

Unknown to Tristan the woman before him is Montombre's niece, Abigail—a shrewd lass who knows that an intruder is loose in the house, and that he is an enemy of her uncle. Before Abigail can think to speak, Tristan resorts to his Presence ability and turns on the charm; "What manner of beautiful nymph stands before me?"

He has a Looks score of 12, but receives a +1 Natural Linguist bonus as he is communicating in his favoured language of Elleslandic. The net effect is that he needs to roll under 13 on a d20.

He rolls a 1 and succeeds well beyond his wildest expectations—not only does Tristan manage to convince the young noblewoman not to alert the guards but he even manages to snatch a quick kiss before

discretion wins over ardour and he hastily climbs out the window, tumbling onto the lawn and fleeing to his waiting companions outside.

Optional Rules: Looks

For any character, the Looks attribute conveys not simply an impression of their physical appearance, but also the strength of their personality or charisma. These optional rules enable the GM and players to quantify some of the interactions that are normally performed via in-character dialogue.

Looks checks can be applied to a wide variety of social encounters, for example; 1) attracting and seducing a barmaid, 2) talking ones way past a sentry, 3) perpetrating a bluff in a game of chance, etc.

Clearly, Knaves are adept at exploiting the Looks characteristic. Therefore, in contrast to the other professions, the Knave may add his Rank to his Looks score for any Looks checks that he performs.

A character passes a Looks check by either 1) having a Looks value higher than the difficulty factor assigned to the check, or 2) by rolling under his Looks value on 1d20 if the difficulty is equal to or higher than his Looks score. Normally this is a simple single roll, but the GM may require it to be performed as a series of rolls if circumstances are mutable. The GM will also modify the difficulty factor of a Looks check (normally 10) to represent numerous social elements, both circumstantial and environmental. Basic modifiers include:

- +1 per previous failed Looks check on another character.
- +4 if the subject is hostile.
- +2 if the subject is wary.
- 1 if the subject is amiable.
- 2 if subject is friendly.
- 2 if subject is drunk/intoxicated or over-tired.
- +1 if subject is of a higher Rank.
- 1 if subject is of a lower Rank.
- +1 if subject is of higher Intelligence than the Acting Character.
- 1 if subject is of lower Intelligence than the Acting Character.
- +1 if subject is of above average Perception.

- 1 if subject is of below average Perception.

Other possible modifiers that a GM may take into account include familiarity, nationality, gender, distance, environmental conditions such as noise and visibility, etc. GMs are encouraged to also use modifiers to reward good in-character dialogue rather than just rolling dice to resolve social encounters. The modifiers for the difficulty are then added to or subtracted from the die roll. A roll of 20 on a Looks check is always a failure.

Looks in Action

Consider the example of Baldric the Weasel, trying to locate an “old friend”. He wants to convince Gregor, the local bailiff, to let him see the town records. The GM assigns a base 10 difficulty and adjusts it by -2. Firstly, -1 for Gregor’s Intelligence of 8 versus Baldric’s Intelligence of 16, and secondly a further -1 as Gregor has heard good things about Baldric and his companions from some local peasants. Baldric’s Looks score is 12 + Rank 2 and so he easily convinces the bailiff that there can be little harm in allowing him to pass without having to roll a die.

Elsewhere, Hendrik the Half-hand retreats hastily down a darkened passageway as a roiling nightmare-creature makes short work of his blade-men. As it approaches, he climbs halfway up the pitted wall and wedges himself above an archway. The darkling nightmare rears up before him, its sulphurous stench choking him. He thinks desperately and speaks...”Hold foulness!” he calls out, holding up a small silver box. “Within this box I hold the finger of St. Erimus, scourge of all manner of demons and devils. Leave me in peace or I shall open the box and its holy power will scour you from this world!” Unknown to Hendrik, however, the being before him is not your average demonic hellspawn but Larath—an ancient, highly intelligent horror from the deepest pits of Krarth. Hendrik’s Looks score is 10 + Rank 5 but unfortunately for him Larath is a hungry 10th Rank foe. The GM assigns a difficulty of 16. Applying those same modifiers to the Looks roll Hendrik must roll under Looks 10 + Rank 5 with + 4 added to the roll. He rolls a 14... and Larath surges forward to engulf Hendrik. As Hendrik dies, the silver box falls to the floor, smashing open to reveal a small amount of plain snuff, before it too is absorbed into the horror’s bulk.

hunter

All cultures of Legend have Hunters of one sort or another. Whether authorized by law, or poachers, Hunters stalk the wilderness for sustenance. The wild places of the world are their homes, from forest and mountain, to desert or tundra. The Hunter excels at not only surviving in such inhospitable terrain, but using the terrain itself as a weapon. Most Hunters are content to eke out a living for themselves, their family, or their community. However, there are also many Hunters who find themselves in the employ of a local lord, keeping his domain safe from poachers and assassins. Other Hunters become thrall to the lure of adventure, using their skills for personal gain with a group of roaming vagabonds. Coming from any background, Hunters may be found throughout the hierarchy of Legend. While many nobles are trained as Knights, some excel at the use of the bow, or their skill at the hunt is legendary. In cases such as these, the Hunter Profession could be applicable.

While Hunters can pass amiably enough among the peasantry and lower rungs of society, they must be cautious when travelling through a lord’s domain. Run-ins with local Knights and guards can have them pegged as poachers or miscreants, with all the trouble that can entail.

A: Strength, Reflexes, Intelligence, Psychic Talent and Looks: roll 3d6 for each

B: Health Points = 1D6+5

C: Basic Attack = 13; Basic Defence = 6

D: Basic Magical Defence = 3

E: Basic Evasion = 5

F: Basic Stealth = 16; Basic Perception = 8

Minimum Requirements

A player wishing his character to be a Hunter must roll at least a 9 for both Intelligence and Reflexes. A character with scores lower than these is too oblivious or clumsy to have the innate talent to succeed as a Hunter.

Special Abilities

The Hunter's special abilities are focussed on his role as an expert in wilderness exploration. As with other professions, the Hunter has a handful of core abilities at first Rank, as follows:

- ♣ Track
- ♣ Bowyer & Fletcher
- ♣ Precise Shot
- ♣ Favoured Weapon
- ♣ Favoured Terrain
- ♣ Set Traps
- ♣ Forage
- ♣ Stillness

The number and selection of abilities increases as he achieves higher Rank. At 3rd Rank, the Hunter may choose one skill from the list below. He may choose another skill at 6th rank, 8th rank, and each rank thereafter.

- ♣ Hunter's Mind (Rank 3 onwards)
- ♣ False Trail (Rank 3 onwards)
- ♣ Climb (Rank 3 onwards)
- ♣ Penetrating Shot (Rank 6 onwards)
- ♣ Sneak Attack (Rank 6 onwards)
- ♣ Soldier (Rank 6 onwards)
- ♣ Master Fletcher (Rank 8 onwards)
- ♣ Master Tracker (Rank 8 onwards)
- ♣ Fast Shot (Rank 8 onwards)

Track

As per Assassin (see *Dragon Warriors*, p. 48). May be selected a second time for +2.

Bowyer & Fletcher

Self-reliance is a key aspect of the hunter's ethos. The Hunter can manufacture one specific ranged weapon of his choosing, plus ammunition for that weapon (if necessary). For example, bows

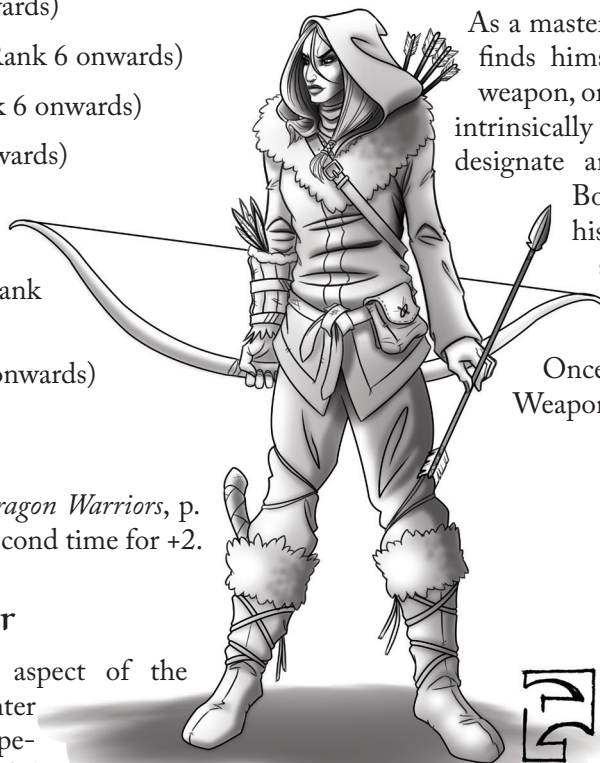
and normal arrows could be selected providing that the Hunter possesses suitable raw materials in the form of strong wood, string/glue and feathers, while a reusable weapon such as a javelin would not, of course, require any ammunition. Normal arrowheads can either be bought beforehand or made from flint. As a guide, a sling and slingshot are fairly quick and cheap to produce at 1 Florin and 5 Pennies, respectively. The creation of six arrows/quarrels with ready-made arrowheads takes three days with a materials cost of 2 Florins. One normal bow or javelin will take three days to produce at a cost of 5 Florins, while one longbow will take 5 days to produce at a cost of 15 Florins.

Precise Shot

The Hunter is the master of ranged weapons. By taking a moment to focus on his target, he may make a much more precise attack. By doing so, he may temporarily add 1 point to his Attack for each 3 points he subtracts from his Defence for that round, but only when attacking with a ranged weapon. This may be combined with Stillness, below.

Favoured Weapon

As a master of the hunt, the Hunter often finds himself using a signature type of weapon, or at least one which he becomes intrinsically attached to. The Hunter may designate any ranged weapon type (eg: Bows, Javelins, Slings, etc.) as his Favoured Weapon. Doing so gives no immediate bonus, but many of the High-level skills give bonuses to this weapon. Once he has selected his Favoured Weapon, a Hunter may not change it.



Favoured Terrain

Through years of study, wandering and ranging, the Hunter has become a master of the wilderness. Choose one from the following to be your Favoured Terrain: Open, Forest, Hills, Swamp, Arctic, and Desert. Add +2 to Stealth, Perception, and Forage (q.v.) rolls when in chosen terrain type.

Set Traps

Snares and traps normally used for game can also be adapted to catch poachers and the King's Men. The Hunter will know where to set the trap to most likely be triggered. The target of the trap may use Evasion (see *Dragon Warriors*, p. 71), as usual. The Speed depends on the type of trap, but the Hunter can make advanced traps at higher Ranks (+1 to Speed at 5th Rank and +2 at 9th Rank). The Hunter describes the type of trap and results of it being triggered when he first sets the trap. Normally it is something simple such as a snare or pit. More complex traps take more time and equipment to set up properly. Some examples are given below, but the GamesMaster may allow others. Note that in each case, the construction time includes time to conceal the trap.

Forage

The Hunter is an expert at finding sustenance in the wilderness. The Hunter must make a Perception roll, and beat a difficulty number assigned by the GM. Then the GM rolls an appropriate die to determine how long the Hunter takes in finding the food and water. The three basic levels of foraging ability by any terrain are:

Type	TN	Time
Fecund	10	1d3
Fertile	14	1d3+3
Desolate	18	1d3+6

The result of the die roll indicates how many hours it takes for the Hunter to find a day's food and water for a number of people equal to half the Hunter's Rank. If the Hunter is in his Favoured Terrain (see above) he may add +2 to his Perception for purposes of making the Foraging roll.

Trap Type	Construction Time	Speed	Effect
Snare	20 minutes	13	Holds target in place. The target may fight as usual but with a -2 penalty to Defence, and may not walk or run. The target may spend a full round attempting to escape, and must make a Reflexes roll to succeed.
Pit	1 hour, plus one hour per metre of depth	15	Target falls into the pit, taking falling damage depending on the pit's depth. It is possible to climb out using the usual climbing rules.
Deadfall	1 hour	12	A heavy weight such as a log or boulder is dropped on the target (d8, 5).
Bow Trap	3 hours	18	A simple bow is constructed, under tension, with a single arrow ready to shoot (d6, 4).
Spear Trap	3 hours	16	A spear is set up, under tension from a springy, secured sapling. When released, it impales the target against a nearby tree trunk (d8, 4). The target may fight as usual but with a -2 penalty to Defence, and may not walk or run. The target may spend a full round attempting to escape, and must make a Reflexes roll to succeed.

Stillness

A Hunter can take advantage of natural surroundings, slow his breathing and remain perfectly still in order to observe his quarry. To reflect this, the Hunter chooses a space to hide, lowers his Defence and adds half that amount (rounded down) to his Stealth score (i.e. -2 Defence results in +1 Stealth, etc.). In his Favoured Terrain, he adds the full amount to Stealth. This may be combined with Precise Shot, above.

EXAMPLE: Jack has Stealth 16, Attack 14, and Defence 8. He is not in his Favoured Terrain. Sure he will not be attacked just yet, he lowers his Defence to 5 and raises his Attack to 15 using Precise Shot; then he further drops his Defence to 1, raising his Stealth to 18, with Stillness.

hunter's Mind

Being the master of the wild, the Hunter comes to know how to read and blend in to his surroundings. As such, when in the wilderness and wearing at most padded armour, he may add +1 to Stealth and Perception for every three Ranks.

False Trail

This skill enables the hunter to skilfully manipulate the environment, removing real tracks and laying false tracks to deceive anyone that attempts to use the Track skill in that location. This could be used to escape, lure the enemy into a prepared killing ground or simply send the enemy off on a wild goose chase. When a Hunter lays a false trail, those following him must make an Intelligence roll, Difficulty Factor: $10 + (1/2 \text{ Hunter's Rank})$. May be taken a second time, in which case the Hunter adds his full Rank to the Difficulty Factor of any such roll.

Climb

Subtract half of Rank from difficulty factor of the climb, when climbing trees, rockfaces, and similar rough surfaces. May be taken a second time, in which case the character subtracts his full rank from the difficulty factor.

Sneak Attack

A Hunter who successfully moves within 6 metres of a target without being seen automatically gains Surprise.

Soldier

Hunters are often recruited temporarily into armies as auxiliary troops or levies, being much in demand by local lords and mercenary captains for their ranged combat skills. Those who remain for a longer period often acquire heavy armour, and become used to wearing it. This skill allows the Hunter to have the armour penalties appropriate to a Barbarian or Warlock (see *Dragon Warriors*, p. 70).

Penetrating Shot

The Hunter has become adept at finding weak spots in armour, hide, etc. As such, when attacking with his Favoured Weapon at Short range, he may add +1 to Armour Bypass Rolls. This skill may be taken twice.

Master Fletcher

An experienced Hunter becomes a skilled craftsman in the art of fletching. The Hunter can manufacture new types of arrow and quarrel beyond the normal broadhead type, and he is also able to manufacture normal arrows and quarrels in half the time specified in the Bowyer & Fletcher skill. Any non-Hunter profession that attempts to fire a special arrow does so with a -1 Attack penalty.

- ♣ Blunt Arrow. -3 Attack, -2 ABR and -2 Damage. Non-lethal missile that requires a specially constructed padded arrowhead without any cutting edge. Cost to produce 6 arrows: 4 Florins.
- ♣ Forked Arrow. -1 Attack, -1 ABR and +1 Damage. Flesh cutting missile that requires a specially forged wide bladed and multi-pronged arrowhead. Cost to produce 6 arrows: 8 Florins.
- ♣ Bodkin Arrow. +1 ABR and -1 Damage. Armour-piercing missile that requires a specially forged narrow hardened-steel arrowhead. Cost to produce 6 arrows: 6 Florins.

- ♣ Fire Arrow. -2 Attack and -2 ABR. Flammable missile that requires a specially constructed flammable cloth/steel arrowhead. One round to light arrow from an existing source of flame. Sets target alight on a successful hit (assuming they are wearing flammable items – a Knight in full plate armour and no surcoat will be unaffected), dealing a further 4HP damage per round until the fire is put out. Cost to produce 6 arrows: 4 Florins.
- ♣ Wooden Arrow. -1 Attack and -1 ABR. This has a simple fire-hardened point rather than steel. It has the one big advantage that it can be made by a Hunter out in the wilderness, at no cost, without the need for a forge, hammers, bellows, and so forth, using materials found locally and no tools other than a knife and flint-and-tinder.
- ♣ Flint Arrow. -1 ABR. Again, these arrows may be easily made by a Hunter in the wilderness, at no cost, though are more time-consuming to make than wooden arrows (twice as long as usual). Other sharp minerals can be used, such as obsidian.

Fast Shot

At the beginning of a combat round, the Hunter may declare that he wishes to loose two shots (throw two javelins, etc.) instead of the normal one. He shoots his first arrow as normal. If he can roll under his Reflexes, he may shoot a second arrow after all other actions have been taken that round. He may change targets with the second shot, but doing so imposes a penalty of -2 to his Attack score. Fast Shot may only be used with the Favoured Weapon.

Equipment

Initially equipped with: gambeson, bow*, quiver of 12 normal arrows*, dagger, spear or sword, lantern, flint-and-tinder, rope for snares, backpack, lantern, sacks, bedroll.

*May switch the bow and arrows for any other ranged weapon in which the Hunter has chosen to specialize.

Armour

Armour Penalties: As Assassin and Mystic (see *Dragon Warriors*, p. 70). Note that if the Hunter has the Soldier skill (see p. 16), this will change.

Advancement

- +1 to Attack each time the character increases in rank.
- +1 to Defence when the character reaches 3rd rank, then + 1 at 5th rank, + 1 at 7th, etc.
- +1 to the character's normal Health Points score each time he increases in rank.
- +1 to the character's Magical Defence each time he increases in rank
- +1 to the character's Evasion upon reaching 5th rank, then another + 1 on reaching 9th rank.
- +1 to the character's Stealth and Perception each time the character increases in rank.

Priest

In the medieval world of Legend, Priests are both spiritual leaders and scholars. Their studies of religion, history, cultures, legends and human nature make them ideal sources of inspiration and knowledge. Every civilized land of the world has some sort of Priestly presence: from the Elleslandic Pastors, to the Chaplains of the church of the Selentine Empire, to the Imams of the Ta'ashim. For the most part, Priests come from noble or wealthy backgrounds. Often the third or fourth son of a noble house will be sent to train as a priest, while his older siblings inherit their father's land or are sent to serve in armies. Some take this well, feeling it their calling to minister God's word to the world. Others feel slighted and bitter, wishing for the luxuries bestowed upon their elder siblings.

It is the responsibility of these Priests to minister to the spiritual needs of their communities. While most Priests find themselves ministering from the pulpit of a village church, it is not uncommon for members of the clergy to take up a wandering lifestyle. Mendicant Priests could travel from village to village, offering solace and blessings to the hopeless. It is uncommon, but not unheard of, for a Priest to find himself in the company of a group of adventurers. Perhaps he feels that those adventurers are his mission, and works to minister to them while accompanying them on their travels.

It's important to note that most priests in Legend are regular, non-ranked humans, who do nothing more exciting than perform a weekly sermon, bless crops, baptize babies and officiate at marriage and funeral rites. The adventuring scholar-priest depicted in this Profession is highly unusual.

A: Strength, Reflexes, Intelligence, Psychic Talent and Looks: roll 3d6 for each

B: Health Points = 1d6+4

C: Basic Attack = 11; Basic Defence = 6

D: Basic Magical Defence = 6

E: Basic Evasion = 3

F: Basic Stealth = 12; Basic Perception = 6

Minimum Requirements

A player wishing his character to be a Priest must roll at least a 9 for both Intelligence and Looks. A character with scores lower than these does not have the necessary gifts for learning and empathy to become a Priest.

Special Abilities

The Priest's special abilities reflect his knowledge and training in scripture, and spiritual leadership. The Priest has a handful of core abilities at 1st Rank and gains further abilities increases as he achieves higher Rank. At 3rd Rank, the Priest may choose one skill from the list as noted below. He may choose another skill at 6th rank, 8th rank, and each rank thereafter.

The special abilities of a Priest are:

- ♣ Breadth of Knowledge
- ♣ Literate
- ♣ Linguist
- ♣ Ancient Script
- ♣ Bulwark (Rank 3 onwards)
- ♣ Remove Curse (Rank 3 onwards)
- ♣ Depth of Knowledge (Rank 6 onwards)
- ♣ Sermon (Rank 6 onwards)
- ♣ Healing Hands (Rank 6 onwards)
- ♣ Exorcism (Rank 6 onwards)
- ♣ Cure Madness (Rank 8 onwards)
- ♣ Words are Power (Rank 8 onwards)

Literate

Due to their extensive time spent studying holy books, and volumes of ancient lore, Priests are automatically literate in their native language.

Ancient Script

The Priest can speak, read and write in Bacchile or Opalarian (or other ancient language of the character's culture).

Breadth of Knowledge

Priests often pick up skills and hobbies outside the general scope of their studies of scripture. Each Priest begins the game with three areas of Breadth of Knowledge, equivalent to having Intermediate skill (see p.107) in any three areas of their choice. Priests automatically gain a detailed knowledge of their own religion and its associated mythology.

Linguist

Time spent studying ancient tomes and speaking with people from a variety of backgrounds give most Priests an innate understanding of the nuances of various languages. A Priest may recognize any spoken or written language by rolling less than Intelligence on d20. Additionally, Priests learn new languages as if they were one category simpler. Further, the Priest will add his Intelligence score to his chances to know additional ancient languages (see *Dragon Warriors*, p.56).

Bulwark

The calming presence and inspiring influence of the Priest adds tenacity to his companions, so long as they are of the same faith as the Priest. Add +2 to each companion character's Rank for purposes of resolving Fright Attacks.

This skill may be taken a second time, for a total of a +4 bonus. To give the bonus, the Priest must either recite prayers, or brandish a holy symbol, or both, when the Fright Attack is made. If he does not realize a Fright Attack is imminent (that is, if the player of the Priest does not state in advance that he plans to

start using the skill), he may react to the Fright Attack and give the bonus immediately anyway, even if unprepared, with a successful Intelligence roll. Any allies who are within earshot (for prayers) or within sight of the Priest gain the bonus.

Exorcism

A priest with a prayer book and holy symbol can attempt to exorcise a demon (any of the Infernal Creatures from the *Bestiary*, or any of the new demons from this book). This takes one combat round. The Priest makes a Rank + d20 roll, as does the demon (Rank-equivalent + d20).

If the Priest wins, the demon is banished back to the nether planes.

If the demon wins, the demon is unaffected, and the Priest may not attempt to banish the same demon again. The Priest has something of a crisis of faith. He must be absolved and reassured by a superior before he can use any of his Priestly powers again, other than the 1st Rank powers (which he retains, even during his crisis).

In the event of a draw, the demon is banished, but at terrible cost to the Priest. Roll 1D6:

- 1 Hair turns white. (If it's already white, the GM chooses a different, permanent appearance change.)
- 2 Madness (see *Dragon Warriors*, p. 124)
- 3 Unconsciousness for 3d6 minutes. The Priest cannot be woken by any means during this time.
- 4 Take d4 + demon's rank in damage.
- 5 Take d4 + demon's rank in damage. In addition, the damage will be in the form of permanent facial scarring (-1 to Looks), often with a distinctly demonic look to it (for example, a brand that resembles an inverted pentagram).
- 6 Roll twice more, and apply both results.

Sermon

Oration of the Saviour's (or the Illuminated One's, or the Bodhisattva's, etc.) Holy Word comes naturally to the Priest. The faithful flock—all members of the Priest's faith who are listening—will temporarily feel compelled to set aside their differences



and help those less fortunate than themselves, if the Priest succeeds at a Looks roll. Requirement: a prayer book.

healing hands

Through study of medicine, the priest has learned some basic skill with healing. Increase his chance to wake an unconscious character to 1-2 on 1d6, and add +2 HP per day to his patient's natural recovery rate while resting. This skill cannot raise a dead character, reattach a severed limb, or anything of the sort. It is simply meant to represent herbalism, minor first aid, and comforting the wounded character.

Remove Curse

The Priest has studied the ways of demons and other dark beings, and learned the rites and rituals to remove Curses (see *Dragon Warriors*, p. 123). To do this, the priest must perform a short ritual (about fifteen minutes) over the cursed character. He will need to anoint the cursed character with holy oil or water, and burn incense during the ritual. The Priest's player then rolls a d20, trying to roll equal to or less than the Priest's Rank, plus his Magical Defense bonus. If the roll succeeds, the curse is lifted. Requirement: a prayer book.

Depth of Knowledge

The priest may raise one of his or her Intermediate skills to Advanced (see p.107).

Remove Madness

In order for a Priest to cure someone of madness, the crazed party must be brought before an altar bearing the relic of a saint. Depending on the madness, restraint may be necessary. The Priest will then perform a lengthy (at least one hour) ceremony. At the end of the ceremony, roll a d20. The roll must be equal to or lower than the character's level, plus a bonus based on the quality of the Relic (see *Dragon Warriors*, p. 148). The bonuses are as follows: Holy +1, Saintly +2, Perfect +4, Godly +8. If the d20 roll is lower than the character's level, plus the appropriate bonus, the character is cured of his madness. A failure on the die roll indicates the madness remains, but does not worsen. Rolling both a failure, and a natural '20' on the die causes the character to take

on an additional madness; roll on the chart on p. 124 of the *Dragon Warriors* rulebook to determine the results. Rolling the same madness as the character is currently inflicted with indicates that the madness worsens (i.e.: a character could develop a third personality, Hysterics may become paralyzed for 3-18 combat rounds, etc.). Requirement: a prayer book.

Words are Power

As per the Knave power (see p. 11).

Equipment

Initially equipped with: robes, holy symbol, prayer book, walking stick/staff, 1d6 florins, sling and six bullets, and his choice of sword, short sword, or mace. Note that robes do not in any way count as armour.

Armour

The Priest is unaccustomed to wearing heavy armour, and so suffers combat penalties for wearing anything more than a mail hauberk (armour penalties as per Mystic; *Dragon Warriors*, p. 70).

Advancement

- +1 to Attack and Defence when the character reaches 3rd rank, then + 1 at 5th rank, + 1 at 7th rank, etc.
- +1 to the character's normal Health Points score when he reaches 2nd rank, 4th rank, 6th rank, etc.
- +1 to Magical Defense each time the character increases in rank, with an additional +1 at 7th and at 12th rank.
- +1 to Evasion when the character reaches 5th rank, then a further + 1 when he reaches 9th rank.
- +1 to the character's Perception each time the character increases in rank.
- +1 to the character's Stealth upon reaching 4th rank, then another +1 on reaching 7th rank, and a further +1 on reaching 10th rank.

New Profession Background

	<i>Adventuring Profession</i>		
<i>Parents' class:</i>	<i>HUNTER</i>	<i>KNAVE</i>	<i>PRIEST</i>
Nobility	01-06	01-02	01-15
Gentry	07-16	03	15-35
Townsfolk: Craft *	17-18	04-07	36-39
Townsfolk: Profession **	19-20	08-11	40-53
Townsfolk: Trade †	21-22	12-17	54-57
Townsfolk: Menial	23-24	18-40	58-59
Townsfolk: Riffraff	25-26	41-60	60-61
Merchant	27-28	61-65	62-63
Entertainer	29-31	66-85	64-70
Freeman ††	32-55	86-89	71-90
Serf	56-60	90-91	91-92
Cottar	61-65	92-93	93-94
Slave	66	94-96	95-96
Charcoal-Burner	67-68	97	97-98
Barbarian	69-98	-	-
Other ‡ (GM's choice)	99-00	98-00	99-00

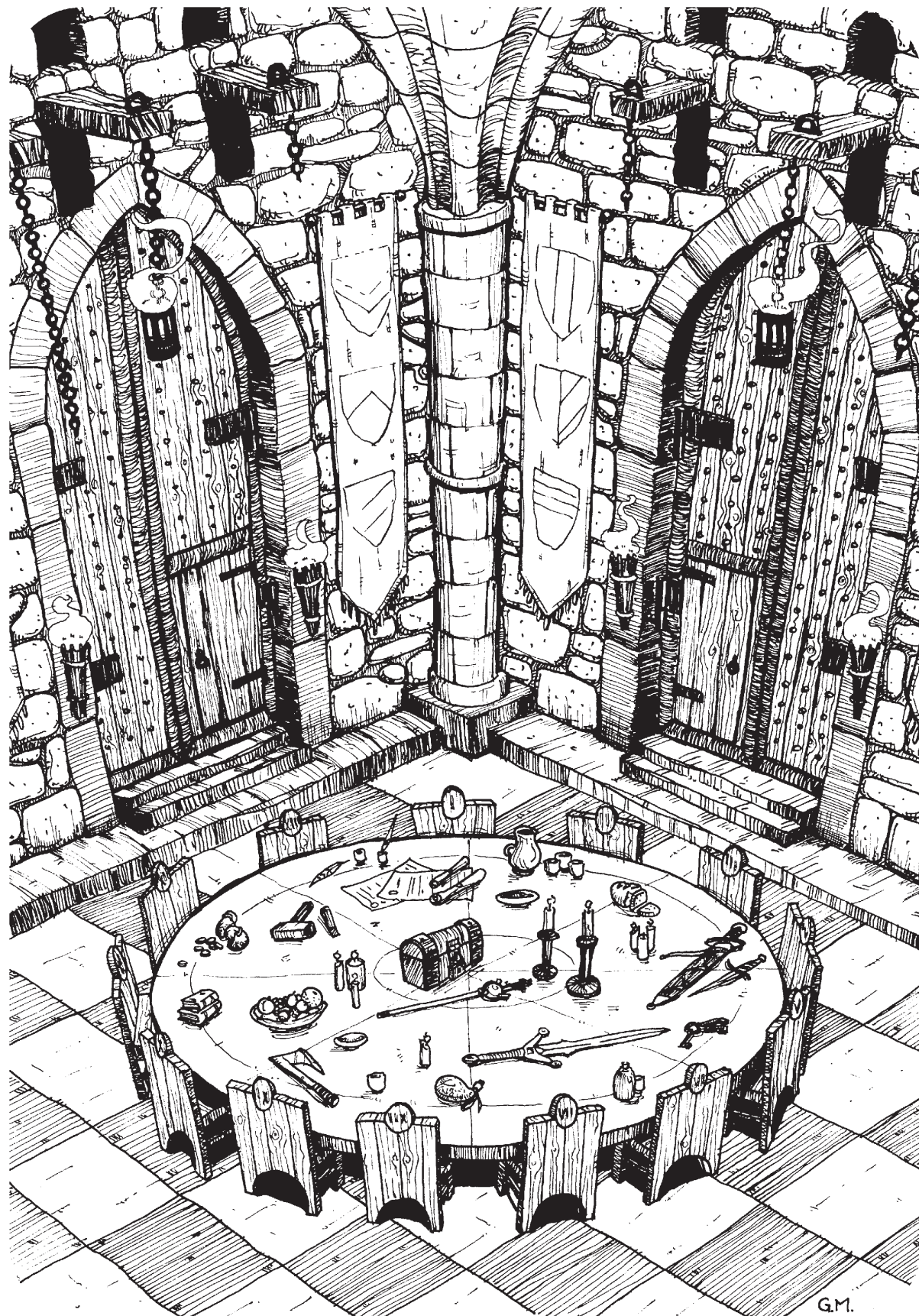
* Refer to Background Subtable 1a, *Dragon Warriors*, p. 53.

** Refer to Background Subtable 1b, *Dragon Warriors*, p. 53.

† Refer to Background Subtable 1c, *Dragon Warriors*, p. 53.

†† Refer to Background Subtable 1d, *Dragon Warriors*, p. 54.

‡ As examples, this category could include: characters who do not know who their parents were; characters born to a licentious monk or nun; any nonhuman character (if such are allowed in the campaign); characters with some sorcery or mystery attaching to their origin (found asleep in a cave and awakened after a hundred years, lost and without memory after a visit to an Elven hall, etc.).



CHAPTER 2

ORGANIZATIONS

The Vokur

Vokur Elementalistists practise their magic in Thuland and parts of Mercania. For centuries the Vokur guided and assisted the rulers of these nations, but the arrival of the True Faith destroyed much of their power base. Today, Vokur are little more than an informal society whose once-great powers wane with their forgotten gods.

Some Vokur have converted to the True Faith and use their powers in a secular context, or hail them as gifts from the Pancreator. A good number of these converts still secretly worship the Old Gods, and some among the Vokur would see the old gods rise again. Some extremists often find it difficult to distinguish old god from demon lord, leading to predictably horrific results.

Despite the changing times, Thulish and Mercanian lords are rarely seen without a Vokur at their side, wrapped in blue cloaks and bearing blackthorn staves. The advice of a Vokur is always heeded and they frequently act as castellan or chief advisor to their noble lords.

In the old days nearly all Vokur were women. Men practicing the art were considered “unmanly” and often faced discrimination or outright hostility. The origin of this gender imbalance is not clear but may have had something to do with the male-dominated darkness Elementalist cults that ravaged Northern Thuland in the murky past. Most modern Vokur are women, but a small number of men (mostly priests of the True Faith) practise unmolested. In more than one case these men serve as spies for the local bishops.

The Vokur practise divination, spirit calling, meditation, and rune-carving with varying degrees of success (and no particular game effect). They also possess the normal Elementalist powers. Darkness Elementalistists are uncommon but more than a few haunt the dark pine forests and nameless cyclopean ruins of inland Thuland and Mercania.

The Vokur take on apprentices from those they deem worthy, usually female children that have shown at least some hint of elemental power. The training can be quite gruelling, with tests of endurance such as hanging oneself from a tree for seven days until knowledge seeps into one’s bones. Fewer than half of Vokur apprentices complete their training.

Every five years the Vokur of Thuland and Mercania gather in a secret valley to discuss matters relating to their group. This meeting is called the Vokurthing. The last meeting was four years ago, when the stewardship of a few known sites of dark power was hotly debated. At least one faction within the Vokur would see these sites unsealed and explored, something greatly opposed by the other groups.

Vokur tend to favour the element closest to their chosen deity or to their surroundings. A Vokur from a coastal community is likely to be a Water Elementalist, while one from the mountains or grasslands is likely to favour Earth. Vokur working as advisors are expected to do everything they can to support their lord.

Vokur as Player Characters

BEGINNING AS A VOKUR: Any Elementalist from Thuland or Mercania could be a Vokur. While most Vokur stay in their homeland, there are outcasts and those of an inquisitive nature prone to wanderlust.

A Vokur who is too vocal in her praise of the Old Gods may be forced to take to the road, as might one accused of a crime.

BECOMING A VOKUR: The Vokur rarely accept new adult members, but almost always respect power. A high-ranking Elementalist might persuade them to take him on, particularly if he promises a return to their past glories. Even then, the tests of endurance would be as severe as ever.

DUTIES AND OBLIGATIONS: The Vokur have little structure other than their initiation rites and tests. A full initiate may do as she chooses, with any disputes between members being resolved at the next Vokurthing, if they have not been solved by violence or sorcery by that point. Any Vokur revealing the initiatory secrets of the group is likely to be ostracized and attacked by fellow members, but almost anything else goes. On occasion, the group asks individual members to perform services for the benefit of the group as a whole.

RIGHTS AND BENEFITS: As might be expected, given their loose organization, the Vokur offer little in the way of benefits, other than the social prestige garnered from membership. A high-ranking Elementalist may teach other Vokur their ways, or may not; such arrangements are up to individual members to work out. In former days, the Vokur taught divination, spirit calling, meditation, and rune magic, but without their divine patrons, these arts now lack power.

Missions and Leads

MURDER MOST FOUL: Someone is killing off members of the Vokur. A senior Vokur asks the PC and his allies to bring the murderer to justice. Who could be killing Vokur? Is the enemy an external force or someone within the Vokur trying to even old scores?

HEART OF DARKNESS: A Vokur sage has uncovered writings that point to a lost place of power keyed to darkness Elementalists. The Vokur want this site destroyed or rendered inaccessible and ask the Vokur PC to help out. Another Vokur faction may ask the PCs to keep what they find secret.

The Harbinger Clan

On the western edge of the Pagan Mountains, overlooking the fallen kingdom of Ereworn, there are snowbound villages that have not seen outsiders in over a century. These settlements serve as home and proving ground to the deadliest force of assassins in Western Legend; the Harbinger Clan.

The villages number between 6 and 15 depending on the time of year and the whim of the Harbingers' leaders, mysterious figures calling themselves the Circle. None within the clan know the identity of the Circle members or even their exact number. The Circle rules from darkness, as befits a group that lives and dies in shadow.

The villages are snowbound most of the year, with a few abandoned entirely in the winter due to their extreme altitude. Not every villager is an Assassin, but they all belong to the clan and work to further its aims. Villagers mine ore for weapons, forge armour, hunt food, and tend the fungi that the clan uses both as food and a source of alchemical reagents.

The origin of the Harbingers lies with the dark god, Balor: those that became the Harbingers began as hillfolk, living close to the City of Nem. In exchange for sparing their lives and families, he allowed that the Harbingers might serve as his second eye and right hand when he overtook the world, his spies and murderers. Only the training and brainwashing camps were spared Balor's defeat, eventually becoming the Harbinger clan.

harbingers as Player Characters

BEGINNING AS A HARBINGER: PC assassins are assumed to have left the Harbingers behind. This is a difficult thing for any young person to contemplate. The clan brainwashes its members from an early age, making thoughts of betrayal almost impossible. The clan abducts infants from all over Ellesland to fill out its ranks, bringing them up communally as a single large family. To betray the clan is to lose everything. So, it is not unknown for a few young assassins to

“go rogue” when really they are on long-term secret missions for the clan or are acting as sleeper agents. PCs could easily fall into either category.

BECOMING A HARBINGER: On a very rare occasion, an Assassin of suitable temperament and skill (8th rank or higher with a rather dark attitude), may find a home with the Harbingers. This requires that the new Assassin spend one year training with the Harbingers and being adopted into the clan.

DUTIES AND OBLIGATIONS: Harbingers devote themselves totally to the clan and to a lesser extent to the Circle. The clan actively kills and steals for money, but they also undertake dark tasks for the Circle. The “core of evil” within the clan comes from these dread beings. A Harbinger must do all he can to aid his fellow clansmen, as long as it doesn’t interfere with a current contract or a task handed down by the Circle.

RIGHTS AND BENEFITS: The Harbingers have a network of safe houses and money caches that stretches across Ellesland and beyond. In addition, an assassin can expect help from fellow clansmen whenever they encounter each other.

Missions and Leads

ONE LAST JOB: The Circle contacts a former Harbinger PC with a deal. If they agree to one last mission the clan will call off the assassins that even now stalk the PC. The mission is challenging, and when it is complete, the clan offers the PC the option to rejoin them as a secret member. The clan may apply a certain degree of leverage to the PC to get them to rejoin, including threatening loved ones or allies.

MAKING UP FOR LOST TIME: Following a seemingly random conversation with a ragged peasant, a former Harbinger PC discovers that he has been missing for three days. Can the PC reconstruct what has happened to him? Was the clan in control of his actions? What horrible crimes might he have committed?

The Grey Lodge

In the frozen wastelands of northern Thuland, crowds gather to hear skalds tell tales of heroism and valour. The subjects of these tales are invariably larger-than-life figures, warriors of such cunning

and strength that no foe can stand before them. The greatest of these tales make mention of the Grey Lodge, for centuries the birthplace of heroes.

In Thulish legend, the warriors of the Grey Lodge are the people’s champions, destroying monsters and defeating evil. Ostensibly, the Lodge serves a fraternal organization that continues the tradition of training heroes. Behind closed doors, however, the Lodge follows another purpose.

The Grey Lodge began as a brotherhood of Tor’s priests long ago in the early ages of the world. While times have changed, the Grey Lodge maintains its loyalty to the sky god, and today members swear oaths to Tor as part of their initiation. The Lodge secretly resists the conversion of their people to the True Faith, and more than one overzealous priest has met his end at the edge of a Lodgeman’s battleaxe. The Grey Lodge’s symbol, a warhammer struck by lightning, is a not-so-subtle reminder of their true allegiance. A Lodgeman is a scourge to his enemies, a champion to the people, and a faithful follower of Tor.

The Grey Lodge maintains a mountain stronghold called Asgar Fel, just north of Katorheim. The stronghold is built on an ancient temple to Tor, and includes a secret tunnel through the mountain leading to a rocky pinnacle with an open air temple dedicated to the sky god himself.

The Grey Lodge is still lead by the priests of Tor, with a group of seven priests forming a loose council. At least three of the current council are high-ranking nobles with strong connections to the king of Thuland.

Lodgemen as Player Characters

BEGINNING AS A LODGEMAN: Any Barbarian from Thuland or Mercania can start as a member of the Grey Lodge. Any worshipper of Tor is welcome to the fraternity, and the lodge includes some foreigners and those from other professions.

BECOMING A LODGEMAN: Those who feel the call to become a hero, and who cleave to the old Gods, can find a home with the Grey Lodge. Although rare, non-barbarians from outside Thuland and Mercania can join the Grey Lodge if they are willing to undertake the oaths of secrecy that surround the

order and prove themselves in trials of bravery. A prospective member may be tasked with defeating a powerful foe, or recovering artefacts of Tor from the vaults of a cathedral or other stronghold of the True Faith.

DUTIES AND OBLIGATIONS: Members of the Lodge are expected to act as heroes and bring honour to the group. Lodgemen hold ceremonies on Tor's holy days and wherever possible move against members of the True Faith trying to wipe out the old faith. Cowardice is grounds for immediate expulsion from the Lodge. Exposing the group's worship of Tor to members of the clergy is a quick route to death.

RIGHTS AND BENEFITS: The Grey Lodge owns houses in many Mercanian and Thulish settlements where members can stay for free. Members of the Lodge can expect free passage through most lands in the north and a warm welcome at any holdfast. Many powerful lords are secret members of the Lodge and membership can lead to all sorts of unexpected benefits.

Missions and Leads

BLOOD ON THE ICE: The sea around Katorheim has become even more treacherous than normal. Icebergs from the far north have gouged the hulls of trading vessels and even the shallow-bottomed Thulish longships have suffered. The king asks the PC as a representative of the Grey Lodge to look into the matter. Is this just a natural phenomenon or is something more sinister at work?

GRAIN RAIDERS: A series of poor harvests convinces some Thulish villagers to take up the mantle of raider for the first time in a century. The Grey Lodge are drafted in to stop the raiders and soothe the border tensions with Albion.

The Order of Ner-Ganzer

A dark secret lies hidden beneath the Caliphate of Zhenir's burning sands: the Caliphate sits upon ancient Kaikuhuran ruins, within which lie an army of evil entities. In the mists of antiquity the Kaikuhuran wizard-priests imprisoned these creatures

beneath the Caliphate for reasons best not thought about by sane individuals. The magic that confines the alien army erodes more each day, and it is only a matter of time before they regain their freedom. Every year a few of the beings emerge and attempt to wreak havoc on the Caliphate and beyond.

The Order of Ner-Ganzer is the only force standing between this unspeakable evil and the world at large. The order is a group of demon-hunters dedicated to extinguishing the evil that lies below the grey sands, while at the same time extending their hand to battle cults and demonic entities across all of Legend. This second, wider goal is driven by the logic that these cults might decide to free the army of the damned, something the Ner-Ganzer cannot allow for it would wipe out Zhenir and possibly all of Legend.

The order makes its home in the Hidden Fortress, a stronghold made of moving sand that sweeps slowly across the deserts of Zhenir, appearing to outsiders as a collection of high dunes. The order consists mostly of Sorcerers with a few men-at-arms and is ruled by a triumvirate that includes the High Master, the Low Master, and the Lost Master. The High Master looks after the training and recruitment of new members while the Low Master leads the order's warriors in the field. The Lost Master wanders the world outside the borders of Zhenir, charged with finding new magic to combat the army of the damned and destroying those that might free the army.

Beneath the masters the order is divided amongst utilitarian lines with full members taking on the tasks they are best suited to. A number of "lost eagles" wander the world outside of Zhenir, sometimes joining with the Lost Master to destroy some particularly stubborn force. New members of the order are called Nestlings and rarely travel outside of the Hidden Fortress without an escort. New Masters are chosen by a group vote, with the Lost Master being the one most often replaced since he has the most hazardous duty.

The Order of Ner-Ganzer was formed over three centuries ago by a tribe of desert nomads who encountered a Djinn Sultan in the desert, who warned them of the threat from below. The spirit blessed them with the Hidden Fortress and charged them with protecting the Caliphate and the world.

The Djinn remained long enough to impart the keys to magical knowledge to the founders before returning from whence it came.

Although they could doubtless get much support from the Zhenir government if the truth were known, the Ner-Ganzer do not reveal themselves. The Djinn Sultan warned them if their existence were known it would draw evil to them, hence the Ner-Ganzer remain hidden to this day.

Ganzeri as Player Characters

BEGINNING AS A NER-GANZER: The Ner-Ganzer recruit from all walks of life and do not restrict themselves to those of the Ta'ashim faith or to those from Zhenir. The Ner-Ganzer prefer to take street children and orphans; these children are used to adversity and have no family to grieve for them or to be used as leverage against them. It is rare for someone to leave the order and those that do often have their memories distorted to prevent them from giving away secrets. PCs could easily be members

who have left the order and now wander the world remembering only fragments of the time they spent with the Ner-Ganzer.

BECOMING A NER-GANZER: The Ner-Ganzer prefer to train their agents from birth but occasionally a sorcerer will impress the masters enough that they take the person into their confidence. In most cases these sorcerers become associate members of the order and are never really trusted with the deep secrets.

DUTIES AND OBLIGATIONS: The Ner-Ganzer have three golden rules: keep the order secret, fight the darkness wherever it rises, and follow the orders of the triumvirate. Beyond this, members of the order have a free hand, though they are expected to keep in contact with the order.

RIGHTS AND BENEFITS: The Ner-Ganzer use trail markers to point to dangers and caches of materials. These trail markers are sometimes woven into clothing to mark agents of the order. The order also teaches the making of a potion that enables com-



munication with others over long distances. The elixir is usually used by Lost Eagles to contact with the Hidden Fortress.

Missions and Leads

PRISON BREAK: One of the Ner-Ganzer has fallen to demonology, tempted by the promise of immortality. The Demonologist has fled the hidden fortress, taking with him six demon-prisons containing powerful otherworldly entities. The prisons can only be opened on a full moon so the PCs have a short time to track down the demonologist and stop him.

DARK SANDS: Crusaders have set up a small camp right on top of a cache of demon prisons. Can the PCs scare off the knights or otherwise get them to move before they stumble across the cache?

DRAFT OF THE SAND WHISPERER

REQUIRED SORCERER RANK: 6th

COST TO PREPARE: 30GC

Pouring this gritty draft onto a small pile of sand enables you to communicate freely with a single named individual for one minute. The wet sand forms into the face of the person you contact. The distance to the contacted individual is irrelevant but they must have a small pile of sand nearby to act as a channel. If the target is dead or otherwise unable to converse the potion is wasted.

The Monastery of St Craddock

The Monastery of St Craddock lies five days south of Criggan Varras in the land of Cornumbria. The black monks – named for their sombre robes – are lauded throughout Cornumbria for the relics of Saint Craddock held within the monastery's walls. Hundreds of pilgrims flock to the sanctuary each year, skirting the Coronach Marsh to the edge of the small lake where the monastery sits. The monks have grown rich on donations, and much of the produce from local villages goes to the monastery stores.

The relics of Saint Craddock include his horsehair robe and a single mummified hand. A second hand was stolen years ago and is doggedly sought by the black monks (see *Prince Of Darkness*, p. 70 for more details). The monastery often sends black monks out into the world to follow up rumours of the hand's appearance.

Black monks often act as friars, wandering the countryside and helping the sick and poor. These men are often quite learned and some have ranks in the Priest profession.

Most of the black monks are devout servants of the lord, living a simple life of prayer and abstinence. The current abbot, Phillip of Arguin, is an old yet hearty man whose work with the poor is commended by all. The Abbot is also a great believer in mortification of the flesh and insists that his monks wear cilices made of spiked metal. Pilgrims are expected to undertake some form of mortification to atone for their sins before they are allowed access to the holy relics. Likewise, flagellants are granted a special welcome by the monks.

Abbot Philip uses the monastery's power and wealth to spread the practise of mortification, often accompanied by a special prayer that he claims was whispered to him by Saint Craddock in a vision. All of this is a lie. The Abbot is a powerful demonologist dedicated to the demon lord Umalu, master of pain. The prayer, that Abbot Philip claims is in the language of angels, is actually an ancient invocation to Umalu.

Two centuries ago Saint Craddock cast down one of Umalu's champions, a creature called the Shog-Borh, imprisoning it in the lake that the Monastery now overlooks. The only way to release the Shog-Borh is to corrupt the last holy trace of Saint Craddock: his relics. Luckily the thief who stole the hand years ago coincidentally prevented Abbot Philip from freeing the terrible creature. The Abbot will stop at nothing to recover the hand so he can perform the final ritual to corrupt the relics.

Black Monks as Player Characters

BEGINNING AS A BLACK MONKS: Most of the black monks are holy men who have no clue as to their Abbot's corruption. Any holy man can start the

game as a monk, though Priests, secret Mystics, or Knights are the most likely professions to begin as monks.

BECOMING A BLACK MONK: The monks take on new members at least three times a year. After a six month trial period the new monk enters a two-year novitiate, at the end of which she becomes a full monk. PCs might manage to shorten these times if they have previous experience with the church, or skills/knowledge that the church prizes.

DUTIES AND OBLIGATIONS: Black monks are expected to help the sick and needy, live a life of abstinence, and practise self-mortification in all its forms. All friars and monks are expected to seek out rumours of the lost hand of Saint Craddock and return it to the monastery at all costs.

RIGHTS AND BENEFITS: Black monks are respected in Cornumbria and to a lesser extent throughout the rest of Ellesland. A Friar can expect food and lodgings wherever he goes and a certain amount of protection from the law. The actions of Abbot Philip mean that some demons will not attack the monks. When encountering a demonic entity for the first time (see pp. 131-138) roll 1d6, on a 1 the creature is a servant of Umalu and will not harm the monk.

Missions and Leads

MISSING MONKS: A PC friar or monk is contacted by Abbot Philip. The Abbot asks the PC to look into the disappearance of two friars visiting Western Albion. Are the vanishings the work of bandits, some kind of evil force, a holy assassin sent to punish the wicked, or perhaps they've just decided to leave the order?

PAIN AND SUFFERING: The king of Cornumbria outlaws flagellants after a returning crusader persuades him that they spread disease. Abbot Philip is incensed and demands that the PCs track down this crusader and get him to recant his statement. Is the crusader an honest man or open to bribery? Perhaps the traveller has a hidden agenda?

The Capstone Guild

The Capstone Guild is the largest architects and stonemasons guild in Albion. The group holds exclusive contracts with the church to create and maintain their buildings. The guild also offers some of the best fortification experts in Ellesland, making them very popular with the nobility. The Capstones have a reputation for sturdy constructions and are often called in by Chaubrettan and Mercanian lords to provide advice.

The Guild was founded nearly 120 years ago by disgruntled masons who were tired of being cheated by nobles and churchmen. The guild made sure that fees were paid in time through a combination of boycotting the offender, public humiliation, and "unfortunate accidents". The most famous incident came when the bishop of Ongus refused to pay for work done to the cathedral roof; the guild erected a stone phallus on top of the cathedral roof. The missing payment arrived promptly, but the sculpture remains to this day as a reminder not to toy with the guild.

This rough element is still part of the Capstone guild, with a few "labourers" employed more for their skill with a cudgel rather than a hod. The guild has a strong anti-competition policy, meaning that those who try to undercut their prices had better be careful; after all, accidents happen all the time on building sites.

The Capstone guild requires a monthly membership fee, with funds passed on to the widows of dead guildsmen and members who are unable to work due to age, disease or injury. Additional money is used to maintain the guild house in Ongus and to fund additional guild activities.

The guild keeps notes on every building it has ever worked on including detailed maps and notes on architectural oddities. The guild also holds the only known maps of Ongus's ancient Selentine sewer system. Guild architects keenly study older architecture such as the Selentine buildings and ancient blueprints in order to uncover secret construction techniques and trap ideas. The guild has been known to pay handsomely for detailed maps and diagrams of ancient constructions. Guildsmen have been known to sponsor expeditions to "lost" buildings based on maps they have found.

The Capstone guild is ruled by the mason council, a group of 9 master-craftsmen, usually older, accomplished masons and architects. The mason council are voted in by their fellow guildsmen in elections held once every three years. Most of the current council have held their positions for 10 years or more. It is an open secret within the guild that one of the council, Madluin of Blackstone, is an accomplished Sorcerer and uses his skills to aid the guild.

Guildmen as Player Characters

BEGINNING AS A GUILDMAN: There are two ways to get into the guild; one must either have a parent that was a guildsman or be sponsored in from an apprenticeship. Most PC guildsmen will be of the former variety since it is unlikely that they would have time to study masonry and a profession at the same time. The one exception might be Sorcerers who could join as part of an apprenticeship to Madluin.

BECOMING A GUILDMAN: The guild restricts the number of new members, but they do sometimes admit specialists capable of feats that the guild masons can't perform themselves. Most adventurers fall neatly into the specialist role but might find that working for the guild is a little restrictive.

DUTIES AND OBLIGATIONS: The Capstone guild requires a monthly fee of 3 Florins a month for a basic membership. Members are expected to pay 10% of their fees to the guild, too. Members are also obligated to treat each other with respect and fairness. Those breaching the fairness rules can find themselves hauled before the council, fined, or even expelled from the guild.

RIGHTS AND BENEFITS: In addition discounts on stonework and materials, members of the guild can expect access to secret guild tricks granting them a +1 bonus to rolls when working with stone either as a mason or when dealing with architecture-based traps. The guild may also grant funds to those organising expeditions to underworlds where new forms of architectural tricks might be found. Finally, the guild acts to protect and further its members' interests, in all respects. Members who make enemies through their construction work can call upon guild muscle to convince those enemies to back off, or

even kill them if need be. Members who are unable to work through illness or accident will receive a guild pension and perhaps even housing.

Missions and Leads

DESCENT INTO DARKNESS: Ongus is blessed with three city gates, the largest of which is the Victus Gate, an ancient Selentine construction faced with white marble from the heartlands of the Selentine Empire. Two days ago the Victus Gate came crashing down, killing dozens and maiming many more. Exploring the cause of the collapse the Capstone guild found tunnels beneath the gate and asked guildsmen PCs to investigate further.

RIDDLE OF STONE: Madluin approaches one of the PCs and offers to back them for full guild membership (or similar benefit if they already have membership) if they would seek out a special stone carving for him. The castle of one of the northern lords features a stone plaque over its gate that Madluin believes to be the final part of a stone map he has been assembling for over a decade. The PCs must travel to this castle and persuade the lord to part with his "blessing stone", or perhaps remove the stone by subterfuge.

Ludus Vis Potentiae

This college for Warlocks is based in the grand city of Tamor in the New Selentine Empire. The college is one of six schools set up by the Empire at the time of its secession from Selentium to train new magical military assets. The Ludus, though not large, is one of the more prestigious academies in Tamor and nobles tend to favour it. There are no fees at the Ludus since it is, strictly speaking, part of the army, but donations are required to assure acceptance of a new recruit.

The Ludus inducts classes of up to twenty Warlocks, but only one in five completes the rigorous training. Those that graduate can expect to be granted a high rank in the military. These Warlocks, as mentioned in the Magic Background chapter, receive generous benefits while doing their mandatory military service.

Graduates of the Ludus have their service tattoos placed on their faces rather than the traditional forearm, turning them into a status symbol and a warning to others. Sporting a Ludus tattoo is considered a great benefit to politicians, hence the competition to get into the school.

The Ludus Vis Potentiae is overseen by a committee from the Selentine Legions but its day-to-day activities are run by a Taskmaster and a faculty of 20 teachers. Many of the instructors are former pupils who returned to their alma mater. The Ludus holds classes in a vast marble building close to the edge of Tamor's northern walls. Senior students (those in their final two years of seven years' training) get the privilege of spending time in the field with the Legions.

The current Taskmaster is Gaius Caecilius Umbraetas, recently appointed to the Ludus following the death of his predecessor. Gaius recently retired from the Legion following a terrible accident that lamed him beyond the skill of the healers. The middle-aged man is determined to shake things up at the Ludus as he feels that the calibre of graduates has fallen significantly in recent years. His mandatory morning swims in frozen water have proven unpopular with the students, though not as much as his policy of trail-rations for dinner and hardened-earth beds.

Ludus Graduates as Player Characters

BEGINNING AS A LUDUS GRADUATE: All Ludus graduates must join the Selentine legions following graduation. Given this requirement a PC is likely either retired, is a deserter, or was given a pass because two or more of his siblings were killed in combat with the legions. Nearly all members of the Ludus are from Selentium but a former Graduate might sponsor someone from another nationality into the academy.

BECOMING A LUDUS GRADUATE: A pre-trained Warlock (of Rank 5 or higher) can be sponsored into the Ludus by a former graduate. The Warlock is trained in advanced techniques only (no basic

classes in swordplay, for example) so the training only requires a year. After this time the Graduate may choose to join the Legion.

DUTIES AND OBLIGATIONS: The most obvious duty for Ludus graduates is to join the Legion for a period of no less than seven years. After this point the graduate is free to do what he wishes, and most choose between quiet lives as farmers or engage in the political wrangling that characterizes the New Selentine Empire. More than one foolish bandit gang has found themselves in hot water when attacking an "unprotected" isolated farm.

RIGHTS AND BENEFITS: All Ludus graduates are citizens of the Empire and on joining the Legion are granted command ranks. In addition, being a Ludus graduate is a mark of prestige and a backdoor into a very exclusive political club.

Missions and Leads

STOLEN FACES: A series of bodies are found without faces in Tamor's brothels and gutters. It isn't long before a graduate PC is called in; the bodies are all Ludus graduates whose facial tattoos have been skinned off. Who is doing this and what axe do they have to grind with the Ludus?

DEADLY GAMES: The PCs are contacted by a friend and fellow graduate of the Ludus. The man's younger brother was killed in a training accident but the PC's friend thinks that foul play was involved and asks the PC to look into things. The investigation must remain secret, however, as any whiff of scandal could destroy the school.

The Barony Players

The Barony Players are a gang of bandits and thieves who work under the guise of travelling players. The group enjoys the patronage of Baron Grisaille (see *Friends Or Foes*, p.29) and pay 10% of their ill-gotten gains to him in return for safe harbour in his lands. The gang offer many distractions and often play at festivals in larger villages and towns. Plays, acrobats, puppets, fire eaters, and jugglers all feature in the Barony Players shows.

The Barony Players work the length and breadth of Albion, sometimes crossing into Cornumbria for a brief stint. The group have not yet developed a

negative reputation as they have chosen their targets carefully. The Players number about two dozen men and women with nearly all of them engaged in some form of criminal activity. Theft and swindles make up most of the Players activities though they are not beyond a little extortion or blackmail. The group try to avoid outright banditry but an easy mark is never ignored.

Baron Grisaille has assigned one of his men, an aging Assassin called Havlock, to the Players to oversee their operations. Havlock is there to make sure the baron gets his due share and to enforce any “edicts” that Grisaille decides to make with regard to the Players activities. Though he has yet to make it clear to the Players the baron intend to use them to undermine his neighbours as a prelude to invasion. A stolen tax shipment or two is all it would take for a local knight or baron to get in real trouble with the king.

The Players are lead by Auguin of Hepinwell, a master conman who favours convoluted schemes and blackmail. A few years ago Auguin attempted to con Grisaille’s son but didn’t figure with his father. The conman found himself in a cell making any deal he could to get out alive. Auguin rankles at Grisaille’s interference, but having a safe place to lay low when things get dangerous is too good to an offer to ignore. Auguin secretly hopes to gather enough information on Grisaille so that he can blackmail the baron.

Barony Players as Player Characters

BEGINNING AS A BARONY PLAYER: Young Assassins and Knaves may find themselves drawn to the charismatic Auguin. The conman offers much to these professions; a safe place to practise their art, training, and warm meals. The Players could easily take on a young Mystic trying to pass off his abilities as sleight of hand and “good guessing”. Auguin rarely turns away a skilled candidate and Grisaille

has even been known to send a Knight in training or a Hunter to them from time to time if they require additional muscle.

BECOMING A BARONY PLAYER: Anyone with useful skills can find themselves a place in the Players. An adventurer may find himself seeking skills that only the Players know, or may be tasked with infiltrating the gang by a patron.

DUTIES AND OBLIGATIONS: The Players are sworn to Baron Grisaille; they must obey his directives and tithe 10% of their earnings to him. Auguin expects everyone to pull their own weight and bring in a decent income; the baron gets quite shirty when his cut isn’t what he expected it to be.

RIGHTS AND BENEFITS: Players can call on safe harbour from prosecution in Baron Grisaille’s lands (since Grisaille, as the local lord, is responsible for justice), and can probably expect the other Players to attempt a rescue if they are captured elsewhere in Albion.

Missions and Leads

BARON’S ELEVEN: Auguin has been captured by the vengeful Earl Montombre following an attempt to steal a crown loaned to the baron by his wife’s cousin, King Vergang of Algandy. Can the PCs infiltrate Montombre’s castle, rescue Auguin from the dungeons, and steal the crown from the rooftop treasure vault? All the while posing as a group of actors?

HOT POTATO: A Player brings a strange piece of jewellery to one of the PCs. The Player dies moments later of some horrible poison. What is this object and why was the character’s ally killed?

The Knights Capellar

This religious fighting order was formed when the Holy Realm was wrested from the Ta’ashim. It is the sworn duty of the Capellars to guard pilgrims on the road to Ibrahim, the sacred city. They originally called themselves “the worshipful Knights of St Wythan on Barada”, but acquired their better-

known name through their habit of blessing their swords before a battle in the chapel (or capella) where St Wythan's remains are stored.

The Knights (mostly younger sons of the north-western gentry, with piety and chivalry in their blood and no inheritance to keep them at home) take monastic vows and shave their heads to symbolize the casting off of worldly attachments. After a ceremony and all-night vigil at the Capellars' headquarters on the isle of Barada, the initiate takes up the distinctive accoutrements of the Capellars - a slender, slightly curved sword and a white surcoat adorned with an eight-pointed purple cross.

In the few decades since their formation, the Capellars have grown from a small band of poor Knights to an extensive and very wealthy organization. They recognize no sovereign and are answerable only to the Pontiff. They loan and exchange money and have numerous business interests throughout the civilized lands. The Preceptory of the Capellars near Ferromaine is crowded with merchants and explorers seeking finance or a secure vault for their treasures.

With regard to the True Faith, the Capellars are known to take a slightly heterodox line. For example, they do not display the image of the cross anywhere in their chapels. The chapels themselves are octagonal halls where the knights stand in a circle facing the raised altar. They freely consort or even intermarry with the Ta'ashim, and some elements of the Ta'ashim religion have become absorbed in the Capellars' worship. They enforce their own laws and treaties, shunning the hospitality and company of other K a knight-captain or commander nights. Some practise wizardry and others have developed assassination skills in order to counter the power of the Marijahs. Despite all this, their usefulness to the Church gives them immunity from any repercussions.

A "Knight" Capellar may be a true Knight - or he may be a Sorcerer, a Warlock or an Assassin. It's worth bearing in mind that the Capellars will happily recruit from other Professions, too, at least in a support or skirmishing role. Hunters, Knaves, Barbarians, and even Mystics might be 'men-at-arms', working for a Knight Capellar. Some might eventually be accepted as full Knights of the Order.

Being a member of a knightly order is, if anything, significantly more restrictive than being a knight in service to a local lord.

Capellars as Player Characters

BEGINNING AS A CAPELLAR: Any Knight, Sorcerer, Warlock or Assassin may start out as a Capellar.

BECOMING A CAPELLAR: The Capellars can offer work (as men-at-arms, bankers, clerks, and so forth) to almost anyone. Knighthood is another matter, and requires a lifelong, total commitment, with the candidate being bound permanently to the order by oaths.

DUTIES AND OBLIGATIONS: They are required to put the interests of the order first in all cases, growing its wealth and influence wherever they can. In theory, personal wealth is frowned upon, but in practise the distinction between being rich, and being an influential member of a very rich organization, is minimal. Thus, while low-ranked Capellars may be genuinely non-materialistic, owning nothing but war-gear (and that, only in service to the order), a Knight-Captain or Commander may revel in more luxury than many a baron. All Capellars are sworn to secrecy about the religious and other practises of their order, on pain of death. A Capellar will also keep her head shaved, and dress accordingly, always wearing the surcoat and bearing the sword of the order.

RIGHTS AND BENEFITS: Capellar Knights are respected throughout the lands of the True Faith, but that respect is more than a little tainted with fear. No-one wishes to provoke the wrath of the Capellars. A Capellar who can convince his superiors that a particular quest or military action is in the interests of the order as a whole, may be able to call upon almost any amount of military and economic power, especially in regions where the Capellars are particularly strong. These regions include the Principalities of the Crusade, the Ferromaine League, Chaubrette, Algandy, and the New Selen-tine Empire, though their power does wax and wane depending on politics.

Missions and Leads

THE NORTHERN CRUSADES: The Capellars need someone to spread word of their noble cause into Ellesland and the Mercanian Coast. This will be a long-term vocation, involving travelling the lands, meeting local kings and lords, gaining their support, setting up new chapter houses, recruiting likely Knights, and so forth. It should be clear to the astute that the purpose of this mission is not solely to further the Order's supposed primary mission of securing the safety of pilgrims to the Holy Land. This is at least as much about expanding the Capellars' political and financial power, and perhaps about setting up connections that are remote from both the Pontiff and the Holy Land, in case of future troubles. (Note: this long-term mission could be used as a frame around almost any of the existing *Dragon Warriors* campaigns, with you and the other players always having an eye on the main goals of the Capellars.)

THE TRAITOR: A disgraced Capellar, Guillaume of Chaubrette, has fled to Krarth, where even now he pours out the secrets of our Order to one of the so-called Magi there, in violation of his most solemn oaths. Find him and silence him, along with any who have heard his whispered words.

The Selentine Knights

Drawn exclusively from among the Cataphracts of Tamor, this fighting order exists on the very fringes of the Faith. Selentine religious practise is unorthodox in any case, but the Selentine Knights are the descendants of the ancient Warriors of the god Gradivus and preserve a number of pagan rites in their secret rituals. Notably, they revere Gatanades as "Gatanades Gradivus", Gatanades in his aspect as war-god, who unleashes righteous, controlled, bloody anger upon the heathen. The Knights perform leaping, ceremonial dances, in full armour, usually the night before a battle, in secret temples deep within their compounds.

Some of this order are Sorcerers - particularly skilled in spells of combat and healing, which have always proved useful on the battlefield.

The Selentine Knights wear red robes over their armour, which is usually heavy plate. The horses are the huge snorting destriers of the Cataphracts, unsurpassed in massed battle on their own territory but of little use in skirmishes on the hot dusty plains of the far south. Aware of this, the Knights restrict themselves to peace-keeping (in the Holy Realm there are often affrays between the settlers and the native Ta'ashim community), guarding pilgrims and caring for the sick.

In spite of their strangeness in the eyes of most of the immigrants from Algandy, Chaubrette, etc, the Selentine Knights are generally popular.

Selentine Knights as Player Characters

BEGINNING AS A SELENTINE KNIGHT: Any Asmulian Knight, Warlock, or Sorcerer could start out as a full Knight of the Order. As with the Capellars, Selentine Knights are bound by very strict ties to their order. In some respects, the easiest way to incorporate them into a game is for all the players to agree to play Selentine Knights, or at least be closely associated with the order.

BECOMING A SELENTINE KNIGHT: The Selentine Knights do not generally recruit from outside the ranks of the Cataphracts, unless it is to select a young man or woman with sorcerous powers rather than martial ones. Even then, the Sorcerer will generally have strong connections with the Cataphracts already - probably being the child or grandchild of a Cataphract, at least. Non-Cataphracts have almost never been inducted into the Order, unless they somehow learned Selentine Knight secrets and were too popular or valued by the Order to be killed out of hand.

DUTIES AND OBLIGATIONS: The Knights are sworn to protect the weak, keep the peace, and maintain the secrets of their Order (particularly the secrets concerned with Gatanades Gradivus). They are expected to keep ready for war at any time, and so still drill as heavy cavalry, even if they must do so

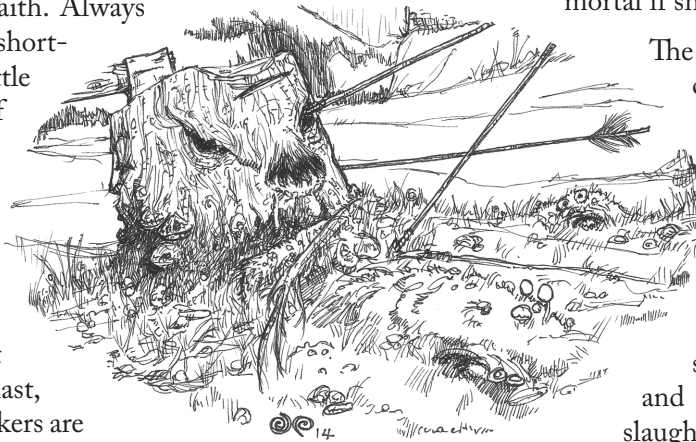
at night due to the stifling heat of the Holy Realm. Most are also expected to work full-time for their Order.

RIGHTS AND BENEFITS: Selentine Knights can be assured of a wary but dutiful welcome almost anywhere in the Principalities of the Crusade. The Order will also support them, so long as they remain loyal.

Missions and Leads

THE SLAYER'S SWORD: The Selentine Centurion who is said to have pierced Gatanades with his gladius, during the Crucifixion, later repented of this sin, converting his entire Legion and devoting the remainder of his life to fighting the enemies of the True Faith. Always he wielded that fateful short-sword, till he fell in battle against the tribes of what was later known as the Holy Realm. The blade passed to a local chieftain, whose tomb has been lost for centuries. New rumours have it that it has been found at last, nearby, and treasure-seekers are descending on it from far and wide, though it is said that the first thieves have already been rebuffed or destroyed by the tomb's curse. Find the sword!

UNPOPULAR JUSTICE: A secret, masked band of settlers has declared "The Night Crusade", in which they attack native Ta'ashim families in night raids. Their usual modus operandi is to set fire to their victims' home, then wait outside with bows and swords, finishing off anyone who tries to escape. This has the potential to tear open the always uneasy peace between the settlers and the natives. Almost as bad, though, when you go to investigate the Night Crusaders, you are likely to be uncovering prejudice and murder at the heart of many of the most prominent settler families. Even if you succeed, and hang those responsible – what will you say to their fathers and mothers and neighbours?



The Disciples

The Disciples are an extraordinarily secretive group, even in a land of secret societies and ancient rituals. Open only to Mystics, and communicating only through the *Telepathy* spell, the Disciples simply have no need of the codes, signs, handshakes, and similar trappings that most secret organizations use in every meeting. In fact, many Disciples have never met in the flesh more than once.

Mystics are a rare breed and easily mistaken for Sorcerers by the ignorant. They have the advantage that most of their abilities are subtle and most of their powers can easily be attributed to natural causes. A careful Mystic can pass herself off as a normal mortal if she wishes.

The Disciples were formed centuries ago in the land of Khitai, when mystics gathered together for protection from the insane Emperor Hanug. The Emperor, paranoid in the extreme, saw enemies everywhere and instigated a pogrom to slaughter Mystics, who he believed were Kuei sent to kill him.

The Disciples gathered together under a powerful Mystic only known as "the resplendent dragon" to protect themselves from the Emperor's Oni-hunters. Adepts would use *Telepathy* to warn others of their kind of dangers and worked to uncover and train new mystic talents before they could be killed.

The Disciples grew in strength over the decades and spread beyond the borders of Khitai. Today the organization has reached into the lands of the true faith where it continues to educate and protect mystics. While mystics are now accepted in Khitai, the Disciples continue to act as a secretive sect and have never stepped into the light. It is said that "the resplendent dragon" still lives, but the truth of this is hard to ascertain.

Disciples follow two principal tenets: firstly to protect and enlighten their own members, and secondly, to spread enlightenment to the world at large. In recognition of this second goal, and in memory of

their own persecution under Emperor Hanug, they take an occasional interest in human politics, sending individual Mystics or small bands to aid those who fight for freedom and justice against tyrants or invaders who would crush humanitarian advances.

Disciples as Player Characters

BEGINNING AS A DISCIPLE: The Disciples are open to any Mystic as long as that person is willing to commit to helping his fellow mystics and has shown an interest in true enlightenment. New Mystics may have been students of a Disciple master, possibly one from Khitai or some other nation. Some Disciples have mastered the power to communicate over vast distances by entering a person's dreams. This power is considered an 8th rank spell.

BECOMING A DISCIPLE: The Disciples actively recruit any Mystic who meets their criteria for selection (see above). A character may be contacted in their dreams or telepathically, usually by a master who has already met them in person and ascertained their worthiness through some kind of test.

DUTIES AND OBLIGATIONS: Disciples are required to teach the Mystic arts to those with the gift. They are also required to take a vow of secrecy about the organization, and to protect their fellow members. The Disciples often take steps to deal with Mystics who they believe are abusing their powers.

RIGHTS AND BENEFITS: Disciples can call upon other members to help them in causes that benefit the order. In addition, the Disciples may call upon their brothers for access to their wisdom and counsel; this knowledge may come in the form of rare spells or information.

Missions and Leads

BAD DREAMS: Someone is killing Disciples in their sleep. Could this be a rogue member who has figured out how to use his powers in the dreamlands, a Fay with control over dreams, or a former prisoner of limbo who has found a way to escape into the minds of Mystics?

PRISON OF THE MIND: One of the PCs' mentors has fallen into a coma after attempting to use a new power to reach out to a realm of pure thought. Can the PCs use this new power to enter the dimension

and return the fallen Disciple's mind to his body? What terrors await in the darkness of the PCs' own minds?

The Court of Albion

The Royal Court of Albion, King Hadric's court, is a bloated mass of servants, courtiers, advisors, nobles, bureaucrats, dilettantes, diplomats, dandies, artists, entertainers, pages, lackeys, Knights, ladies-in-waiting, and hangers-on. All manner of villains and schemers make the court their home and thrive in the corrupt environment created by the foolish young king. Nepotism is rife and positions are regularly created for those in favour with the king or his inner circle.

Hadric, eager to impress visiting nobility with the style and sophistication, spends vast sums on extravagant events and building works. Feasts lasting days with countless courses, masquerade balls, tournaments, festivals, and other events have drained the court coffers to breaking point and beyond. The money for these events, and to sustain the bloated court numbering nearly 1000, has brought the peasants to their knees with taxes, and rumblings of rebellion echo throughout the south.

Hadric's court spends the winter months in Ongus but travels the length and breadth of southern Albion during the rest of the year. When asked about the northern lords, Hadric responds with "louts and uncouth cretins, unworthy of the gift of my presence". In truth the king is terrified of the powerful warrior-lords, and is happy that they don't trouble him in the southern lands.

When Hadric's court travels they don't do so lightly, and the estates of the unfortunate lords selected to harbour them are often reduced to financial ruin. One baron famously claimed "they descended like a swarm of ravening beasts, leaving neither grain uneaten, nor cask untapped" just before his execution for high treason. The king's advisors often select the estates of lords known to quietly oppose the king as their next port of call.

To call Hadric's court a viper's nest would be a kindness. Plots and schemes are the order of the day and backstabbing (figurative and literal) is a natural evolution of the political power plays that make up day-to-day life. To be a member of Hadric's court

one must be politically astute, verbally cautious, slightly paranoid, and willing to do almost anything to please the king. Hadric himself is fickle, offering great rewards to those he favours and cruel punishments to those that displease him.

In the last year or so the pressure has been on Hadric to marry, and any number of beautiful, intelligent, and politically connected women have been sent his way in the hopes of arranging a union. Meetings between Hadric and representatives of Algandy and Chaubrette have not gone well, with threats of war on both sides.

Courtiers as Player Characters

BEGINNING AS A COURTIER: Any Profession can begin as a courtier, though this organization works best if the PCs all belong to the court and take part in the various court dramas and schemes.

BECOMING A COURTIER: Hadric or one of his senior staff might offer jobs in court as a reward for deeds done in defence of the realm. Getting in is rarely a problem, getting out alive on the other hand...

DUTIES AND OBLIGATIONS: In theory, each person at court has a function. This, and pleasing Hadric, are the only two duties a courtier need ever worry about. In practise, there are several sinecures available for those who can impress the right toady, and there are many, many hangers-on around the court who appear to have no precise function other than to eat, drink, and be merry.

RIGHTS AND BENEFITS: As a member of court a character can expect free food and lodging and a certain degree of respect from non-courtiers. In addition, many courtiers make a good living from bribes paid by those wanting things as varied as two minutes of the king's time to hiding the good wine from the steward.

Missions and Leads

HAVE AN APPLE: Someone has tried to poison the king. Can the PCs locate the assassin before the winter snows lift and the would-be kingslayer can

leave the estate? Time is of the essence as a paranoid Hadric starts ordering executions for anyone he suspects of disloyalty.

LADY IN PERIL: A powerful Chaubrettan duke has sent his daughter to the court in the hopes of catching Hadric's eye. Instead, the girl attracts the unwanted attentions of a rather foul member of court and ends up being assaulted by the man. Can the characters bring this man to justice when he's currently the king's favourite?

The Greenwood Band

The Greenwood Band is a gang of outlaws who roam Wistren Forest and Jewelspider Woods. The group is a mix of victims of circumstance and hardened criminals, who collectively perform acts of banditry, raids, and simple poaching.

The band sometimes aids local peasants that run afoul of creatures in the wood but these events are often exaggerated out of all proportion; any such aid will generally have a price associated with it, even if the price is just that the peasant offers succour to bandits in need in future... and hides stolen goods for them... and perhaps lies to the local baron's men. In fact, that kind of debt never seems to be fully repaid...

Many of these men and women have families in the local settlements that they support, and in turn rely on for safe harbour and information about potential targets. Beyond their families the group has a large number of sympathizers, and the barons are getting



increasingly frustrated in their attempts to root out the bandits. The Band is on good terms with most of the forest folk such as charcoal burners, woodcutters, and hunters. They have an ongoing feud with the foresters hired by the local barons to police the woods.

The band generally target wealthy landowners and tax shipments, under the leadership of Yalvic, “the greased wolf”, a minor Earth Elementalist. In order to keep their popularity up, Yalvic ensures that at least some of the band’s gains find their way back to local villages, but again, this is not charity—sif villagers aren’t being paid off for their aid and complicity, they’re being paid for food or arrows. Yalvic is a worshipper of the Old Gods and isn’t shy about his pagan rites. Some of the Band have converted from the True Faith, mostly those who have been saved by Yalvic’s magic.

The Greenwood Band tends to work around the edges of the woods, only retreating to the deep forest when forced to. The deeper parts of Wistren and Jewelspider are not for the faint of heart. Yalvic makes sure to leave offerings for the forest Fay but has no idea if these are actually working.

Greenwood Band PCs might be adventuring to garner money to support their friends, or perhaps they hope that by adventuring they can somehow get their outlaw status revoked. A PC might also travel to find new targets for the gang to hit, or find places they can lay low if things get too hot for them in the forest.

Woodsmen as Player Characters

BEGINNING AS A WOODSMAN: Characters of any Profession could become a woodsman, though they must usually be a fugitive to join the group. Elementals could have been taught to control their powers by Yalvic.

BECOMING A WOODSMAN: The band usually only take those known to be outlaws. They welcome anyone into their group but a new member must prove their loyalty to the group at least once before being shown their true camps and secrets. Once you join

the Greenwood Band you are in for life. Leaving is not an option, though some members travel far and wide.

DUTIES AND OBLIGATIONS: Members of the Greenwood Band swear an oath on the forest to protect their brothers and never to reveal the gang's secrets. This expectation to 'protect' fellow members does at least sometimes go as far as an expectation to kill those who might be able to bring them to justice. On a less deadly level, members are expected to take part in raids and to keep an eye out for banditry opportunities.

RIGHTS AND BENEFITS: Members can expect food and lodgings from the Greenwood Band. They can also expect to have access to the group's skilled bowyers and fletchers. If they are in trouble with the law, the Greenwood Band will hide them, and if they are captured they group may even attempt a rescue. Most members are happy to share whatever they have with their fellow outlaws.

Missions and Leads

THE GREASED WOLF: Yalvic got his name from a particularly spectacular escape from a hangman's noose involving smearing his neck and head in goose grease and a bribe to the executioner. This time he won't get away so easily: Yalvic has been captured by Montombre, who intends to execute him by public disembowelling. Can the Greenwood Band rescue their leader before he meets a grisly fate?

THE DARK WOOD: Forced into the deepest parts of Jewelspider wood by the baron's foresters, a group of Greenwood bandits fail to return to camp. Can the PCs locate their fellows, while avoiding foresters and successfully negotiate with the insane forest Fay that holds them captive?

THE PRIZE: The Greenwood Band intercepts a massive shipment of weapons meant for Baron Grisaille. The baron is furious and calls a meeting of the local barons claiming that the bandits are arming themselves for a war. What did the baron actually want the weapons for, and can the Greenwood Band expose Grisaille before he brings the combined might of the barons down upon them?



CHAPTER 3

LIVING IN LEGEND

LEGEND IS REAL. It is a world like our own once was; a world where monsters and myths are real. Goblins leave footprints in the mud, and werewolves creep through the undergrowth, their fur tangled with thorn and burs. The stink of dragon-dung lingers long after the gold is looted from the lair. Legend is blood and sweat and pain and life and death.

Both players and GamesMasters must work to bring something of Legend through into our world.

Dragon Warriors characters understand Legend because it is their world. They've grown up in Legend and innately understand how their society functions. This chapter explores some of the features of the Lands of Legend that characters understand and that players need to.

These are guidelines and generalities. Details may differ – there are exceptions to every rule. But knowing what the rules are makes those exceptions more important, and more real. If a character has an unusual attitude towards the Church, this will have the most impact on the game if everyone understands what the common attitudes are.

The Settled Life

Most of those who dwell in Legend shelter from the darkness. They scrape a living from the soil, or hide behind stone walls, or huddle together in towns. Few people ever travel far. Adventurers, of course, are the exception.

Adventurers often come into contact with local rulers and may find themselves visiting a nobleman's castle. Full-sized castles are not particularly common in Legend. They require the permission of the king to build, and this permission is granted only to powerful people. Except along border areas where the threat of attack from outside a king's land is real, most kings regard a castle in the hands of somebody else as being something of a threat. Those allowed to build them are trusted by the king, or powerful enough that he cannot easily deny them what they wish.

Castles are crowded with people; servants, craftsmen, experts, guards and the like. Adventurers rarely deal directly with the lord of the castle except in special cases; they typically have much more contact with others within the castle, perhaps some seneschal or captain within the guard.

A powerful lord's castle is invariably overstaffed. A castle is, among other things, a symbol and sign of wealth and power and is intended to impress. Having more people working within your castle than is strictly necessary is a statement in itself.

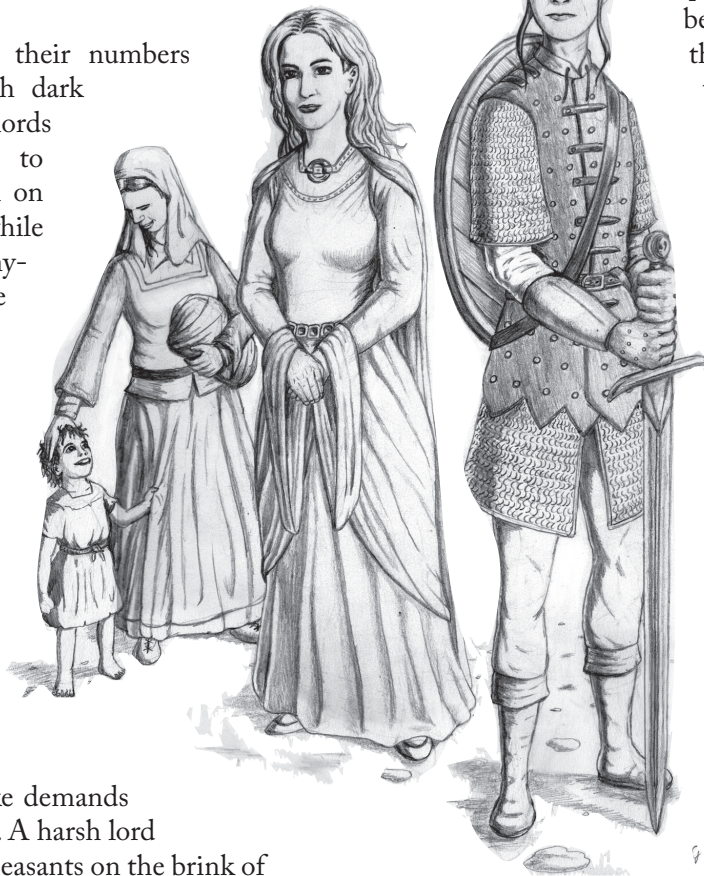
The lord himself almost certain to be a Knight – even if his combat skills are quite limited, he is expected to know the basics and to be able to sit a horse and handle a sword. As a powerful and wealthy Knight, a number of squires, young Knights in training, attend him and act as his personal servants. Ladies in waiting likewise attend the lady. These squires and ladies are of gentle birth and have significant connections to other people of power.

The castle is a military fortress and has warriors quartered within it. The lord's household knights are at the head of these. Some are young men of gentle birth but limited financial means, who have taken service with the lord as a way of earning a living. Others might be former adventurers who won a place of honour with the lord through carrying out other tasks for him, or who seek a more structured life for a time. Beyond these will be men-at-arms – ordinary soldiers, some more skilled than others – who know how to fight, but do not have the courtly role of the knight in this society.

There are also servants of various sorts – ranging from the relatively important and powerful, such as the chief cooks or those in charge of particular aspects of the castle's maintenance, to more menial roles in all degrees. These people come from the freemen section of society, or even from the peasantry. While working as a servant in a castle may sometimes be hard work, there is food and a place to sleep. For many, that makes it very attractive.

Concealed among their numbers may be those with dark intentions. Noble lords often send spies to gather information on their rivals, and while these may be anywhere within the staff of a castle, they will often be in positions where they go unnoticed by their betters.

Some lords are considered to be good lords, but even these are not gentle with their peasantry – they simply do not make demands that cannot be met. A harsh lord may well keep his peasants on the brink of starvation even in times of plenty, and when things go wrong, the situation becomes dire indeed.



Further afield, the average peasant village is similar to the ones seen around the castle. Lands are divided into those farmed for the good of the lord, and those farmed to support one's own family. Most villages consist of just a few huddled huts. Larger villages may boast a small church with a village priest, or even a small manor house where a Knight in service to the lord oversees the village. Some larger villages on major roads may have an inn, but little more than that is likely to be available.

In the towns, you will find other services, but these are few and far between. Large cities are very rare, with only a small number in each country.

This is a society where wealth and power is held by those born to hold it, and most regard that as a natural part of life. But in recent years, more and more, this

traditional structure has started to come under threat by the slow and steady rise of a new class of freemen. So far, their power is small and tends to be confined to the towns and those occasional cities, but their influence is growing. This is the rise of the merchant and craftsman. A free man who can gain a little capital and start his own business can with luck, hard work, and time, become quite wealthy.

With wealth comes power. Guilds of merchants form in cities where enough of these people are together in one place, and increasingly challenge the powers of the lords and even kings. The Ferromaine League and a few other Coradian Sea ports are the only large places where these merchant lords have so far truly displaced other forms of aris-

tocracy, but their existence serves as an example to others that this can happen. In many large cities, the

influence of the wealthy merchants grows, and many lords have found it worthwhile to give in to some of their demands in the hope of containing them. Better to rule with the support of the merchant guilds than be undermined by them.

The ongoing Crusade makes these merchants ever more powerful. Lords and kings going to war need money, and the merchant consortiums have that money. The merchants themselves take advantage of increased travel associated with the Crusades to open up trade routes. Commerce between different parts of the world changes things in many ways – and provides many opportunities for adventurers. Trade convoys need guards. When new places are discovered, tales come back of great wealth. The very act of going to new places and doing new things is at the heart of the adventuring life.

The Adventuring Life

Residents of the Lands of Legend grow up in societies where one's role in life is determined by accident of birth. The son of a noble is a noble, the son of a freeman is free, the son of a peasant is born a peasant and will remain a peasant until the end of his unhappy days. Adventurers are an exception to this rule. Anyone may choose to become an adventurer, and may – if they survive – win glory and renown, and perhaps even rise to a place of honour in society.

It is important to understand that being an adventurer is not a recognized profession in Legend. Adventurers are commonly called by other, less promising names: mercenary, wolfshhead, sellsword, grave-robber. An adventurer chooses to live outside of the normal social mores. Many who remain inside the everyday constraints of society view adventurers with suspicion. Many freemen – those who make up the bulk of society's worthy folk – see her as only one step above an outlaw. Peasants may see adventurers as romantic figures, but still be very wary of them – a group of armed warriors, accompanied by a witch or two, is something to be very worried about until you know exactly who they are. Sometimes, knowing just makes it worse. Some serfs and freemen look down on these “feckless wanderers” for it is still better to be a serf living within the bounds

of society than some homeless vagrant. The wealthy and powerful regard adventurers at best as tools, to be used to do those things that sometimes need to be done but which are best handled at arm's length. At worst, they may be seen as dangerous rebels or madmen whose existence threatens the natural order of things.

The adventurer should realize that she stands apart from the norms of her society. She has the opportunity to acquire great wealth and power and that may make her a threat to those who already have these things. She is not a normal person living a normal life. She will travel more than most people. She will see more than most people. She will take risks that most people will never dream of taking. She may do this reluctantly or through choice, but she is living on the edge.

Gender Roles in Legend

The *Dragon Warriors* rules make no distinction between male and female characters. The setting of Legend, on the other hand, is a different matter.

In the majority of Legend there is a clear distinction between how men and women are expected to act. These distinctions are based around those found in real-world medieval societies. The presence of adventuring men and women does change this somewhat: Any world, in which a woman might prove to be a competent fighting Barbarian, or deadly Sorcerer, is inevitably one with more fluid gender roles than medieval Europe. But remember that adventurers are a breed apart and are considered outsiders in almost all societies in Legend.

In the majority of the Lands of Legend, most positions of rulership are held by men, and this is seen by many as part of the natural order of things. There are always exceptions to this – some noble women rule instead of their husbands or fathers, or have taken power for themselves in defiance of custom. As adventurers are already exceptional people who have chosen a life outside of the normal bonds of society, there is no impediment to playing a female adventurer – what matters in the face of danger is one's skill with a blade, or with sorcery, or with the



subtle arts, and only a foolish man would dare to risk underestimating the women he finds in front of him, or treat her with less respect because of her appearance. It is only when dealing with hidebound society that a woman adventurer faces disapproval and prejudice.

The magical arts, especially, tend to accept female practitioners as entirely normal. The power to wield magic is rare enough that few are concerned by the sex of the person wielding it. Indeed, in the minds of many of the common people, certain types of 'witchcraft' are more associated with women than men.

Among the barbarian peoples, some groups practise a far more equal relationship between men and women than is common in the more 'cultured' and 'civilized' nations. Others have rules that set very strict boundaries for men and women alike, but here again, remember that the adventurer is already an unusual person prepared to make unconventional choices and live an unconventional life. An assassin

may well exploit the prejudices of those who have them to make her more effective in her chosen profession.

When it comes to the noble and the gentle people, while the lord may rule, his lady will be expected to handle many of his affairs in his absence and may wield considerable power 'in the name of her husband'. With so many Knights and nobles off on the Crusades for years at a time, there are many manors of all sizes where the lady must protect the interests of her family. And while it is rare for a woman to take up arms and armour, if she makes the choice to do so, and does well, few would dare to challenge her on anything other than even terms. You do not insult a noble warrior unless you are prepared to defend that insult with your body. If you challenge a Knight in this way, she will certainly oblige.

In short, the default attitudes towards gender in Legend are based on a softer version of real-world medieval ideas. Woman can step into the roles of men with greater ease than they could in the real world. Woman can rule, work and fight as men



though they may face a degree of prejudice and silent disapproval from their peers if they choose to step outside the accepted path.

If the GM and players prefer a different approach, they should take it, so long as they are all aware of it and happy with it. Anything from medieval-style levels of sexism, to a world made up of completely gender-blind societies, is possible. Talk it over as part of determining the social contract for your particular version of Legend.

The Church

The Church has incredible power through much of Legend. This kind of total control can be difficult for the modern player to understand. Atheism and even agnosticism are rare in Legend. Almost all people believe in the teachings of the Church. Some may still adhere to older beliefs, particularly as you get further and further away from the centres of the Church's power, but again, those beliefs will be taken very seriously. This spiritual power alone makes religion very significant – people sincerely believe that if they do wrong, they are condemning themselves to horrors when they die.

Alongside this spiritual power is a great deal of temporal power. The Church holds vast swathes of property across the lands of the True Faith, and rules that land like any other lord. There are regions where, instead of a castle, an abbey stands at the centre of a feudal holding, and the abbot instead of a baron holds the lands. Abbots are often of gentle or even noble birth – it is common for younger sons of gentle or noble families to be sent to the Church – largely because of the feudal society's idea that only those born to rule are capable of doing so, but also because it allows the nobility and gentry to have some control over lands they would otherwise have lost to the Church entirely.

One strong demonstration of the power of the Church is the Crusades. The pontiff made a call to arms for men to go south to liberate Ibrahim, the birthplace of the Saviour Gatanades, from the hands of the Ta'ashim. Thousands responded to that call.

Some did so out of piety; they believed that what the Church asks must be right. But there are secular considerations as well – a period of relative peace between the kingdoms of the northwest has left

many young knights restless and with no chance to gain lands in local wars. These secular considerations were probably as least as important in the decision of the pontiff to start a holy war – the Church is a part of society as a whole, not something separate and isolated from it. In fact, it was King Vergang of Algandy that first conspired with the Pontiff to come up with the idea of the Crusades.

It is perhaps, a misnomer to refer to the Church (although the term is commonly used). There are in fact two large Churches of the True Faith, as well as a plethora of more minor offshoots. The two large divisions are the Tamorian Church and the Selentine Church.

The Tamorian Church is the official Church at the centre of the New Selentine Empire. It is a state Church, expressly tied up with the running of that large and powerful state. Its beliefs are uncommon outside the borders of the Empire, but it serves as the clearest example of how local churches do not necessarily have all the same official beliefs of the Mother Church under the authority of the Pontiff.

There is only one critical doctrinal difference between the Church of Tamor and the Church of Selentine. At the core of the Selentine Church is the belief that the Saviour Gatanades was born as the Son of God to save the world from its sin. The Tamorian Church, in contrast, believes that he was born as an ordinary man but was promoted to Godhood at the time of his execution, the act of martyrdom being both the action that saved the world and the impetus for deification. Beyond this difference, both the Selentines and the Tamorians accept virtually the same teachings of the Saviour and the same ideas about the nature of God but the difference is significant in many subtle ways. No adherent of the Selentine Church would entertain the idea that any man could be divine but within the Tamorian Church, the possibility that another mortal might one day perform some great act that elevates him to Godhood is part of the religious orthodoxy and from time to time sects have formed around people seen as particularly holy by those who hope to be disciples of a new Son or Daughter of God. These sects are normally short lived as the Imperators take a dim view of any attempt to concentrate religious power around individuals who are not part of the imperial hierarchy.

In the more widespread Church of Selentine, while it would be heresy to claim that any person was a second Saviour, any man or woman may, through piety and good deeds, be elevated after their death to sainthood. So, the existence of people seen as holy is encouraged unless they speak against the tenets of the Church. Officially, the Selentine Church describes itself as being apart from and above the concerns of earthly dominion and indeed only a small area of the city of Selentium (itself no-longer part of the Empire that still bears its name) is considered to be church territory. Note, the Church of Selentine is generally described in feminine terms such as she, her, or Mother Church, while the Tamorian Church is generally described in masculine terms.

Nearly all the inhabitants of the 'civilized' lands of Legend (those nations surrounding the Coradian Sea and much of Ellesland) are adherents of the Selentine Church. It is a matter of doctrine that a king or lord may only rule by the consent of God and therefore of the Church. The True Faith therefore requires that kings to obey the will of the Pontiff. The Pontiff in turn usually demands the right to place a cardinal (the 'Princes of the Church') in the capital city of any kingdom, bishops in the other cities, and priests in any community of reasonable size.

The Pontiff is careful to avoid pushing the secular rulers into any sort of open rebellion against the church, but the rulers in turn treat the church with respect to avoid provoking enmity with the hierarchy and incurring the ultimate sanction: excommunication. An excommunicated king is vulnerable to a legitimate rebellion by the god-fearing masses and therefore lords are careful not to irritate the church overmuch. The Pontiff has considerable influence over all of the Kingdoms within the spectrum of his Church, and despite the fiction that Mother Church does not directly own land, the reality is that she controls significant amounts of feudal domains. Secular authorities also exercise a light touch over the affairs of the Church. Indeed, for the most part, churchmen are exempt from secular law.

The most visible sign of the power of the Selentine Church is the Crusade. The Crusade has given birth to knightly orders whose membership includes warriors from all the kingdoms of the faithful. This development is viewed with concern by some – armies of men that are not loyal to any one Kingdom, but instead profess loyalty directly to God or

to the Pontiff. There are dark mutterings that in some cases, even this loyalty might be a front for darker things...

In general, the further away you move from Selentium, the less rigid the hierarchy of the official Church. The church hierarchy holds sway on the continent and as far as Albion in Ellesland, but monasteries and abbeys ruled by local authority and with links to noble families become more prevalent the further northwest you go. These two hierarchies often coexist – with bishops and priests existing in harmony with abbots and monks. But once you move into areas like the far north west of Albion, Thuland, and especially into Cornumbria, the monastic Church is by far the more powerful. There is no great religious conflict between these groups. Each tends to respect the other's piety as genuine, but political tensions certainly exist.

It is also in these outlying areas where pagan beliefs – older beliefs – still have support. In some cases, people observe pagan beliefs and those of the True Faith side by side, and the ever pragmatic Church has incorporated local traditional beliefs and festivals into its own doctrines. There are still regions though – in Ereworn, Glissom, parts of Thuland, the Mercanian Coast and in snow-swept Krarth – where older ideas still hold sway and the influence of the Church is slight indeed.

The Church's power comes from many sources. It is very wealthy and that gives it secular power. The ability to threaten those who oppose it with eternal damnation certainly influences those who genuinely believe in what the Church teaches. Excommunication even works against the faithless; few will trade with someone known to be eternally damned and feudal lords may confiscate lands from subjects that have raised the ire of the Church. The Church is also the custodian of knowledge – libraries in the care of the Church are among the greatest in the lands. And providers of education – many a Knight can only read because of the tutelage afforded to him by monks or a family chaplain.

The Church is one of the pillars of society in Legend. An individual character may not believe in its teachings, but he will almost certainly know what they are, and find them important in many aspects of his life. A player should not take lightly the decision to play a character with a religion other than the True Faith, and full-blown atheism or agnosticism should

be virtually unheard of. Sorcerers and other magicians arguably have more reason than most to pay at least lip service to the Church; given how likely they are to be seen as heathens anyway. Everyone else is likely to think of their religion (whatever it is) as a necessity. In a land where magic works, and the monster in the woods is real, what else can protect you, other than your faith?

heraldry

The mounted knight is seen as the most powerful weapon in the Lands of Legend, unless we consider the rare and “untrustworthy” magicians. While many knights are in the service of powerful lords, they still often maintain an individual identity, an identity that is increasingly associated with the armorial bearings they wear.

In Legend, the idea of a Knight bearing a device on her shield and surcoat as identification, and for those in her service to wear a similar design is not a new one. Such devices have been worn since the days of the Selentine Empire. In recent years, spurred by tournaments and the mixing of knights on the Crusade, these designs have become increasingly detailed, and subject to greater regulation.

It didn't used to matter much if a pair of knights from Kurland and Albion chose to wear the same device on their shield. They were unlikely ever to meet, and there was unlikely to be any confusion. But now, when both may find themselves in a tournament in Chaubrette, or meeting each other in a tavern in Crescentium, a better solution is needed. Heraldry is now responsible for designing and recording devices, and they ensure that each knight's badge is unique.

Any knight (any person who has been through the knighthood ceremony, whether or not they are of the Knight profession in game terms) is entitled to bear a coat of arms. If he is the son of somebody with arms of his own, these will often be his father's arms with a slight difference to denote his place in the family. If he has no family arms, or if he wishes his own arms to emphasize his own achievements, he must consult a herald who will help him to design something suitable.

In the major kingdoms, there is normally a King's Herald, with a staff of royal heralds, who oversee the creation of heraldry for the land. Royal heralds travel throughout the kingdom, often serving in a joint role as messengers for the king. The Kings' Heraldry of the various kingdoms also tend to remain in touch with each other and this means they often serve as conduits for communications

between their own kings. It is a powerful, influential position, and the design and listing of shield designs is only one aspect of that power.

In designing a shield, the herald, the character, and importantly the player should consider that the fundamental purpose of a shield is to identify a person in combat. Most shields, except those that are purely ceremonial in nature, have simple designs and bold colours. Traditionally, red, purple, orange, blue, black, and green, along with the metallic colours of gold (often rendered as yellow) and silver (often rendered as white)

are used, though not all colours are used in all kingdoms. Geometric designs are common, along with heraldic animals (beasts) or simple drawings of objects.

Shields can be combined with others to create a new design that may reflect an alliance (or a marriage) between two families. Symbols on the shield may refer to achievements. Very occasionally, as a punishment, a king may order a shield to bear a device



signifying some form of shame. Those who understand the heraldry of a realm may be able to see connections between families, possible alliances or allegiances, in the patterns on the shield of a knight they've never met before. Perhaps the most common of these in recent years has been the practise of a knight who has been on crusade to have some sort of cross added to his shield, but some shields contain far more information than this to somebody with the knowledge to read them.

Knights are not the only ones who can bear shields with devices. Others who have rendered a king or noble great service may have the right as well. Increasingly, rich merchants and guilds have started to seek the right as a reflection of their status. Guilds with temporal power and the money to pay might seek royal approval; something that makes them stand out further from their competition.

Barbarian Cultures

The World of Legend is home to all manner of civilized societies, from the dark halls of Krarth to the bejewelled courts of Ferromaine and Algandy. Barbarians lurk at the edges of these great nations, living their lives and waiting for the great powers to crumble as they have so many times in the past. Emphidor, Selentine and Krarth each stand knee deep in the bones of their great ancestors, while at the fringe the barbarians sit around their fires and tell the same stories that their forefathers told when Kaikuhuran Priest-Kings ruled the world.

Some of the societies below exist in parallel with great nations (Thuland); others represent remnants of ancient empires (Harogarn); while others are fading slowly as civilization pushes them ever further to the edge (Mercania).

Thuland

Covered in mud and scraps of heather, Angus Kemmoran was having the time of his life. He'd been cut off from his raiding party, eaten alive by marsh flies and now a dozen Donnégals were trying to separate his head from his shoulders.

He sprinted through the thatched domes of a sheepcroft; scattering children and women as they spun wool and worked the loom. A rangy lad of eight or so years pitched

a stone at him and called out an alarm. Angus swore at the lad but shot him a wink at the same time; he would have done no less at his age.

Angus ploughed through a line of drying blankets and into the bare-breasted form of a stocky young woman. He sputtered an apology, snatched a kiss from her cheek and received a clobber across the ear for his trouble. Some things never changed...

Two of the crofter's sheepdogs came barrelling after him and he dashed across open ground towards a nearby ridge. As he approached it the dogs shied away and whined. Blessing his apparent good fortune, he scrambled down the side of the scree slope and into the mist-choked valley below.

Further down the vale, yellow eyes snatched open in the gloom, and tufted ears listened hungrily to the clatter of stones...

Thulish barbarian tribes are firmly divided between the island dwellers and those who hail from mainland Ellesland. The islanders are more Mercanian in outlook and retain their seamanship skills while the mainlanders absorbed some of the culture and traditions of the Pagan Mountains clans. These are the same clans that turned back the legions of Selen-tium, and their descendants are no less fearsome today. Outside the feudal baronies Thulish society continues as it ever did; centred on keeping and raiding cattle from ancient hill forts among the hills.

Thulanders have an eclectic sense of religion. The majority of them now practise the True Faith, but it is quite different to that recognized in southern climes. Many of the remote hill holdings have trappings of Gatanades hung beside or over ancient carvings of more primal deities. There are saints honoured in the wilds of Thuland whose names are unknown to the wider Church and whose aspects are ancient and dark.

Slaves, or as they call them, thralls, provide much of the labour in Thulish holdings. Raiding to take slaves is conducted in conjunction with cattle and sheep raids. Of late, the Church has become more forceful in its displeasure at the keeping of slaves, and has made overtures to lairds to have this tradition discontinued. The lords often find this confusing since they regard feudal serfs in the same way as thralls.

Thulanders have pale skin and the men tend to be quite hirsute; their hair is dark in colour for the most part, though a significant number have red or blond hair. They have wide shoulders and tend to stockiness. It is common for their women to take up arms, both in defence of holdings and in wartime and many a Selentine soldier went home with nightmares about blue-skinned devil women.

Thulanders typically dress in warm woollen wraps and thick cloaks. They carry strange H-shaped shields paired with hand-axes or swords. Many also use bows or javelins against their foes. The most striking memory most foes have of a Thulander is the skill with which their mightiest warriors wield heavy ancestral broadswords or massive long-hafted axes.

Mercanía

Yngvildr Hjálmarsson finished hanging the klippfisk on the wooden racks and wiped her hands on her apron. The cod season had been good, and she was pleased that her brother's trade with the southerners was bringing in more salt, as it made her work easier and the fish tasted better than if it was just wind and sun dried.

Yngvildr was, like most of her people, a taciturn woman who found the garrulous southerners annoying and too quick to proclaim friendship. In her eyes a friendship had to be earned and it was a bond as strong as that between siblings.

She gazed about the town, at the newer, tarred wooden houses built around the ancient sod-clad hall that dominated the landscape from the top of the rise. The fishing boats lay high up the pebble-strewn shore, at the edge of the settlement. Old Þórðr held court before the youngsters, telling tales of his younger days and no doubt making up entirely new tales into the bargain.

She waved at the carver, Pedr, as he approached across the rocky shore. He was a fine man and she hoped that soon he would have enough put aside that he could make a good impression when he asked her mother for her hand.

Smiling she made her way up to the hall, her mother would be hearing grievances today...

Mercanians resemble Thulanders for the most part, though those in the south tend to be blonder and taller than their northern countrymen. Mercanians

are often tanned from the long periods of field or boat work in the bright summers that relieve the northern winters.

The True Faith has made great inroads into Mercanian society, brought back by raiders and by the rare brave missionaries who dared these dark and pagan shores.

Mercanians make their living fishing, farming and raising livestock, much like their Elleslandic counterparts across the waters. The men make great trading voyages across the ocean to faraway lands, during these times the women work the land, rule the people and see to the protection of their property. A woman remains her own person in marriage and cedes no property to her husband; many steadings are run almost completely by women for months at a time.

Mercanian Barbarians often favour a spear and shield, although they also commonly carry a seax (treat as shortsword). Less common arms are axes and halberds. Swords generally are only owned by those of higher social status or those who have claimed such weapons in battle. Mail is likewise a mark of higher status. Bows are often used for hunting and to 'soften' an enemy.

Whilst it is not common for a woman to dedicate herself completely to the warriors life there are some who do so; whether through dedication to one of the gods, a dispensation from the fortune tellers or skalds, or through sheer bloody-mindedness and following the call of her blood. Shield Maidens are a fearsome reality in the northern lands.

Trade has made Mercanía rich in recent times, with the cities and towns are filled with all manner of oddities traded from far off lands.

The Eastern Steppes

Skuka rolled the hooked arrowheads in the foetid mixture of rancid blood and liquescent reptile remains, and tucked them into the smaller of his quivers.

His bows had been his father's and his grandfather's before that; he patted the cases carefully and checked over his armour again. The bronze scales were dull with age but he did his best to polish them; he looked a little jealously at the nobles and their iron armour and shields.

He tugged on the tanned scalps tied to his horse's bridle and his mare knelt down so he could get onto her back. They joined the procession as it made its way past the black tent where old Ber'sk drank mare's blood from a half skull and sprayed the blood across the passing soldiers in blessing.

His head still ached from the funeral the night before; the heady combination of wine and the hempseed vapours rolled behind his eyes. At the far end of the procession someone had scared up a hare and the riders broke ranks to chase down and lance the small animal. Skuka chuckled at the display of spirits among the younger men.

He looked back to where his sister-wives sat outside their tent and smiled as his eldest son struggled in their embrace, trying to follow his father into battle. If he returned he would start the boy's training, after all he was almost three summers old.

The nomadic peoples of the vast eastern steppe lands are animists, and shamans play a vital role in guiding their cultures. Their gods are predominantly found in the sky or heavens with most having some kind of warrior aspect. The leaders of the most powerful Khanates, such as the Oshkosa and Gunguska, are indifferent to the beliefs of those who follow their banner into war, and so the Ta'ashim faith has made some inroads within the south-western Khanates.

The people who live on the steppes are overwhelmingly horsemen. A great many clans are semi-nomadic, with large herds of livestock. Over the millennia, successive waves of people have held territory in the vast seas of grasses; and the ancient empires of old write of powerful groups of horse-borne warriors who swept out of the east to bring ruin. The horse nomads are armed with powerful recurve bows which they excel at shooting from horseback. They are brave warriors, and are not averse to finding employment as mercenaries among the lands who border their homes.

Women are considered capable warriors, taking care of the tribal horses, and like their counterparts among the Mercanians they have the right to own property and divorce.

A large number of the horse-borne troops used by the New Selentine Empire are descendants of the western-most Khanates, though they now favour heavier horse and armour than their cousins to the east. Ironically, it is now the descendants of the

steppes nomads who, as the famed Tamorian Cataphracts, now guard the western passes against their own people.

Most of those nomads who find their way into the western lands hail from the Oshkosa Khanate, as it is currently the most powerful of the western Khanates.

Physically, the nomads present a wide variety of features and builds, though they tend to be somewhat shorter and stockier than the peoples of Coradia. Those dwelling furthest east resemble Khitans, with heavier features and a hirsute appearance visible as one moves north. The bulk of the steppes folk have broad, tanned faces and features midway between Khitan and Coradian. Their hair is black to brown, shading lighter the further south one travels. They also share characteristics, and often familial lines, with those who border their lands, so there are steppes peoples of Minjian, Selentine, Harogarni and Batubatani appearance.

Nomad arms consist first and foremost of one or more composite bows, with a variety of arrows to fit the situation. Melee weapons consist of maces, swords and spears/lances. Nomad armour is of lacquered or otherwise hardened leather with only the wealthiest wearing metal. Shields are relatively common, but generally of light construction so as not to add too much weight to the horseman.

The Gnawing Waste

Birte watched her husband emerge from the huge turf-covered building and stretch in the chill morning air. He called out to her that he was leaving and she waved goodbye to him. She knew that he loved her, but she could tell that he feared the potential for special connections with Luot-Khozik, the Mistress of Animals, that women were said to possess.

He needed some time alone to himself, they needed trade furs, and the dogs were overdue for exercise. She took the time to practise the calling and watched the shadows gather beside the fire before dismissing them with a wave of her hand.

Later, as she worked the loom it occurred to her that it had been many months since her husband had met with his brothers. His mood would improve in the coming herding season, when they could catch up again.

Birte spent the rest of the day fishing in the lake, gathering mushrooms and making repairs to clothing. But by nightfall her husband still hadn't returned. She buttoned her red and blue jacket, lifted her bow and spear and called at the forest edge for the hounds, Passe and Rorve, to return.

After some minutes and no response she walked out under the trees, whispering a quiet prayer to the Lady that she would find him soon and not attract the attention of anything she could not kill.

The people of the Gnawing Waste ply a variety of livelihoods, including coastal fishing, fur trapping, and sheep herding. However, they are best known for their semi-nomadic reindeer herding. The tribes are scattered among the mountains, coasts, taiga and woods; though they do not settle deep within the forested lands as there are many ancient horrors that walk beneath the trees in this land.

Some tribes, especially along the coast, have settled into small communities and taken up farming, while others hunt and herd as their ancestors before them, travelling great distances over the Waste throughout the year. They keep large, heavily furred wolf-like dogs to help herd the reindeer and pull their sleds.

The native people give the Bear a special place in their religious lives; indeed, bears are often addressed as if they were human or something more. They have a shamanistic and animistic belief system which requires them to act as custodians over their ancestral territories. Their social structure is clan-based, and honours self-sufficiency, family bonds and obligations to one's ancestors.

The folk of the Waste are short with straight hair shading from ash-blond through to black. They have little body hair, and beards are sparse if present at all. They have snub noses and dark eyes. Certain family lines resemble the peoples of the east.

The most important weapons of those Barbarians that hail from the Waste are their Niibi (knives) often worn about their waist in pairs; a 'big knife' (treat as short sword) and a 'small knife' (treat as dagger), women are forbidden by custom from wielding these weapons but are otherwise free to engage in martial activities. Spears and javelins are used for hunting but also find use in warfare. They are exceptionally skilled with the bow. Armour is not worn, but solid leather and quilted clothing offers some protection.

The Trackless Ooze

Tallaf gathered the large, black reeds into bundles as he poled slowly along. He was a craftsman as his father had been before him, weaving the fibrous plants to create strong and beautiful structures and vessels.

These reeds would go to repair the domed roof of the ancient structure that dominated his settlement, its stone and earth mound built in the deep time when the waters came and went. As he moved he heard the women chattering and shuffling through the waters, feeling with their feet for eels, catfish, tubers or Newtlings. Occasionally they would burst out in loud cries and there would be a flurry of spears and clubs.

As he looked about the mound and the stilted village he noted the fences, cots, baskets and mats that were testament to his and his family's skill, and smiled broadly. There was a loud splash to the north and everything went silent. The women drew together into a circle, spears and clubs facing outward in a ring. Tallaf poled silently lifting a barbed fish spear and peering through the reeds.

There was a dark form among the millet, a huge hunched shape the size of a man. As Tallaf edged nearer he saw it was an enormous swan; its feathers were black as soot and its beak and legs as red as spilled blood. Tallaf gasped and prostrated himself in his canoe as the bird hissed at him. Whispering furiously he said, 'Holy Mother, She who parts the Reeds, I bow before your cold majesty. My life is yours to do with as you will.'

By the time he looked up again, the swan was gone.

Those who dwell within the Trackless Ooze are a unique people. They erect dwellings on pile-supported platforms and floating rafts, or sometimes on artificial mounds formed of earth, rock, and packed reeds. Houses have two entrances opposite each other and are divided by a screen. One end serves as living quarters, and the other is used as a work space, or to keep livestock.

They rely on a variety of canoes and coracles for transport, but being able to swim in the chill black waters is an essential survival trait. Most are cultivators, reed gatherers, fishermen or Newtling hunters. Metal is rare amongst the marshes, and flint and bone are common materials in the construction of weapons, jewellery and utensils.

It is unknown where these people originally hail from, but there are echoes of more southern peoples in their features and some of their customs. The closest thing the loose-knit groups have to leaders are the wise women who live removed from the rest of the settlement, emerging from their isolation to warn of threats, sickness or to deliver the messages whispered by the dark spirits of the marshes. Little is known of their religious beliefs but the people of the Trackless Ooze refer to the marsh as the Cold Mother, and the cloying mists as Father's Coat.

The folk of the Trackless Ooze have large eyes framed with long lashes and softer features than their neighbours to the north and south. They have somewhat dusky skin and wide mouths below rounded noses with flared nostrils. They are long-limbed and lean, and the men shave their heads once they have reached adulthood. The women wear their hair in braided rows, tied tightly back. They wear plugs of bone and wood in their ears, denoting their lineage, and their clothing is a mixture of woven reeds, flax and Newtling leather.

Trackless Barbarians often wield spears or javelins and carry large knives (treat as a dagger). They rarely wear armour or wield metal weapons, as these are simply too difficult to maintain. Survival in the Ooze requires all members of the community to be able to play a role in every activity and the women of the marshes are as capable warriors as the men.

South Emphidor

Phillipos grunted at the younger man as he approached. The boy was hardy and from further up the valley. Local rumour said his mother had been a witch, but Phillipos was too in need to care.

'How is your watch?'

.....

Nikos approached the older man carefully. He'd had a rough time of it and he was in little mood for the old goat's needling.

'You said nothing of dead things wanting your goats. You told me of wild dogs, owls and foxes but somehow the noisome shades of three dead girls slipped your mind?'

'Your herd is safe, old man. But you've cost me a good dog and a week of sleep. I'll be taking my payment now, in coin.'

.....

Nikos made his way down the valley and into the church grounds where he planned to spend the night.

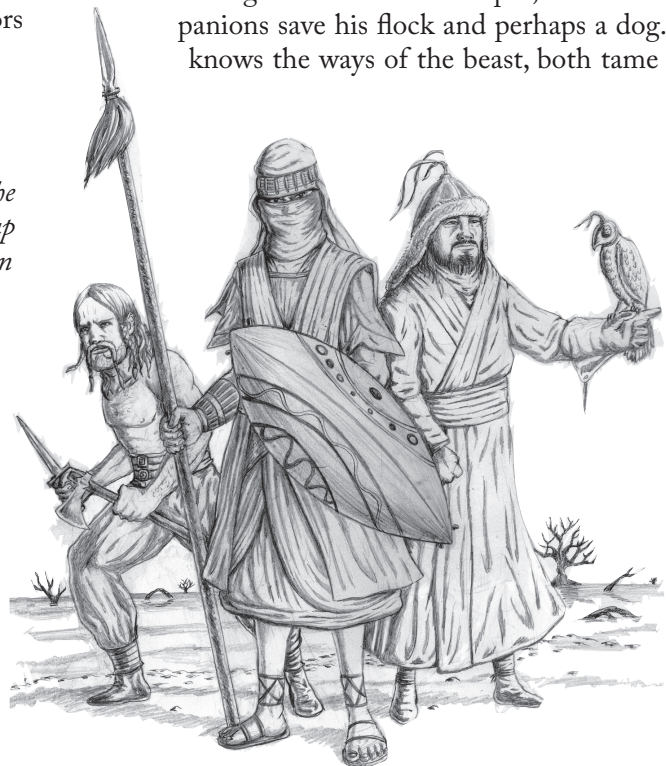
He wondered how the old goat would sleep tonight. The girls would be there soon to see if he had given permission for his 'son' to marry them. He hoped the old fellow had hung enough garlic about his eaves.

He really loved that dog.

The hill shepherds of Southern Emphidor are a rugged and hardy folk. Often one of the younger sons of a family will be chosen to watch over the village's flock and roam across the ancient hills with his charges.

The men (and rare women) who take this charge are steadfast and brave, for there are more dangers roaming the lost vales and crags of Emphidor than wolves, and dark things crawl out of the benighted lands to its south. Emphidian Barbarians are often knowledgeable regarding folktales and protections against the forces of darkness.

An Emphidian Barbarian is adept at finding his way through the hills, and spends many days and nights alone on the slopes, with no companions save his flock and perhaps a dog. He knows the ways of the beast, both tame and



wild, and is unafraid to face death alone in the cold, for without his vigil, his community would be destitute.

Emphidians have medium to dark, lightly curled hair, pale skin which tans easily, and aquiline noses. The bodies of hill shepherds are corded with muscle from their hard lives, and their head and facial hair is often wild and profuse.

Emphidian Barbarians dress in light leather armour at best, but quite often are swathed in thick woollen cloaks or robes to keep out the chill of the night. Their most common arms are the staff and the sling, but it is not uncommon for them to also be skilled with the dagger and javelin.

The Harogarn Mountains

Hiranyakani was a great warrior and proud leader of her people. Her kingdom was one of the largest of the Harogarni, with forested slopes that were envied for their richness by all around.

She looked down her nose from under her horned crown at the strange visitor that had come to her court. Its right arm was extended forward in the required manner for supplication, while its left arm carried a black lacquered umbrella painted with strange squared inscriptions. Beside it lay what appeared to be a walking stick of a white wood topped with an iron cross. It, or rather he, wore a yellow cloak with high squared shoulders over his breastplate and a fine deerskin cloth around his waist, bound with a sable cord.

His skin was almost jet black and his eyes were like flint. His head was shaved but for a small silver tuft bound with a bronze ring that stood up upon his head, and an ornately braided silver beard hung below wide strong jaws.

It was the first time the great chieftain had gazed upon one of the Maggot Folk in daylight and outside of the bounds of mortal conflict; she found the sight a little disquieting.

'I beg your indulgence,' said the stocky being in a voice like shifting shale. 'I have gold I wish to exchange for land on your slopes.'

Hiranyakani demanded to see the gold and was disappointed when the being held forth a small nugget the size of his thumb. 'Bah, that will buy no more than my hand span,' she sneered, hoping to get more riches of the mountains depths from the wretched creature.

The visitor smiled. 'I had hoped to buy as much as I could cover in three steps.'

The chieftain compared the Maggot Folk's stumpy legs and her own arm span for a moment. 'Very well, as much land as you can cover in three steps. It is decreed!'

The stocky thing grinned mirthlessly and pulled a pair of iron and brass boots from its pouch looking at the queen for a few moments before pulling them on. It walked to the entrance of the gilded hall and tapped the shoes with its walking stick.

In one step it had crossed the yak and sheep fields, in another the barley and vegetable crops and its final step returned it to the halls steps.

The Maggot Folk threw the nugget at the chieftain's feet; 'This land is no longer yours. You have three days to take your people and depart forever more.'

And that is how Hiranyakani lost her kingdom.

Harogarni explain their origins as being born from the pairing of the hero Talgen and the vast stony-countenanced mountain goddess Sinimo. Those who display moderation, intelligence, and wisdom are said to take after their people's father, while those who are grim, fond of sinful pursuits, or very stubborn are said to take after their people's mother.

Religion is a serious matter among the Harogarni and is divided between those who believe in the Shadow Divinity - a strange and debased form of the dark lore of the vanished Shadowlords - and those who spurn it to worship the sacred peaks of their homeland. While there is considerable overlap between the customs practised by the two religions, an outsider is best warned not to conflate the two; else he risks discovering the quickest way down the slopes.

The Harogarni believe in bathing only on certain holy days of the year, though it is generally accepted that one may rub oneself with snow to keep the grime down. They delight in the singing of loud boisterous songs and mythic poems, and both men and women dress in colourful thick dresses finished with dyed woollen tassels, and thick yak-skin jackets to keep off the cold.

Their homes are usually cut into the stone or built from local rocks. The construction of these buildings is a deeply spiritual event, and the forgiveness of the mountain is sought before each construction is started.

Their yak herds are watched closely as they graze, and barley is cropped on small terraces.

Most Harogarni wear their hair long, and the women plait theirs; a Harogarni woman often has more than one husband. Lineage is reckoned by ones mother and many great warrior queens have ruled over the Harogarni.

Harogarni have a strained relationship with the Zheniri, as they consider their mining expeditions to be sacrilegious. There have been recent trading links with the westernmost Khanate peoples, but time will tell if the arrangement lasts.

The Harogarni are also in constant conflict with the earth fey known as the Mountain Kings, called dwarves in other lands. The Harogarni relationship with these ancient creatures is affected by a number of issues. The Harogarni regard them as nothing less than maggots eating their mountain goddess alive from the inside. The Dwarves, when seen, appear to be wealthy with metals and riches beyond the wildest dreams of the mightiest Harogarni, making slaying them not only a sacred duty but quite profitable.

The maggot folk also seem to have developed a taste for barley and yak flesh, with entire herds and fields known to vanish overnight if sentries are lax or not posted.

Harogarni wear thick leather armour and heavy furs, though lamellar armour is also worn by dedicated warriors. They wield javelins and spears, and often carry a bow for hunting and defence. Swords are rare but are held most often by queens or champions. Any Harogarni who manages to seize the strange angular weapons or armour of the Maggot Folk wears them proudly, if more than a little uncomfortably.

Drakken Peaks

Rathak Tor scowled at his underling; 'No excuses. I require twelve of the savages for the ritual. They must be in my keeping before the next new moon.'

They had been in these insufferable mountains for two days now and still not a sign of the natives. He needed a dozen immature specimens to raise the Jarvebolg, and the divinations had indicated that the saffron-skinned wild folk would be the most pleasing sacrifice.

One of his men called out. Apparently they had sighted something. He asked for his palanquin to be lowered, and pulled back the curtain. He allowed his bearers to assist him out and looked around him.

The party had stopped on the edge of a clearing amongst the pines, and his bearers had managed to get their silk robes torn and ripped as they lumbered through the forest. Cursing their clumsiness, he strode across the clearing to see what the soldier was yelling about.

The man was pinned to a great fir tree which towered into the sky. The guardsmen who had found him related that they pulled a wad of cloth from his mouth, and he screamed once before lapsing into unconsciousness. Apparently the dolt had been missing for days. Rathak did vaguely recall something of it but what care was it of his?

The man had been emasculated and his large tendons cut. Shoddy work, in Rathak's opinion, but what could you expect of savages?

He turned to return to the palanquin, no, his feet wouldn't move? He chuckled. A simple spell. This one used roots instead of dead hands as the manifestation but it was... there was a sudden pain in his left forearm and he stared in horror at the bloody stump. His hand! His power!

He raised his right hand and the powerful ring it carried, but with a jolt that carried through his entire body a shaft transfixed his hand to the tree trunk. He called for his men but the shout died in his throat as he noted their bodies around him.

A tall naked man stood before him holding a large knife. The man was saying something, but the pain in his arms and the man's atrocious accent made it difficult to make out what he was saying.

'... came for our... children, brought us... fear for our offspring. I will ensure you never have that concern...'

The savage raised a hand to the side of the Magi's face, the hand carrying the knife went lower...

The screams echoed through the peaks for some time.

The people of the Drakken Peaks are hunters and gatherers. Their stories say that once they grew crops and travelled the plains and tundra of Krarth, but no longer, for they know that to step out from beneath the trees is to be lost forever.

Although they do not farm, they practise clearing of vegetation to allow certain food plants to prosper, and construct elaborate fish traps in the mountain lakes and rivers. The abundance of food in their environment makes it possible for them to store large quantities for harder times. Hunting is concentrated on prey such as reindeer, chamois and ptarmigan, but any unattended stock are considered fair game.

Their housing, especially higher in the hills and the mountains, is often semi-underground. Dwellings are constructed from layers of pine branches and packed earth around a central pylon and fire pit. They live in small villages with no centralized organization. Leaders are typically selected from men who head successful hunts. These headmen rarely involve themselves in their peoples' daily lives, but judge conflicts between settlements.

Their primary religious traditions were once totemic, but now revolve around the Shaken Sky Cult, which is dedicated to warding off the fell influences of the Five Magi as they make their way across the skies of Krarth.

The shamans of the Shaken Sky long ago took the secret of iron-making from their oppressors; but the lack of true forge works means that iron weapons are greatly treasured and steel weapons even more. Females among the people of the Peaks are just as skilled at woodcraft and hunting as the males.

The people of the Drakken Peaks, with their lean, hairless forms and saffron skin, have long been favourites to be taken as slaves by the Magi, both of old and later pretenders. For this reason they rarely venture out from beneath the trees without a pressing reason. Some of those who dwell near the base of the mountain range have come to an arrangement of sorts with the servants of the Magi, exchanging a tribute of the most handsome youths for freedom from raiding. Others resist the forces of the Sorcerer Lords with every ounce of ferocity in their frames.

Kaïkuhuru Desert

After three weeks' journey across the desert and up into the mountains, the scouting party reached the water-hole. They circled it warily, to make sure it was unoccupied, and then made their way up to the well mouth,

but found that there was precious little water in it. They were obliged to lower one of their number down the well in order to bail the water into the waterskins.

When they did so, there was a flurry of arrows and the three young men around the well mouth fell. The fourth, at the bottom of the well, did not know what had happened but heard the cries. The enemy, who were Zheniri, dashed forward from their places of concealment, and butchered the wounded lying around the mouth of the well. But the Badawini lad inside the well had thought quickly and pulled the rope down after him, leaving no sign on the surface of his existence.

The Zheniri were busy killing the wounded and examining the tethered camels and equipment. But eventually even the stupid northerners noticed that they had taken four saddled riding camels, but had killed only three boys. They scattered to search for the survivor.

The young man lying at the bottom of the well could hear the enemy talking, heard them slaughter his brothers, and then heard them discussing where he could be.

The men finally grew tired of searching and tried to draw water from the well; but found they could not, as the Badawini boys before them had also discovered. So they lowered a man down the well to draw water. As soon as he reached bottom there was a knife at his throat.

'Ask your friends to pull you up, Zheniri dog. Swear by God that I am within your protection; I am as a guest beneath your tent. Swear to it.'

The two of them were hauled up to calls from above that their companion must have emptied the well, but those jeers turned to cries of anger when the two appeared at the top.

'Kill the Badawini!' they yelled.

The Zheniri from the well bottom stepped forward. 'You cannot kill this one. He is under my protection.'

'We will kill him, by God.'

'You will not!'

His protector stood his ground; he was a man of his word despite his northerner heritage. At length the other raiders relented and grudgingly allowed the Badawini boy to live.

They gave him a drink of water, remounted their camels, and rode away, leading the four camels they had captured.

Three months later, the boy made his way back home on a stolen Crusader horse.

And that is how I spent my first year as a man.

– *Bin Abu Tayi, Elder Statesman of the Beni Ajman.*

The Badawin peoples live a predominantly nomadic lifestyle. They range from the Gulf of Marazid to the southern reaches of Zhenir. Their traditional territories extend throughout Marazid and Opalar. The word ‘badawin’ comes from the Nascérine word ‘Badwe’ which means “desert nomad.”

Badawin life is generally pastoral, and involves herding camels, sheep, goats and cattle. They normally migrate with the seasons, depending on grazing conditions. In winter, when there is some rain, they journey deeper into the desert. In the hot, dry summer time, they camp around secure water sources. Badawin define themselves as members of tribes and families, who are divided into social classes, depending on ancestry and profession. Passing from one class to another is relatively feasible, but marriage between a man and a woman of different classes is difficult.

The Badawin nomads live in small, lightweight, leather tents. A tent is usually about 10 feet long and 10 to 15 feet wide. A household can pack its goods on the backs of two camels, while one or two donkeys carry their odds and ends.

The Badawin wear clothing that is loose and lightweight. Most Badawin clothes are white in colour, though many wear black. To show respect, the adults of the tribe always cover their mouths, noses, and foreheads while in the presence of foreigners or their in-laws.

Traditionally, the Badawin’s home, the tent, is divided into three sections by curtains: the men’s section, the family section and the kitchen. In the men’s area, guests are received around the hearth where the host prepares coffee on the fire. This is the centre of Badawin social life. Fruit tea is served as a welcome drink; coffee is usually prepared after the meal and is the last drink before the guest leaves. The serving of food and drink represents the generous hospitality of the host. The men pass the evening trading news and discussing their animals. Separated from them by a curtain, the women gather in the family area and kitchen along with their small children to bake

bread and prepare the main meal. A dinner of flat bread and chunks of goat or kid is then served to the gathered guests.

Traditionally, one of the men recites poetry or sings. To mark the end of the evening, the host burns incense, passing it to each of his guests to inhale and fan their clothes. Poetry has been a central cultural form of expression for the Badawin throughout their history. In early centuries of Ta’ashim history, Badawin poetry represented the ideal standard for other literary achievements, as well as for the Ta’ashim language.

The Badawin depend on their animals for survival, but meat and milk are not enough, especially during the dry years. The basic elements of the Badawin diet are milk, grains, and dates. Fresh vegetables are rarely eaten. Millet is raised both in the Marazid oases and in Opalar. Though meat is highly preferred, it is not eaten on a regular basis. Goat is the most commonly eaten meat. Camel is eaten but rarely.

Women occupy a vital position in Badawin society. Not only do they raise the children, herd the goats, milk the animals, cook, spin yarn and make the clothes, but they also weave the cloth that makes the tent. The Badawin men gather around the fire, sharing stories and sipping coffee. They might discuss falconry, the coursing hounds and horses, as well as other matters of importance to the tribe.

Both men and women are bound by the traditions of their people and men who do not pursue the life of a warrior often find it easier to leave their tribal lands for the city where they can pursue their chosen craft in peace. Women who wish to wield the weapons and accoutrements of a warrior must either disguise themselves as a man, leave their homeland or, if they are fortunate, they may acquire a statement of dispensation from a senior Imam declaring them to be a chosen warrior of God.

Badawin society has a strict code of honour which dictates proper behaviour for all members, including children. Because of the demanding nature of the Badawin lifestyle, children are expected to assume a considerable amount of responsibility in order to help their families survive.

The Ta’ashim prophet Akaabah was born and raised in a Badawin tribe. The Illuminated Codex, first revealed to Akaabah, was written down and

inscribed in the city of Dhulan and then completed in the later years of Akaabah's life in Demkhor. The first converts to Ta'ashim came from the Badawin tribes living in and around Dhulan and Demkhor, as a result Ta'ashim is embedded and deeply rooted in Badawin culture.

Prayer is an integral part of Badawin life. As there are no formal mosques in the desert, they pray where they are, facing Demkhor and performing the ritual washing, preferably with water. When water is scarce or unavailable, they 'wash' with sand instead.

Northern Zhenir

An excerpt from "A Journey With Al'Burakh, The Desert Lion" by Sister Aldora of the Order of St. Agatha.

The people of the village are most industrious in their labours, and struggle hard for subsistence. Among them the village garden is recognized as a sanctuary and place of refuge, where no hand of violence may be raised.

They preserve a connection with their city brethren; the Ta'ashim of Zhenir proper. It is on this account, in all likelihood, that their intercourse with our party is so familiar.

Many of these rural villages suffer great hardships from the greed of their governors, and their rustic practises find little favour among those southern mullahs who hold power. To my companion's eyes they are a simple, uneducated class, more rustic and uncouth in their appearance and manners than the bulk of his countrymen. But to my eyes he is wrong; there is a nobility to these people that belies their rough appearance.

When I asked them of their beliefs the one man who answered said there was one great God that ruled everything, and that he had created numerous other gods or angels, who administered the affairs of the world. I attempted to question him further but he simply referred me to the village Imam.

The old holy man confirmed that the God of the Zheniri was the same True God as worshipped by the southern Ta'ashim; he even went so far as to say that the One God of the True Faith was the very same God he worshipped. Though he was persuasive, I am unsure as to how his opinions would be taken among my sisters.

Groups of young men would often follow me about during my wanderings, engaging in boasting and roughhousing seemingly at random. At first I found them intimidating but after some time their presence became a familiar if rowdy accompaniment to my daily routine.

The people of Northern Zhenir are famous as able hunters and falconers, and like the nomads of the steppes from whom they are partly descended, they are avid pursuers of game shot from horseback. Millennia of living at the crossroads of cultures have forged a people with a deep sense of self-worth and a fierce independence.

It is perhaps a mistake to label Zheniri warriors as barbarians, as they are as much knights of their people and lords as any Coradian worthy; but the heat of battle is where a Zheniri finds his true self and it is his means of warfare that makes him. It must be further said that those Zheniri who find employ in the cataphracts or as a royal guard or who are professional soldiers among the armies of others may best be represented as Knights; drilling, fighting as units, wearing heavy armour and learning the ways of the court and the military might be far from the root values of Zheniri manhood, but they are necessary to thrive as a cataphract.

The tribesmen of Northern Zhenir have watched empires and civilizations rise and fall. Their ancestors played no small part in those mighty events. War has always been part of their life, whether it came from the lands to the west where bronze-chested men have been replaced by men swathed in steel, from the east in a storm of hooves and arrows, or from the desert tribes to the south, once driven to war by their gods but now driven by the holy word of the Illuminated.

Traditional Zheniri culture is based around a respect for their lord or leader that verges on worship. In the days before the Ta'ashim word reached the people, their leaders were believed to be avatars of the gods; for how else would a man reach such heights of power without the blessings of the gods? But the Illuminated teaches that a man can reach such heights by his own deeds if he is faithful to the teachings. To worship such a man would be to invite him to grow overproud and be open to corruption by Djinn and other dark forces.

Such teachings have been fully adopted as have the other teachings of the Illuminated, but it is not unusual for children, pregnant women and the sick to be brought before such a man to feel his touch and therefore partake of his good fortune.

Zheniri culture is deeply divided between the roles of men and women, with there being little interaction between the sexes. To the Zheniri this is only practical, for what interest would women have in the stories of the hunt, or forging weapons or the like? What interest would men have in weaving, cooking, farming or child rearing?

There are exceptions, and a strong-willed female can find respect as a warrior and walk in the shoes of a man, but it will not be an easy path. That said, it is a far easier path than the young male who wishes to walk as a woman and learn the arts of weaving and the like.

In their leisure time the Zheniri often indulge in surprisingly (if one knows them only from the battlefield) gentle pursuits such as the composition of poetry, dancing, night-long singing and feasting. Of course, they also indulge in more vigorous activities such as falconry, hunting, racing horses and polo.

Zheniri in the north and towards the mountains often dress in a manner reminiscent of the Steppe Nomads, to keep off the biting winds that howl down from the mountains and the Ooze. Those to the south dress in the manner of their desert neighbours; long flowing robes, loose trousers and head coverings to keep off the sun.

Zheniri Barbarians are skilled with the sword and the lance, and will often carry a number of spears or javelins. Their favoured weapon, though, is the bow, and they excel in its use both on foot and from horseback. Zheniri armour is often light, but it is not uncommon for professional Zheniri soldiers to invest in lamellar or mail if they can afford it. Few will wear such heavy garb among their own kind.

Mistral Sea

Yenisey made his way along the bowsprit carefully, the harpoon balanced across his shoulder as he moved.

He scowled back at the soft Krarthian sailors who cowered from icy, salt spray; his people had hunted this sea since the days of creation. His tattooed features creased into a grin as he saw the orange backs of the beasts ahead

and he signalled to the soft-men to ready boats. He leapt back onto the deck and ran to his station to fetch his flensing knives and his flask before diving over the side and landing in the bow of the readied small boat to the shocked cries of his shipmates.

'Do not fear, my friends. We will bring back blubber, leather and meat aplenty... or die in the attempt.'

The small boat skittered over the waves, oars straining as it approached the ice floe on which the hulking orange-brown beasts rested from their swim. Yenisey waved his companions to silence, so as to not frighten their quarry, and readied four harpoons. As the skiff slid beside the floe he threw the first, then the second, snatched up the third, hesitated, then cast it before following with the fourth at his final target.

His first strike had transfixed a cow through the lungs, his second, a yearling, lay dead, struck through the neck. His third harpoon had struck too far back and the cow was slowly dragging herself towards the sea when he slashed her throat and made the ice run red.

He turned towards his last target and his mouth fell open. His target lay dead but beyond it a great snowy mound he had taken for a drift had risen up and glowed at him above ivory tusks the length of his arms.

He held his flensing knife before him and took a swig from his flask... perhaps he would die today after all.

The Vassklavi traditionally lived along the southern coasts of the Mistral Sea, predominantly on the coast of south eastern Krarth and the northern coast of The Trackless Ooze, and are common today in cities such as Port Quanongu and Dourhaven. The Vassklavi customarily hunted sea mammals such as seals, whales, walruses, and sea lions on the sea and the ice for many thousands of years. They also raised small flocks of sheep along the shore and collected seaweed and driftwood for food and materials.

Under the True Magi, Krarth launched a series of military campaigns against the Vassklavi, but because the Magi were unwilling to devote any of their personal resources to such a conflict the Vassklavi were remarkably successful at driving off the attackers. The descendants of the Magi ended the conflict on the condition that the Vassklavi stop attacking their subjects and start paying a yearly tribute in furs and hides to their representatives.

With the new arrangements, Vassklavi settlements expanded quickly on the eastern coast, and the Vassklavi soon found ample opportunities to exer-

cise their traditional skills on board the Krarthian ships that plied the Mistral and hunted its whales and other marine mammals. Today the Vassklavi dominate the whaling and shipping of the region, and are as home aboard ship as their ancestors were aboard their canoes and coracles.

Vassklavi drink and smoke to excess. They live life to the full, as they are keenly aware of how quickly it can be snatched away. The Vassklavi also have many legends about ancient battles between them and the peoples of Wyrd and the coastal peoples of the Gnawing Waste. It is said of those Vassklavi with 'cuts in the eye', that their souls carry the death wounds of their ancestors.

Vassklavi traditional religious beliefs are a form of shamanism. Animals, plants, heavenly bodies, rivers, forests, and especially the sea all have their own spirits which must be placated or bargained with before beginning endeavours. This religious life is quite low-key and has surprisingly grown stronger as the material fortunes of the Vassklavi have grown. Many of the ships which set out are owned by shamans who have invested their peoples' tithes wisely.

Traditional Vassklavi cuisine is based on boiled walrus, seal, whale meat and fat (with mutton being a rare treat), as well as numerous types of seaweed. This is supplemented with fish and edible leaves and roots. Many Vassklavi now sample various different foods that are present in the larger cities.

Vassklavi women wear a knee-length tunic made from seal hide and trimmed with fox or dog fur. They also wear long woollen dresses, decorated with intricate beadwork, embroidery, and fur trimmings. Men wear loose shirts and trousers made of the same materials. Both sexes wear high boots and leather undergarments. Some present-day Vassklavi also wear Krarthian clothing; but they are often ridiculed for doing so by their more traditional brethren.

Vassklavi Barbarians generally wear leather armour formed from whale or seal hide. They are adept with spears and javelins but are most often armed with a long ivory-handled flensing knife (treat as shortsword). Men and women bear striking facial tattoos which tell of their familial relationships, totems and deeds to those who know how to read them.

Women among the Vassklavi are just as fierce as the men, and the tattooed witches of the northern seas are some of the few women not barred from ship-board life in the northern waters. The Vassklavi are a highly honourable people and will react violently to any insult. Coupled with their penchant for strong liquor and smoking noxious weed, this makes them volatile and aggressive fighters.

Azure Coast

King Nagoi and his men were fishing for Silverfins off the edge of the Ramagu Shoals. They caught no fish, and so Nagoi left the boats and swam across to the stone. He walked onto the nearby reef to look for signs of fish on the other side of the Shoals.

He was gone for a long time.

While waiting for their king to return, the crews grew hotter. The sailors dived into the water to cool off but it did not help much. The only water available was reserved for King Nagoi, and only he could permit its use.

Eventually they could wait no longer. They hauled the gourds suspended alongside up into the boats and drank the deliciously cold water.

When Nagoi returned, thirsty after his long walk, he was angry that all of the drinking water was gone. His anger was so strong that he slaughtered all of his men casting their bodies into the water.

His rage spent, he collapsed into a heap on the rocks and fell into a deep sleep.

When Nagoi awoke he was alone on the Shoals and the ancestral catamarans were nothing more than driftwood; a woman sat on his left, her eyes black and empty.

'My children thank you for the feast, King Nagoi.'

The king knew at once he spoke with Kire'leu, Mother of Sharks, and begged her to deliver him from the isolated reef.

She smiled and did so.

.....

Deremu cut his palm as the massive black form slid under his trimaran; the drops of blood fell into the ocean and the ancient monarch picked up the scent of his descendants and sank back into the depths.

Deremu watched the enormous shark vanish into the gloom and grinned; seeing King Nagoi was a mighty omen.

Today's fishing would be good.

A number of nomadic fisher-gatherer tribes live along the shores, moving whenever the ocean currents bring shoals to another part of the coast. These people are dark skinned, almond eyed and lack body hair.

They are patrilineal and patriarchal, with clear divisions between the daily lives and indeed dwellings of the sexes. There are secretive fraternal orders and sororities based upon their spiritual beliefs, which connect the disparate tribal groups through a web of influence and camaraderie.

Their society is broadly hierarchical, with nobility owning vessels and crew working them. They also hold slaves, often war prisoners, but these folk are not permitted to work aboard ship.

The descendants of former captain-chiefs have a higher status than others, though they must strive to live up to their ancestors' reputations or find themselves cast overboard.

Society is deeply divided along gender lines. Men rarely touch dry land once they have reached puberty. The women live in small coastal villages and move between these temporary dwellings in the trail of their men's fleets. The men fish and make war, the women grow small subsistence plots of vegetables, harvest coastal reeds and keep goats. From these they derive food and weave clothing, baskets and nets.

Slaves captured on raids are left in the care of the women, and are traded for Coradian and Ta'ashim goods when possible.

Raids by rival groups for wives, goods and slaves are common. Because of this danger, the women of the Azure Coast have become skilled on the field of battle due to the need to defend against these raids. Though it is rare for a woman to start a war, a man is accorded great respect if he returns from sea to the sight of his wife bearing a new scar on her left thigh, indicating a man has died at her hand.

The ships of the Azure Coast are wide, flat catamarans and trimarans, built from wood and reeds. The fleet will often be lashed together to form a large

floating platform upon the ocean when the fish are not running. Perhaps sightings of these raft villages spurred sailors' tales of floating islands and the like.

The people of the Azure Coast rarely dress in more than the most minimal clothing, though a wide-brimmed reed hat is used to keep the worst of the midday sun away if one must work through the day. Otherwise a rope belt or at most a woollen skirt separates an Azurian from the world.

The nomads of the Azure Coast follow animistic beliefs, accepting the presence of spirits and the need for amulets for protection and favour. Many of these spirits and protective charms are associated with the sea, shore and the creatures that dwell in the depths.

Their art is in the form of shell jewellery, and driftwood and bone carvings. The eerie masks associated with their fraternal and sororal associations are always finely crafted, and are honoured as sacred objects. Azurians also produce beautifully woven woollen fabrics and reed constructions.

A large number of Azurians have found employ on the ships of other lands. Their skills bring them more wealth than they could ever hope to earn back home, and a number of them have found it is much easier to become a captain-chief among the Ta'ashim and Coradians than in their homeland.

Azurian Barbarians almost never wear armour; they are unused to fighting in it, and it makes movement difficult about aboard ship. They do carry wooden or turtle-shell shields and most commonly wield spears and javelins, with machetes (treat as a short sword) and clubs as close-quarter weapons. Female Azurians are somewhat more likely to wear a leather or wicker-work cuirass, but will often forego such protections in exchange for freer movement. It is not unknown for honoured warriors to wield great sharpened oars dressed with sharkskin (treat as a halberd).

Thanagost Peaks

A powerful warrior of the Mokunya people had made several raids on a group of Moloca, using a treacherous pass in the morning darkness, killing men in their sleep and capturing a number of wives for himself. The Mokunya man moved incredibly stealthily, and none of the group had spotted him until he challenged them from atop a great ridge.

'Send your best men against me! You are too weak to survive the predations of Loku, Lion of the Red Cliffs. When I have taken all your women, I will slaughter your children and old men and leave your old women for the hyenas to feast on.'

A number of young warriors raced up the rock face to attack him but he was gone when they reached the top.

The elders called the young warriors back to them. 'The survival of our family is in your hands, who among you will take up the fight?'

All the remaining young people pledged themselves, but there was one who was ideal in the elder's eyes.

Brolla was barely more than a girl and had not yet joined or made a hearth, but she was fierce in battle. The priests said she carried pure blood of Kiriala the Mongoose, and she was as dangerous as the Ancestor when riled.

She left for the ridge top at first light, taking spears, shield and knife. She reached the top as the sun's rays did, so her shadow was thrown across the mountains.

As she turned away from the sun's light, she saw another figure leap onto the ridge top. The Mokunya raider was an older man, his body scarred with fearsome healed wounds. His hair was massive and shaggy as a lion's mane. Corded muscles slid under his skin.

The raider roared at the girl, 'Are you a warrior or have they given you to me as a wife?'. Then he was moving, lunging with his wide-bladed spear.

Time after time Brolla was struck by the edge of Loku's spear. The larger warrior was heavier and more experienced in fighting but not as fast as he once had been. Brolla's feet danced, like her Ancestor about a serpent. Repeatedly she penetrated her opponent's guard until the older man was bleeding in a dozen places.

After almost an hour Brolla's body was covered in sweat and blood but Loku's steps had slowed and his great mane dipped lower with each strike. Finally his head fell forward and Brolla plunged her spear into the man's neck.

Brolla stood for a moment longer and then collapsed to the ground as the last of her own lifeblood drained away. The old priests shuffled out from where they had been watching and gathered up the young woman's body, then took it down the cliff face to be smoked and laid in a place of honour among the dead.

The ridge was called Where-Lion-Falls-To-Mongoose by the people from that time on, and they still dwell beneath its shadow to this day.

Two major tribal groupings dominate the landscape of the Thanagost Peaks; the Mokunya and the Moloca. Both groups have deep, almost blue-black skin, with almond eyes, long limbs and slender but well-muscled physiques. The Mokunya are taller and more heavily muscled than the Moloca, and they tend to build their hair up into elaborate towers, whereas the Moloca keep their hair cropped short.

The Mokunya are traditionally a hunting society, but they have in the last few centuries begun keeping herds of goats and cultivating grasslands where the strange grazing highland monkeys may be fattened for consumption. The Mokunya are an intensely proud warrior race, known for their daredevil raids into the lowlands in search of wives, treasure and supplies.

The Mokunya dwell in permanent camps surrounded by thorny stockades, constructed against the rocky sides of the mountains. Mokunya clans vary markedly in their favoured designs or manner of dress, but invariably the hot summer weather sees them wearing little but a goat hide skirt. In winter the Mokunya wear heavy cloaks of fur. The supply of lion and bear furs to keep his wives warm in winter has led to many a warrior's death on the cold mountainside.

The people known to outsiders as the Moloca (their word for 'the people') live in transient hunter-gatherer family groups. They are an ancient people and know many secrets of the peaks. They make simple, temporary shelters from cut staves, bound at the top then thatched with mountain grass. Each family group has a distinctive construction style.

The Moloca family group is unusual in that there are often as many as two or three wives and husbands all married to each other. Husbands and wives may share or occupy different dwellings depending on how well they get along. Pairings of husbands and husbands, or wives and wives, are most common among priests, shamans and the like.

The Moloca are excellent hunters, able to track prey across any terrain. They hunt with light throwing spears and slings, and carry sharp iron knives. The

Moloca are not warlike, but they do not forget a slight against one of their own. It is not unknown for generations to pass before revenge is taken.

Each family group traces its origin back to the children of two or more totems, and takes its name from the symbiosis between their ancestors.

The northern reaches of the peaks are the domain of the Tochel Empire, ruled by cruel Queen Tiacapan. It is believed by the tribes that the title is a hereditary one, as there has been a Queen Tiacapan on the throne of the northern slave-takers since the time of the ancients. The great stone buildings of the Tocheli are reminiscent of the tombs of the northern lowlands and their gods are as Echcatl the Lost God, and Yxtab the Goddess of Suicide and Despair, amongst other dark and fell names unknown further south.

Mungoda Jungle

Abiong, Nyok and Garang ran as fast as they could. Bare feet pounding on the ancient stone, they glanced back as they ran, hoping not to catch a glimpse of the nightmare that followed them. Abiong held the bronze tablet to his chest as he ran. It would be a great gift to Jurli's father, maybe enough for him to agree that they could be wed.

'Is it still there?' breathed Nyok pleadingly.

'Keep running!' puffed Garang. 'We'll be out in the day soon. Ghosts don't like the sun!'

'Really?'

'I don't know... but I'd rather die in the sun than the dust!'

Hurian placed the cloak about her shoulders and kissed the idol of Akunase. She bowed to the assembled elders and spread her hands wide, 'We walk upon the strands of the web, my people. The moon is heavy with blood and the mountain groans with anger.'

'We will see raiders before the month is out.'

The old women nodded and muttered to themselves. It was the season for them after all.

'Mothers, my husband is still on the slopes... can we send someone to look for him?'

'Should we send another husband or son? No, Daughter. If he lives he will return. If he has died you may take his brother, or cousin.'

.....

Xhuli raised her hand to call her soldiers to a halt. They had made good time and were within striking distance of the rebel villages. She shook her iron bracelets in anger at the fools who would resist her Emperor's rule; they were not worthy of dying on the horns, but die they would.

Consulting with Nuime she determined that the two battalions could easily flank the village and smash through the meagre defences; there would be slaves, husbands and wives for all come morning.

.....

Hun stayed desperately still as the Thunder Eagle approached. Its quill-like feathers were deep, iridescent green-black in colour.

Its tail mostly lacked feathers except for a ridge of black and scarlet and a terminal tuft.

Its small wing-like arms were fringed with the same quills that covered its body, terminating in a single finger bearing a hooked claw.

The god-beast's massive legs were armoured with thick slab-like black scales ending in two huge splayed toes. The second toe sported a scythe-like claw longer than he was tall.

The great wedge-shaped head was crowned with an enormous casque over moon-like yellow eyes, and a deadly beak thicker than the tree she now hid behind.

She prayed to the shadows that the breeze would not shift and reveal her position, and swore that if she got out of here alive that in future she would be avoiding the Forest of Storms at all costs.

.....

The Uktari had them surrounded and Jand and Gulawe were the only warriors left in the village after the first attack. The two childhood friends looked at each other over their fathers' shields, and grimaced. They would die today, but maybe they'd take a few of the bastards with them.

There are many different peoples who make their lives beneath the rain-soaked boughs of this mighty forest. It is difficult to make generalities about peoples whose many different societies span an area greater than all the lands of the Coradian Sea.

Suffice to say there are tribes, kingdoms and empires beneath the green, some of greater age than the Selentine Empire and others which were old before the founding of Kaikuhuru.

The North

The peoples of northern Mungoda predominantly worship the sun and the moon, and have active ancestor cults and their societies are generally defined by language and patrilineal lines, with settlements tending to be semi-permanent.

In appearance, these people are strong and stocky with lighter skin than those further south. Some of the family groups have features reminiscent of the ancient peoples of Opalar.

High-status Barbarians from this region often carry bronze and iron weapons such as hand axes, machete-like swords and maces. The most common weapons are heavy spears and bows. Armour is rarely worn, and light wooden shields are common.

The North-West

Herdsmen – and only men may become such – are often away from their families during the daylight hours, bringing their goats down behind the protection of stockades each night.

Cultures from this region are usually matriarchies, as men are often away herding in the dangerous mountains and as a consequence rarely live into old age.

Important deities in this region are gods of the hearth, herd and mountains, though the latter are placated rather than worshipped. There are also a large number of mystery cults and secret societies, many of them involved in honouring spirits of darkness, spiders and serpents.

Barbarians hailing from these societies are tall, dusky and graceful, with thin faces and high cheekbones. Their weapons are wide-bladed hardwood and flint spears or 'swords', paired with heavy, lozenge-shaped shields and slings. Armour is mostly unknown, but some herdsmen wore heavy leather cloaks.

The Far West

There are many kingdoms and empires here that have never been sighted by non-Mungodan eyes. Priest-kings, emperors and tyrants rule vast swathes of the country.

The main gods worshipped here are those of the heavens, war and the waters, important in an area where extremes of wet and dry are common. Mystery cults and pan-societal groups dedicated to the worship of great waterborne god-serpents are abundant.

Culture here varies from hunter-gatherer up to expansive empires with trade routes, standing armies and the like. The people here are predominately tall and muscular, with skin-tones ranging from deep ebony to mahogany. They have wide generous faces and their rulers have a tendency to develop quite expansive girths.

Among the more hierarchical societies, iron weapons are relatively common, ranging from maces and spears through to massive halberds with blades reminiscent of buffalo horns. Bows and javelins are widespread, along with strange wooden throwing axes which return to the hand of a skilled thrower.

Armour usually takes the form of hide shields, but many of the standing armies wear heavy iron rings about their arms and necks, or possess leather armour hung with iron or bronze beads, strips or rings.

The South

Constantly on the move, these people live their lives forever beneath the green canopy of the ancient trees. They honour the spirits of the forest and ask their protection against the Bird Kings. Ritual ceremonies are conducted with practised efficiency; marriage, birth and death are seen as mere temporary pauses on the road to the spirit world.

Many of the southern people are quite short, with those from the southwest being stocky and those from the southeast more slender.

Warriors decorate themselves with the feathers and claws of conquered foes. Those who bear the feathers of Voluceth or Knife-Beaks are celebrated as great heroes, and those who wear the feathers of the Thunder Eagle are celebrated as legends for generations.

The people of the woods carry solid ironwood spears and javelins, and heroes wield captured Volucrith weapons. Armour is unknown, and the environment is too moist and hot for it to be practical regardless.

Central Region

Small farm holdings exist in manmade clearings where these folk grow vegetable and root crops, whilst cleared river banks carry small plots of cereal crops.

Also in the depths of the jungle, in the Anku region, are hidden strange ruins, and the alien bronze-skinned peoples who dwell around them; the other tribes whisper that these strange folk crawled out of holes in the earth or fell from the heavens.

The Uktari are a loose collection of minor kingdoms and their subsidiary townships, and they support their sedentary lifestyle with slave labour and tithes from smaller communities. Uktari warriors file their teeth, and both sexes proudly display ritual scars proclaiming their totemic and familial relations. Important totem spirits of the Uktari are the chimpanzee and the crocodile.

The other peoples of the deep forest tend towards ancestral worship, or they instead honour spirits and gods of the forest and trees. The okapi and the monkey are important cult figures among most of the peaceful peoples.

The Uktari favour simple weapons such as wickedly barbed spears, arrows and studded war clubs, and go without clothing. Other peoples of the deep forest carry only light hunting bows, clubs and javelins.

Cosh Goyopë

From the journal of Imam Lijud Muramahad:

The first building we came upon was what my guide called the Shadow House. Every village I have visited with has had such a building to hold their holy objects and the bones of the dead; it was here that I was greeted by the elder men of the people. They were quite friendly and hospitable, and I must admit I soon came to like them, despite their infidel nature and our grim surroundings.

In the morning mist we descended from the stilt village and clambered into a large dugout boat. Standing in it was a wiry, bare-chested man leaning on a long carved oar.

The bow of the dugout was carved into the face of a fearsome crocodile. My guide informed me that the great beasts, seemingly at home in both river and sea, were both honoured and feared as sacred to someone called Grandfather.

Indeed, the crocodile carvings were the only thing that remained constant in the villages we visited; many of the villages had their own language and stories, but all through it was woven the scaly presence of the river dragons.

On arrival at the villages we were greeted by ranks of grinning naked children and crowds of bare-breasted women. I found this shocking but there was little I could do about it. My guide appeared confused when I broached the subject with him. It seems I communicated that I was unfamiliar with the company of women, and he regarded me with a somewhat pitying aspect from this time on.

Soon a scarred, bearded elder approved my entry. He told us there had been a party of red-haired men through the region earlier, and we swapped tales about the strange habits and foolishness that Coradians are famous for. I am certain my own name will be mentioned in similar vein in future fireside conversations.

The women fish in smaller bark and timber canoes with hair and fibre nets; each one a small fire aboard, to discourage insects and smoke some of the catch.

It seemed to me that several distinct families shared each stilted house, but it was difficult for me to follow familial relations, and my guide did not seem to understand many of my questions. I can only presume they are quite different to our own.

Of special note is the ritual scarring found on the bodies of many of the men. These scars are made with the application of white clay and smoke, and honour Grandfather. I can only conclude that this being is some form of crocodile god. When I enquired as to this my guide asked in regards to my robes if the Illuminated was a god of fabric.

Though now mostly traders, the tribes of the Cosh Goyopë were once feared the length of the eastern coast of Mungoda. Long silent canoes carved with fearsome crocodile heads would appear silently out of the swamp, and heads, wives and lives would

be taken in the darkness. The vast majority of the coastal tribes are now peaceful. However it is not hard to find an old man ready and willing to wax lyrical about the bloody deeds of his youth, and there are those who have never given up the old ways.

The tribal belief systems within Cosh Goyopë all tend to revolve around the worship of chthonic totems, the most important being The Mangrove Woman and Grandfather Crocodile. The worship of these beings is conducted by shamans and priests, and there are many references in legend and folklore to the beings known to Coradians as Dracomen.

The Coshi believe Dracomen are the cursed souls of those swallowed by Grandfather, that must be slain to release them back into the currents of the spirit world. This is a sacred duty and practical as well. Dracomen will attack humans on sight and devour them; whether this is due to millennia of violence between them and the Coshi, or just due to their bestial nature is unknown.

The diet of the Coshi is high in aquatic protein supplemented by mangrove shoots and fruits and monkeys—a common spy and pet of Dracomen—and other arboreal mammals and birds. Hunting is mostly done from small silent canoes, paddled through the twisted maze of mangroves. One of the stranger sights is the aquatic ‘pens’ in which are raised the hideous ngokla, which appears as a primitive-looking crustacean fed on a diet of scraps and waste. These creatures are a highly prized delicacy.

The status, familial relationship and deeds of an individual Coshi are shown by the feathers in his hair, the daubing on his face and body, and wooden plaques worn about the neck. Indeed, the Coshi are well known for their carving skills.

Coshi villages are built around the branches of massive mangrove trees and sit on platforms which are connected by rope bridges. Homes are communal for the most part and can house multiple generations, with quarters separated by woven screens. Family units consist of a husband and wife and their children. Sons are expected to move into the home of their wives’ families.

Weapons are the bow and the javelin, with long serrated fishing spears also being used. Armour is neither wanted nor needed, as it can mean death if one falls overboard and would be destroyed in weeks by the damp conditions. Tribes along the rest

of the eastern coast are very similar to the Coshi, but a number of them still use the larger sea-going canoes.

Horses in Dragon Warriors

The following chapter presents additional information and rules for horses in *Dragon Warriors*. The rules in this chapter should be considered optional. You can use the material as written, or mine it for ideas for later use.

Horses are common in *Dragon Warriors* play, but often used without much thought; they ferry you from A to B without complaint, more a plot device than an animal. In reality, horses can be perverse, cussed, obstinate, and disobedient. How much of that realism you want to add to your games is up to you, but a touch of realism can add drama, comedy, and verisimilitude.

Most horses are trusting and willing to please, which is why the folk of Legend domesticate them. But all of them – from mustangs to farmers’ cobs – are born with the same instincts. They go through many years of training to coax them to do what humans want reliably and calmly, but the instincts are always there and will surface if the rider or handler is not in complete control, or puts them in a provocative situation. This also applies to their basic training – fancy stuff like carrying an extra injured rider takes even longer, and doesn’t always work.

The people of Legend, other than those from the most unusual backgrounds, are aware of what horses can and cannot do. They know that the occasional horse doing something special, has had special training – whether for some military use, as a racehorse, or as a trick pony for the local fair. A typical riding horse has one specific use: riding. It is trained to carry one person, perhaps with a small amount of baggage, and obey simple commands in everyday conditions. You could not, for example, hoist an unconscious comrade onto the saddle in front of you and happily trot off – even if you had a warhorse rather than a riding horse. Horses often become very hard to control if you do that. When the ancient Tamorian cavalry needed to move the

wounded off the battlefield, a specially placid type of horse was trained to do this because their warhorses, well trained as they were in other ways, wouldn't put up with it.

Riding Skill and Gaits

Ordinary people with some skill as a rider, but not at a professional level (Cavalry: Basic or Intermediate; see 110), are likely to display this skill in a variety of different riding styles. Some will be cautious, some brave, some dangerous to others, some aggressive, some obsessed with high-speed riding; some will freeze when things go wrong, and some will be very bad at fine manoeuvring. The horse's temperament is at least as important as the rider's, though; horses do not always obey, especially if the rider is inexperienced or the conditions are unusual.

Riding is not just about knowing where to kick or being well co-ordinated - it's also about how you react when you don't feel in control - for instance when the horse shies or does any of the behaviours listed later. What do you do to regain control? Do you start a fight? Do you lose your nerve so that you don't dare boss the horse around, letting it do what it wants? Sensitive people, such as many sorcerers and other city folk, feel unsafe when something goes wrong. On the other hand they might love to abandon themselves to the power of the animal - which will cause mayhem for everybody else.

There are five gaits: walk, trot, amble, canter and gallop. Walk is 4-6mph; amble or trot is 5-8mph; canter can be slow (12mph) or fast (25mph). Gallop is 25-40mph. It is perfectly possible to get about using only walk, amble, and/or trot, but Intermediate-level riders may get into trouble at a canter or gallop.

Just riding along is not too difficult - the problems with staying on tend to come if something unexpected happens. Horses can go from halt to gallop in an instant. Ability to stay on depends on being able to recover from this sudden change in balance or momentum. Even very experienced riders can get caught out.

Mount Riding Modifiers

Some horses are more difficult to ride; the following modifiers can be applied to riding-related characteristic rolls at the GM's discretion:

- ♣ Young horses. Horses are broken to harness and/or saddle at age 3-4 years, and only start acting maturely at age 7 or 8. It's harder to get a young horses' concentration: -1 to riding-related characteristic rolls for age 5-6, and -2 for age 3 to 4. A riding horse of 5-6 costs the same as an adult, whereas one of 3-4 costs 10% less. Young warhorses are not available (a warhorse will not be fully trained till it is an adult).
- ♣ Spirited horses. This modifier depends on breed and personality; generally the more flashy the horse, the more spirited it is. Spirited horses



give a -1 penalty to riding-related characteristic rolls, or more at the GM's option. Note that all warhorses are inherently somewhat spirited, but trained to obey, nevertheless. A warhorse with the Spirited modifier is especially spirited. Spirited horses cost 10% less.

- ♣ Bad-mannered horses. These horses habitually disregard the rider's instructions perhaps because of bad training or some previous mishandling. Bad-mannered horses give a -1 penalty to riding-related characteristic rolls or more at the GM's option.
- ♣ Downright evil horses. Some horses are just ill-tempered, giving at least a -2 to riding-related characteristic rolls.
- ♣ Horses in the wrong situation for their training. Racehorses are not generally safe to ride in company as they have been trained to race,

which is generally bad manners in normal riding horses. More on this below. Warhorses are very obedient and trained for battle situations, but only when ridden by a rider with an Advanced Cavalry skill.

- ♣ Geldings (castrated males) are less temperamental than mares, who are far less temperamental than stallions. Anyone riding a stallion should have at least an Intermediate skill to be able to cope.

These problems may occur in combination. Consider them every time you get on an unfamiliar animal. There is also the question of whether you feel safe on a particular horse. Even experienced riders may feel uneasy sometimes. This could be because of the way the horse responds to your instructions - perhaps it is extremely sensitive, or hard to stop, or it falls over a lot. Even gung-ho personalities are unnerved by riding a horse that stumbles. Gener-



ally, you take good care of your horse because it is expensive to replace, and because you don't want to lose one that suits you.

Situational Riding Modifiers

The following are situations that might interfere with a straightforward ride on a well-mannered horse. Remember to increase the difficulty according to how hard the horse is to ride - that's when the fun really starts. These situations usually provoke a characteristic roll, as noted below.

- ♣ Going away from home on their own. Requires a Looks roll (difficulty factor 12) at Basic cavalry skill, no roll required at Intermediate or above. Horses want to stay at home, so an ineffectual rider often can't get them started. If with other horses they will follow them. Horses are herd animals and always want to stick together.
- ♣ Going past another horse. You will find it harder to steer, then you may grind to a halt and simply follow the other horse. If you are part of a big group going past a small group, your horse will follow the bigger crowd. Requires a Looks roll (difficulty factor 12) at Basic cavalry skill to keep the horse from following the larger group (if you don't want it to), no roll required at Intermediate or above.
- ♣ Being passed by another horse moving at a greater speed. Requires a Looks roll (difficulty factor 14) at Basic cavalry skill, no roll required at Intermediate or above. If you are on your own and are passed by a big group, you need to make a skill check unless you have the Advanced skill. You may be taken who knows where. Or you may fall off. Or you may decide to gallop towards somebody yourself to cause mischief.
- ♣ Going past something unfamiliar. Something new on an unfamiliar track - even something as 'natural' as a fallen log - will cause trouble. The horse will try to avoid going near it, or may even turn around and gallop back the way it came. Requires a Looks roll (difficulty factor 12) at Basic cavalry skill, no roll required at Intermediate or above. The severity of the reaction is up to the GM and may result in a thrown rider.
- ♣ Going somewhere new. If you're going down an unfamiliar track the horse will snort at trees and quiver at every rustle in the hedgerow, even though it has n trees and heard rustles all its life. It may spook. Requires a Looks roll (difficulty factor 14) at Basic cavalry skill, no roll required at Intermediate or above.
- ♣ Breaking a habit. Horses are supreme creatures of habit. They learn very quickly, and that includes things you don't want them to learn. If you have always turned left at a particular path, you will find it hard to turn right. If you have always galloped whenever you come to a hill, it will be very difficult to stop. Requires a Looks roll (difficulty factor 12) at Basic cavalry skill for unexciting habits, and a Looks roll (difficulty factor 14) at Intermediate skill or below if the habit excites the animal such as galloping.
- ♣ Sudden noise or appearance of an object. At a minimum, the horse may shy (skip sideways), which may unseat the rider. The more sudden the horse's movement, the more unseating it is. But a horse can be trained to stand still in the midst of a thunderstorm, provided the rider is not frightened also. A horse that has had a bad fright will turn and bolt, galloping madly to get away from the threatening object. The GM should determine difficulty factor, based on the level of fright, but even slight frights will require a Reflexes roll from those with Basic skill, and terrible frights might even threaten the seat of Advanced riders.
- ♣ Introducing a new horse to your group. If you add a horse to your string, or if you ride with strangers, all the horses size each other up like thugs in a pub. The new horse will get bullied (threatened kicks, face pulling) by the others. All the horses become harder to steer and may shy away from each other, which may be unseating. Requires a Looks roll (difficulty factor 12) at Basic cavalry skill, no roll required at Intermediate or above. If any horse gets too close to the new horse, as indicated by a failed skill roll, a kicking match will start. Resolve attack and damage as normal. Damage could be anything from a graze to a broken leg or shattered joint - in the latter case the horse will have to be killed unless a Sorcerer intervenes (*Greater Healing*). A severe injury is likely because of the iron shoes the horse wears (see below).

- ♣ Driving horses in a cart or carriage. This is much harder than riding them (because you control a horse with your weight when you ride). Requires a Looks roll (difficulty factor 13) at Basic cavalry skill when driving more than one horse, no roll required at Intermediate or above. Don't try and put a riding horse into harness unless you're sure it is used to it. And while we're at it, don't try to ride a driving horse unless it is used to it.
- ♣ Leading another horse while riding. You have much less control over a horse if you're not on it, so any of the above activities suffer a further -2 to any required characteristic rolls. If the horses don't get on well with each other add a further -1.
- ♣ Other horses being prats or spotting danger. One horse going doolally causes problems for everyone. They communicate by body language and have incredibly fast reactions. You can all be plodding along and then suddenly charging back in the opposite direction. Requires a Reflexes roll at Basic (difficulty factor 14) and Intermediate (difficulty factor 12) Cavalry skill, no roll required at Advanced. Good riders may regain control reasonably quickly, if they weren't unseated.
- ♣ Supernatural encounters. Horses have very keen hearing and an acute sense of smell. Supernatural happenings or monsters are really disruptive because they will be unfamiliar, and the rider may also be scared of them. Requires a Psychic Talent roll at Basic (difficulty factor 15) and Intermediate (difficulty factor 13) Cavalry skill, no roll required at Advanced.
- ♣ Injury. A horse can ignore a lot of things if the rider has its attention sufficiently - for instance in a demanding situation such as a fight. However, the disruption of a blow from, say, a sword is terrible. The horse will first attempt to flee, or, if it can't (or the rider stops it, or it has been trained to fight) it may attack. Requires a Reflexes roll at Basic (difficulty factor 12) and Intermediate (difficulty factor 10) Cavalry skill, no roll required at Advanced.

An injury caused in another situation such as wrenching a tendon or pulling a muscle will make the horse stop and look very sorry for itself. It will have to be walked gently home,

although only a competent person will be able to persuade it to move, and if it's a particularly dippy character it may think you are deliberately causing it pain. Requires a Reflexes roll at Basic (difficulty factor 10) Cavalry skill, no roll required at Intermediate or above.

- ♣ Very cold weather (a bright crisp morning) makes horses full of fun and raring to go, and more likely to cavort if they hear a rustle in the bushes. You might have little episodes of prancing and shying, which will be infectious. You will get everywhere much faster. Inflicts a -1 penalty to any rolls made to control the animals.
- ♣ A windy day can make them irritable (as opposed to just giving them extra oomph) because they rely on their hearing (imagine trying to hold an important conversation with someone in a high wind). They'll be more likely to be seriously worried by things, and will hear unfamiliar things - such as buildings rattling, or branches creaking. Inflicts a -2 penalty to any rolls made to control the animals.
- ♣ Snowfalls and rain make them miserable. They tend to trudge along with their heads bowed. If they're startled by something they are less likely to go potty than normal. Hot weather saps their energy, so if you buy a horse in high summer it may wake up in winter to become a monster! These conditions add a +1 bonus to any rolls made to control the animals. Thunderstorms may scare them, or they may not; if they do, then consider the rules for fright above.
- ♣ Changing seasons... spring is a particularly frisky time of year for horses. Inflicts a -1 penalty to any rolls made to control the animals.
- ♣ In a race. Any group of horses has a 'boss'. If you are in a race and you are riding a very fast horse with a weak personality, it will not dare go past a more dominant horse. Requires a Looks roll at Basic (difficulty factor 10) at Basic cavalry skill to make the horse pass the dominant horse, no roll required at Intermediate or above.
- ♣ Sex. Mares come into season every month or so in the spring and summer, which makes them more of a handful. Inflicts a -1 to -3 penalty to any rolls made to control the animals, depend-

ing on their temperament. They may try to do embarrassing things to a passing gelding, who may or may not enjoy it.

- ♣ Stallions can get excited when ridden near mares. Requires a Looks roll at Basic cavalry skill (difficulty factor 10) to control the animal, no roll required at Intermediate or above. If the mare is in season, requires a Looks roll at Basic (difficulty factor 13) and Intermediate (difficulty factor 10) skill, no roll required at Advanced.
- ♣ Blast from the past. Horses only have to be hurt once by something to fear it. There is a very small chance that a particular item or noise is their *bête noir*. If encountered this requires a a Reflexes roll at Basic (difficulty factor 12) and Intermediate (difficulty factor 10) Cavalry skill, no roll required at Advanced.
- ♣ If you're lost. If you keep doubling back on your tracks, your horse will try to take charge. Requires a Looks roll at Basic cavalry skill (difficulty factor 10) to maintain control, no roll required at Intermediate or above. Horses have an excellent sense of direction and can always find their way home. If you are lost, you can drop the reins and the horse will take you back to civilization, or at least to the next place that has other horses in it, friendly or otherwise.
- ♣ If you are without some item of tack. Saddles help the rider stay on, and bridles give control. You can ride without one or either, but it's hard. Add a -1 penalty to all rolls for each missing piece of tack. Also, horses' spines are like razor blades.
- ♣ An extra load. If asked to carry two people, or another load it isn't used to. Requires a Looks roll at Basic cavalry skill (difficulty factor 10), no roll required at Intermediate and above.
- ♣ Dogs threatening you or running towards you. Horses have a race memory of dogs as wolves. Dogs, however, love chasing horses. Even if a horse has become used to dogs through hunting it might be scared by a threatening hound. A Looks roll at Basic cavalry skill (difficulty factor 10), no roll required at Intermediate and above. The horse will either flee or give the dog a good kicking, which the dog may not survive.
- ♣ Fighting on horseback. Many knights dismount before entering battle, but plenty of knights prefer to fight from the saddle. However, it is difficult to stay in the saddle while fighting, particularly for a less skilled rider. Requires a Reflexes roll at Basic cavalry skill (difficulty factor 19), or Intermediate skill (difficulty factor 17); there is a further -2 penalty if it's a riding horse rather than a warhorse.



- ♣ Holding a shield. This is very unbalancing, giving a -1 to all rolls.
- ♣ Wearing armour. Also very unbalancing (-1 to all rolls).
- ♣ Trying to jump something. See below.
- ♣ Pigs. Horses are scared of pigs. Modern farms make sure they keep pigs away from horses' grazing and from bridle paths.
- ♣ Smell of blood. This really upsets horses. Hunts are careful to keep horses well away from the kill.

Dangerous things horses might do:

- ♣ Bucking: flinging their back legs in the air like doing a handstand - may get rid of the rider.
- ♣ Bolting: suddenly galloping madly away and refusing to stop - obstacles encountered on the way may increase the horse's frenzy.
- ♣ Rearing: standing on back legs like a performing dog - a very unstable position.
- ♣ Trampling on someone: horses generally will do their utmost to avoid stepping on someone, even a fallen rider, and a charging cavalry can be broken up by infantry standing in line, however they may get a fatal kick.
- ♣ Crushing the rider or dismounted handler, for instance, against a wall.
- ♣ A horse might buck if excited.

Any horse might do any of the above if frightened, but a horse that does them repeatedly has learned to use its strength defiantly. Habitual behaviour like that is known as a vice.

However, they rarely rear, because of the way they are trained. If they do rear they can fall over backwards. If they do it repeatedly they have to go for remedial training (rarely works) or be sold to some unsuspecting mug. If you want to have a horse rear in a game, you should decide if it falls over and if so, what damage it has inflicted to its rider.

Other ways in which a horse might injure a human - or another horse - are kicking and biting. Front legs and back legs are equally dangerous. Being kicked by a horse is like being hit full force with a sledgehammer. And remember, horses wear iron shoes.

Biting is also serious - horses' incisors are sharp and can give you a nasty wound. A horse may have learned to kick and/or bite as a vice too - usually it will kick or bite both humans and other horses.

Buyer beware - be very aware!

If you need to buy horses, there is endless scope for mischief. The horse might turn out to be difficult or dangerous, or have something physically wrong with it. If you aren't an expert in horse lore as well as riding (Advanced Cavalry skill) you are 90% likely to make a bad buy. For a start, you may not be able to tell that the horse is about twenty years old (geriatric, and disastrous if you want a lot of mileage) or three years old (far too immature for work - indeed it may never have been broken, but you may have been told it is quiet to ride). Also:

35% of horses that look okay to experts turn out to have something wrong in the long term - this ranges from leg problems to a heart murmur, broken wind or blindness in one eye.

20% of horses that seem well-adjusted and nice when an expert tries them turn out to be difficult or dangerous; even more soon resent the kind of work you want them to do.

A horse can be doped so that it appears to be quiet and easy to handle.

Another common problem is a horse that has never been taught to go away from other horses when a competent rider asks. An old trick with a horse that has a lame front leg is to lame the other front leg so that the horse moves evenly.

A female horse might be in the early stages of pregnancy, which is impossible to detect until 5 months, when the horse gets fat (and possibly goes lame because of extra weight on limbs). A horse's gestation period is 11 months.

While an experienced horseman will be able to tell a certain amount from the ground, it is only once they try riding a horse that they discover whether it is well mannered, easy to stop, etc. You take your life in your hands if you try a horse without first seeing the vendor ride it.

The first few months you spend with a new horse are crucial, where you find out if it's going to go lame or continually terrorize you, or whether it's a dreadful old plod with less oomph than a snail. Traditionally,

these kind of horses can be given extra pizzazz in the saleroom with overdoses of oats (a food that makes horses excitable, but there are downsides, such as crippling metabolic diseases) or enemas of ginger and mustard.

Falling Off

Holding the reins doesn't help you stay on, but if you drop the reins you don't have as much control. You can also control the horse quite well by holding both reins in one hand - for instance while using a sword. Remember to adjust for the unbalancing effect of the sword (-1 to characteristic checks). Falling off is more painful the faster you are going and you can also get caught up in various bits of saddlery - reins, stirrups etc. and dragged. Falling from a horse inflicts 1d6HP damage (+1 if the horse is moving faster than a trot and -1 if the character is wearing armour).

Getting on again

This can be a lot of fun. Horses rarely just stand there after they have dumped you, although some honest souls will. Normally you will be running around a bit. If you're injured, tough luck. If you are with other riders, your horse might run off and then come back to them (herd instinct). Or it might simply decide to go home without you. Or it might decide that freedom is wonderful (particularly if it has been made to walk all day and has a lot of energy), and it may decide to charge at all the remaining horses to invite them to 'play'. Other riders may need to roll to see if this has upset their mounts. If you're up to really complex game mathematics, a horse with a dominant personality (further up the pecking order) will cause a lot more trouble than one who is lower down. Also, by this time, the other riders may be upset if they feel their horses are being controlled by the loose one. And, since your reins are no doubt dangling loose around the horse's legs, there's a good chance that the horse will break them (they panic if they get tangled up in things), making it rather awkward for you to ride. Horses tend to always behave consistently after dumping riders, so if they've hared off home once, they'll do it again.

Jumping

It is useful to jump ditches, hedges, etc. Any attempt to jump will result in one of a few outcomes:

- ♣ The horse will jump. This is a very athletic movement and Basic-level riders may come off if the fence is over half a metre high (Reflexes roll, difficulty factor 10, +1 for each 25cm over 50cm). Intermediate riders may come a cropper if it is over one metre (Reflexes roll, difficulty factor 10, +1 for each 25cm over 100cm).
- ♣ The horse will crash through the object as though it wasn't there - but only if it is flimsy. They won't do this if they think they will hurt themselves.
- ♣ The horse will stop. They can go from gallop to a standstill, but the rider can't. Even Advanced riders can get dumped in this way.
- ♣ The horse will try to swerve around the obstacle - for the rider the outcome is similar to stopping.
- ♣ The horse will try to jump but not clear the obstacle, and will fall. You may both be injured. The horse may not be quite so willing to jump for you in future.

You are more likely to fall off while jumping than while doing anything else. A horse is more likely to jump if it's following another horse; in fact, you might find it impossible to stop. It is more likely to refuse if the obstacle is a ditch or off-putting - a narrow object such as a stile is difficult, as is a wide object such as a cart. If the horse is worried about the obstacle and is following another horse it may try to find another way, by swerving suddenly, and the rider may be unseated.

What the horse may tell you

You can get quite a lot of feedback about your surroundings from the horse. It will hear strange sounds long before you do and get agitated - for instance, distant animals, arrows being fired, or other horses approaching (particularly if they're going much faster than you are). It may speed up if you're coming close to civilization. It will definitely get uppity if you seem uncertain - apprehensive about a particular path, for instance. That's why it will try to take you home if you get lost.

Something else you can't do

Perhaps you rolled up at the inn, settled your horses down in the stables for the night with a good feed, and then had a sudden change of plan when enemy forces caught up with you, in dangerous numbers.

If you make a horse do strenuous exercise on a full stomach you may cause blockages in its intestine because the lungs and diaphragm press on the stomach, compressing its contents into large lumps, which could then become stuck in the intestine. If the horse gets intestinal pain it can't be sick, so it can't get rid of the problem. The horse becomes more and more agitated, and then starts to throw itself around, and can give itself internal injuries so that the only thing to do is to kill it. We're talking colic, and it's a word that makes horse owners mutter protective oaths.

Colic is often fatal. It may be relieved early enough by giving a purgative (although that can cause more problems than it solves) and with *Cure Disease*. In the former case, you have to wait an hour and a half for the horse's stomach to empty. Your options are:

- ♣ Go slowly. Gently ambling on a full stomach probably won't harm a horse provided it is not carrying a heavy load so that it starts puffing - this will be a very peculiar, tension-filled escape, and the horses will get fidgety and harder to control as they sense it.
- ♣ Leave the horses and come back for them later.
- ♣ Tough it out in the inn.
- ♣ Chance it. Any grooms may put up a vigorous defence to stop you. If that's what you decide, remember a horse in pain is very dangerous. You'll have to avoid flying hooves, or possibly a panic-stricken horse throwing itself on top of you. If you try to make it eat a purgative it might regard that as aggressive. A frightened horse that is in a stable may attack you. And it would serve you right.

You may be thinking, don't be daft, they survived in the wild, they can't be so fragile. But in the wild they graze for 20 hours a day. If they ran away from predators, their stomachs are always just under half full. So their guts are designed to process food constantly.

And they know this very well. A very ineffectual rider will probably find that once he has mounted, the horse takes him to a nice patch of grass, puts its head down and eats, ignoring the flailing arms and legs up on top. It will also try to eat passing plants - regardless of whether they are poisonous, so a bit of wilderness lore is important for riders. In the wild a horse wouldn't eat poisonous plants, but once domesticated a horse will eat pretty much anything, at any time. So it is easy to poison a horse.

Nomad players

The quest style of campaign, where players go on a long journey, brings particular problems. Basically, if you have a horse your life revolves around it. Even if you have a groom to do all the dirty work like grooming and mucking out, you still have to fit in with the horse's routine, which is entirely dictated by when it has to be fed.

Horses should be fed at roughly the same times each day. This means you will have to stop at roughly the same times each day, and yes you have to give them a lunch hour. You may be rather vulnerable at this time. If the horse goes for too long without food it gets colic. There is a small chance (1% per horse per week) that a horse in your travelling gang may get colic because of factors beyond your control - such as stale food - so your GM may optionally roll every now and again to check that everything is okay.

Also if you stay at an inn and your horse is fed the wrong thing it may become uncontrollable.

Horses must be shod every four to six weeks, so you should make sure to find a decent farrier in good time. They also have to be shod if they lose a shoe (happens a lot in deep mud, and some horses are prone to losing shoes). If you have to use whatever farrier you come across, you may have picked an incompetent one. Even a good farrier can accidentally put a nail through the sensitive part of a horse's foot and lame it. If you try to nail a lost shoe back on by yourself, disaster is almost certain.

Having to use lodgings may cause other problems - stables may be in dangerously bad repair and injure the horses, or the grooms may put your horses in a field with others they have not met before. They will all have a big fight to establish who is boss. The GM may need to determine whose horse got kicked and how badly.

Unfamiliar ground can cause issues. A springy-looking meadow may tempt you to gallop, but you may not have seen the rabbit holes, or it may be marshy. Also if you jump an obstacle, the landing side may be a lot harder or softer than you were expecting. Both may lame the horse badly.

Ground conditions vary according to the weather. Lots of rain turns fields into bottomless mud baths. A horse can easily wrench a tendon or a ligament trying to pull a foot out of deep mud, so you have to walk everywhere. Also they may slip over, or lose a shoe.

Cold weather, especially snow, turns exposed ground to concrete if the ground has frozen. The horse may slip, and it may get concussion injuries in its legs if it goes fast, so the riders have to be careful.

Basic skill riders may not be able to tell if the horse's tack fits properly. A horse with back pain from a badly fitting saddle or a badly adjusted bit may be very disobedient. The rider may mistake this for cussedness. If tack is not cleaned it can cause sores. If a horse in the old Selentine army got these, it couldn't be used for two weeks and the soldier was fined heavily. Clearly they didn't want to chance going into battle without the required tack, but don't let that stop you trying. Just look at the notes above and remember that the invention of the stirrup was what made fighting on horseback possible. A rider's safety depends on certain items of tack. A broken girth or stirrup leather can be disastrous, as can a snapped strap on the bridle. They may wear out, or they may be tampered with. Good horsemen always check their tack before mounting.

If you feed an exhausted horse it will probably get colic because it won't be able to digest.

An experienced horseman knows it must be walked around until its pulse, temperature and respiration have returned to normal, then offered lukewarm (not cold) water in small amounts, then an easily digestible feed such as bran mash. Once it's recovered it can have its normal feed. So even if you're all exhausted after a marathon session in the saddle, you must spend half an hour or so looking after your horse.

Being herd animals, horses don't need much sleep. They need time at the end of a working day to mentally unwind (and to stuff themselves with the required amount of food) but they don't sleep very

deeply, unlike humans. A person who is not an early riser is going to find owning a horse can be a downright pain.

If a horse falls and breaks a bone it will probably have to be put down. They break bones about as often as humans do. A horse weighs at least half a ton without armour and up to a ton if very large and heavily muscled. Recovering from an injury takes longer if the horse is big. A 12-hand lightly built pony (suitable for small children) will take a couple of days to get over a bruise with swelling, while a 16-hand hunter/warhorse type will take a couple of weeks. A torn ligament will put any horse out of action for months, and a tendon for years. Of course, *Greater Healing* can solve these problems almost instantly.

A horse is faster than a camel and much more manoeuvrable. But few horses can outrun dogs. Warhorses have been trained to be aggressive; however, they do so only on command and should be easy if handled by an experienced person.

A horse's sense of smell is very sensitive - they tell the difference between male and female humans by their generic smell (some horses show a distinct aversion to males but not to females, and vice versa, usually because they've been hurt by a man) and also the differences between individuals.

In conclusion

Gamers strive for authenticity in areas such as combat, comeliness and spell-casting, but equestrianism is rarely explored. This seems to me illogical - you rely heavily on your horse and it probably has to get you out of danger from time to time. But this 'piece of equipment' has definite opinions about its work and its relationship with you, and can even be quite fragile. Next time you want some aspect of reality to complicate an already dramatic situation, just consider the horses!

Horses in Dragon Warriors guest chapter by Roz Morris, author of [Lifeform Three](http://lifeformthree.com)
<http://lifeformthree.com>



CHAPTER 4

MAGIC AND SOCIETY IN THE LANDS OF LEGEND

Introduction

MAGIC IS THE LIFELOOD OF THE LANDS OF LEGEND. Even with an imperfect understanding of sorcery, magicians can perform great and terrible acts through force of will and incantation. This magic terrifies the common folk; the Church may grudgingly condone magic, but the peasants still fear its power.

The magic of Legend is neither good nor evil; it simply is; power slumbers in the bones of the world, waiting to be called forth and manipulated. There are exceptions, of course - the dark abilities wielded by certain Elementalists and the dread summoning powers of demonic cultists should be mentioned here. In truth, magic can be wielded by evil men but not all magic-wielders are evil, and to the common folk, all magic is a thing of terror.

On the Nature of Magicians

The following is a fragment from papers written by Govannon the Raven, also called “the Craven”, late of Albion. The sorcerer Govannon was found murdered by the devil’s own hand in the port-city of Mantla less than a month ago. The few scraps of papers that I was able to recover without drawing suspicion detailed an alleged meeting with a foul undead creature in the depths of a hoary Kaikuhuran crypt. The ideas contained herein are radical, and I suspect will fuel the master’s debates for years to come. – Master Finder Alcuin of Tamor in a letter to lord magus Quintus Treditus of the Collegius Mysterium, Tamor.

If I should not survive the journey home to my beloved Albion and once again scent its sweet air, then let these papers stand as a full and true accounting of my dealing with the monstrous being known only as Ibrith. I encountered the entity while investigating a tomb in the Kaikuhuran Desert. I initially believed the tomb to be of ancient Kaikuhuran origin but it became clear as we plumbed its depths that the construction predated the first Kaikuhuran Empire by some vast gulf of time. I took the usual precautions of...text missing.

...could not believe that the thing that had so savagely dispatched my companions spoke with such a voice... from now on when I hear sailors speak of siren's songs I shall hear that voice. And such things it spoke to me about; the creature was clearly insane yet spoke with knowledge that has passed from this world eons ago. I only wish that I could recall all of what it spoke to me but alas, fear for my life made me slow witted and my parchments and quills were forgotten in my...text missing

...that took what must have been hours for I could feel hunger upon me. Never would I have believed the things he spoke of possible, had it not come from such a learned and terrible being such as I knew Ibrith to be. It asked me what I would know of next. I cast my mind about furiously, seeking a topic of such interminable length that it might prolong my life until God's judgment came upon the world. Then it came to me, and I asked the creature to tell me of the nature of magic. Such things it said, I can only hope that they were lies for if they are true mankind has much to fear...text missing

...that magic is the foundation of our world, and that it exists both within and without all things. It must have sensed my incredulity and it grew angry...text missing

...mortal Sorcerers and Warlocks hold magic within themselves like a pool of water that expands as their power grows. Their practise of spells is designed to increase the power they hold within their bodies... designed by whom I wonder? Ibrith went on to say that this was not the case with the Elementalists, they were born to magic and within their blood lay an inkling of the ancient Gods. Most would never learn to unlock this power though...text missing

...explain the strange things that occur from time to time throughout the world. Who would have thought that there were so many lying hidden like thorns on a rosebush? Next Ibrith spoke of the Mystics, oh how he spat that word out, like a bitter draught. The creature told me that they were not....text missing

...but used the power of their minds to wield the magic native to all things. While Sorcerers would mould the clay of the world into new forms with their hands, the Mystic choose to use their souls as a sculptor would a tool. This revelation made glad that I walk the path of the Sorcerer. To risk working a spell with nothing between your soul and the raw power of creation seems madness...text missing

...Ibrith's tenuous grip on reality seemed to falter at this point and he jumped from topic to topic at random while alternately calling me child, apprentice, and foul tomb robber. It was during this time that I realized that his foul and pestilent countenance was not solely due to his undead nature and the tomb's flickering shadow but also the result of his inhuman nature. Whatever Ibrith was in life, he had never been human. What he spoke of next was the most astounding and terrifying thing that I have ever...text ends.

Recent history

From the private notes of Magus-Sage Adratus Lucundis late of the Collegius Mysterium in Tamor. The reader will note that Adratus does not speak of Krarth or the lands to the far South and East. This is simply because distance places them beyond the ken of even such a noted western academic.

The earliest surviving account of the nature of magic I have found is from the sage-priests of Kaikuhuru. I had the luck to recover several jars of Kaikuhuran scrolls from a lost citadel in my reckless youth, and it took me thirty years to puzzle out their contents. Kaikuhuran pictographs are not kind to the scholar at the best of times, and this dialect was like none that I had ever encountered before.

The scrolls spoke of temple life in the early years of the Kaikuhuran Empire, where scholar-priests spent their entire lives seeking magical knowledge that they believed was lost in ages past. For me this raised the interesting question as to what magicians there could have been before the rise of the Kaikuhurans. I suspect that the scrolls refer to the Fay and other darker entities, but sadly thirty years of research has failed to get me closer to that answer.

The scrolls also say that mankind dwelt in darkness until some ancient power shifted in its timeless sleep, throwing back the great darkness and allowing the Kaikuhuran Empire to rise. I suspect this is a reference

to a great warlord or archmage. Bishop Moroto – my friend, fellow scholar, and longtime confessor – claims that this is, of course, a reference to the almighty creating the world and that the implicit nature of the statement was simply lost due to my poor abilities as a translator. I have spent thirty years reading a text that no other living mortal could hope to understand and yet he considers me an amateur!

The Kaikuhuran priests worked with religious fervour to uncover magical lore, and the heights they scaled with their magic are unequalled in our modern world. Only their blind dedication to their false Gods impeded their mastery of magic. This failing existed in the Emphidian and Selentine Empires, also but to a lesser extent. I have fragments of books from Emphidor and Selentium that tantalize me with hints of what those ancient magicians were capable of.

It is no wonder that the Collegius Mysterium in Tamor have placed such high bounties on ancient lore... a single lost Emphidian text could hold the key to wonders untold. We are lucky that our glorious ancestors in Selentium took a more secular view of sorcery, and built places of learning that still exist today in parts of the New Selentine Empire. Without this division between the church and magic we of the Collegius Mysterium and our sister colleges might have suffered from the witch-hunts that overtook so many when the first Empire crumbled.

The decline of Kaikuhuru, Emphidor, and Selentium resulted in the loss of much knowledge. Maybe only a dozen texts still exist explaining the nature and power of magic, each one copied countless times and riddled with mistakes, omissions, and translation errors. Oh how I have cursed these errors... a thousand beatings cannot seem to encourage an apprentice to simply copy what they see! These books, such as the Codex Astrapes, or the Black Book of Sheut-Yr, form the sole body of common knowledge on magic—a sad reflection on the state of our profession.

The books we do have rarely agree on magical principles, and are incredibly difficult to read even though ostensibly all written in the Arcane language. Even the great magic colleges of our glorious New Selentine Empire struggle; our ancient libraries a shadow of their former selves, having been burned out by barbarian invaders following the fall of the first empire.

It is a fact that we Selentines are particularly aggressive when it comes to recovering ancient bodies of lore. To speak plainly, it is easier to recover Kaikuhuran or Emphidian knowledge than it is to uncover the lore by

research. As we learn more and more of the ancient lore, I feel confident that we will eventually come to understand the nature of magic enough so that we can start to reliably create our own texts. Until that time we rely on expeditions to the ancient lands and a few great minds to provide us with innovation.

Religion and Magic in the West

There are two major religions in the western Lands of Legend, the Ta'ashim faith and the True Faith. Each has a different view of magic but neither condemns magicians out of hand... at least for the time being. The Crusades have shown that the Church is capable of changing its policies overnight. Remember when considering magic and religion that the leaders of the faiths are simply mortal men. These men are as capable of greed, pride, hubris, or simply ignorance as any other. Enough cunning applied in the right way and magic could very well be declared as heinous a sin as devil worship.

The True Faith

There is a strange dichotomy to how the True Faith views magic in Legend. This split in views is based on simple history and geography. Magic has a pervasive presence in the old core countries of the Selentine Empire. To a holy man of Tamor seeing a magician conjure up a *Moonglow* spell—while still a wondrous thing—is no cause for condemnation. Raising zombies or summoning spirits of the dead would, however, literally land that same magician in hot water – since boiling alive is a common punishment for trafficking with the devil! Using magic to duplicate the miracles of the True Faith is walking the edge of heresy and best avoided.

This secular view of magic extends to men of the cloth themselves, and it is said that a secret group of magician-monks works directly for one or both of the Selentine Church factions. Nobody has been brave enough to question the pontiff on this matter, or ask where all the tomes of magical lore given to the Church for safekeeping during the fall of the first Selentine Empire lie now.

Things are different in the lands at the edges of the Old Empire where magic wielders were often priests of the old gods. Here, the Church found it necessary to “demonize” magic in order to break the grip of the existing religions. It became common practise for the Church to condemn non-Selentine magicians when seeking converts. This simple fact means that in the heartlands of the True Faith magic is no great cause for alarm, but at the edges of civilization it is seen as a tool of darkness. The churches in certain countries—most notably Algandy and the Principalities of the Crusades—have become increasingly militant in their views towards magicians. The frequency and bloodiness of witchhunts grows with each passing year.

It is a wise magician that keeps his power secret, at least until he garners enough of it that nobody would dare to challenge him. Many a foolish apprentice has found himself dancing a gallows jig following an imprudent use of sorcery.

Ta’ashim

The Ta’ashim religion takes a similar view on magic to the Selentines, and the faith even boasts a coven of warlocks called the Mutakallimun – also known as the Shield of God. These Warlocks are both imams and deadly warriors. Returning crusaders tell chilling tales of their battles with these zealots. Ta’ashim assumes that Elementalists not of the faith are evil and should be put to the sword. This mandate is due to an incident in the early days of Ta’ashim when a cult of darkness Elementalists attempted to murder the Illuminate Akaabah and burn his writings. The stricter sects of Ta’ashim regard all magicians as suspect, and a traveller would be wise to avoid overt magic in rural areas.

Regional Views on Magicians

Almost every country in Legend has its own view of magicians. This is not unusual given the different supernatural elements and histories that exist for each country. Lands like Algandy and Krarth have had a history of terrible events driven by supernatural powers, and while Krarth still labours under

the heel of the Magi, the people of Algandy have thrown back the darkness and revile the magic they associate with it.

Magicians occupy a curious place in the feudal system, being sought after by lords in some regions and reviled in others. Sorcerers of significant power will find themselves courted by the nobility while those of lesser talents are treated like lepers, cast out and vilified. It is little wonder that a great many lesser magicians living in legend tend towards an itinerant life.

Ellesland

Magic is not trusted in Ellesland. The Church regards magic with suspicion and most magicians are assumed to be in league with the dark one or treated as pariahs, at best. It is not unheard of for a careless magician to face a church court on charges of devil worship. In Glissom and Cornumbria magicians – and especially the native Druids – can expect respect and a small amount of fear and no real issue with the Church, which takes a more pragmatic view of the world.

In Albion the fear of magic is more exaggerated, and overt use of spells will send most peasants running for the hills. It is not unheard of for nobles to employ a magician because of their usefulness and as a means of warding off supernatural attacks. Thuland has a long tradition of magicians working with the rulers of the nation—though typically these are woman and male magicians might face some social pressure to leave the craft to the womenfolk. Ere-worn has been terrorized by Warlocks and Sorcerers for decades, and so magic there is regarded with nothing but fear and suspicion.

Kurland, Chaubrette, and Algandy

The townsfolk of Kurland and Chaubrette have probably seen a magician or two in their time, working for a noble lord or passing through on some errand or other. This familiarity has done nothing to assuage their primal fear of sorcery, and it is a wise magician who knows the difference between being known as a wizard and wielding magic in public. Outside of the towns the peasants give magicians a wide berth, and wielding sorcery in a village is a

minor crime—although this law is rarely enforced—which in extreme cases can lead to “unfortunate accidents”.

Algandy is a different matter. Less than a century ago, the land was plagued by supernatural monsters and wicked magicians which naturally soured the people towards magicians. A great purge led by the Algandian Inquisition resulted in the deaths of hundreds of magicians fewer than thirty years ago. Today, Algandy sports draconian laws regarding the use of magic, and any magician found outside the merchant city of Mantla can expect to be executed on the spot if he is not in the direct employ of a noble family. The Algandian “bondsmages” are careful to wear the crests of their noble families prominently, as accidents have been known to happen.

The New Selentine Empire

By and large, the people of the Selentine Empire treat magicians as they would any other professional, though perhaps with a bit more caution and respect. The Legions of the New Selentine Empire are famous for their use of magic, and special colleges train new Warlocks and Sorcerers for Imperial service. Magicians in the Empire must perform seven years military service in payment for their training, and many choose to stay on for further terms due to the impressive benefits they receive. The Empire makes sure that the families of magicians that stay in the legions are very well taken care of, making it more difficult for a legionnaire to leave.

The Empire keeps extensive records on every magician it trains and each bears a tattoo with a unique cipher. Non-magicians who employ Selentine Sorcerers often ask to see this brand, both as proof of professional skill, and as a means of identifying the magician should anything go wrong.

The harshest punishment meted out to a Selentine Sorcerer or Warlock who commits a crime is the removal of the left hand... thereby preventing them from using their magic. The offending magician is then sent to toil for the rest of his life in the Legion alchemy laboratories where his knowledge is put to good use.

The Old Empires

The ancient empires of Emphidor and Kaikuhuru had magicians aplenty, mostly sorcerer-priests who represented the people before their pagan Gods. Today, magicians are a rarity in these faded lands, though native Sorcerers are still respected and even honoured. The same cannot be said of foreign magicians who come to loot and pillage the lore of these lands... these are proud people who don't take kindly to tomb robbers. More than one group of adventurers has found themselves sealed inside a hoary tomb when vengeful locals collapsed the entrance.

The Ta'ashim Lands

A magic-wielding visitor to the golden cities of the south may feel like he is being constantly watched. This is because he is indeed being observed by everyone he meets, as is prescribed by the holy texts. The Ta'ashim people place magicians in two broad categories; either they are good and holy men or dire servants of darkness. While a native Ta'ashim Sorcerer is assumed to be a holy man, a visitor is considered to be on trial until he proves himself. The only exceptions to this rule are non-Ta'ashim Elementalists, whom all Ta'ashim regard as being irredeemably evil for reasons explained in the section on Magic and Religion.

Krarth and the Surrounding Countries

The people of Krarth and its former vassal states still live in fear of the Magi and their successors. Covens of witches have grown up since the Blasting of Spyte, and they wage a quiet war against the new Magi. Both sides are happy to sacrifice peasants if it suits their ends. The result of this conflict is that the peasantry will quite happily murder magicians in their power or hand them in to the local Magi, Fata or coven in the hope of rewards.

Mungoda and the Azure Coast

The witches of Mungoda and the storm-wizards of the Desert of Songs are both greatly respected and feared among their own people. Foreign magicians usually benefit from this perception until they do

something to change it. Luckily visitors are rare in these lands and so most visiting adventurers can expect a warm welcome... at least until they prove themselves scoundrels.

Other Lands

The Nomad Khanates, Yamato, Khitai, Batubatan, Minj, and other lands all have their own perceptions of magicians, although finding out what these might be is an adventure in itself. It is rumoured, for example, that the magicians of Yamato also serve as priests, and that Batubatan Sorcerers wield vast powers over the dead causing their own countrymen to fear them. The truth of these tales is a matter for some debate in both dockside taverns and sage's towers.

Raw Power and Summoning Elementals

The Elementalist Raw Power ability can be unbalanced in play. This section provides an optional system for Raw Power that fixes some of the perceived balance issues. The section also provides a new ability for Elementalist: the power to brew Elemental Essences.

Raw Power

The Elementalist's body seethes with untapped elemental power. Using this ability, the Elementalist chooses a target and infuses it with the aforementioned elemental energy to cause damage. Raw power can still be used for mundane effects (see *Dragon Warriors*, p. 37).

Raw power is a direct attack with a range of 10m and pits the Elementalist's Magical Attack against the target's Magical Defence. If the attack is successful the target takes 2 Health Points of damage for each Magic Point spent in the attack.

The Elementalist can spend up to 1MP per rank on the Raw Power effect. The MP for a given elemental strike must come from the appropriate magic point pool; if the Elementalist doesn't have MPs of that type available he cannot use or boost that attack.

Each Raw Power attack has a special effect as follows:

FIRE: Sets the target on fire, inflicting 1HP damage per round, until the target spends a round putting the fire out.

EARTH: Shards of stone erupt from the target's skin before vanishing. The shards shred armour and reduce the target's Armour Factor by 1 until basic repairs are made. Repairs take 5-10 minutes of work.

AIR: This agonising attack forces air into the target's body tissues, causing terrible pain and exploding organs. The target has his movement reduced by half for 1d6 rounds due to the pain. This special effect doesn't work on automatons or the undead, though they take damage normally.

WATER: This attack freezes the target from the inside causing massive damage. The target has his Evasion reduced by 1 for 1d6 rounds.

DARKNESS: Hampers the target's vision, inflicting a -1 to Attack and Defence for 1d6 rounds.

Elemental Essence

An 8th Rank Elementalist can create an Elemental Essence (see *Dragon Warriors*, p. 140) of her own main Element (only). This takes seven days of full-time work, per Essence, and costs just 100C. The Elementalist, unlike a Sorcerer using Alchemy (see *Dragon Warriors*, p. 30), does not need a laboratory or any other special equipment. However, she must brew the Essence in a place suited to the element: atop a volcano or by a massive forest fire for Fire, deep beneath a mighty mountain for Earth, out at sea or even underwater for Water, or on a mountain-top at least two miles high for Air.

A Darkness Elemental Essence resembles an uncut black diamond, at least in smoothness and hardness, but reflects no light whatsoever. If it is immersed in the fresh blood of any creature, in a dark place, it immediately becomes a Darkness Elemental (see below). A Darkness Elementalist of 8th Rank can create a Darkness Elemental Essence as above. It

must be brewed in a dark place both literally and figuratively; a place that has recently seen great death, such as a battlefield or mass plague grave.

Elementalists of any Rank are treated as one Rank higher when attempting to command an elemental summoned by Elemental Essence, so long as it of their main element, but they always fail an attempt to command an Elemental that is not from their main or subsidiary elements. An Elementalist automatically succeeds at commanding an elemental summoned from an Elemental Essence she has created herself; there is no need to roll.

Darkness Elemental

Darkness Elementals are entities of pure hate and corruption. Their passing sours milk, sickens animals, and rots vegetation. The touch of a Darkness Elemental causes skin to erupt in festering boils and sores, before it disintegrates in an oozing mass of puss and decay. Purity and light are inimical to the Darkness Elemental, and it is incapable of setting foot on holy ground or standing in bright sunlight.

The true form of a Darkness Elemental is unknown; they appear as half-glimpsed shadows and vanish when looked at directly, hence their high Attack and Defence values.

Attack	25, Attack (d10, 6)
Defence	20
Armour Factor	0 but immune to non-magical weapons
Magical Defence	8
Evasion	8
Health Points	3d6+10
Movement	20m
Rank-Equivalent	9th

The Spellbook of Legend

Creating New Spells

Creating new spells is a herculean task equivalent to creating a magical artefact. With no proper body of established magical theory, no shared knowledge, and an imperfect understanding of magic, a magician must re-invent the wheel each time he seeks to create a new magical effect. Only those magicians of exceptional talent and power could even begin to experiment with the primal forces of the universe. The stories of failed magical experiments fill the bedtime terrors of every child in Legend.

A magician (either Elementalist, Warlock, Sorcerer or Mystic) must be at least 10th Rank before attempting to create a new spell. Only those who have mastered their chosen field can hope to successfully discover new incantations.

The only organized magical research in western Legend is carried out in the colleges of the New Selentine Empire. Even here, in the Collegius Mysterium in Tamor, most magicians are more interested in recovering lost lore rather than trying to create new enchantments. Given that the established canon for magical theory in western Legend consists of less than a dozen books this is hardly surprising.

The common spells that exist in Legend today are tried and tested, and usually relatively straightforward in their application. The spells also build upon each other logically, so that a Sorcerer who has learned how to cast *Dragonbreath* has an easier time learning *Nova*, for example. The few scholars of magic that exist today believe that the existing magical canon might have been the result of some ancient empire or school of thought regarding magical theory. The fact that certain spells are common throughout Legend suggests a common ancestry to most magical traditions.

If the New Selentine Empire holds together for another century or two its colleges might expand the body of lore by inventing a coherent theory of magic. For the time being, though, the best hope of finding new spells lies with forgotten tomes in

musty crypts, ancient incantations on the walls of cyclopean ruins, and the memories of ancient beings with alien goals.

Learning Canon Spells

Spells from the canon of magical learning as explained above follow a logical progression, and by using techniques and practicing constantly a magician eventually perfects his skill enough to be able to wield new spells. This constant training includes gesture, thought, and voice work for a Sorcerer or Warlock. Mystics spend hours in meditation, moving their bodies and minds as one until they reach a new mental plateau. Elementalists use their regular replenishment rituals, shamanistic trials (such as fasting, tattooing, and trances), and communion with the elements to garner new power.

Though new spells may seem to come overnight as a magician reaches a new Rank, they are really the work of constant practise and application of power.

Learning Other Spells

Learning a new spell—one that already exists but is not part of canon—requires either a mentor or a text created to explain the spell. Learning a new spell is akin to learning a new branch of a science—you know the basic methods but the content is completely new to you. For this reason, learning new spells takes weeks and sometimes months. The basic time to learn a new spell is 1 month for 1st to 3rd Rank spells, 3 months for 4th to 7th Rank spells, and 6 months for 8th to 10th Rank spells. This assumes 4 hours a day with a good tutor or an excellent text. A poor tutor or average text, including one not really intended to explain the spell, may double or triple the time needed to learn the spell at the GM's option.

Limits on Spells Known

Spells are taxing things to master, and require constant practise to maintain. For this reason some magicians have limits to the number spells they can know at a given level. Sorcerers and Mystics, with their focus on spell casting can know any number of spells per rank, but Elementalists and Warlocks have restrictions on the number of spells they can know.

Warlocks, with their focus on martial and magical training cannot know any more than 5 spells per Rank. If a Warlock wishes to learn a new spell he must neglect one of his existing spells of the same level as the new spell, effectively losing the ability to cast the old spell. If a Warlock later wishes to re-learn the old spell he must spend a month re-training himself to use the old spell and choose another spell of that level to “forget”. He does not require a mentor or book to re-learn a spell he knew.

Elementalists don't study magic so much as live and breathe it. They can know any number of spells belonging to their chosen element but cannot know more than 1 spell per rank in each of their subsidiary elements. Once an Elementalist has chosen his spells he cannot choose to unlearn them... they are part of him body and soul.

Notes on New Spells

In most cases the new spells below have a strong regional bias. Magicians from regions where these are common or uncommon can choose to adopt these spells at the appropriate Rank as outlined above. Where a spell is noted as being rare it must be picked up through the course of play. Such a spell is known to perhaps one in a hundred magicians. Common spells are known by about one in four magicians in the region mentioned, uncommon spells may be known by about one in twenty magicians in the region.

In some cases these spells replace a standard spell and this is noted in the Replaces section of the spell description. Instead of learning the standard spell when he gains the appropriate Rank, the magician learns the listed spell. The Sorcerer can still learn the standard spell if he encounters it in the course of play, subject to the normal restrictions on number of spells known.

Sorcerer

WITCHBANE.....	1
BEDEVIL.....	1
ECHOES OF SPYTE	2
SUMMON LESSER DJINN	3
UDJAT	4
LUGH'S SPEAR.....	5
MASK OF FEATHER AND TALON.....	5
MASK OF TOOTH AND CLAW	5
USHABTI.....	6
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WITCHBANE

PROFESSION AND RANK: Sorcerer 1

RANGE: 10m

DURATION: Instant

ORIGIN: Algandy

RARITY: Common in Algandy, uncommon elsewhere

REPLACES: *Dragonbreath* for Algandish Sorcerers

DESCRIPTION: A stream of emerald flame bursts from the Sorcerer's fingertips to engulf a single target. This spell works on all manner of supernatural entities but has no effect on a normal human – even one trained in the black arts. If a normal human is targeted the flame washes about him leaving him unharmed, though likely terrified. If the spell hits a supernatural being (Speed 12 versus the targets Evasion), the target suffers 1d6+6 damage reduced by its Armour Factor. This spell prevents a Sorcerer from being a threat to a knightly warrior while making them an excellent tool for rooting out “evil beings”.

BEDEVIL

PROFESSION AND RANK: Sorcerer 1

RANGE: 10m

DURATION: Permanent

ORIGIN: Algandy

RARITY: Common throughout Legend

DESCRIPTION: The Sorcerer casts this spell on a single tool, weapon, or implement. The target can be no larger than a small cart or plough. The spell causes the item to attempt to thwart any action a user tries to undertake with it. For example, a compass will give false readings, a hammer might strike a thumb, and a saddle might become undone. The spell rarely causes serious injuries but, for example, using a bedevilled rope to climb a mountain can be suicidal. The spell remains until the Sorcerer removes the spell or a *Dispel Magic* spell is cast on the item. Any Sorcerer who knows this spell can cast a “counter curse” on a bedevilled item.

ECHOES OF SPYTE

PROFESSION AND RANK: Sorcerer 2

RANGE: 20m

DURATION: Spell Expiry Roll

ORIGIN: Krarth

RARITY: Uncommon in Krarth and rare outside of that foul land

DESCRIPTION: When cast, the Sorcerer must pick a point anywhere within 20m of where he stands. Until the spell expires or is cancelled, the Sorcerer hears everything as if he were standing at that point.

This spell was used by the Krarth Magi of old to spy upon their rivals and enemies. Following the Blasting of Spyte the remaining apprentices carried this spell out of the ruins, teaching it to their followers and spies as needed.

SUMMON LESSER DJINN

PROFESSION AND RANK: Sorcerer 3

RANGE: N/A

DURATION: Spell Expiry Roll

ORIGIN: Ta'ashim lands

RARITY: Common in Ta'ashim lands, rare elsewhere

REPLACES: *Wolfcall* for Ta'ashim conjurers

DESCRIPTION: The Sorcerer calls upon the power of the seven great Djinn sultans to summon one of their lesser servants; a whirling cloud of sand about half the size of a man. This lesser Djinn can do anything a normal human can, such as serving food, opening doors, carrying, and lifting. The Djinn cannot attack and, being a cloud of sand and air, is immune to non-magical damage.

A few northerners have managed to learn the secrets of this spell and it can be found from time to time in hands of well-travelled Sorcerers. Those who fre-

quently abuse the sultan's servants (for example by getting them to open obviously trapped doors all the time) may feel the wrath of the Djinn lords.

UDJAT

PROFESSION AND RANK: Sorcerer 4

RANGE: Self

DURATION: Spell Expiry Roll

ORIGIN: Kaikuhuru

RARITY: Rare everywhere due to its obviously pagan effect.

DESCRIPTION: Upon casting this spell, a golden, glowing, eye-shaped glyph appears on the Sorcerer's forehead. The spell increases the Sorcerer's Psychic Talent and Intelligence to 16 or raises a score of 16-17 to 18. The Sorcerer gains all the associated bonuses for having these characteristics.

MASK OF TOOTH AND CLAW

PROFESSION AND RANK: Sorcerer 5

RANGE: Self

DURATION: 5 Minutes then spell expiry roll applies

ORIGIN: Mungoda

RARITY: Uncommon in Mungoda and parts of Mercanian Coast, rare elsewhere

DESCRIPTION: By donning a carved wooden tiger mask the caster transforms into a sabre-tooth tiger. This grants the Sorcerer the physical aspects of the tiger like its vision, attacks, and movement speed. The spell does not change the caster's other attributes, but does prevent him from speaking and casting spells. The spell is uncommon now and considered barbarous and uncouth by more "civilized" Sorcerers.



MASK OF FEATHER AND TALON

PROFESSION AND RANK: Sorcerer 5

RANGE: Self

DURATION: 5 Minutes then spell expiry roll applies

ORIGIN: Mungoda

RARITY: Uncommon in Mungoda and parts of Mercanian Coast, rare elsewhere

DESCRIPTION: The Sorcerer dons a stylized bird of prey mask, transforming into a raptor. The Sorcerer retains his normal attributes but gains the physical shape, size, and flight ability of a bird. Normal birds can sense the magic and flee from the Sorcerer while he is in this form.

LUGH'S SPEAR

PROFESSION AND RANK: Sorcerer 5

RANGE: 2m

DURATION: Spell Expiry Roll

ORIGIN: Ellesland/Mungoda

RARITY: Uncommon in Ellesland and Mungoda, rare elsewhere

DESCRIPTION: This spell summons forth a spear of white ash with a copper head. Eldritch fire dances around the spear's tip. The spear hovers beside and moves with the caster, automatically attacking any being within 2 meters, friend or foe. The spear can make one attack per round with an Attack of 22 (1d8, 5). The spear counts as a magical weapon. If the spear is struck in combat, (Defence 23) it vanishes immediately. This spell was common among the early tribes of Albion but fell out of common use as most of Albion's native Sorcerers died on the end of a legionnaire's sword.

In a strange case of parallel development this spell has been seen among witchdoctors in Mungoda, where it is known as *Ghost Assegai*.

USHABTI

PROFESSION AND RANK: Sorcerer 6

RANGE: Touch

DURATION: Spell Expiry Roll or 1 hour

ORIGIN: Ancient Kaikuhuran spell

RARITY: Rare.

DESCRIPTION: The Sorcerer "touches a pre-prepared stone figurine (or Ushabti), transforming it into a willing humanoid servant or bodyguard for the duration of the spell. The duration of the spell depends on the figurine used. A warrior figurine creates a guardian who vanishes with a spell expiry roll. A figurine of a worker will produce a non-combat servant that lasts an hour. In both cases the Ushabti figurine reappears undamaged at the end of the spells duration. The servant will not fight, but has AF4 (stone skin), and 12 HP. The highly decorated stone figures used for these spells cost 100 Florins each and can be reused.

The servant is incredibly strong (Strength 19) and works tirelessly, performing a day's work in a single hour. The guardian will protect the Sorcerer to the best of its ability but cannot be ordered to do anything beyond this. The guardian may actually hamper the Sorcerer from time to time, such as refusing to let him cross a dangerous bridge or blocking anyone with a weapon from approaching him.

Ushabti Guardian

Attack	20, Shortsword(d8, 3)
Defence	15
Armour Factor	4 (Stone)
Magical Defence	10
Evasion	3
Stealth	9
Perception	7
Health Points	20

The tombs of the ancient Kaikuhuran magi are littered with different forms of Ushabti (including animals and objects), suggesting that they knew many more forms of this spell. From time to time tomb-robbers claim to have discovered a greater *Ushabti* spell scrawled on the walls of an ancient

tomb. Those Sorcerers foolish enough to follow the tomb robbers into the Kaikuhuran desert seldom return.

SHOULDERS OF THE COLOSSUS

PROFESSION AND RANK: Sorcerer 7

RANGE: Touch

DURATION: Spell Expiry Roll

ORIGIN: Ancient Emphidor

RARITY: Uncommon everywhere

DESCRIPTION: This spell causes the person touched to grow until he reaches 4m in height. The character gains 19 Strength for the duration of the spell. The character's possessions grow proportionally and any armour gains a +2 bonus to AF due to the thickening effect. This spell can be useful to reach high spaces, to terrify and impress, or to cross long distances quickly (Movement 15m (30m)). This spell can be cast on an unwilling target by making a standard Magical Attack versus the target's Magical Defence.

POSSESSION

PROFESSION AND RANK: Sorcerer 8th

RANGE: 10m (Initial casting)

DURATION: 5 minutes then spell expiry applies

ORIGIN: Krarth

RARITY: Uncommon in Krarth; rare elsewhere

DESCRIPTION: This spell enables a Sorcerer to transfer his consciousness to another human's body, taking control of the target. While this spell is active the Sorcerer's own body collapses as if in a deep sleep. If the Sorcerer's body suffers injury or death while he possesses another the spell ends immediately. To possess a target the Sorcerer must overcome their Magical Defence score. While possessing his target the Sorcerer has no access to their skills or powers and cannot cast spells himself. When the spell ends the target has no memory of anything that happened while he was possessed.

SPIRIT LEECH

PROFESSION AND RANK: Sorcerer 9th

RANGE: 10m (Initial casting)

DURATION: Spell expiry applies

ORIGIN: Kingdom of Wyrd

RARITY: Rare

DESCRIPTION: With a dread incantation, the Sorcerer summons forth this flying spectral worm from some dark dimension. The Spirit Leech cannot survive without magical energy, and attacks the nearest being to it (excluding the caster) that has Magic Points.

The Spirit Leech can be blocked by magical shields like *Spell Screen*, but these defences only last a single round against it. The Spirit Leech moves at a base speed of 30m. Once the Spirit Leech makes physical contact with the target (Attack 23 against Defence, armour does not protect) it latches onto it, automatically drawing 5 MP from the unfortunate each turn. The Spirit Leech is impervious to all attacks, but can be destroyed by depriving it of Magic Points for two consecutive rounds. Smart magicians might cast a series of durational spells, let the leech vanish and then cancel their spells to recoup some of their lost power. There are reasons that the Magi of Krarth do not push their claim to the Kingdom of Wyrd.

SLEEP OF AGES

PROFESSION AND RANK: Sorcerer 10

RANGE: Touch

DURATION: See text

ORIGIN: Kaikuhuru

RARITY: Rare throughout Legend

DESCRIPTION: This spell puts a willing target to sleep for 100 years or until a certain condition is met, whichever comes later. During this time the target does not age, and can only be awoken by a *Dispel Magic* spell or physical damage to his body.

It is said of certain tombs in ancient Kaikuhuru that hoary Sorcerers guard them, fanatically loyal to their dead pharaohs but hopelessly insane from thousands of years of dreamless sleep.

Warlock

BATTLE BROTHER	1
DJINN-BORNE LEAP	2
IBN-AZI'S SHATTERING BLOW.....	3
FAESTUS' WRATH	4
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CALL TO ARMS	6
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RAIN OF DEATH	8
FOG OF WAR	9

BATTLE BROTHER

PROFESSION AND RANK: Warlock 1

RANGE: Self

DURATION: Spell expiry applies

ORIGIN: Emphidor

RARITY: Uncommon

DESCRIPTION: This spell summons an illusion of a heavily armed and armoured warrior to guard the Warlock's flank. The warrior takes its appearance from the Warlock with subtle changes that make him more threatening, such as adding 6 inches to his height, larger weapons, or a scar or two. The Battle Brother shouts and threatens anyone approaching the Warlock from the back or side, both warning the caster of sneak attacks and acting in an intimidating manner to ward off attackers.

DJINN-BORNE LEAP

PROFESSION AND RANK: Warlock 2

RANGE: Self (20m)

DURATION: Instant

ORIGIN: Caliphate of Zhenir

RARITY: Common in Zhenir, rare elsewhere

DESCRIPTION: A quick invocation to the seven great Djinn sultans enables the Warlock to leap vast distances trailing blue flames and sparks in his wake. The Warlock can use this spell to make a single leap of up to 20m in any direction. The spell carries the caster in a parabolic arc, so making it impossible to leap straight up using the spell. The high point of the arc is about 10m which is enough to clear most castle walls.

The sparks that rain to the ground with the Warlock's passing are likely to ignite flammable objects such as dry straw.

Warlocks not fortunate enough to be born in the enlightened lands of the Caliphate will have to track down Kade o' the Black Step, a Mercanian Warlock who tricked the knowledge of this spell from the Zhenir.

IBN-AZI'S SHATTERING BLOW

Profession and Rank: Warlock 3

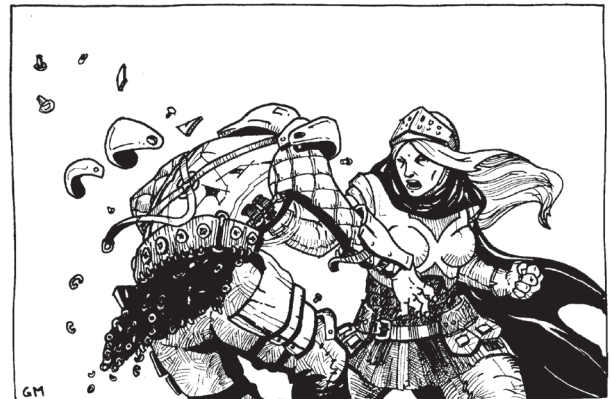
RANGE: Touch

DURATION: Instant

ORIGIN: Newly discovered in the Ta'ashim lands, virtually unknown outside of the Caliphate

RARITY: Rare in the Caliphate

DESCRIPTION: The Warlock lands a resounding blow on his target, causing any armour worn to fly apart in a spasm of leather and steel. The Warlock must make successful attack and armour bypass rolls or the spell fizzles. The spell does no permanent damage to the armour, but requires at least ten minutes of work to reassemble the pieces. The spell has no effect on targets with natural armour such as hair, thick skin, or scales. Beings of earth, stone, and metal like Automatons, Earth Elementals, Gargoyles, and Golems take 2d4 HP damage from this spell but suffer no armour factor reduction.



FAESTUS' WRATH

PROFESSION AND RANK: Warlock 4

RANGE: 10m

DURATION: Spell Expiry Roll

ORIGIN: Emphidian Empire

RARITY: Common today in Selentine lands, rare elsewhere

REPLACES: *Turncoat* for Selentine Warlocks

DESCRIPTION: The Warlock casts this spell on an enemy's weapon, making a magical attack as usual against the targets Magical Defence. If the attack is successful, the weapon leaps and twists in the owner's hand, attempting to strike him repeatedly. The weapon attacks once per round with an Attack of 16, inflicting damage as if it was wielded by its owner... exceptionally strong warriors beware! Anyone with Reflexes and Strength scores of 13 each can grab the weapon holding it in place and preventing it from attacking. Keeping the weapon at bay counts as a full action, and someone performing that action cannot move or attack without letting go of the weapon.

Faustus, God of the Forge, whispered this spell in the ear of a sleeping Emphidian Warlock who saved one of his temples from destruction by a rampaging monster.

APEP'S FANG

PROFESSION AND RANK: Warlock 5

RANGE: Touch

DURATION: Instant

ORIGIN: Ancient Kaikuhuru

RARITY: Rare

DESCRIPTION: In the shadows of the Kaikuhuran Empire, the Warlock-Priests of Apep wielded weapons laced with venom that they claimed came from the fangs of their dread master. This spell envenoms

a single blade as if it were coated in a single dose of Assassin's Lotion. All standard rules for Assassin's Lotion apply.

CALL TO ARMS

PROFESSION AND RANK: Warlock 6

RANGE: Self and up to 5 companions within 10m

DURATION: Instant

ORIGIN: Khitai

RARITY: Common in Khitai, uncommon elsewhere

DESCRIPTION: With a cry of alarm and a few quick gestures the Warlock girds himself and his companions for battle. This spell instantly wakes the targets, places their weapons in their hands, and dons their armour. The weapons and armour must be accessible to the targets and within 10m of the caster. This spell is a favourite with civilized Khitai Warlocks travelling through the dark and dangerous western lands.



JUPRO'S LEGION

PROFESSION AND RANK: Warlock 7

RANGE: 20m radius around caster

DURATION: Spell Expiry Roll

ORIGIN: Selentine priests of Mars

RARITY: Uncommon in Selentine empire, rare elsewhere

REPLACES: *Nemesis* for Selentine Warlocks

DESCRIPTION: With a sonorous chant the Warlock empowers his allies with the strength of the ancient Selentine heroes. Any ally of the Warlock standing within 20m of him when he begins the chant gains a +2 to their Attack and Defence. This spell turns average troops into hardened warriors, and veteran fighters into legends. The chant that accompanies this spell is often taken up by surrounding units, giving them a feeling of invincibility and incidentally making it difficult to spot the unit that has been bolstered. Each character affected by the spell must continue to chant for the duration or the spell

will cease to function on them. The Warlock is not affected by the spell and need not continue the chant.

RAIN OF DEATH

PROFESSION AND RANK: Warlock 8

RANGE: 20m radius within bow range

DURATION: Instant

ORIGIN:

RARITY: Uncommon among Nomad Khanates, rare elsewhere

DESCRIPTION: To cast this spell the Warlock must have a loaded bow or crossbow in his hands. The Warlock fires a single shot as he casts the spell, no attack roll is necessary as this is just part of the ritual. The missile splits into dozens of duplicates of itself in mid-air, filling a 20m radius at the point the shot would strike (determined by the caster, no attack roll required) with arrows/bolts. The spells range is determined by the weapon used. Everyone in the area of effect must make an Evasion check against Speed 14 or be struck by 1d4 arrows. Damage from the spectral arrows is (1d6, 4). This spell is used by Khanate Warlocks in the employ of their lords. The spell is commonly used during the hit and run charges the nomads are famous for.

FOG OF WAR

PROFESSION AND RANK: Warlock 9

RANGE: Self

DURATION: Spell Expiry Roll

ORIGIN: Ereworn

RARITY: Uncommon in Ellesland, rare elsewhere

DESCRIPTION: Ereworn is famous for its dark and deadly fogs. Peasant and noble alike fear the mists and with good reason. This spell surrounds the Warlock in a magical mist that radiates 5m out in all directions and moves with the Warlock. The Warlock can be dimly seen by anyone outside the fog, and so there is a -2 Attack penalty to ranged attacks. The Warlock can make a Magical Attack against anyone entering the mist. If the attack fails the target ignores the mist. If the attack is successful

the fog thickens about them and the target is lost in the mist. Those lost in the mist must roll 1d8 each round and consult the following table:

1 Exit the fog. The target can re-enter the mist if he chooses and suffer a new magical attack.

2-7 Wanders lost in the mist unable to see.

8 Encounter the Warlock. Once this is rolled the target is no longer lost and can choose to fight or flee from the Warlock. Fleeing the Warlock provokes another magical attack as the target re-enters the mist.

The fog warps space and in theory any number of people could become lost in it. If the Warlock wishes, he may choose to encounter a particular person instead of rolling randomly.

Mystic

PAIN MASTERY	1
MIND OVER MATTER (NEPHTU'S ARM)	2
PSYCHIC STRIKE	3
MONKEY BROTHER	4
WHISPER OF THE MUSE	5
FLEETING ENLIGHTENMENT	6
ONE MIND	7
SERPENT TRANCE	8
QUAVERING VOICE	9

PAIN MASTERY

PROFESSION AND RANK: Mystic 1

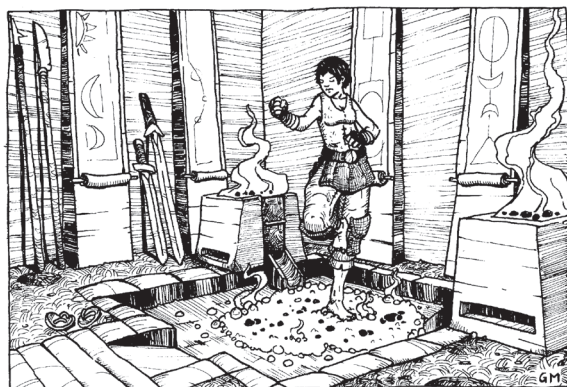
RANGE: Self

DURATION: Spell Expiry Roll

ORIGIN: Khitai

RARITY: Common in Khitai, rare elsewhere

DESCRIPTION: The Mystic focuses his mind on the higher planes, distancing himself from his physical body. For the duration of the spell the Mystic is immune to pain, enabling him to pick up flaming brands without flinching and to take the mightiest blows with no outward sign of pain. The spell has no game effect outside of the lack of pain, and does not enable the Mystic to continue fighting below 0 Health Points. The warrior monks of Khitai use this spell as a training technique for their apprentices. A few Mystic wanderers have brought this technique to the west and have sometimes used the ability to circumvent tests for righteousness, such as plucking hot irons from the fire without flinching.



MIND OVER MATTER (NEPHTU'S ARM)

PROFESSION AND RANK: Mystic 1

RANGE: Self

DURATION: 1 Action

ORIGIN: Kaikuhuran Desert (uncommon), rare elsewhere

DESCRIPTION: The Mystic using this spell increases his Strength to 19 for a single action. He can use this strength to break down doors, launch a devastating attack, or any other single action he can think of.

The Order of Nephtu created this spell to aid them in their sacred duty to protect the hidden tombs of the Pharaohs. This last remnant of the old Kaikuhuran tomb guards practise martial arts and battle the minions of the dark God Tenubis, who sought to cast the Pharaohs from the underworld to take their power for his own.

PSYCHIC STRIKE

PROFESSION AND RANK: Mystic 3

RANGE: 3m

DURATION: Instant

ORIGIN: Ancient Kaikuhuru

RARITY: Rare everywhere today due to its complexity

DESCRIPTION: The Mystic launches a combined physical and mental assault on a single target. He makes a Magical Attack against the target's Magical Defence while at the same time launching a physical attack such as a sword blow. If the Mystic is successful with his Magical Attack the target's Defence is reduced to ¼ against his physical attack. The target's Defence is otherwise unaffected.

EXAMPLE: Talos (Attack 16, Magical Attack 20) uses Psychic Strike against an enemy Knight (Defence 16, Magical Defence 10). Talos succeeds at his magical attack and can instantly make an attack roll with his sword against the Knight's Defence of 4. If Talos had failed the Magical Attack roll he could still have attacked normally. Talos' friend must still overcome the knight's full Defence (less the 4 he has used against Talos).

MONKEY BROTHER

PROFESSION AND RANK: Mystic 4

RANGE: Self

DURATION: 1 hour

ORIGIN: Mungoda and Khitai

RARITY: Common in Mungoda and Khitai, rare elsewhere

DESCRIPTION: This spell infuses the Mystic with the essence of a monkey. For one hour the Mystic climbs as if he had a Reflexes score of 18. In addition, the Mystic can travel through forests and jungles by swinging from branch to branch, covering up to 20 km per hour in this manner. When the spell wears off, the Mystic's Reflexes are reduced by 1 for an hour due to exhaustion and sudden unfamiliarity with his leaden human limbs.

This spell is practised in the steaming Mungoda jungles and the bamboo forests of Khitai. How two cultures so distant from each other both learned this spell remains a mystery.

WHISPER OF THE MUSE

PROFESSION AND RANK: Mystic 5

RANGE: Self

DURATION: Spell expiry roll applies

ORIGIN: Khitai and Emphidor

RARITY: Uncommon in Khitai and Emphidor, rare elsewhere

DESCRIPTION: This spell provides the Mystic with amazing flashes of insight and creativity. Until the spell wears off, the Mystic becomes supernaturally creative and can tell a spell-binding, original story, recite enchanting poetry, write epic tales, or hold an audience captive with their tunes. He might also gain insight into puzzles and plots if the GM so wishes. The tales say that the Mystics of the Illuminated Crane monastery in Khitai do nothing all day long but create legendary works of art to send to their Emperor using this ability.

FLEETING ENLIGHTENMENT

PROFESSION AND RANK: Mystic 6

RANGE: Touch

DURATION: Spell Expiry

ORIGIN: Unknown

RARITY: Uncommon throughout Legend

DESCRIPTION: This spell enables the target to cast a single first rank Mystic spell as if he were a Mystic of rank equal to the caster. The Mystic chooses the spell the target can cast. The target can cast the spell repeatedly until he fails a fatigue roll or the duration of *Fleeting Enlightenment* runs out. The spells cast by the target have their own spell expiry rolls and do not fail with the *Fleeting Enlightenment* spell.

Tales tell of Pharaoh Actumum of Kaikuhuru, who ordered this spell be cast repeatedly for him in order that he might experience true enlightenment. The legend states that Actumum was driven to suicide by the spell, but others whisper that his personal Mystic grew tired of his constant demands.

ONE MIND

PROFESSION AND RANK: Mystic 7

RANGE: 10m

DURATION: Spell expiry roll applies

ORIGIN: Mungoda

RARITY: Common in Mungoda, rare elsewhere

DESCRIPTION: The Clever-men and Witches of Mungoda have strange powers, and this one is no exception. This spell links the minds of everyone within range and, with eerie and silent coordination, those affected work together as if a single being. The spell is commonly used for hunting or tribal warfare. All physical actions undertaken while under the effect of the spell gain a +1 bonus for every two people in the link to a maximum of +5.

SERPENT TRANCE

PROFESSION AND RANK: Mystic 8

RANGE: Self

DURATION: Spell Expiry Roll

ORIGIN: Unknown

RARITY: Rare throughout Legend

DESCRIPTION: The Mystic opens his mind to his enemies' thoughts, anticipating their next attacks before they make them. This spell grants the Mystic a base +5 in Defence that applies to all attacks made against him. In addition, the Mystic takes no penalties for fighting blind or being attacked from behind. This spell was named for the serpentine movements and miraculous dodges that the Mystic makes while under its effects.

EXAMPLE: Talthia (8th Rank Mystic with Defence 13) is under attack from 3 thugs. She has *Serpent Trance* active and she chooses to split her Defence as follows 4, 4, and 5 against the thugs. Her effective Defence against the thugs is 9, 9, and 10 when the +5 base Defence is considered.

QUAVERING VOICE

PROFESSION AND RANK: Mystic 9

RANGE: 20m

DURATION: Instant

ORIGIN: Krarth and Yamato

RARITY: Uncommon in Krarth and Yamato, Rare elsewhere

DESCRIPTION: The Mystic uses his own voice to draw upon the darkest power of the mind. He begins with a humming noise that soon becomes a single clear note that can strike dead any living thing hearing it. The caster can target a single sentient living being and slay it on a successful Magical Attack roll. Alternatively, the Mystic can target up to four non-sentient living beings to slay in place of a sentient. The spell has no effect on undead or beings like golems.

For example, the Mystic can attempt to kill four Wolves or a single Knight with this spell. Those that survive the attack are deafened for 10 minutes.

The dark Mystic, Rook Illyanovich, developed this technique during his long reign of terror as a regional governor in Krarth during which he terrorized the peasantry for decades until he made the mistake of killing a favoured apprentice of the Magi. Rook's screams of agony killed hundreds during the year it took him to die. It is rumoured that Rook tore this spell from the mind of a diplomat from Yamato who he had reason to capture and torture.

Elementalist

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LEAF ON THE WIND

PROFESSION AND RANK: Elementalist (Air) 1

RANGE: Self

DURATION: Spell expiry applies

ORIGIN: Mercanian Coast

RARITY: Common on the Mercanian Coast, uncommon elsewhere

DESCRIPTION: A hundred years ago the cliffs and fjords of the Mercanian Coast were home to a number of brutal deaths, as followers of the True Faith took to hurling "devil worshippers" from the cliff tops. This spell saved the lives of a number of Völva Elementalists during those dark days. An Elementalist under the effects of this spell is buoyed up by the spirits of the air while falling and takes no damage from any fall... unless of course the spell ends while he is still in the air. Falling while under the effects of this spell is at a rate of 10m per round.

DARKNESS: The darkness version of this spell can be cast on another person by touch.

MARID'S GIFT

PROFESSION AND RANK: Elementalist (Water) 1

RANGE: Touch

DURATION: Instant

ORIGIN: Marid giants

RARITY: Common in the Desert of Songs or Azure Coast; rare elsewhere

REPLACES: Rain for the Water Elementalists of those regions

DESCRIPTION: This spell causes a body or container of water touched by the Elementalist to be purified and drinkable. It removes poisons, impurities, parasites, and the effects of stagnancy. When cast on salt water the spell makes it drinkable, though it still retains a salty tang. The spell can effect a single pool or container no greater than 10m x 10m x 2m; this is usually enough to purify the water from an oasis. The water from wells or pools remains pure until it refills naturally.

This spell was a gift from the Marid giants of the Azure Coast to the storm-wizards of the Desert of Songs. The Marid giants are a wise and peaceful race, who suffered greatly at the hands of Kappa invaders until the storm-wizards intervened on their side.

DARKNESS: The darkness version of this spell reverses the effect above, polluting an oasis or water vessel. Use of this spell has in the past caused open warfare between the tribes of the Desert of Storms.

FEET OF THE EARTH

PROFESSION AND RANK: Elementalist (Earth) 2

RANGE: Self

DURATION: Spell expiry applies

ORIGIN: Thuland

RARITY: Uncommon in Thuland, rare elsewhere

DESCRIPTION: The caster plants his bare feet on the ground and cannot be moved by any physical means unless he wills it. The caster can also walk at 5m per round straight up walls and cliffs made of stone or earth.

This spell originates from the hidden villages in the north-eastern Pagan Mountains. These legendary villages were inaccessible except by their Elementalist protectors, but they syill exist tucked away to this

day, unaware of the passing of years or the deaths of their ancient religions. Darkness has overtaken some of these villages, and terrible things happen to outsiders who find them.

DARKNESS: The darkness version of this spell kills all plant life within 3m of the caster... this effect moves with the Elementalist.

BRIGANTIA'S HEART

PROFESSION AND RANK: Elementalist (Fire) 2

RANGE: Touch

DURATION: One Night

ORIGIN: Glissom

RARITY: Common in Glissom, uncommon in Ellesland, rare elsewhere

REPLACES: *Pyrotechnics* for Druids from Glissom

DESCRIPTION: The Elementalist calls upon the old pacts imploring Brigantia, the Goddess of flame to bless a single fire (campfire or heath fire). The spell can only be cast at night and lasts until the first light of dawn. Anyone sleeping beside the fire for the night regains 2 health points in addition to any regained through normal rest. The fire must be kept fuelled, but may be put out in the normal manner.

DARKNESS: The darkness version of this spell curses a single fire so that its smoke forms a malignant fume. Any person spending four hours next to the fire (outdoors or indoors) suffers the effects of a medium poison (see *Dragon Warriors*, p. 122).



DARK THOUGHTS

PROFESSION AND RANK: Elementalist (Darkness) 3

RANGE: 10m

DURATION: Spell expiry applies

ORIGIN: Krarth (see below)

RARITY: Rare in Krarth

DESCRIPTION: This is another spell from the pen of Vald the Mad Monk of Krarth (see p.101). The spell affects a single target, filling their minds with dark and violent thoughts. The target flies into a

berserker rage, attacking the nearest living beings. If a number of living beings stand close to him the target will attack those he cares the most about first. The target will continue to attack until he can no longer see anyone.

This spell gained some notoriety a few years ago when it was used during a noble marriage ceremony in Kurland; the groom, a duke of some importance, slew six people before his own bodyguard ended his life.

GEAS: The first time the Darkness Elementalist casts this spell his closest friend or family member will betray him.

IFRIT'S CLOAK

PROFESSION AND RANK: Elementalist (Fire) 3

RANGE: 3m radius centred on caster

DURATION: Spell expiry applies

ORIGIN: Desert of Songs and Azure Coast

RARITY: Uncommon on the Desert of Songs and Azure Coast, rare elsewhere

REPLACES: Fire Arrow for certain storm-wizards

DESCRIPTION: The spell wraps the caster in a mantle of smoke and embers that billow from his cloak, blinding those close to him. Enemies suffer a -3 to Attack and Defence while within 3m of the caster. As an action, the Elementalist can also choose to swirl the cloak about himself to release a shower of embers.

These embers ignite any flammable substances within 2m of the caster. This spell is known to the storm-wizards of the Desert of Songs, where they call upon ancient elemental compacts to conjure this mantle.

DARKNESS: The embers created by the darkness version of this spell have Speed 12 and burn anyone failing to dodge for 1d8 Health Points of damage, minus the target's Armour Factor.

SKADI'S PATH

PROFESSION AND RANK: Elementalist (Earth) 4

RANGE: Self (30m)

DURATION: Instant

ORIGIN: Mercanian Coast

RARITY: Uncommon on the Mercanian Coast, rare elsewhere

DESCRIPTION: The Elementalist must cast this spell while standing on stone or earth. Casting the spell while in a boat or on the first floor of a dwelling causes it to fail. On casting this spell the Elementalist is engulfed by the earth and stone at his feet, sinking into the ground. The Elementalist is transported to a point of the caster's choosing within 30m of his current location as long as it is connected to the ground. Once at the chosen destination the earth heaves and spits out the Elementalist.

DARKNESS: The darkness version of this spell causes stone to erupt from the ground in a 3 meter radius from the point the Elementalist leaves from. The attack has a speed of 12 and inflicts 2d6 points of damage reduced by the target's armour factor.

CHOSEN OF TOR

PROFESSION AND RANK: Elementalist (Air) 4

RANGE: Self

DURATION: Spell Expiry Roll

ORIGIN: Mercanian Coast

RARITY: Uncommon on the Mercanian Coast, rare elsewhere

REPLACES: *Windwall* for Mercanian Elementalists

DESCRIPTION: The Elementalist calls upon the spirits of the air to protect him. Anyone attacking the Elementalist takes a -4 penalty to his Attack score, as a small hurricane blows up around him and the spirits howl their anger in his ears. The Völva of the Mercanian coast have made good use of this spell in the last few centuries. What was once used as a potent raiding tool is now, more often than not, used to protect Mercanian trading vessels from pirate attack.

DARKNESS: The spirits of the air summoned by Darkness Elementalists are vengeful, and whisper dark secrets in the ears of those attacking him. The

Darkness Elementalist makes a Magical Attack, and if he succeeds then the victim is inflicted with insanity. Roll on the Madness Table (see *Dragon Warriors*, p. 124)

LYRR'S CLEANSING

PROFESSION AND RANK: Elementalist (Water) 4

RANGE: Touch

DURATION: Instant

ORIGIN: Unknown

RARITY: Uncommon throughout Legend

REPLACES: *Waterwalk*

DESCRIPTION: Running water is a powerful tool for removing enchantments. This spell works in much the same manner as the Sorcerer spell *Dispel Magic*, except that it affects a single target that the caster must immerse in running water for the magic to work.

DARKNESS: The darkness version of this spell requires stagnant water to work.

EARTH MOTHER'S WOMB

PROFESSION AND RANK: Elementalist (Earth) 5

RANGE: Touch (voluntary targets only)

DURATION: 8 hours

ORIGIN: Thuland and Mercanian Coast

RARITY: Uncommon in Thuland and on the Mercanian Coast, rare elsewhere

DESCRIPTION: With a quick invocation to the Fay of the earth, the Elementalist or his chosen target sinks into the earth. The target stays beneath ground in a deep healing trance, protected from the outside world by 3m of earth and stone. Eight hours later, the target emerges from the earth refreshed and healed of 10 Health Points of damage. An Elementalist entombed in this manner regains all magic points from his Earth category due to his deep communion with the earth. The spell must be cast in an area that has at least 3m depth of earth or stone.

DARKNESS: The darkness version of this spell is sometimes called *Womb of Shadows* and returns magic points to the Elementalist's darkness category rather than the Earth category.

FIRES OF PURIFICATION

PROFESSION AND RANK: Elementalist (Fire) 5

RANGE: Self

DURATION: Instant

ORIGIN: Kastrian Sorcerers of Khitai

RARITY: Common among the Kastrian Sorcerers; Rare elsewhere

DESCRIPTION: In far Khitai fire is seen as a means of purification. This spell engulfs the caster in flame for a few seconds, which can be quite terrifying for those not used to the sight. The caster is immediately cleansed of any disease, poison, or mental malady. The Kastrian Sorcerers of Khitai are famous for their devout beliefs in the elemental spirits, and they consider this spell to be a form of prayer.

DARKNESS: This darkness version of this spell requires a second target, to which the disease or poison is transferred. The caster must make a successful Magical Attack roll to succeed.

SHIP OF FAYS

PROFESSION AND RANK: Elementalist (Water) 6th

RANGE: 10m

DURATION: 1 hour

ORIGIN: Coastal Ellesland and Mercania

RARITY: Uncommon in coastal Ellesland and the Mercanian Coast; Rare elsewhere

DESCRIPTION: This spell must be cast while the Elementalist stands waist-deep in a river or sea. The spell summons forth a longboat made of mist and water-weed, which slowly rises from the water. The craft carries up to 8 passengers to a destination specified by the Elementalist when casting the spell. The destination must be connected by water to the Elementalists current location. If the destination is over 100 miles away, the Ship of Fays takes the passengers that far and disintegrates away into nothing but useless weeds. This can be quite dangerous on ocean crossings. The journey takes one hour, regardless of distance, and the passengers remember nothing of the journey—for them it is if it passed in

the blink of an eye. Some believe that those touched by the Fay can remember the journey, though none have chosen to speak openly about the experience.

DARKNESS: While passengers will not remember the journey, they will be touched by a nameless dread. The passengers will not sleep for the next two nights and suffer a -1 to all actions due to sleep deprivation.

WINDS OF CHANGE

PROFESSION AND RANK: Elementalist (Air) 6

RANGE: 10m

DURATION: Spell expiry roll

ORIGIN: Desert of Songs

RARITY: Common in the Desert of Songs, rare elsewhere

DESCRIPTION: This spell targets one being and changes its thinking about a single topic named by the caster. The Elementalist whispers the new point of view and a gust of wind carries it to the target. A standard Magical Attack versus Magical Defence roll is made. Examples of new points of view include; "I am not a threat", "I am too dangerous to attack", and "the oasis should be shared". When the spell expires the target returns to his previous thinking, but still retains an understanding of the enforced point of view. This new understanding sometimes opens minds that would otherwise be closed to change. The storm-wizards of the Desert of Songs use this spell to turn away enemies that would otherwise attack them, to bypass overzealous guards, or to aid in negotiations with tribal leaders.

DARKNESS: The darkness version of this spell never leads to increased understanding. In addition, the spell can only inspire negative thoughts.

DARK REBIRTH

PROFESSION AND RANK: Elementalist (Darkness) 7

RANGE: Touch

DURATION: Variable, ends on the next night of a full moon

ORIGIN: Krarth

DESCRIPTION: This blasphemous spell is a hideous parody of resurrection. The spell requires the sacrifice of a human being in an hour-long ritual in order

to bring another back to life. The spell does indeed bring the person back, but without their soul, and the process is so scarring they are invariably mad in some way... usually quietly psychopathic. The spell's effect is only temporary, but the Darkness Elementalist rarely lets this be known. This spell is another example of the sacrilegious text to be found in Vlad of Krarth's Black Passages (see p.101).

GEAS: In future, the resurrected character may only be raised from the dead again by means of the Darkness version of this spell; other forms of resurrection or rebirth are forever barred to him.

MASTER OF EARTH AND STONE

PROFESSION AND RANK: Elementalist (Earth) 7

RANGE: 20m

DURATION: Spell expiry applies (effects are permanent)

ORIGIN: Thuland and Glissom

RARITY: Common in Thuland and Glissom, rare elsewhere

DESCRIPTION: This spell enables the Elementalist to sculpt up to 1 cubic meter of earth or stone per round. This can be used to dig trenches, open holes in stone walls, undermine foundations, create tunnels, or even plough fields. Stone liquefies, reshapes, and re-solidifies under the effects of this spell. Legend tells that the ancient dark fortress of Aegis Fell, in northern Glissom, was created by some forgotten druid using this spell. Certainly, the ruin seems to have been carved whole from a rocky tor overlooking the Hadran Sea.

DARKNESS: Normal animals and insects will not approach earth or stone worked by this spell.

BLOOD OF MOLTEN FIRE

PROFESSION AND RANK: Elementalist (Fire) 8

RANGE: Self

DURATION: Spell expiry applies

ORIGIN: Desert of Songs

RARITY: Uncommon among the storm-wizards of the desert, rare elsewhere

DESCRIPTION: This spell turns the Elementalist's blood into flaming magma. The caster suffers no ill effects beyond mild indigestion from having their blood turned to flaming death. Anyone cutting the caster's skin is splattered with the burning fluid (Speed 12, damage 6). Any non-magical weapon cutting the caster is destroyed. Creatures damaging the caster with natural weapons, such as claws or teeth, suffer 8 Health Points of damage automatically. If the caster chooses, he can break his own skin and use his own blood to light fires.

The storm-wizards employ this spell in their battles with the undead creatures which plague the ancient tombs and ruins of the Desert of Songs. Many an undead monster has turned itself into a burning cinder attempting to kill a prepared storm-wizard.



SUMMON RUKH

PROFESSION AND RANK: Elementalist (Air) 8

RANGE: 100m

DURATION: Spell expiry applies

ORIGIN: Batubatan

RARITY: Uncommon in the Desert of Songs, Khitai, and Batubatan, rare elsewhere

DESCRIPTION: This spell summons forth one of the legendary Rukhs, giant birds whose mastery of the skies is unrivalled. The great creature has a wingspan of over 50m and is capable of carrying away an adult elephant in its massive talons. The Rukh can be ordered to attack the Elementalist's foes—typically by carrying them high in the air and dropping them—or to carry the Elementalist and his companions on its massive back. Anyone on the Rukh's back when the spell expires will float to the ground supported by a gentle wind.

Rukh	
Attack	24, Talons (d10, 7)
Defence	18
Magical Defence	12
Evasion	5
Armour Factor	3
Stealth	10
Perception	16
Health Points	30

This spell was created by an isolated community of Elementalist living on an island off the coast of Batubatan. The peaceful Elementalist were under constant attack from raiders and so they sent a flight of Rukhs to carry off the pirate's ship. The vessel was found 50 miles inland, speared on a mountaintop.

DARKNESS: The Rukh's shadow causes a 1d6 Fright Attack (see *Dragon Warriors*, p. 122) on anyone it falls upon.

WRATH OF THE HEARTH SPIRIT

PROFESSION AND RANK: Elementalist (Fire) 9

RANGE: The building the fire is contained within

DURATION: Spell expiry applies

ORIGIN: Kastrian Sorcerers of Khitai

RARITY: Uncommon in Khitai, extremely rare elsewhere

DESCRIPTION: The Kastrian Sorcerers of Khitai created this spell to defend their homes from the seemingly endless waves of demons that besiege their land. This spell must be cast on a single hearth fire in a dwelling whereupon it awakens the spirit of the hearth fire to defend the domicile. The fire leaps outward, blasting a single intruder for 10 Health Points of damage (Speed 16); armour reduces the damage by its armour factor. The flame jumps to a different target each round, as directed by the caster, until the spell expires. The spell cannot target someone who lives in the house or is a guest there.

DARKNESS: The darkness version of this spell drives the hearth spirit insane. The spirit attacks at random, and will attack those who dwell within the building.

MANANNÁN'S DUE

PROFESSION AND RANK: Elementalist (Water) 9

RANGE: 200m

DURATION: Instant

ORIGIN: Mercanian Coast

RARITY: Uncommon in coastal Ellesland and Mercania (uncommon), rare elsewhere

DESCRIPTION: The Elementalist awakens an ancient god of the sea, offering 2d8 beings specified by the caster within range as tribute. The spell only affects beings on, in, or within sight of the ocean (such as on a ship or on a beach) and has no effect on beings of 2nd Rank or above. If the Elementalist succeeds on a Magical Attack, then the targets simply drop what they are doing, walk into the water and drown themselves. The target's companions can attempt to save them by restraining them for 20 rounds, at

which point the compulsion fades. A friendly Elementalist can use *Wave Mastery* to keep water out of the target's lungs until the spell breaks.

DARKNESS: *Wave Mastery* has no effect on the darkness empowered version of this spell.

KARACH

PROFESSION AND RANK: Elementalist (Darkness) 10

RANGE: Touch

DURATION: Permanent

ORIGIN: See text

DESCRIPTION: The Elementalist uses clay mixed with the heart-blood of a dead person to fashion a likeness of the dead individual. The Elementalist then calls upon all the dark gods of the underworld to breathe life into the mockery. The Karach appears as an almost perfect duplicate of the original, having all his skills and powers but lacking a soul, and as such cannot set foot on holy ground. It also has a single physical imperfection, such as an extra toe or a short tail, which might be spotted if it is captured and examined. The Karach is under the complete control of the Elementalist, and carries out his orders without question. An Elementalist can only have a single Karach active at one time.

There are ten thousand blasphemies written on every wall of the Lost City of Nem. This spell was transcribed from there by the mad monk Vlad of Krarth and placed in a series of books simply titled "The Black Passages". Following Vlad's untimely death, devout monks from his monastery scrubbed the Black Passages from the vellum and sent the books to Tamor for proper disposal. However, the blank books never made it as far as Tamor, and they were later sold to a dozen monasteries across the west where they were turned into illuminated manuscripts. The text from the Black Passages still lurks in the vellum waiting to be discovered.

GEAS: The Elementalist permanently loses 1d2 points of Looks. The caster's flesh becomes more and more clay-like until at 0 Looks his flesh transforms completely to wet clay. This effect is cosmetic only, and does not impair the Elementalist in any other way.

SKADI'S FORTRESS

PROFESSION AND RANK: Elementalist (Earth) 10

RANGE: Self

DURATION: 1 day

ORIGIN: Thuland

RARITY: Uncommon in Thuland, rare in Mercanian Coast and Ellesland, unknown elsewhere

DESCRIPTION: This spell gathers the earth and rock from around the caster and uses it to create a mighty fortress of stone and clay. The fortress consists of a three-story tower, with stone "cheval de frise" surrounding it in a 20m radius. The caster and his allies inside the fortress can rain death down from the tower battlements. The tower has 2m thick walls without any doors or windows. The Elementalist can choose to open a portal that allows allies to enter or exit the tower, although they must find their own way through the cheval de frise. This spell cannot be cast in areas that lack earth and stone. It is believed that the secret of Skadi's Fortress was whispered to mortal man by the Goddess herself.

DARKNESS: The fortress exudes a powerful sense of dread, and those below 2nd Rank cannot approach it or attempt to do it harm.

Demonology Spells at Low Levels (Optional)

Demonologist spells are a slippery slope; they make the caster feel powerful, enable them to dominate others, and at the same time reveal the corruption in the world. The spells progress over time from simple incantations requiring small sacrifices for great rewards, to terrible invocations that debase the caster and degrade others.

Usually, Demonologists must start out as Sorcerers, find a teacher in play, and become a Demonologist that way. If she allows Demonologists as player characters in her campaign at all, the GM may allow a character to start out using these spells instead of the usual Sorcerer spells, reflecting a character who is essentially corrupt right from Rank 1 onwards.

The spells below replace the Sorcerer spells normally useable by Demonologists at ranks 1-4. Use of these spells is appropriate for Demonologists who are hopelessly vile (that is, most of them) or who trained from an early age in the demonic arts. Note that a Demonologist who has access to these spells does not gain the usual Sorcerer spells (or gives them up, potentially).

Demonologist

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DEMONIC VITALITY

PROFESSION AND RANK: Demonologist 1

RANGE: Self

DURATION: Instant

DESCRIPTION: This spell leeches the vigour from a small animal or bird to cure the caster. The caster sacrifices the animal with a dark incantation and regains 1d4 Health Points. The spell also removes minor blemishes and scars from the caster's skin, and subtly changes her appearance over time to appear better-looking but slightly crueller. Demonologists who have used this spell for years tend to look beautiful, but their inner cruelty is clearly painted on their faces. Due to this, there is no increase in Looks score.

VICE

PROFESSION AND RANK: Demonologist 1

RANGE: 10m

DURATION: Instant

DESCRIPTION: All of mankind's sins are laid bare in the deepest pits of hell. This spell summons forth an infernal servant that whispers the target's greatest vice in the Demonologist's ear. The infernal servant lies about the vice 5% of the time. It is a wise man who does not wholly trust his servants.

GLEAM OF MALEVOLENCE

PROFESSION AND RANK: Demonologist 1

RANGE: Self

DURATION: Spell Expiry Applies

DESCRIPTION: The caster welcomes dark powers into his own body, giving him a taste of powers to come. Others can sense this fell power, and while this spell is in effect normal animals will not approach the caster or attack him. Humans instinctively flinch from the caster and take a -1 to penalty to attack him.

FESTERING BLOW

PROFESSION AND RANK: Demonologist 1

RANGE: Touch

DURATION: One Attack

DESCRIPTION: This spell infuses a single attack made by the caster with hellish power. The caster attacks as normal—including making an armour bypass roll—and inflicts normal damage +2 on a successful strike (for example, a sword would inflict 6 Health Points). If the blow misses then the spell is lost. The wound thus inflicted will not heal naturally, festering and rotting until some magical means of healing is applied. Demonologists have been known to use this spell to disfigure those who cross them.

TORMENT OF THE PIT

PROFESSION AND RANK: Demonologist 2

RANGE: 10m

DURATION: Spell Expiry Applies

ATTACK: Magical Attack Vs Target's Magical Defence

DESCRIPTION: This spell inflicts a taste of eternal torment on the target. The target takes a 3 point penalty to all rolls as they writhe in agony. This spell is used as both a means of punishment and as a method of crippling powerful opponents in battle.

VANITY

PROFESSION AND RANK: Demonologist 2

RANGE: Self

DURATION: 2 hours

DESCRIPTION: Folk forget that the masters of the pit were once Gods and angelic beings. This spell boosts the caster's Looks to 16, or if it were already 16 or higher, it becomes 19—truly angelic. Once the spell duration lapses, the caster's Looks score drops to 3 for the next 8 hours as the darker aspects of the pit take over. The demonologist can cast the spell again and again while under the penalty, but if he does so the remaining penalty time is "banked" and must be paid off after the last spell ends, with an extra 8 hours for each successive Vanity spell cast. Vain demonologists who cast this spell often frequently find themselves facing a long time of looking like a monster.

EYE FOR AN EYE

PROFESSION AND RANK: Demonologist 2

RANGE: 10m

DURATION: Instant

ATTACK: Magical Attack Vs Target's Magical Defence

DESCRIPTION: This spell can be cast on any target that hurt the caster in the last 5 rounds. The spell causes the caster to suffer 1d6 Health Points damage and heals the caster of an equal amount of damage. The spell only works on living beings, and has no effect on undead, golems, or their ilk.

DARK DIVINATION

PROFESSION AND RANK: Demonologist 2

RANGE: 20 m

DURATION: Instant

DESCRIPTION: The caster makes a minor sacrifice to the dark powers and specifies a target. Demonic spies whisper the target's darkest secret to the caster. There is a 10% chance that the demons lie to the caster out of spite. This chance increases to 50% if the caster has cast the spell already today... the forces of hell do not like to be called upon lightly. This spell can be used to gain incredible leverage over a person, but more than one Demonologist has had his throat cut for daring to blackmail the wrong nobleman.

WRATH

PROFESSION AND RANK: Demonologist 3

RANGE: 10m

DURATION: Spell Expiry Applies

DESCRIPTION: The Demonologist casts this spell on a friendly target to infuse them with the essence of wrath. The target feels hellish fury, gaining +3 to Attack, +1 to armour bypass rolls, and +1 to damage until the spell ends. The target also suffers a -5 penalty to Defence during this time.

GLUTTON'S CURSE

PROFESSION AND RANK: Demonologist 3

RANGE: 10m

DURATION: Spell Expiry Applies

ATTACK: Magical Attack Vs Target's Magical Defence

DESCRIPTION: The target of this spell suffers from a terrible hunger that lasts until the spell expires. The target eats and drinks as fast as they can; if no food is present the target tries to eat any living being, and failing that even tears into their own flesh for sustenance.

LORD OF LIES

PROFESSION AND RANK: Demonologist 3

RANGE: Self

DURATION: Spell Expiry Applies

DESCRIPTION: The next lie the caster tells before the spell's expiry will be believed by everyone hearing it. Once the spell expires, those affected will no-longer believe the caster and may turn on him. The Demonologist can only state "facts" and not force others reactions/attitudes; for example the caster can state "I am the world's greatest lover" or "I am the king" not "You find me incredibly attractive". Use of this spell can be quite addictive and dangerous.

SCENT OF THE FALLEN

PROFESSION AND RANK: Demonologist 3

RANGE: Self

DURATION: Spell Expiry Applies

DESCRIPTION: Through use of this spell the demonologist can smell corruption and lies. A lie will be plain as a breath of sweet air from the liar's mouth. Corrupt people will have a sweet smell commensurate with their level of corruption; an innocent child will stink, while a brutal killer will smell like a summer meadow. This is a fine example of a spell intended to rework how the Demonologist sees the world.

WITCH STEED

PROFESSION AND RANK: Demonologist 4

RANGE: Touch

DURATION: One night

ATTACK: Magical Attack Vs Target's Magical Defence

DESCRIPTION: This spell twists the mind of a pig, goat, or human so that it serves as a mount for the caster for a single night. The target cannot do anything except serve as a mount. Any attempt to attack or harm the target will dispel the spell instantly. The target is spurred on by the forces of hell itself and moves as fast as a normal horse. The spell ends at dawn the following morning, and the target takes 1d8 Health Points damage from cuts, bruises, and total exhaustion. It is not uncommon for a mere mortal to be struck dead by this effect. The spell can only be cast at night and requires a bridle (decorated with silver stolen from a church and worth 200F) be flung over the target. The target remembers the night as a vivid nightmare.

PHYLACTERY

PROFESSION AND RANK: Demonologist 4

RANGE: Touch

DURATION: Special (see text)

DESCRIPTION: This spell infuses 2 of the caster's Health Points into a bloodstone ring (costing 50F) worn on his finger. The lost Health Points reduces the caster's maximum Health Points by 2, which are restored when the spell ends. As a standard action, the caster can call upon the power of the ring to heal 8 Health Points damage to himself, at which point the ring melts and the caster's maximum Health Points return to normal. An enemy can attack the ring directly by taking a -8 to their Attack. This destroys the ring and ends the spell.

HELLSBREATH

PROFESSION AND RANK: Demonologist 4

RANGE: 10m

DURATION: Instant

ATTACK: Speed Vs Target's Evasion

DESCRIPTION: The caster exhales a poisonous fume that affects 1d4 targets in from of him. The spell has a Speed of 14 and causes 2d6 Health Points of damage to affected targets. This damage is not reduced by armour factor.

INDULGENCE

PROFESSION AND RANK: Demonologist 4

RANGE: 20m

DURATION: Spell Expiry Applies

ATTACK: Magical Attack Vs Target's Magical Defence

DESCRIPTION: This spell is cast on a single target, forcing them to indulge their greatest vice as soon as physically possible. No thought is given to propriety or stealth, the target simply indulges as soon as possible, ignoring all social conventions. Use of this spell can destroy reputations and start wars.





CHAPTER 5

SKILLS AND WAR

Secondary Skills

Dragon Warriors characters have little need of, or ability to learn, skills other than those provided by their Profession. That is, a Knight is singularly unable to learn how to use Shock Attack; that special ability is reserved for Assassins, only.

Secondary Skills are skills that will almost never be used in combat, stealth, or other major, life-or-death situations. Instead, they add depth and interest to a character, as well as being useful in everyday situations – including everyday adventuring situations. The lack of a secondary skill won't usually kill or wound you, at least not immediately, but it may leave you cold, hungry, or embarrassed.

Secondary skills are deliberately broad. The GM should assume that most minor skills not explicitly covered here can be rolled into existing skills. For example, there's no need to create a separate Snare-Making skill when the Survival skill covers snaring, hunting, gathering, fire-making, water-finding, etc.

For simplicity of play, it is assumed that a character's ability with any of the skills listed here can be categorized into one of three levels:

BASIC: This is the level of skill that any healthy adult who has grown up in Legend possesses. It almost never comes from formal training, but rather from

natural ability, intuition, or just a level of familiarity that can be assumed in any character from a pseudo-medieval setting.

INTERMEDIATE: At the second level the character has either had some formal training, extensive experience, or a background that emphasizes the skill—for example, by growing up in a household where the main wage-earner practises the skill. She is competent at the skill, could potentially pass on some of her knowledge to others, and could even earn a living practising the skill (at the lowest reasonably expected 'pay grade').

ADVANCED: The character is at the level of seasoned professional with the skill. Few adventurers will ever achieve this level of mastery, except with a directly class-related skill. Achieving it typically takes years of full-time practise, as well as extensive formal training if appropriate.

Starting with a Secondary Skill

Most characters could reasonably start with one secondary skill at intermediate level, depending on their Profession, character background, parental profession, etc. This should be a matter of negotiation with the GamesMaster before play. Alterna-

tively, your group may agree to simply let each player choose one intermediate-level skill of their choice at character creation.

Some players may want their characters to start out with more than one secondary skill, or with a secondary skill at advanced level. Again, this should be negotiable, but will usually involve giving up at least one skill or special ability from one's Profession.

Learning a Secondary Skill

There are two ways to learn a secondary skill: Training or constant practise. The ideal way is to combine both methods. The former method is more expensive but is also more reliable; if you are a slow learner, you might never figure out the skill from day-to-day usage.

Learning from a tutor

The first step is to find a tutor. 'Tutor' in this context does not have to mean a professional instructor—any expert at the skill will do, so long as he is prepared to devote his time to teaching the character. His fee will depend on what he could be doing if he was not teaching the character. A stableboy will expect rather less to teach horse care and horsemanship, than a knight or master of hunt will expect to teach the same skills. The availability of tutors is left to the GM. As a rule, tutors are easiest to find in bustling cities—particularly ports—where people from many different countries come to trade. The ideal is probably to learn from another player-character.

The time required to increase by one level in the skill—for example, from basic to intermediate or from intermediate to advanced—is one year.

This assumes at least four hours a day are devoted to studying and receiving instruction in the skill. For skills that are practised less intensively, increase the time taken accordingly.

Learning by usage

Constantly performing the skill is a very rapid way to get better at it. A Mystic who has been captured by his enemies and shanghaied into a ship's crew will soon become a proficient sailor, simply by virtue of spending most of his life at the task. Unfortunately this method is not always very reliable. YA character may learn the very basics—enough to avoid being sacked from your job—but never pick up the true understanding of a master at the skill.

After six months of practising the skill, the character gets to roll 1D20. On a roll of 18+, he goes up by one level in the skill. If he fails, he may re-roll every month thereafter.

The rolls are modified by Intelligence: -2 if the character's Intelligence is 5 or less; -1 if this score is between 6 and 8; no modifier for an average score of course; +1 for a score in the range 13 to 15; +2 if it is 16 or more.

Combined method

The best way to learn is surely to engage a tutor at the same time as practising the skill on a professional or semi-professional basis. In this way a character can put whatever he learns each day to practical use. The character gets to roll d20 as under Learning by Usage above, but this roll may be made after just four months, and then may be made every three weeks thereafter. Moreover, even if the rolls are repeatedly failed, it will never take the character longer to improve his skill than the times listed for normal tutorial improvement.

Example

Ulf, a Barbarian from the Mercanian coast, has given his oath to Ragnar, captain of the Wave-Rider. He will row, and raid the coasts of Ellesland, and learn his craft as a sailor. Ragnar, an old friend of Ulf's father, offers to teach the eager youth all the ways of the longship, so Ulf is considered to have a tutor as well as learning by usage. After four months, he rolls 1d20, scoring a 15; not quite enough to become an Intermediate sailor.

Granting a Secondary Skill

In some campaigns, particularly those with long in-character breaks between adventures (“You enjoy the rewards from the tomb, living lavish lives for six months or so, until...”), the GamesMaster may grant characters a specific secondary skill during that downtime period (“you run out of money, at which point you sign up aboard the *Sea Wolf*. After another six months, your initial sea-sickness is overcome, and you are all beginning to learn how to sail...”).

As ever, negotiation is the key—have the group discuss whether you want this kind of a campaign, before you begin play. Note that the GamesMaster could quite reasonably remove or restrict your existing secondary skills for a while, due to your being out of practise, if this approach is taken. In general, secondary skills should never be permanently removed from characters—who don’t forget professional skills—but it is quite reasonable to assume that a character who has spent a year aboard ship will be a little rusty for the first week or two that she spends back in the saddle.

Using Secondary Skills

In most cases, there’s no need to dice for the use of secondary skills. If a character has the skill, she can perform competently in the profession. Occasionally, however, the GamesMaster may ask a player to make a characteristic roll, usually Intelligence or Reflexes, to get a particularly tricky task done.

To attempt a feat above a character’s current skill level, the player can try to do so, but this will certainly necessitate a roll, and even if successful, the character’s product or task will be of a lower quality than usual. A character can only attempt feats that are one level above him; someone with a basic level in Blacksmith can never craft a sword or a suit of armour. A roll is also “required—with a penalty determined by the GM—if the character is work-

ing under unusual circumstances, using improvised tools, or relying on especially poor materials. Only one roll is made even if a character lacks the proper tools and is working beyond her skill.

If a player fails secondary skill roll he can usually make a further attempt a few hours or days later as determined by the GM provided that the character still have the required materials.

EXAMPLE: Ulf has Intermediate skill in blacksmith, but after being shipwrecked and washed up on a mysterious island, he decides he needs to be armed. He survived by holding on to the remains of a wooden chest, and wants to try to forge a simple dagger from one of its bindings. The GamesMaster rules that the attempt will take a full day, including gathering enough dry wood to make a simple furnace in a pit on the beach, and has him make an Intelligence roll (d20 equal to or less than his Intelligence). He has a penalty of -2 for the poor quality raw materials (a weathered iron chest-binding), and a further -2 for the improvised tools (he has to pound the iron out between two rocks). Even if he is successful, the dagger will have a -1 to Armour Bypass Rolls due to its low quality. If he had the Advanced skill, he would still have had to roll due to the improvised tools.

List of Skills

The following secondary skills are available. If a player wants another skill which is not on the list, he should work with the GM to decide the precise effects, using the skills given here as a guideline.

ARTIST: At basic level, a character can draw simple, childlike pictures and maps. At intermediate level, she can draw quick, expert sketches of whatever is in front of her. At advanced level, a character drawing skills increase, and she can also capable of working with other media such as stone or wood.

BLACKSMITH: At basic level, a character can act as a blacksmith’s assistant, shovelling coal and occasionally being permitted to swing a large hammer (under careful instruction). At intermediate level, he can make nails, ploughs, simple knives and tools,

and horseshoes, as well as shoe a horse. At advanced level, he can forge (non-magical) weapons and armour.

BUILDER: At basic level, a character can make a simple overnight shelter of branches or reeds. At intermediate level, he can make a house of wattle and daub, or a simple hut of wood. At advanced level, he can build in stone, including making complex structures such as churches or castles.

CAVALRY: At basic level, a character can mount a trained horse (perhaps with some assistance) and ride it along a road or track, in the daytime while at a walk; she can also muck out a stable. At intermediate level, she can also ride at an amble, trot, canter, or gallop, and jump a horse over small obstacles; groom and feed a horse; and set up a saddle, bit, bridle, and other gear appropriately. She can also lead a group of horses and riders at an amble or trot, even if some of the riders only have basic skill. At the advanced level, given time, she can catch, break, and train a wild horse. The Advanced level also allows her to ride a trained warhorse into battle and have it fight under her control. For PCs, advanced riding is solely the domain of Knights, Barbarians, and Warlocks. It is not possible to learn this level of control outside of these professions as a PC. NPCs without professions can learn the Advanced level of Cavalry as though it were any other skill.

FARMER: At basic level, a character can dig a ditch or hole, and feed and water animals. At intermediate level, she can also milk cows, shear sheep, catch chickens, and sow and reap all kinds of crops. At advanced level, she can treat simple, common ailments in farm animals, build and repair fences and gates, evaluate the optimal farming potential of a plot of land, make cheese, butter, and cream, and plan simple crop rotation.

GOLDSMITH: At basic level, a character can act as a goldsmith's assistant, shovelling coal and occasionally being permitted to tend crucibles of molten metal (under careful instruction). At intermediate level, she can work with semi-precious metals to make simple jewellery and decorative items. At advanced level, she can work with gold and silver, too, and set gems into your pieces.

LEATHERWORKER: At basic level, a character can make simple repairs to leatherwork, using either needle and thread, or rivets. At intermediate level, she can make simple leather goods such as pouches,

holders or bags, assuming you have plenty of leather and other materials. At advanced level, she can make leather clothing and armour, as well as tanning any hides she may have acquired.

MERCHANT: At basic level, a character knows the typical prices and availabilities of the weapons, armour, and other goods listed in the main rule-book, as well as being able to count and do basic mathematics; addition and subtraction, so long as the sums involved are no more than double figures. At intermediate level, she can do advanced mathematics, including accounting and calculating interest on loans; she can evaluate the worth of any non-magical goods, including taking into account their condition and age, and their different values at retail, wholesale, second-hand, etc.; and she can negotiate a 5% discount on all purchases. At advanced level, her discount increases to 10%, and she run a successful business as a money-lender or a merchant, and can evaluate the worth (in Florins) of magical items, so long as she knows their precise properties and capabilities.

MINER: At basic level, a character can dig clay out of a riverbed and identify common stone types. At intermediate level, she can mine for various kinds of stone, and (under instruction), ore, and have a good sense of direction underground. At advanced level, she can safely prop up mine tunnels, identify ores and veins by sight, and plan and carry out undermining of enemy fortifications.

PRIEST: At basic level, a character know the Commandments and a couple of standard prayers. At intermediate level, you can lead a basic religious service—including officiating at births, marriages, and deaths—and knows many prayers, with a reasonable knowledge of the tales of the True Faith. At advanced level, she can officiate at all religious rituals, debate fine theological points, and create excellent illuminated manuscripts (in any language she can write) by copying existing ones.

SAILOR: At basic level, a character can row a small boat in calm waters without significant risk of capsizing. At intermediate level, he can also carry out all the shipboard tasks of a professional sailor, including casting off, rowing as part of a team, gauging depth, predicting the weather (at sea, only, 60% chance to predict the weather for the next 8 hours), dropping and weighing anchor, towing, knots and ropework, operating sails, and simple sewing. At advanced

level, his weather prediction chance increases to 85%, and he can navigate, pilot a ship around any ports and seas he knows well, and captain ships of any size.

SHIPWRIGHT: At basic level, a character can make a simple raft, given suitable tools and materials. At intermediate level, she can build small riverboats or coracles, assist an advanced shipwright in building a larger ship, and repair minor damage at sea. At advanced level, she can build, repair, maintain, and overhaul full-sized ships of all kinds.

SURVIVAL: At basic level, a character can gather suitable firewood, and start and maintain a campfire in good weather. At intermediate level, she can start and maintain a fire in poor weather, as well as gathering plant foods and setting simple snares and traps to catch small animals, and, if near water, fishing. At advanced level, she can track, skin, and prep prey animals and humans (as per the Track talent), as well as being able to train and command hunting animals (other than horses) such as hounds and falcons.

TAILOR: At basic level, a character can make simple repairs to clothing, if he has a needle and thread. At intermediate level, he can make simple, non-fitted clothing. At advanced level, he can make more complex clothing, fabric armour, uniforms, and even banners.

The Art of Combat

From blood-drenched gladiators in the Battlepits of Krarth to the shining knights of Coradia's tournament fields, all warriors have in common one thing; skill born of necessity and years of practise.

This chapter contains optional rules for the melee combat styles known as Guards. These guards are divided into Basic Guards that are available to all professions, and Advanced Guards, which are only available to warrior professions.

Guards in Action

At first glance, combat as practised by Knights, Barbarians and other martial professions may appear to lack a certain level of technical skill and potency when compared to the deadly Assassins. However, this is most certainly not the case. The warrior professions learn a variety of options for dealing with particular opponents and situations.

Whether by military drill or instinctive experience, all warriors learn the essential martial techniques, which are broken down into broad stances called Guards—some made for attack, and others favouring defence. The following diagrams depict Guards as performed by a Knight and Barbarian.

First we see a classic offensive Hawk Guard, demonstrated by a Barbarian on the left named Angus the Red. He holds a mighty two-handed sword aloft and stands ready to deliver a devastating overhead blow. However, his knightly opponent Sir Balin the Bloodthirsty is ready, and stands on the right in a defensive Crab Guard, thus countering the attack.

Next, Angus can be found in a Snake Guard, with his sword now poised to run Sir Balin through in a violent stabbing motion. The appropriate response as chosen by Sir Balin is the Cat Guard, which successfully parries the Barbarian's lunge.

Finally, we see a forceful underhand Wolf Guard from Angus which—despite his best efforts—is once again thwarted by his tactical nemesis Sir Balin, who this time has adopted a Bear Guard to negate the Barbarian's blow.



Angus: Hawk Guard



Sir Balin: Crab Guard



Angus: Snake Guard



Sir Balin: Cat Guard



Angus: Wolf Guard



Sir Balin: Bear Guard

Combat Guard Rules

A player can only change their stance at the beginning of his turn. The player must clearly announce to the GM that they are changing stance. Changing stance does not prevent a player from performing any other normal combat action during his turn.

It is recommended that each player tracks their current Guard by selecting the appropriate Guard Value on a d10 die, in plain view of the GM.

Note that it is impossible to cast a spell of any kind while in a Guard, as the Guard requires the character's full attention.

Basic Guards

There are three Basic Guards, which are used by anyone with a grounding in combat training—as most adventurers will possess. The effects of the guards are as follows:

<i>Guard</i>	<i>Guard Value</i>	<i>Effects</i>
Offensive	8	+1 Attack -2 Defence -1 Evasion
Neutral / None	0	No effect
Defensive	7	-2 Attack -1 Damage -1 Armour Penetration +1 Defence +1 Evasion

Advanced Guards

Due to their long years of combat experience, the following professions are able to use Advanced Guards: Knight, Barbarian and Hunter. The Advanced Guards below combine to form a fighting style. This fighting style is very common in the western Lands of Legend, but characters from further afield may have their own style. The Advanced Guards replace the three Basic Guards for these classes. Advanced Guards have the following effects:

<i>Guard</i>	<i>Guard Value</i>	<i>Effects</i>
Hawk	1	+1 Attack -2 Defence -1 Evasion, ONLY if wielding two-handed weapon Two-handed weapon gets +1 to Armour Penetration
Snake	2	+1 Attack -3 Defence Critical Hit adds +1 to HP Damage
Wolf	3	+2 Attack -3 Defence -1 Evasion
Neutral / None	0	No effect
Bear	4	-2 Attack +1 Defence (+1 for each opponent beyond the first)
Cat	5	-2 Attack (increased to -3 if using a shield) -1 Armour Penetration +1 Defence +1 Evasion Shield blocks on a roll of 1 on 1d4, rather than on 1d6
Crab	6	-2 Attack -1 Damage +2 Defence

Guard Tactics

Each Offensive Guard has a natural countermeasure, as follows:

<i>Offensive Guard</i> (Guard Value)		<i>Defensive Guard</i> (Guard Value)
Hawk Guard (1)	countered by	Crab Guard (6)
Snake Guard (2)	countered by	Cat Guard (5)
Wolf Guard (3)	countered by	Bear Guard (4)

A successful countermeasure is indicated by a total combined Guard Value of 7. The effect of the countermeasure is to temporarily apply a -2 modifier to the attacker's Attack score.

Each Defensive Guard has a natural countermeasure, as follows:

<i>Defensive Guard</i> (Guard Value)		<i>Offensive Guard</i> (Guard Value)
Crab Guard (6)	countered by	Snake Guard (2)
Cat Guard (5)	countered by	Wolf Guard (3)
Bear Guard (4)	countered by	Hawk Guard (1)

The effect of the countermeasure is to temporarily apply a -2 modifier to the defender's Defence score.

Basic Guards never counter Advanced Guards. Therefore, most magicians are not able to counter martial professions. Neutral Guards may neither counter, nor be countered.

Monsters and untrained NPCs can only use Basic Guards. Ranked NPCs or creatures with ranks in an appropriate profession might use Advanced Guards at the GM's discretion.

Additional Weapons

Hand Weapons

Footman's Flail

The footman's flail is a common military weapon; a stout stave topped with a very short chain typically suspending a heavy baton bound with iron rings, sometimes spiked.

Holy Water Sprinkler

A cheap but brutal weapon, the holy water sprinkler is nothing more than a heavy cudgel, the end of which is riven through with cruel iron spikes. It is a common weapon among peasant soldiers and militias.

Longsword

The longsword—also known as a bastard sword or hand-and-a-half sword—features a longer blade and hilt than the common sword, the latter allowing it to be wielded with both hands. A versatile weapon, it is beloved of Knights, and may be wielded one-handed by a trained user. Longswords may be used twohanded by anyone, using the Damage rules above. Knights are extensively trained with them and may wield longswords one-handed, though when doing so they have the same Damage as a normal sword (d8, 4 points).

Pollaxe

Developed specifically to counter the great advantage of plate armour, the pollaxe is a sturdy polearm sometimes referred to as a footman's hammer. It typically features a thrusting spike at its tip, but its main armament is a crushing hammerhead on one side of the shaft, and a modest axe blade or pick on the other. Metal langets reinforce the striking end of the pole.

Scourge

More an implement of torture than a weapon, the scourge is a whip; a short wooden handle covered in braided leather with several short leather thongs attached. It inflicts little real damage, but can cause considerable pain as it flays skin from flesh.

War Axe

While the greatest of battleaxes may only be borne in both hands, many other axes intended for use in battle are one-handed; normally simple wooden shafts topped with single-headed axe blades such as the smaller bearded axes of Thuland and Mercania. Suffice to say, this is a common Barbarian weapon.

Warhammer

The warhammer is a light bludgeon designed to counter heavy armour. Its short shaft, as often steel as wood, is topped with a short thrusting spike, small hammerhead, and small pick head. It is sometimes referred to as a horseman's hammer.

War Lance

The battlefield counterpart to the jousting weapon, the war lance is little more than a long, heavy wooden spear tipped with a tough piercing steel lancehead, and often bears a pennon indicating the wielder's personal ensign. Couched under the arm during a mounted charge, it is often equipped with an amplate—a small circular plate affixed to the shaft that prevents the hand sliding on impact. War Lances can only be wielded from horseback by characters skilled in riding warhorses.

Missile Weapons

Arbalest

The most powerful man-portable missile weapon in existence, the arbalest is a large crossbow of extraordinary power. Its use of a steel prod gives it immense drawing weight, but necessitates its recocking by means of an inbuilt windlass; a slow and laborious process. Arbalests require 5 rounds of partial loading before they are ready to shoot.

Longbow

A bow as tall as its wielder, the longbow is a simple selfbow generally crafted from yew, ash or boxwood. Although not as handy as a shorter bow, the longbow has greater draw weight, and thus greater power and range, making it far more suitable as a weapon of battle than its smaller cousin.

Melee weapons

<i>Weapon</i>	<i>Damage</i>	<i>Warlock Weapon Group</i>
Footman's Flail*	(d6, 5 points)	III
Holy Water Sprinkler	(d6, 5 points)	I
Longsword*	(2d4, 4 points)	IV
Pollaxe*	(d12, 4 points)	III
Scourge	(d2, 3 points)	I
War Axe	(d6, 5 points)	V
Warhammer	(d10, 3 points)	I
War Lance	(2d4, 6 points)	III

* These weapons require two hands and thus preclude the use of a shield.

Missile weapons

<i>Weapon</i>	<i>Damage</i>	<i>Short</i>	<i>Medium</i>	<i>Long range</i>	<i>Warlock Weapon Group</i>
Arbalest	(d12, 5 points)	0-50m	51-250m	251-450m	VII
Longbow	(d8, 4 points)	0-50m	51-150m	151-300m	VI

Buying and Selling

<i>Item</i>	<i>Price</i>	<i>Availability</i>
Arbalest	250F	10% / 05% / 01%
Footman's Flail	15F	80% / 40% / 60%
Holy Water Sprinkler	10F	100% / 70% / 60%
Longbow	40F	80% / 30% / 75%
Longsword	50F	80% / 20% / 05%
Pollaxe	50F	70% / 30% / 01%
Scourge	5F	85% / 50% / 05%
War Axe	12F	100% / 80% / 80%
Warhammer	15F	100% / 50% / 05%
War Lance	20F	100% / 50% / 05%

Armour Expanded

The following article describes an expanded list of common armour types used throughout Legend. The default armour (as listed in the core rules) for each category is marked in bold, and the basic cost in silver florins is marked to the right.

Armour Factor 1

- ♣ **Quilted Jacket (Gambeson) 15F**
- ♣ Heavy Cloth Jacket 10F
- ♣ Soft Leather Jacket 20F

Jackets are also known as doublets or jerkins. They cover the torso, arms, and hips. These soft, flexible armours are often worn beneath the heavier types, with gambeson being the most common garment worn by knights under mail or plate.

Heavy cloth armour was made from several layers of thick woven fibres, such as linen. Soft leather was made from the skin of a suitable animal, usually a cow or ox, and was often waterproofed.

Armour Factor 2

- ♣ **Padded Armour Coat 25F**
- ♣ Thick Leather Jacket 30F
- ♣ Woven Cord Cuirass 5F
- ♣ Boiled Leather Cuirass 20F
- ♣ Crown or Ring Jacket 30F
- ♣ Mail Vest 150F

These armour types are primarily heavier versions of the light armours, with additional reinforcement or layers. They are often worn by militias or outlaws, as they are generally inexpensive and easy to produce and maintain. An exception to this is the mail vest, which is relatively expensive in comparison to the other armour types in this category. Such an item might be worn under more courtly clothing without being noticeable. Mail is explained more fully in the next armour category.

Woven cord is created from reeds and other dried fibres, and is primarily produced and worn by more primitive cultures in the warmer lands of Outremer

and beyond. While cheap and resilient, it is somewhat stiff and uncomfortable to wear for long periods, and degrades quickly with use.

Boiled leather, as the name suggests, is leather that has been boiled in oil or water, moulded into shape, and then left to harden and dry. This is a simple form of armour production, and is generally only now seen among more primitive cultures (it also has a habit of smelling rather bad).

Crown or ring armour is created by sewing small metal rings or discs—similar to a coin, which is where the armour derives its name—directly onto a cloth or leather undergarment. It is seldom used among professional warriors however, having been replaced by the more resilient scale armours.

A coat is simply a longer jacket, and would also protect the thighs and lower legs. Cuirass and vest are pieces of armour that cover the torso only, with the cuirass being rigid (a breast and back plate).

Armour Factor 3

- ♣ **Mail Hauberk 250F**
- ♣ Scale Hauberk (Jezeraint, Lamellar, Brigandine) 200F
- ♣ Plate Cuirass 300F

These armours are the most basic types used by professional warriors.

Mail is the most common armour found throughout Legend, and consists of a fabric made of small interconnected metal rings. The most common form consists of four rings connected to a fifth, with each ring riveted together. Another popular form, found among the Ta'ashim, is known as bar mail, and differs from Coradian mail in that a barred link (normally punched from a solid piece of metal) replaces some of the metal rings. Improving on crown or ring armour, with which it shares similarities, scale armour comes in three popular types:

Jezeraint consists of small rigid plates attached to a suitable backing material such as heavy cloth or soft leather, placed so they overlap vertically. It is most often worn by Ta'ashim warriors, and was also popular armour throughout the Selentine Empire.

Lamellar is similar to jezeraint, but rather than the plates being overlapped and attached to a backing material, each was simply attached to its neighbour

with leather, cord or even wire laces. This type of scale is most commonly worn in southern Coradia, and variations are in use across much of Mercania, Krarth and the Nomad Khanates (where it is often combined with a heavy, fur-lined undercoat).

Brigandine is another variation on the theme of scales or plates, this time riveted together inside a garment of cloth or leather. The rivets are often visible on the outside of the garment, and this has led to the mistaken belief in studded armours. Brigandine is the most common form of scale armour to be found in the north-west mainland and Ellesland.

A hauberk is a long shirt, covering torso, upper arms and upper thighs, and is the most common form of armoured garment used by military forces.

Mail, lamellar and plate armours are normally worn with a lighter jacket or coat (such as a gambeson) underneath. This is already included in the AF value and cost.

Armour Factor 4

- ♣ **Full Mail Armour 450F**
- ♣ Scale Coat 350F
- ♣ Double Mail Hauberk 550F

The scale coat is simply a longer, heavier version of the scale hauberk that extends down to the knees. Double mail is a variation on normal mail, but using smaller, thicker rings to increase the protective value. However, it is heavier and somewhat more expensive than normal mail.

Armour Factor 5

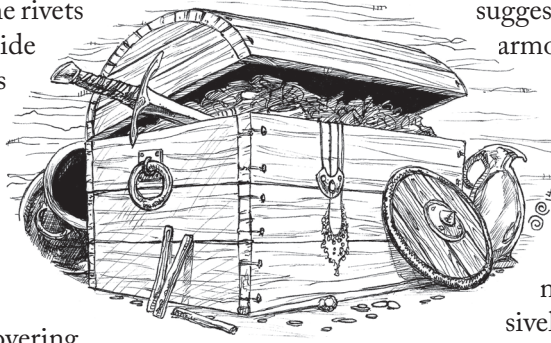
- ♣ **Plate Armour 800F**
- ♣ Banded Armour 950F

For the ultimate in protection, there is no better defence than a harness (the term for such a suit) of plate or banded armour.

Full plate armour is most commonly worn by wealthy knights of the northern Coradian countries, and would be covered by a light, flowing cloth surcoat to protect both wearer and armour from the elements.

Banded armour differs from plate primarily in number of individual pieces used—as the name suggests, rather than construct the armour from single large plates, banded armour uses several longer strips carefully fitted together, usually on the chest, back, shoulders and upper arms. Legs and lower arms use similar pieces to normal plate. It is used exclusively by the Tamorian military, and is popular among the warrior classes of southern Coradia.

The design of banded armour was originally perfected by the Selentine Empire and formed the standard armour worn by their legions. Though more expensive, its primary advantage is that of maintenance and fitting—damaged areas can be quickly replaced and repaired, and basic sets of armour can be easily adjusted to fit individual soldiers.



The Supremacy of the Sword

Many Dragon Warriors players feel that the Knight and Barbarian have been somewhat left behind by the perhaps more versatile new Professions introduced later. Our own experience is that this depends greatly on the style of campaign—in a combat-heavy game, the Way of the Warrior remains very powerful, but most gamers these days prefer a more balanced campaign with a mix of combat and other activity. Given that, we recommend giving Knights and Barbarians these additional talents, unless your game is sufficiently combat-focused that warrior characters already have plenty to do.

New Talents

Knights and Barbarians may each choose from one of the following talents at 3rd Rank, and again at 6th Rank. Each talent may only be chosen once.

Fearless

Mastery of fear can be a key advantage for experienced warriors. Whenever a Fearless character must make a Morale Check, or resolve a Fright Attack, she gains a +2 bonus to her effective Rank.

Intimidating

A menacing warrior is adept at extorting information or services from a victim, or scaring them away by threats. Roll Looks or under on 1d20. Add +1 to Looks for each other character of equal or greater Rank that stands with the Intimidating character. If the intimidation attempt succeeds, then the victim is subjected to the effects of a failed Morale check. If the attempt fails, then the victim becomes enraged for 2d10 rounds, and may initiate combat at the GM's discretion.

Iron Will

The focused determination of a highly disciplined warrior can make it very hard for magical foes to control her mind. A character with Iron Will gains +2 to Magical Defence against the following spells: Command, Curse, Transfix, Enslave, Enthrall, Benight, Turncoat, Pacify, Dark Thoughts, Winds of Change, and Witch Steed.

Tireless

Warriors can perform exhausting non-combat tasks—such as digging a hole or pulling a cart—with considerably more energy and efficiency than most people. In any given hour of such work, a Tireless character can achieve half as much again as an ordinary person, while also working for a total number of hours equal to his Strength value. For example, a Tireless character of Strength 14 who is digging a ditch can do so for 14 hours straight, achieving as much in that time as a typical labourer would do in 21 hours.

True Grit

Seasoned warriors can possess great reserves of mental fortitude. When a character with True Grit has been reduced to 0 Health Points or below, he remains conscious and may act normally. However, the character will still die on reaching -3 Health Points.

Oak Fists

The brawling skills of experienced warriors can be devastating. When fighting in unarmed combat, a character with Oak Fists can make Armour Bypass Rolls with a d6, and inflict 3 points of damage on a successful blow.



CHAPTER 6

DEMONS

To the superstitious, a demon is any obviously powerful supernatural being. In the precise sense, however, a demon is a being which usually abides in Hell, but which is capable of acquiring a physical presence in the lands of Legend.

It is fairly well known among those with more than a passing understanding of the subject that the demonic hierarchy consists of sundry demon races ruled by ascending ranks of nobility up to the demon princes, each of whom may reign over several different planes of existence.

The categorization, study, and control of the many demonic types is the area of expertise of the Demonologist, a sorcerer who specializes in summoning, binding, and bargaining with demons.

Becoming a Demonologist

You cannot just walk into a college and enrol in demon magic classes, obviously. Demonologists tend to be scarce and reclusive for several very good reasons. One is the fact that they occasionally indulge in human sacrifice and other odious practises. Another is the very high risk taken by the habitual summoner. Most telling of all, the clergy consider demonology synonymous with demon worship, a threat to their own authority, and so the practise is universally frowned upon if not actually outlawed.

How then is a character to learn the demonic arts? There are two ways: either collect the rare books and study them; or else seek out one of the few reclusive Masters of this dark art and convince him that he needs an apprentice.

Any Sorcerer of up to 4th rank may switch professions and become a Demonologist, as long as has access to such a book or Master (and either should be extremely difficult to get access to in-game). In most regions where the True Faith holds sway, even Sorcerers and Elementalists are viewed with suspicion verging on outright hostility. A Demonologist will be the target of every right-thinking person. Potential teachers of the art will be highly reluctant to reveal their profession to anyone, let alone to take on apprentices. Books on demonology are scarce in the extreme, and very much in demand, more by those who want to see them destroyed than those who want to study them.

The GM should carefully consider whether to allow player-character Demonologists at all. If they're to be permitted, it makes sense to give Sorcerers who are interested in learning demonology a chance to find a teacher or book, somewhere around 3rd or 4th Rank, though such a chance will involve an epic adventure in its own right. The Sorcerer may need to steal a tome from the well-guarded library of a more powerful mage or a branch of the True Faith that specializes in combating the occult. Any prospective teacher will first need to be found, then persuaded that the Sorcerer is a genuine seeker after dark wisdom, rather than a spy for a hostile Church, and finally convinced that it is in her best interests to take on a new apprentice.

Once the would-be Demonologist has found a book or willing teacher, it will take two months of game-time for him to switch professions from Sorcerer

to Demonologist. During this time, he retains his existing sorcerous powers, but does not yet have access to demonologist powers.

The Demonologist Profession

A Demonologist has access to first-level, second-level, third-level and fourth-level Sorcerer spells exactly as does a Sorcerer of the same rank. However, after 4th rank, the Demonologist gains no new Sorcerer spells, and fewer new magic points, as follows:

Demonologist Magic Points

<i>Demonologist's Rank</i>	<i>Magic Points usable per day</i>
1st	4
2nd	8
3rd	12
4th	15
5th	18
6th	21
7th	24
8th	27
9th	30
10th	33
(and + 3 MPs per rank thereafter)	

Character Advancement

+1 to both Attack and Defence when the character reaches 4th Rank, then +1 at 7th Rank, +1 at 10th Rank.

+1 to the character's Health Points score when he reaches 2nd Rank, 4th Rank, 6th Rank, etc.

+1 to both Magical Attack and Magical Defence each time the character increases in Rank.

+1 to Evasion on reaching 5th Rank, then another +1 on reaching 9th Rank.

+1 to the character's Stealth and Perception on reaching 4th Rank, then another +1 on reaching 7th Rank, and a further +1 on reaching 10th Rank.

Demonic Specialism

A demonologist is particularly effective at magically attacking and defending against demons. He gets a +1 bonus to Magical Defence and Magical Attack against all Infernal Creatures from the *Dragon Warriors Bestiary* (pp 67–73), all the demons in this book, and any other creatures that the GM logically decides are demonic in nature (that is, summoned from Hell). This bonus increases to +3 at 7th Rank, and to +5 at 12th Rank.

Demonology

A demonologist is an expert in demonic lore. Demonology is a chancy, inexact science, full of rumour and myth, and so the demonologist can never be entirely sure his information is accurate. A demonologist has a Demonology Skill equal to his Rank, with bonuses or penalties dependent on his Intelligence, as follows:

<i>Intelligence</i>	<i>Demonology Skill</i>
3-5	-2
6-8	-1
9-12	No effect
13-15	+1
16-18	+2

To the demonologist, knowledge is most definitely power. Any novice demonologist will know the names and general skills of common demons such as those listed here, but their exact strengths and vulnerabilities can only be found out through

exhaustive study and calculation. For example, a 4th-level demonologist would know that B'krath are stealthful killers who operate to best effect in shadow—but it is hardly common knowledge that these demons do not barter, and will only serve in exchange for a precise quantity of gold.

Demonology rolls are usually made by the GM on the character's behalf, so that the character can never be entirely sure that his information about a demon is correct until he has actually tested it out. Information is broken down for convenience into five categories:

1. The demon's full game statistics. A successful Demonology roll means that each ability is known to within $\pm 25\%$ (randomly determined by the GM).
2. Special wards against the demon, if any.
3. The demon's probable requirements in bargaining.
4. The demon's bonus to magical defence against Summoning. A successful Demonology roll lets the character know this to within ± 2 .
5. The demon's bonus to magical defence against Binding. A successful Demonology roll lets the character know this to within ± 2 .

Characters trying to discover these facts for a particular type of demon check for them after every 2–20 days (roll 2 d10). This represents the time taken in research and meditation. The check is made for each of the five information categories separately. In each case, if the GM makes the character's demonology roll, then he gives the character the correct information—within the limits given above. On a roll of 20, the GM gives the character completely erroneous information. Any other result on the Demonology roll simply means that the character has turned up nothing useful and will need to spend another 2–20 days in study.

A character might want to double-check his results: he can go on devoting study time to a demon as long as he wants.

Example

Hajpool the Wary is a student with a Demonology skill of 6, trying to find out about Storm Demons. Hajpool's master has told him most of what he

wants to know, but insists that as an exercise he determines for himself any wards that can be used. After his first study period, Hajpool is informed by the GM (correctly, because a 5 was rolled) that the appropriate ward is a fence of sharp copper rods around the perimeter of the pentacle. Wanting to make sure, Hajpool spends another 2–20 days in his master's library. This time he turns up no further information. After six more study periods Hajpool has twice been told that copper rods are the proper warding, four times drawn a blank, once been told to use garlic and once that the proper ward is a gold Life Rune. He realizes that the last two must be incorrect results from rolls of 20, and that the two answers which agree are almost certainly the right answer.

Note that Demonology requires an extensive library of books on demonology to be fully effective. The demonologist should be constantly seeking out new and rare works on the subject; if he does not, the GM should consider not increasing his Demonology skill when he goes up a rank. Likewise, a demonologist without his full library (for example, out on an adventure, with only a couple of his most valued books in a backpack) has a temporary -2 penalty to his Demonology skill.

The Pentacle of Protection

In case a demon turns out to be hostile, the Pentacle of Protection is a useful defence for the demonologist. The Pentacle must be drawn out with various substances on some hard surface around the demonologist. This takes several minutes and so must be prepared before the Ritual of Summoning is begun. When the Pentacle is complete, the demonologist expends one Magic Point, thus activating it for the next hour. So long as another MP is cast into the design before the hour has passed it will remain active. Once the Pentacle's power is allowed to lapse, the design smoulders away into fine ash.

A hostile demon cannot cast spells into nor enter an active Pentacle. Neither can it use summoned minions of its own to attack the summoner. There are minor design differences between Pentacles accord-

ing to the type of demon the Pentacle is intended to ward against. If the wrong demon materializes, the Pentacle is useless.

Any demonologist of 4th Rank or higher may draw a Pentacle.

Once drawn, a Pentacle has a magical defence score of its own, equal to that of the demonologist, against the demon type chosen. A demon may attempt to cross it. If the demon overcomes the Pentacle's magical defence, there must have been some minor error in the design, and the Pentacle is useless. If the demon fails to overcome the Pentacle's magical defence, that particular Pentacle will always repel that demon type, so long as the caster continues to expend a MP each hour.

Remember that the demonologist won't know whether he has drawn out the Pentacle correctly until a hostile demon tries to violate it. Also, one Pentacle cannot be drawn inside another, so characters cannot 'double their insurance' that way. Pentacles are not the demonologist's last line of defence, by any means. Common sense and experience can provide a beleaguered demonologist with

further wards (special herbs, words and spells that the demon will retreat from, etc.) to slow an enemy demon's attack until it can be dispelled.

The Ritual of Summoning

Obviously, summoning is the form of magic most people would think of in connection with demonology. The Ritual of Summoning is known to any demonologist of 4th rank or higher.

The Ritual of Summoning takes fifteen minutes to perform and requires several rare components such as incense, chinks, paints and certain powders and distillations. These components are used up in the Ritual and must be prepared for each summoning, at a cost of $2d4 \times 10F$. As the demonologist completes the incantations he makes a magical attack roll against the demon's magical defence to see if it appears. If he rolls exactly 20, some other demon than the one intended will appear.



Bringing the demon into being causes a terrible drain on the demonologist's life force. At the moment of completing the Ritual he loses 1d3 points from his Strength score, later recovering at the rate of one point per week. Once the demon has been evoked, it remains on this plane of existence for 1-4 hours and then fades back to its own world. Only the Ritual of Binding (p. 122) will prevent this.

Simply evoking a demon does not give the demonologist any control over it, and if he does not use the Ritual of Binding he will have to bargain for its services. In this case, the GM should treat the demon like any other NPC, though bearing in mind its demonic nature, of course. It could be hostile to the demonologist, or it could take an immediate liking to him, or any reaction between. Ideally the GM should prepare a few notes about the demon's personality and quirks in advance, but if this is impossible, either come up with a response on the fly, or roll 1d10 on the Demon Response Table.

Demon Response Table

<i>Roll</i>	<i>Response</i>
1	Aggressive and hostile; will attack immediately.
2-4	Antipathetic; will need a lot of convincing to do anything other than attack.
5-9	Surly; may serve, if offered a good deal.
10	Friendly.

Note that some demons may have different Response Tables; if so, new tables are listed in their entries.

A demon which takes an active dislike to its demonologist will attempt to kill him; if thwarted in this (by a Pentacle of Protection, for example, or if the demonologist is obviously too powerful) it will depart. An antipathetic or surly response indicates that the demon may be willing to serve, but may drive a hard bargain; if offered significantly less than it would normally expect, it may become enraged and attack, or simply depart. A friendly demon will probably settle for a deal close to the demonologist's first offer, as long as this is not wildly short of its expectations. The GM should take the demon's role and haggle.

Once the deal has been agreed and the demon has received its payment, the demonologist must say, 'Here then are my wishes...' and go on to describe the service he wants the demon to perform. This must be concisely and carefully worded. Demons are adept at twisting the meaning of a casual phrase and at following the letter of an agreement in order to discommode their summoner.

The demon will then embark on the task set and continue until it has done what was asked of it or until the time limit on its summoning runs out whichever comes first. Demons are typically quite happy to undertake suicidal missions, because the destruction of their physical form only returns them prematurely to their own plane. If the demon's spirit or freedom of action is endangered, however, it will become considerably less enthusiastic about completing the task set. If it voluntarily backs out of an agreement, the demon must return 90% of its payment to the summoner.

The lesser demons are usually called upon to kill, spy or steal in their evocator's service. Although the demons may have special skills which make them excellent for such activities, it is after all much the same sort of thing for which common thugs or mercenaries might be hired. Demon lords and princes will not stoop to menial annihilations and the like, but may be persuaded to use their grand supernatural forces sometimes to the summoner's lasting benefit. The demonic Lord Kesh, for example, can teach a character to brew venoms and acids. The exact services available from the various demons, and the payments they might ask in return, are described in the next two chapters.

Banishing a Demon

For a number of reasons the summoner of a demon may want to banish it before it would normally fade from this plane of reality. Banishment requires the demonologist to chant a mystic phrase; this takes five Combat Rounds (30 seconds), during which time he can defend himself, but not attack or cast spells. When the chant is completed, the summoner makes a magical attack roll against the demon's magical defence to see if his attempt is successful—if so, the demon immediately vanishes.

Only one attempt at banishment can be made—if that fails, other means must be used to destroy the demon.

A demonologist will also be able to use banishment against a demon summoned by someone else, but will have a penalty of -2 on the roll. As before, the character has only one chance to make the banish roll.

There is no Magic Point expenditure to banish a demon.

The Pact of the Dark Companion

After successfully bargaining with a demon its summoner can, instead of requesting a service, offer the Pact of the Dark Companion. This applies only to lesser demons—demon lords will not even consider making the Pact with any except the mightiest human heroes.

For the demon to accept, the GM must have decided the demon is very well-disposed towards the character, or have rolled a Friendly reaction on the demon response table. The Pact is then sealed in any of several revolting ways, the result of which is that the evocator gives the demon some of his own life and soul; his Magic Points and Health Points both drop permanently by 1 point. After sealing the Pact, the demonologist receives the demon's mark and the creature departs.

Thereafter, the demonologist can call on his Dark Companion at any time. The normal summoning procedure is unnecessary. There is a 20% chance each round of calling the demon's name that it will hear and come to aid him. It will always serve to the best of its abilities, but cannot remain on this plane for a total of more than twenty-one Combat Rounds in a single day. If slain, it vanishes and cannot rematerialize that day.

The Dark Companion must slay at least one sentient being each month, as it feeds on the release of life-energy. If this is prevented it will end the Pact and then seek to slay the demonologist before returning to its own world forever. The demonologist can thus force a conclusion to the Pact by withholding vic-

tims. Other methods are to try banishing the demon or else to destroy it with the *Curse of Asterion* (see p.130).

A character can have only one Pact operating at any given time. A demonologist learns the Pact of the Dark Companion at 7th Rank.

Demonologist Spells

5th level

THE RITUAL OF BINDING

Binding eliminates the necessity of bargaining with a demon but it has its drawbacks in that attempting to bind a demon without its consent will certainly enrage it.

Match the caster's magical attack with the target demon's magical defence. If the character succeeds then the demon is bound in his service. Instead of vanishing after a few hours, it remains on this plane until killed or banished. A bound demon cannot directly harm the one who bound it, nor can it deliberately kill itself in order to escape from this plane. The binder can give it one command of up to thirteen words, and the demon will obey this command literally. Commands such as 'Obey all my future commands' or 'Serve me loyally' are not effective, and immediately free the demon if tried. That is, the command must specify particular services and actions rather than establishing conditions or attitudes for future behaviour.

A character cannot have more than seven demons bound on this plane at one time; if he tries to bind an eighth, all are freed.

Some demons have a special resistance to binding, which increases their magical defence solely against this spell.

Binding can in some cases be to the demon's advantage. It may want permanent residence on this plane. Demon lords invariably desire to return to their realms as soon as possible, but some of the lesser demons lead a difficult existence in their own world

and would prefer being bound to this plane. The problem is one of trust—there is nothing to prevent a summoner from agreeing to bind a demon ‘as a favour’ and then giving it any order he likes. There is thus only about a 1% chance of a demon asking to be bound—if you then actually keep your word and bind it without giving it a command, you will have that demon’s eternal gratitude.

6th level

POSSESSION BY ELDYR

RANGE: 1m

DURATION: Spell Expiry Roll applies

The possession spells are a group of enchantments for possessing people (usually the caster’s companions) with the spirit-essence of a demon lord. The demon is not summoned by the spell.

Unlike most normal spells, *Possession by Eldyr* takes five Combat Rounds to cast.

To cast the *Possession by Eldyr* spell one must also have the talisman appropriate to the demon lord invoked—this may be a mask, wand, bell, gong, censer or one of several other items. The caster must prepare talismans for any demon lords he wishes to invoke, at a construction cost of 3d6F each. Alternatively, he can buy or otherwise obtain talismans prepared by another demonologist. The character must make a Demonology roll to see whether he has properly prepared a particular demonic talisman—a *Possession by Eldyr* spell will always fail (still with an expenditure of Magic Points) if the talisman used is defective.

Up to three people are affected by a single casting of *Possession by Eldyr*. To be affected they must be conscious but passive—the spell cannot be applied to a character in combat. Possession can be directed at subdued or magically charmed enemies of the caster, but he must match his magical attack against their magical defence for the spell to take effect. Also, *Possession by Eldyr* does not give the caster control over the spell’s recipients—the possessed characters retain their own normal aims and motives. However, they cannot under any circumstances harm the caster so long as he carries the proper talisman.

Note that two different Possession by... spells cannot be combined. Possessed characters are also unaffected by the following spells: *Enslave*, *Enthrall*, and *Pacify*.

The possessed characters have magically charming voices and demeanours. Any characters of 3rd Rank or below who listen to them speak for one Combat Round or more will be affected by the possessed characters as though they had cast a *Command* spell (see *Dragon Warriors*, p. 82). Looks scores are raised to 19.

POSSESSION BY KESH

As per *Possession by Eldyr*, except the following applies instead of the final paragraph:

The possessed characters have an aura of terror about them. If anyone attempts to come within 5m of one of them, he pits his Magical Attack against the Magical Defence of the approacher. If he succeeds, the possessed character is so terrifying that the victim may not approach any closer, and may not attack the possessed character by any means.

7th level

POSSESSION BY TSIENRA

As per *Possession by Eldyr*, except the following applies instead of the final paragraph:

The possessed characters gain +2 to Attack and +1 to Defence, and have their Reflexes scores raised to 19.

POSSESSION BY KOJURO

As per *Possession by Eldyr*, except the following applies instead of the final paragraph:

The possessed characters gain +2 to Attack and +2 to Defence, and gain a +1 bonus to Damage and to all armour bypass rolls in mêlée combat.

8th level

POSSESSION BY AKRESH

As per *Possession by Eldyr*, except the following applies instead of the final paragraph:

The possessed characters gain +2 to Defence, a +1 bonus to any armour worn (or natural armour 2 if no armour is worn) and an increase of +2d6 Health Points. Damage is removed from the bonus Health Points first.

POSSESSION BY HRAGAH

As per *Possession by Eldyr*, except the following applies instead of the final paragraph:

The possessed characters gain +2 to Magical Attack and +2 to Magical Defence, and have their Psychic Talent scores raised to 19.

9th level

POSSESSION BY ENGALA

As per *Possession by Eldyr*, except the following applies instead of the final paragraph:

The possessed characters have their Strength scores raised to 19, and gain an increase of +3d6 Health Points. Damage is removed from the bonus Health Points first.

POSSESSION BY SARASATHSA

As per *Possession by Eldyr*, except the following applies instead of the final paragraph:

The possessed characters gain +6 to Magical Defence, are immune to Fright Attacks, and have their Intelligence scores raised to 19.

Sarasatha's possession is double-edged, in that the recipient could become sunk into lethargy and pensive introspection (roll Psychic Talent or less on 2d10 when coming out of possession to avoid this). A lethargic character will be unwilling to take any action that involves effort. He may attempt another Psychic Talent roll after every hour of lethargy to throw off the effects.

10th level

POSSESSION BY KYRAX

As per *Possession by Eldyr*, except the following applies instead of the final paragraph:

The possessed characters gain +4 to Stealth and Perception.

POSSESSION BY UMALU

As per *Possession by Eldyr*, except the following applies instead of the final paragraph:

Roll 1d20 for each possessed character:

- 1 Grows 2 extra arms; may wield either two, two-handed weapons, or two shields and two one-handed weapons, attacking or defending with all (this will allow a character to make 2 attacks, and potentially attempt 2 shield parries, per combat round).
- 2 Thick, armoured plates all over. The character gains an Armour Factor of 6 (not cumulative with other armour). Furthermore, any attack that does penetrate his armour does 1 point less damage than usual.
- 3 Catlike quickness. The character's Reflexes increases to 19, his movement is increased by half as much again, his Evasion increases by +2 and his Attack and Defence increase by +2.
- 4 Venomed claws, horns, or other natural weapons. The character may make an unarmed attack that is d10, 5, and inflicts a strong poison attack on the target.
- 5 Huge pincers, or club-like arm, or similar. The character may make a d12, 7 unarmed attack.
- 6 Terrifying appearance. The character gains a Gaze Attack (see *Dragon Warriors*, p. 123). He matches his Magical Attack against the targets' Magical Defence. If he succeeds, they are paralysed with terror for 1d6 Combat Rounds, unable to move or perform any actions.
- 7 Wings. The character's movement doubles, and he may fly, with all that that entails.
- 8 Chameleonic skin. The character's stealth increases by +6, and defence by +4.
- 9 Flaming flesh. Anyone who is in mêlée combat with the character suffers an automatic hit each combat round, with d6 armour penetration and doing 4 damage.
- 10 Flaming breath. The character may breathe flame each round, with a range of 20m, doing 5d6 damage to anyone who cannot evade its speed of 15 (armour worn reduces the damage by 2, regardless of type).

- 11 Acid blood. Anyone who successfully wounds the character in *mêlée* combat must dodge a speed 16 attack, or suffer 6d6 damage (armour does not offer any protection, and indeed has a 25% chance of being melted and rendered useless).
- 12 Death touch. The character's right hand becomes cold and lifeless, imbued with necromantic energy. If he manages to touch an opponent in combat (normal attack versus defence roll applies), the victim suffers 1d6 damage (armour does not protect) and must roll equal to or less than his Strength on 2d10 or die on the spot.
- 13 Living shadow. The character becomes immune to damage from non-magical weapons, which simply pass through him without harm. His own attacks ignore non-magical armour.
- 14 Giantism. The character's Strength increases to 19, and he gains an increase of +5d6 Health Points. Damage is removed from the bonus Health Points first.
- 15 Webbed feet, withered legs, or tentacles instead of legs; movement is halved, and the character has a -2 penalty to stealth.
- 16 One arm (determined randomly) withers away, or is replaced by a non-functional claw or other appendage. The character may not use a shield or 2-handed weapon.
- 17 The character's sight is interfered with, perhaps with the eyes being replaced with insectoid eyes, or perhaps with a flap of skin hanging over them. -2 penalty to Perception, Defence, and Attack.
- 18 The character's whole face is hideously warped and disfigured. Looks score is reduced to 1.



- 19 The character's bones become brittle and thin; all damage he suffers in combat is increased by +1.
- 20 The character's brain becomes soft and mushy, or is exposed to the air by part of the skull drawing back to reveal it. His Intelligence and Psychic Talent scores are each reduced by -6 (to a minimum of 1).

10th level

THE CURSE OF ASTERION

Also called the *Curse of Binding Energy*, this is a technique for dispelling a particular demon for all time. It is usable only once in a character's lifetime (for reasons which will become obvious), and in fact only two cases of its use are recorded—once when the noble Asterion employed it to save his daughter's life, the other when the lunatic mage Athat turned it against a demon lord in a moment of arrogant pique.

A fairly short phrase, the Curse is only effective if the character follows through the complex logical arguments associated with it as he speaks the words of the Curse; this is represented by the demonologist rolling under his Intelligence score on three six-sided dice.

The procedure is as follows: the character must touch and grapple with the demon (represented by a successful attack against its defence) as he (or she) activates the *Curse of Asterion*. If successful, both the demon and the character disappear forever from this world. Are they both disintegrated by the power of the magic? Or transported to a dimension of their own where they battle on together throughout Eternity? The truth is unknowable.

Demonic Familiars

At 6th level, a demonologist can bind a summoned demonic spirit into a small, previously ordinary animal, turning it into a demonic familiar. The following animals from the *Dragon Warriors Bestiary* are suitable: bat, dog (hunting), snake (python), and spider (tarantula). Alternatively a cat, toad, raven, or ferret may be used.

A familiar retains the basic game statistics of the original animal, but thereafter it increases its attack, defence, magical defence, health points, evasion, stealth, and perception at the same rate as its master increases his own.

The familiar can understand the same languages as the demonologist, and can reply, if close by, in whispers only he can hear. The demonic spirit within it makes it about as clever as the average human (Intelligence 10), so it can recognise specific people, understand motivation, and so on, making it an excellent spy.

It must be fed nightly on human blood (1d3 Health Points' worth), either the demonologist's, or another's. If unfed, it will lose 1 Health Point per night. Demonologists who regularly feed familiars this way will grow an extra nipple for the task.

Familiars generally stay close to their human masters, and smaller ones may live in their clothes. They will do their masters' bidding to the best of their ability but on their own terms—they will not twist their master's wishes like their greater demonic brethren, but neither are they completely under their master's control.

Though largely loyal to their demonologist masters, most familiars have other masters too, within the demonic hierarchy—ultimately, each one will be under the command of a Demon Prince (see chapter 3), intending someday to persuade its more human master to summon that prince and agree to some form of service (preferably a Greater Gift). Much of the content of the familiar's whispers to the demonologist will probably be suggestions of evil acts that he might do, as the familiar's ambitions for advancement are best served by encouraging the demonologist down his own fell path.

If a familiar is killed, its master the demonologist immediately loses as many Health Points as the familiar had at full health. He also permanently loses 1 Magic Point.

Cat

Attack	11, Bite (d3, 1)
Defence	9
Armour Factor	0
Movement	12m (25m)

Magical Defence	3
Evasion	6
Stealth	19
Perception	15 (elfsight)
Reflexes	17
Health Points	1
Rank-equivalent	1st

Domestic and feral cats are similar in game terms, with neither posing a significant threat to humans, at least in their natural states.

Ferret

Attack	12, Bite (d3, 2)
Defence	8
Armour Factor	0
Movement	12m (25m)
Magical Defence	2
Evasion	6
Stealth	18
Perception	14 (elfsight)
Reflexes	17
Health Points	1
Rank-equivalent	1st

Ferrets are small predators, particularly effective in tunnels. They are able to squeeze through the tiniest of gaps with no loss of speed.

Raven

Attack	10, Bite (d3, 1)
Defence	9
Armour Factor	0
Movement	5m (flying 25m)
Magical Defence	2
Evasion	6
Stealth	15
Perception	15
Reflexes	15
Health Points	1
Rank-equivalent	1st

Ravens are carrion birds, larger and more aggressive than crows.

Toad

Attack	–
Defence	9
Armour Factor	0
Movement	5m
Magical Defence	3
Evasion	5
Stealth	20
Perception	10
Reflexes	13
Health Points	1
Rank-equivalent	1st

Toads are rarely seen by humans, being small in size & naturally camouflaged. They have the reputation of being connected with devils and demons, due to their baleful appearance and foul-smelling exudations.

The Lesser Demons

The following section presents the lesser demon races and their abilities and weaknesses, the ways in which they should be dealt with and the 'benefits' they can give the summoner.

It is a rash student of demonic magic who expects to start his career by summoning the great demon lords and princes. Such a career would be short-lived. It is best to begin with lesser demons, even though their services are scant beside their masters' powers.

Those Demons Often Summoned

In the descriptions below, the first paragraph is general information about the demon that any demonologist would know or that could be found in some demon bestiary or other work of reference on the subject. The second paragraph is specialized information that can only be discovered through the right Demonology roll.

B'krath

B'krath are slender, prowling killers—roughly humanoid in appearance but with musculature and stance reminiscent of a jaguar. The jet-black fur of a B'krath makes it particularly adept at stalking in shadows (its defence and stealth abilities are halved in bright light). B'krath fight with their long powerful talons and needle-sharp teeth.

SPECIALIZED KNOWLEDGE: B'krath when summoned always appear in groups of three. The summoner thus temporarily loses 3d3 points of Strength! The three B'krath are identical in their characteristics, reaction to the summoner, etc., and are in permanent mental rapport (a telepathic mind-link) with one another so that they hunt and fight as a team. B'krath will not haggle over payment for their services—indeed, they never communicate with humans except to receive their instructions. B'krath will undertake only assassinations, and must be paid 3,000F-worth of gold dust for this.

Attack	23, claws (d10, 6)
Defence	12
Armour Factor	4
Movement	15m (30m)
Magical Defence	11
Evasion	9
Stealth	23
Perception	14 (darksight)
Reflexes	16
Health Points	2d6+20
Rank-equivalent	8th
Magical defence bonuses	+3 vs summoning +2 vs binding.

Porphyr

Vampiric blue-skinned demons, porphyr are very tall and gaunt and have all the normal powers of a *Dragon Warriors* vampire (see *Bestiary*, p. 84). They have bald, veined heads, eyes of limpid yellow and long seemingly delicate nails. Over its robes a Porphyr will wear a silver cuirass with intricate designs worked upon it.

SPECIALIZED KNOWLEDGE: Porphyr have all the vulnerabilities of a vampire. They have great difficulty controlling their passionate thirst. Fresh garlic flowers are even more effective against a Porphyr than against regular vampires, causing it a –2 penalty to its attack for 2d6 rounds against any character so protected. The Porphyr will demand at least one sentient living creature as payment. From this it will drain all blood, destroying it. Porphyr can be as varied in game statistics as human vampires, but most will be equivalent to barbarians of around 6th-8th rank.

Magical defence bonuses	+2 vs summoning +3 vs binding
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Amorph

An Amorph is an oozing blob of grey-mauve protoplasm, full of eyes and chattering mouths. It will occasionally extrude temporary appendages.

SPECIALIZED KNOWLEDGE: Amorphs are best used as guards in dank places or assassins where there are moats and rivers to be crossed, as they travel freely through water. Fire causes an Amorph 50% extra damage (round up). Amorphs take 2d6 damage if they cross a line of eucalyptus oil, so this makes an excellent warding material.

Amorphs serve in exchange for a pint of snake venom, on which they feed.

Attack	19, Appendage(2d6, 8)
Defence	13
Armour Factor	3
Movement	5m
Magical Defence	12
Evasion	2
Stealth	17
Perception	16 (panoptical)

Reflexes	11
Health Points	2d6+30
Rank-equivalent	7th
Magical defence bonuses	+1 vs summoning +1 vs binding

Qarīnah

These are demons of carnality. In their natural form they are bat-winged, tall, evil yet beautiful humanoids, with fangs and talons. They can appear to victims as human beings of perfect beauty. They then match their magical attack against the victim's magical defence. Success means that the victim succumbs to seduction.

SPECIALIZED KNOWLEDGE: What makes these demons particularly hazardous to summon is the fact that, if hostile, they may turn their charms against the demonologist and convince him to leave his Pentacle of Protection. The demonologist should thus chain himself (or herself) within the Pentacle's bounds and have some trusted servant take the keys. Wearing a silver ankle chain gives the demonologist a +3 bonus to his magical defence against the charms of a Qarīnah. Another defence is to drink the juice of limes, which further increases the demonologist's magical defence for charming purposes by +1.

Qarīnah barter for payment of any kind—jewels, spell potions, etc.—to a value of about 900F. When they sleep with a victim they can drain him or her of 1d8 Strength (which recovers at the rate of one point a week). A male Qarīnah has a 3% chance of impregnating a female victim, who will later give birth to a demon child with its father's powers.

Attack	17, Talon, (d8+1, 5)
Defence	10
Armour Factor	3
Movement	15m (25m)
Magical Attack	23
Magical Defence	11
Evasion	5
Stealth	15
Perception	6 (panoptical)
Reflexes	13
Health Points	1d6+12

Rank-equivalent	6th
Magical defence bonuses	+2 vs binding

Sraim

Sraim have a giant maggot's body on four long spidery legs, with a face which is lumpish and misshapen as though made of putty. They can detect items that the demonologist has lost and will lead him towards such an item.

SPECIALIZED KNOWLEDGE: Sraim serve in return for at least one dose of Strong poison. In addition to biting in combat, a Sraim can also spit acidic venom (normal strength poison) up to 10m, at speed 14.

Attack	20, Bite (2d4+1, 7) or spit venom (speed 14)
Defence	14
Armour Factor	4
Movement	12m (25m)
Magical Defence	11
Evasion	6
Stealth	18
Perception	9 (darksight)
Reflexes	15
Health Points	2d6+12
Rank-equivalent	7th
Magical defence bonuses	none

Melechs

These demons are tall, muscular, bronze-skinned humanoids, with malevolent but not unhandsome features and dancing flames for hair. They can breathe fire up to 10m.

SPECIALIZED KNOWLEDGE: Melechs make particularly useful servants because of their powers of illusion (they can cast *Illusion* or *Phantasm* spells at will, with no MP cost) and their unusual resistance to magic (as well as their high magical defence, they are completely unaffected by spells that cost 1 MP or 2MP).

Melechs require payment of about 750F-worth of ivory.

Offering a drink of water brought from an oasis causes a Melech to become more tractable (+1 on the Demon Response Table on p. 123).

Attack	19, Flaming two-handed sword (d10+1, 6) or breathe fire (speed 13, 2d8 damage, any armour reduces damage by 2)
Defence	10
Armour Factor	3
Movement	10m (20m)
Magical Attack	18
Magical defence	11
Evasion	5
Stealth	18
Perception	9 (darksight)
Reflexes	15
Health Points	2d6+12
Rank-equivalent	7th
Magical defence bonuses	none

Stalkers

Stalkers are the premier demonic assassins. They can pass freely through wood, stone, etc. (although they are tangible to metal and magical materials), and have excellent stealth. Stalkers appear to be vaguely humanoid, hunched inside their dusty robes, but have withered brown skin like tree bark and a cowl'd vulture's head.

SPECIALIZED KNOWLEDGE: A Stalker's abilities are not bought cheaply. The demon will require at least one minor magical item, and may often barter for significantly more powerful items.

The only ward against a Stalker is to blow a silver whistle on which protective sigils have been etched (at a cost in materials of 5d10 florins); for as long as the whistle is blown within 5m of the Stalker its attack is halved.

If a Stalker wounds its foe it matches its magical attack against his magical defence, with success costing the opponent two points of Strength, which later recovers at one point per hour.

Every fifth round a Stalker can cast bolts of white light up to 10m with a speed of 18, dealing 1d20 points of damage (armour offers no protection against this damage).

Attack	22, Claws (2d6, 6)
Defence	13
Armour Factor	5
Movement	12m (25m)
Magical Attack	20
Magical Defence	12
Evasion	10
Stealth	23
Perception	14 (panoptical)
Reflexes	17
Health Points	2d6+22
Rank-equivalent	9th
Magical defence bonuses	+4 vs summoning +4 vs binding

Rult

Rult have large, hunched bodies with dry, shredding flesh, a large head like that of a fly and skeletal wings draped with a torn web of skin.

SPECIALIZED KNOWLEDGE: Rult must be summoned at the place of execution of a man who has murdered more than once. They will haggle for gold, silver and gems—a Rult usually requires about 1,000F.

Rult have two special abilities. First, they can teleport over distances of up to 2 miles, with the restriction that some living or once-living body which they have encountered is at each end of the teleport.

Secondly, Rult can breathe a poisonous vapour (weak poison), affecting everyone within 2m; damage from this poison cannot be healed with magic. A demonologist may create an amulet (at a cost in materials of 2d10F) that gives the wearer a +1 bonus to his magical attack against a Rult.

Attack	18, Claws (1d6, 5)
Defence	12
Armour Factor	4
Movement	15m (30m)
Magical Defence	9

Evasion	6
Stealth	12
Perception	8 (darksight)
Reflexes	11
Health Points	2d4+13
Rank-equivalent	6th
Magical defence bonuses	+3 vs summoning +3 vs binding

Demon Steed

These large, black demon horses are usually summoned as a mount for the demonologist, as they can cross any terrain at 20 miles an hour.

SPECIALIZED KNOWLEDGE: Demon steeds can only be evoked after sunset, and dissolve into mist if exposed to sunlight. There is no other special defence against them.

A demon steed will require a pint (equivalent to 1d8 Health Points) of the summoner's blood in return for its services.

Attack	18, Kick (1d12, 7)
Defence	7
Armour Factor	4
Movement	15m (30m)
Magical Defence	8
Evasion	6
Stealth	12
Perception	8 (darksight)
Reflexes	11
Health Points	1d6+18
Rank-equivalent	6th
Magical defence bonuses	+1 vs summoning +1 vs binding

Storm Demons

These creatures of living lightning can only be evoked in the midst of a thunderstorm. They appear as flickering, electrical humanoid figures up to twice the size of a man.

SPECIALIZED KNOWLEDGE: Storm Demons are resistant to non-magical weapons.

A Storm Demon can hurl bolts of energy up to 20m at a speed of 16; these inflict four 1d8 wounds on the target (non-metal armour reducing the damage from each wound by 1, but metal armour giving no benefit). Alternatively, it can attack an opponent in mêlée, dealing 7 damage (again, with non-metal armour reducing the damage from a touch by 1, but metal armour giving no benefit) and having a 20% chance of setting the victim's hair or clothing afire (additional 1d6 damage per round, with armour giving no protection, till the victim can spend a full Combat Round putting out the flames).

A paling of sharp copper rods will cause 3d6 damage to any Storm Demon which tries to cross it and will deflect lightning bolts cast by the demon so that anyone behind the paling gains a +4 bonus to evasion against them.

Storm Demons require 800F worth of sapphire dust for their services.

Attack	18, Touch (n/a, 7) or hurl bolts (speed 16, four 1d8 wounds)
Defence	10
Armour Factor	6 (but only 2 vs magical weapons)
Movement	10m (20m)
Magical Defence	10
Evasion	5
Stealth	5
Perception	10 (panoptical)
Reflexes	11
Health Points	1d6+10
Rank-equivalent	7th
Magical defence bonuses	+1 vs summoning +2 vs binding

Gremlins

These are small (two and a half feet tall), thin humanoids with elongated toes and fingers like a lizard's and a globular head perched on a narrow neck. They have pale green skin and their large, saucer-shaped eyes give them a rather comical look. Gremlins are demons of (bad) luck.

SPECIALIZED KNOWLEDGE: Gremlins are ineffective fighters, but their special ability is that anyone within 8m of a Gremlin suffers bad luck—any rolls that the character makes, or that target him, are adjusted by 2 so as to be less favourable to him.

Gremlins have excellent natural camouflage in all surroundings, and utilize this to skulk near their victims and bring down upon them the vicissitudes of disaster.

If forced to fight, Gremlins use long straight-bladed knives. Gremlins will require a minimum payment of 350F.

They cannot harm anyone who currently has a Warding spell cast on them (see *Dragon Warriors*, p. 81).

Attack	14, Claw (d6,4)
Defence	9
Armour Factor	2
Movement	12m (25m)
Magical Defence	6
Evasion	7
Stealth	25
Perception	14 (darkvision)
Reflexes	11
Health Points	1d6+6
Rank-equivalent	2nd
Magical defence bonuses	none

Additional lesser demons

The following Infernal Creatures (see *Bestiary*, p. 67) may also be summoned as lesser demons.

This list of demons is not intended to be exhaustive. GMs are encouraged to shift abilities around and invent demons of their own to prevent player-characters from becoming complacent.

hell hound, and hell hound, Greater

Large, black dogs or wolves with red eyes. They have excellent tracking skills and are best employed as hunter-killers.

SPECIALIZED KNOWLEDGE: There are two distinct kinds of Hell Hound, the standard ones and the Greater ones. All Hell Hounds have an especial hatred for a certain pungent-scented marsh herb known as stinkweed. A Hell Hound will be at -1 to Magical Attack against any Pentacle that incorporates stinkweed in its design, and at -1 to Attack against any character carrying stinkweed about her person. The minimum payment for a Hell Hound's services is a blood sacrifice; in the case of a Greater Hell Hound, this must be a sentient being, though standard Hell Hounds may be summoned with the sacrifice of a small animal. It's just as easy to summon a pack of either kind of Hell Hound as a singular one—simply perform more blood sacrifices. The entire pack of demons can be affected by the same Summoning, Binding, Pentacle, etc., but the demonologist will still lose 1d3 Strength points for each demon summoned. Hell Hounds must be summoned by night.

Magical defence bonuses	none
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hellion

These demons exist solely to corrupt good humans, and gather the souls of evil ones for their internal masters.

SPECIALIZED KNOWLEDGE: A Hellion can be summoned only by destroying a sacred object of some kind—preferably a holy relic, but an altar or crucifix stolen from a popular and pious church would do at a pinch. This acts as its payment. Summoning a Hellion is extremely risky, even compared to summoning other demons: a demonologist is, by definition, a wicked person, and thus the perfect target for a Hellion's attentions. If the Pentacle fails, the Hellion will always attack its summoner in hopes of sending his soul to Hell, whatever the result on the Demon Response Table. In a few rare cases of failed summonings the Hellion is reported to have possessed the body of the unfortunate demonologist, though the mechanism by which it achieves this is not understood.

A demonologist usually summons a Hellion to attach itself to one specific individual, either to beguile him into servitude to a demonic lord (perhaps the same lord the demonologist serves) or to attack him in the hope of destroying him utterly. It will only target a genuinely evil victim (GM's discretion), and a Hellion instructed to slay a non-evil target will simply ignore its instructions, revelling in a chance to go after the nearest truly evil victim it can find. Hellions are vulnerable to both relics and crucifixes (see *Bestiary*, p. 70).

Magical defence bonuses	+3 vs binding
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Nightmare

The nightmare is another demon usually summoned to wreak havoc on the demonologist's enemies, destroying or possessing them by entering their dreams.

SPECIALIZED KNOWLEDGE: A nightmare will demand a Potion of Dreams as payment. A nightmare who has been summoned but neither bound nor bargained with successfully will not attack the demonologist immediately, but will appear to vanish; in fact, it is waiting nearby, planning to invade his dreaming mind, either the next time he slumbers or at some future date, after it has amused itself with the dreams of unfortunate travellers first. Anyone can protect against a nightmare by wearing gold on his head somewhere—a circlet or earring being common. A character wearing gold jewellery in this way gains a +4 bonus to his Magical Defence against Nightmares, and a +4 bonus on his roll to wake up.

Magical defence bonuses	+1 vs summoning +1 vs binding
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Succubus

Succubi are demon thugs and assassins, much-prized for their ability to pass through walls.

Succubi are generally quite willing to serve Demonologists (+1 on the Demonic Response Table); they are quite low on the demonic hierarchy, and so working for a human master makes a change from being ordered around by demon lords. A succubus will serve for rubies (1d4 × 100F value) and red meat (around 1kg of it). If their task takes more than one

day, they will require the same amount of gems and meat each day. They can regenerate wounds from non-magical weapons, but are vulnerable to relics (see *Bestiary*, p. 72).

Magical defence bonuses	none
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Sufiriad

These demons cannot be summoned by Demonologists. But while the Sufiriad cannot be summoned, since they already exist in the Land of Legend, it is possible for a demonologist to bargain with them, if he can find one. They cannot be bound, being already in effect bound to their temples. However, a Demonologist with plenty to offer—usually great treasure (for example, a magical weapon, or at least 2,000F in gems or gold) and a number of sentient victims (at least 3) for the Sufiriad to destroy—may be able to persuade the Sufiriad to let him into their ruined temple, where he is almost certain to find great demonic lore and perhaps strange artefacts.

Magical defence bonuses	none
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White Lady

These demons cannot usually be summoned by Demonologists.

It may be possible for a Demonologist to summon a White Lady if he is closely allied to or associated with the Demon Lord Fengris, but the precise mechanism for this is uncertain. As with the Sufiriad, a White Lady might be bargained with, if encountered elsewhere rather than summoned. Again, she may not be bound (being, in effect, bound to her tower), but could be persuaded to take the soul of a specific foe of the Demonologist's. She will want a two-for-one deal the demonologist makes her earthly task a little easier by giving her two warriors (2nd Rank or above) for her to Enslave, and she will then Enslave the victim of his choice, too.

Magical defence bonuses	none
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The Demonic Nobility

The demon lords and princes of Legend are individual beings of immense power who rule the demon planes. They have, of course, been summoned far less frequently than the lesser demons, so no exact canon of knowledge is available as with the latter. A summoner who does some research may find suggestions and theories as to how to deal with the demon lords (“... Rokash the Pious records that the powers of the Lord Eldyr are diminished by bright tight...” etc.), but exact wards—if any—are a matter of conjecture.

Similarly there is some uncertainty as to the precise levels of power of the demon lords. Tsienra’s stats are given here as a guideline, but GMs must design these creatures to suit their own campaigns. They should be virtually impossible to overcome with raw power alone, and if your campaign abounds with Rank 20+ characters, then the abilities of Tsienra and the others should be increased accordingly. While some of the demon lords have suffered defeats in the past, in almost all cases it has been through the summoner’s quick wit and daring, rather than from spells and swords.

As a general rule all demon lords will have a Magical Attack of at least 30, and can draw on unlimited Magic Point reserves from their home dimension for casting spells. They are hostile about 20% of the time and otherwise neutral. They will only be friendly if there is a very good reason why they should react favourably to the summoner—Umalu prefers demonologists of barbarian origin, and so on.

The Gifts

While not precluding the possibility of striking completely unique bargains with a summoned demon lord, there are two types of deal which are ‘commonly’ made. These are the Lesser Gifts—minor exertions from the demon’s point of view, made in exchange for a permanent reduction in Magic Points from the Demonologist—and the Gifts, which are abilities bestowed on the summoner in exchange for a soul-pledge. A soul-pledge means the summoner gives the demon 1 Health

Point to seal the bargain and promises him a further 3d10 Magic Points later. These further points are intended to be collected on the summoner’s death, but there is a 2% chance the demon will arrive if it feels the summoner’s life-force is burning low—in game terms, whenever the character’s Health Points or Magic Points reach 2 or less.

Once the demon arrives nothing can stop it from devouring the Magic Points promised to it. These Magic Points are permanently lost to the character; if he does not have enough, he permanently loses Health Points to make up the missing amount. At this point the soul-pledge is ended, and he loses the Greater Gift. If he survives the Magic Point and/or Health Point loss, he can later bargain again for a Greater Gift, with the same or a different demon lord. A character can buy any number of Lesser Gifts from demon lords (if he can spare the Magic Points), but it is only possible to have one Greater Gift at a time. Note that to receive any gift at least 4,000F or equivalent must also be offered.

The Demons

The important parameters for each demon lord are his or her Magical Defence, and any bonuses or penalties to Magical Defence against being summoned, being bound, and crossing a pentacle.

There are a number of other demon-lords which could not be listed here—among them Bakshuro the Screamer, who inhabits a dimension so hostile that only he can live there; Valladolidyn of the Emerald Eye, who sees all; Fengris, the Eater of Souls, who slavers constantly for the immortal souls of men; and Lady Kleshkala of the Pit, whose face is so terrible that merely to summon her is to court insanity.

Balor, who is described in the adventure *Prince Of Darkness*, is not a demon-lord, but something more primordial and elemental. He may not be summoned by these means, and woe betide those who might try.

The Lord Tsienra

Screaming Metal Spirit, Demon of Ferocity

Tsienra usually appears as a metallic figure, something like a huge tiger armoured in intricately patterned plates of tarnished silver and with a violet light burning behind his eyes and gaping maw. He embodies the lightning attack, the unrelenting ferocity of battle, the prowling spirit of savage death. Possession by the spirit of Tsienra gives great speed and grace to the recipient's fighting prowess.

GREATER GIFT: Tsienra can give the power of ferocity. When a character with this power uses it, his Strength and Reflexes are both effectively increased to 19 for combat purposes, his Attack increases by +7, and his Defence increases by +2. The character expends two magic points to go into ferocity and then another point for every minute he keeps it going.

LESSER GIFTS: For the permanent sacrifice of one Magic Point, Tsienra will teach his summoner the new spell *The Talons of Tsienra* (see below).

For two Magic Points he will use his skill at stalking between the planes to take the summoner within a few miles of any location he specifies, now matter how great the distance.

For three Magic Points he will enchant any sword to become a +3 magic sword.

All characteristics	19
Attack	31, Bite (2d6+2, 20) or bolts (strike 2d6 characters for 4d8 damage at speed 20; armour does not protect)
Defence	26
Armour Factor	6
Movement	15m (30m)
Magical Attack	32
Magical Defence	23
Evasion	9
Stealth	18
Perception	19 (panoptical)
Health Points	70
Rank-equivalent	20th
Magical defence bonuses	+4 vs binding +2 vs crossing pentacle

THE TALONS OF TSIENTRA

6th-level demonologist spell

DURATION: Spell Expiry Roll applies

This spell causes foot-long talons of red light to spring from the caster's wrists. They are used with the demonologist's normal attack, but ignore all armour (even magical armour), cannot be parried by shields, and cause the target's defence to be halved against them. They do 6 damage on a successful hit. They are able to harm anything that has Health Points, even if it is usually immune to some types of damage.

his Fell highness Eldyr

Prince of Deceit, Demon of Persuasion

Eldyr is overlord of Qarínah, Succubi and Grem-lins. He may pass in any guise he chooses, the better to advance his wiles, but will always eventually cast images aside to reveal his true (perhaps true) self. In the Chronicles of the Conjunction, Eldyr's own description of himself is recorded: 'My hair is like black silk, my skin is burnished copper in the moonlight, my eyes are sapphires and my robe embraces the starry night...'. This description was for the benefit of the elven sorceress Cordelia, who had wisely

blindfolded herself before the summoning. Without defences such as this, all in time succumb to Eldyr's charms; the evocator must attempt to banish him at once, therefore, if he begins to use his powers in a hostile fashion.

GREATER GIFT: Eldyr can give the power of harmonic spirit. This is a combination of charm and blind luck. It costs nothing to activate this power, but each morning the character must roll Psychic Talent or less on 2d10 to see if the power works for that day; there's a -3 modifier if the power was working the previous day, and a +1 modifier if it was not. The character re-roll one die roll per day. Furthermore, anything that would kill him outright (by reducing his Health Points to -3 or by any other means) has a straight 5% chance to simply fail. He gets a Looks bonus of +4 and can seduce as though he were a Qarīnah. Finally, his magical attack is affected by his Looks score as follows:

Looks Score	Magical Attack
3-5	-2
6-8	-1
9-12	No Effect
13-15	+1
16-18	+2

LESSER GIFTS: For a sacrifice of one Magic Point, he will aid a character in an attempt to persuade others of something. Unless the target of the persuasion attempt would be actively hostile to the idea, this will work automatically. However, it never functions against another demon prince or similarly powerful supernatural creature.

For a sacrifice of two Magic Points, Eldyr will give a luck ring. This silver ring has 20 charges and each charge can be used to alter any die roll (even one made by someone else) by +1 or -1. The wearer must declare how many charges he is committing before the roll is made. When all charges are expended the ring permanently tarnishes and is powerless thereafter.

For a sacrifice of three magic points, Eldyr will give a character 1d4+1 succubi as servants; they will work for him either until they die, or until each one has performed d10+10 tasks (rolled in secret by the GM), whichever happens first.

Magical defence bonuses	+6 vs binding +2 vs crossing pentacle
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The Lord Umalu

The Whip of Chaos, Demon of Pain

The spirit of Umalu is that of glorying in the inflicting of pain. He is a fierce, powerful demon who hates followers of the True Church with an intense passion and is little better disposed towards other religions. Umalu manifests himself as a 3-metre tall muscular black giant with a long mane of white hair, face perpetually contorted in hatred. He wields a glittering whip which can horribly deform and wither any victim, and an envenomed shortsword which inflicts terrible wounds.

GREATER GIFTS: Umalu can mutate a character, giving him or her a permanently useful feature similar to those listed under the Possession by Umalu spell (p. 124). He can also give the power of excruciation, so that any wound the character inflicts has a 20% chance of dealing an extra 4 damage to the victim's hit point total owing to extreme pain.

LESSER GIFTS: In exchange for one Magic Point he will teach a character to be an expert torturer, giving them a 75% chance to torture useful information out of a helpless victim within 2d4 × 10 minutes of starting the torture.

For two Magic Points he grants the new spell *Curse of Anguish* (see below).

For three Magic Points he will personally torture a captive to obtain information on the summoner's behalf (100% chance of success, within 2d6 Combat Rounds of commencing the torture).

Magical defence bonuses	+4 vs summoning +2 vs binding
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CURSE OF ANGUISH

5th-level demonologist spell

RANGE: 30m

DURATION: Spell Expiry Roll applies

The caster of the spell is able to inflict wracking pain on a victim. Match the caster's magical attack against the target's magical defence. He can alter

the victim's health point total at will to represent the pain, and can thus force the victim into unconsciousness, vary the pain so that he must fight at a disadvantage (up to -4 to Attack and Defence, at the caster's whim), or merely threaten him with the effects. The Curse of Anguish cannot kill—its victim will merely lapse into a coma if the pain level is increased too far (awaking when the spell ends). This spell does not affect undead, most creatures of sorcery (see *Bestiary*, pp. 63–66), or other creatures which do not actually experience pain.

his Demonic Majesty Adelmar

Lord of the Vaults of Eternity, Monarch of Demons

Summon the terrible Adelmar only when you plan such grand designs of mayhem and destruction as would make lesser demons quail, for he is a proud and potent force and should not be summoned lightly. Standing about three metres tall, he is ebony-black with the lower body of a serpent, a human torso and an armoured, horned head like that of a triceratops. He wields enchanted scimitars in each hand—one of which feeds on the blood of victims, the other on their souls. Adelmar is said to dwell in a labyrinthine castle on an island in an unknown lake; when Adelmar is summoned, the demonologist and his party (up to six others) are carried to this castle to petition the demon.

GREATER GIFTS: Adelmar has a limited power over time itself, and can give the ability of temporal navigation. This enables a character to cross up to ten years either into the past or future, arriving within 1–12 weeks either side of the required date. Each use of temporal navigation costs the character 1d4 permanent Magic Points.

LESSER GIFTS: For a sacrifice of one Magic Point, Adelmar will open the veils of Time to uncover some secret at the summoner's behest.

For three Magic Points he will send an army of demonic warriors—equivalent to five thousand elite cavalry—to fight in one battle beside the army of the summoner (or his employer).

Adelmar can also add to a character's lifespan—two years for one Magic Point, four years for two Magic Points, eight years for three Magic Points and so on. A character can only petition for this gift once.

During the added years the character does not age, but the deal must be phrased with exceptional caution or Adelmar will surely twist things to the summoner's detriment.

Magical defence bonuses	+4 vs summoning +4 vs binding +2 vs crossing pentacle
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The Lord Akresh

Spirit of Thunder in the Mountains, Demon of Invincibility

Akresh represents steadfast strength of purpose, the glowering look that intimidates a foe, the essence of power that cannot be assailed. Possession by the spirit of Akresh is called waiting-within-a-fortress; it hardens the will, shields the body from harm and augments the recipient's physical might. Akresh himself can only be evoked in mountains, where he may appear as a shadow against the sky and a booming echo between the peaks.

GREATER GIFT: The power that Akresh can grant is indomitability. A character with this power may activate it at any time, at a cost of 1 Magic Point per combat round. While indomitable, the character remains fixed in position waiting for attacks. He can automatically sweep aside all attacks made by characters of below 6th rank, including missile attacks, taking no damage; his Strength increases to 19; he gets a +4 bonus to defence, and any non-magical weapon used to attack him will shatter into pieces on an attack roll of 20. Finally, any armour he wears has a +1 to its Armour Factor (even if already magical).

LESSER GIFTS: For a sacrifice of two Magic Points he can enchant any shield so that whoever carries it has a +2 bonus to defence.

For three Magic Points he will summon mountain storms that can throw whole armies into confusion, or block a pass with landslides.

Magical defence bonuses	+4 vs summoning +6 vs binding
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her Eldritch highness Sarasathsa

Princess of Mystery, Demon of Paradox

Sarasathsa has sovereignty over things impenetrable or unknowable. Sarasathsa may have many forms, but is often described as a very tall (3 metres), slender, graceful woman in blue and green robes. Her skin is pale and mottled in a serpentine pattern, and the right side of her face is concealed behind a fantastical mask in the form of an embryonic dragon. All summoners describe her as cold and disdainful, and rather draconic in temperament.

GREATER GIFT: Sarasathsa can grant morphetic counsel. Whenever the character has some problem to solve or mystery to uncover she will whisper clues to him in his dreams. The character can get clues to the locations of lost objects (even artefacts lost for centuries), hints as to the locations of fleeing felons, insights into ancient history and myth, and so on. The power also allows him important visionary dreams. Of course, any such power must be at the GM's discretion, but it should be worthwhile, like any other Greater Gift. He gains +2 Psychic Talent as a side effect of the dreams.

LESSER GIFTS: For one Magic Point she will answer any three yes/no questions about the past or present with 99% accuracy.

For three Magic Points she grants a character a permanent +2 increase in Intelligence.

Magical defence bonuses	+2 vs binding
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The Lord Kojuro

Who is One with the Sword, Demon of Fighting Skill

Kojuro appears as a slender man with greyish skin and sharp white shark's teeth. He wears white and grey cotton robes and carries a number of swords and throwing knives. His province is skill in combat, particularly swordplay.

GREATER GIFT: Kojuro can immediately improve a character's skill with swords, giving him a permanent bonus of +6 to Attack and +6 to Defence whenever he is wielding any sword or dagger.

LESSER GIFTS: For one Magic Point Kojuro will increase a character's Attack by +1.

For two Magic Points he give the wielder a sword-shaped talisman that can be activated once per week to cast a *Vorpal Blade* spell at no further MP cost.

For three Magic Points he will increase the Attack of an entire army by +1 for a single battle.

Magical defence bonuses	+2 vs binding +4 vs crossing pentacle
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The Lord Kesh

Jewelled Serpent, Demon of Confusion and Terror

Kesh embodies the transfixing gaze of a snake. He causes awe by his presence alone, a massive bejewelled, serpentine shape coiling about the Pentacle and rearing up to the roof of the summoning chamber. Match Kesh's Magical Attack of 32 with the Demonologist's Magical Defence; if it succeeds, the Demonologist will agree to any bargain Kesh proposes.

GREATER GIFT: Kesh grants the power of intimidation. Given two Combat Rounds in which to talk to foes before he fights them, a character with this power can threaten with such unholy force that he matches a magical attack against the Magical Defence of those hearing him, reducing their attack scores by half if he succeeds. The character also acquires a mesmeric gaze identical to that of a vampire (see *Bestiary*, p. 84).

LESSER GIFTS: For one Magic Point Kesh will reveal the location of an ancient treasure hoard (treasure type: good—see *Dragon Warriors*, p. 131).

For two Magic Points he will set a giant demonic serpent to guard your treasure for you.

For three Magic Points he will teach you how to brew all types of poison and venom (at an ingredients cost of 10F for weak, 20F for average and 40F for strong poison).

Magical defence bonuses	+6 vs binding +4 vs crossing pentacle
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Demonic serpent (servant of Kesh)

Attack	23, Bite (d10, 8) (treat as strong poison)
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Defence	13
Armour Factor	5
Movement	15m
Evasion	4
Magical defence	14
Stealth	25
Perception	16
Reflexes	17
Health Points	2d6+20

The Lord Engala

Gatherer of Darkness, Demon of the Undead

Engala is usually characterized as the zombie spirit, embodiment of unrelenting attack, but in fact he is the lord of all undead creatures. Engala appears as a dull-eyed, expressionless man with dead white skin, robed in grave-soiled black raiment. His movements are slow and languid, like a corpse underwater, and when he speaks his lips hardly move to his hollow, emotionless tones. Those possessed by his spirit—will fight until cut apart.

GREATER GIFT: Engala can make a character into a vampire or mummy. The customary pledge of Health Points is useless to Engala because he is an undead being, so instead of that pledge he imposes a peculiar condition on his Gift. Every ten years the character must find a champion to play Engala's representative at a game not unlike chess. If the champion loses, Engala drains him of all life and destroys him. If the character cannot find a champion he must play Engala's representative himself—in this case, if he loses, Engala will come and take the character as one of his personal servants.

LESSER GIFTS: in exchange for a magical item other than a potion, Engala will give a lead amulet which grants the wearer some protection from undead. No undead will ever attack him, and if he encounters a more-or-less mindless undead, such as a zombie, whose master is dead, he may be able to take control of it by concentrating on doing so with the amulet in hand (one combat round to make the attempt; magical attack versus magical defence to succeed). Occasionally Engala may give favoured summoners a zombie or skeleton guard to serve them.

Magical defence bonuses	+4 vs summoning +4 vs binding +4 vs crossing pentacle
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The Lord Kyrax

Blizzard Flame, the White Lord, He Who Descends from the Storm

Kyrax is one of the oldest demons. He has the form of a giant white wolf, or sometimes a man of feral aspect. He is the master of stealth and guile, can cause invisibility, blizzards and darkness, and particularly aids those who were once mighty, for he is the demon lord of regathering old powers.

GREATER GIFTS: Kyrax can grant a character +8 to stealth. Or he may personally aid a character in a single master plan.

LESSER GIFTS: For one Magic Point he will increase either stealth or perception by +2.

For two Magic Points he will give a one-use power to summon thick mist in a 150m radius; the caster can see up to 30m in this mist, but for others the visibility is under 10m.

For three Magic Points he will summon a blizzard or turn a character invisible for eight hours.

Magical defence bonuses	+2 vs binding +4 vs crossing pentacle
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His Excellency Hragahl

Minister of Lightning, Demon of Intellect

This bizarre and ancient demon lord is master of all matters connected with logic and philosophy, and if he is impressed by a summoner's ability in these areas he will have a friendly reaction to him. Hragahl materializes as a giant (one-metre) bald, fanged head with silvery-blue skin, incandescent white eyes and giant wings springing from his temples. He has a tongue of flickering lightning which can snake out up to 20m.

GREATER GIFT: Hragahl can transform a weapon of the summoner's so that it has powers of a Storm-blade.

A Stormblade allows its user to summon storms once a day. The storm will muster within one minute and will then last for up to fifteen minutes. The main force of the storm is concentrated to a zone 150m around the sword; within this zone, visibility drops to 6m, all movement is halved, normal communication is impossible and flying creatures must roll Reflexes or less on 2d10 each round or be buffeted helplessly by the winds. There is a clear zone (the eye of the storm) for 3m around the sword. While the storm rages, the user can cast lightning bolts from the tip of the sword at the rate of one every five Combat Rounds. These bolts leap for 1-8 beings within 16m, with a speed of 14. A bolt which hits deals the target 4d6 damage; armour gives half normal protection.

LESSER GIFTS: For one Magic Point he will summon up a Storm Demon and place it under the summoner's control for fifteen minutes.

For two Magic Points he will give a +1 bonus to Intelligence.

For three Magic Points he can increase a being's Intelligence by +2, or summon storms to confound an enemy.

Magical defence bonuses	+6 vs binding +2 vs crossing pentacle
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to make such a bargain. Only three cases of military use of demonic powers are recorded in the Land of Legend's history—each time by the extravagant, whimsical Kaikuhuru, for whom normal caution and logic seem meaningless.

Lastly, words of thanks to everyone who might have inspired or actively fed me with demonic ideas—in particular, Steve Ditko, Richard Lupoff, Miyamoto Musashi, Yvonne Newnham, Mike Polling, Jack Vance, Oliver Johnson and William Burroughs. Vance's short story 'The Miracle Workers' directly supplied the idea of possessions, and gives a vivid account of their effects. For a host of further demons, Professor M A R Barker's Book of Ebon Bindings is recommended. It details, with many colourful anecdotes, creatures for Barker's Empire of the Petal Throne game, but usable in any setting.

Final Notes

A word of warning: campaigns where demon lords get summoned up every weekend and every other character has a Greater Gift are going to get dull very quickly. Scenarios could involve a demon lord's influence without requiring him to make a personal appearance—player characters could battle a small cult worshipping one of these entities, or inadvertently break a chain of events set in motion by a demon lord long ago.

Bear in mind that even the Lesser Gifts of a demon lord are powerful and hard to come by. There is (or should be, if GMed properly) a high risk factor in any summoning, and the demon lord must have a favourable reaction to the summoner if any deal is to be struck. Few generals would care to swell their army's ranks with demon warriors, even if they can seek out one of the demonologists powerful enough