

OPENQUEST

D100 GAMING MADE EASY



D101 GAMES

OPENQUEST

REFRESHED

FANTASY ROLEPLAYING ADVENTURE GAME

Author: Newt Newport.

Editors: John Holmes, Graham Spearing, Sacha Radcliffe, Paul Mitchener.

Proof Readers: Peter Cakebread, William Mark Dunford, Guy Milner,
Dominic Mooney, Christopher Sigmund, Ken Walton,

Additional Development: Graham Spearing, Tim Bancroft, Paul Mitchener and Tom Zunder.

Cover art: Jon Hodgson.

Interior art: Jesshields.

Except "Duck" on page 142 by Jon Hodgson.

Maps: John Ossoway.

OPENQUEST

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CHAPTER 1 INTRODUCTION

RURIK SIGHTS LAND

Rurik the Reckless stands tall at the prow of the dwarven steamship as it plunges over the waves. He gazes across the grey sea before him, acutely conscious he and his companions are far from the comforts of home. His youth and inexperience is hidden beneath fine mail armour and a full metal helm, and at his hip rides his father's longsword. Besides him, the ship's Master, Wuzan, stares through his magic looking glass as the imp-driven paddles of the iron-hulled 'Black Bess' drive them towards their final destination, an uncharted island of which they have heard only rumours.

"Land ahoy!" shouts Wuzan. Rurik's companions rush to the fore and push Wuzan aside. The hopes and expectations of each are excited by the vision of the black line slowly expanding to take its place across the horizon.

The slender sorceress, Lura, sees through the mists that shroud the island. She dreams of the ancient and magical knowledge left behind by the Old Empire, waiting to be claimed. Her quest to become the world's greatest living sorcerer seems achievable at last.

Beside her stands Mancala, the illegitimate son of a senator. He clenches his jaw as he gazes upon the land and fingers the hilt of his sword. Foremost in his mind is the revenge he will soon have upon his father's murderer, a renegade hiding on the island.

Behind them, more polite but still excited, stands Abnon, an austere, grey robed priest. His thoughts are only of the evil he must slay and the souls he will save when he steps off the boat into this godless and forsaken land.

Rurik's simple dreams of riches and glory are interrupted by a frustrated screech and the sound of swooping wings. A huge flying reptile dips down and scrapes the starboard hull of the Black Bess with razor sharp talons. It rises again into the sky and a dark green shape that blots out the sun.

Rurik turns to face Wuzan. "Dragon?" he asks.

"No! A wyvern! Out for food for its young on yonder coast, no doubt," replies the hardened sea dwarf. He points towards the coastline where forbidding cliffs reach for the sky.

The wyvern lazily banks, then gains speed as it swoops over the waist of the ship. The dwarven deckhands scatter across the main deck, thankful it has missed once more. Rurik watches as it soars into the sky, fascinated by its powerful, slender form. It has a green, snake-like body

as long as the ship. Two leathery wings, half way down its length, are slightly in front of a pair of powerful legs with razor sharp talon claws. Its long, serpentine tail ends in a vicious crown of spikes.

Rurik's trance ends as the wyvern cuts short its circling, doubles back and dives straight towards the group standing at the prow!

SO WHAT DO YOU DO NOW?

If this was a novel or a movie we'd be reading or seeing what the author or director intends to happen next to Rurik and his companions. Perhaps how the dwarven captain is snatched up by the wyvern as Rurik, Lura, Mancala and Abnon come to their senses and prepare to fight the wyvern in a suitably epic battle? But we're not passively reading this in a book or sitting on the sofa watching the screen and thinking 'I wouldn't do that!'. You are seated round a table with three of your friends who are taking the roles of Lura, Mancala and Abnon while another friend, who is the appointed Games Master, has just finished describing the dive of the wyvern. This is a roleplaying game and your Games Master is asking you as the player, playing the role of Rurik:

"So what do you do now?"

How do you answer? That's for you to decide. Rurik is your character, your alter ego in the game.

Perhaps....

- Rurik pulls out his sword and steels himself to face the diving wyvern?
- Or maybe he prepares a spell to distract the beast while everyone escapes into the metal hold of the steam ship?
- Or cowardly Rurik grabs Lura and shouts to the wyvern 'Eat her instead of me!'

It's up to you. You can tell the Games Master whatever you want based upon what you know about Rurik's abilities and personality and then you and the Games Master narrate the result of your decision. Play and the story continue, with more decisions rewards and risks, until the adventure comes to its natural conclusion and everybody agrees the story is over.

WHAT'S THIS FANTASY ROLEPLAYING GAME ABOUT?

OpenQuest is a game of fantasy adventure. It takes place in the imagination of its players, in worlds where dragons live and magic exists and works! The players can take on the roles of brave warriors, crafty thieves, mysterious sorcerers and any other type of fantasy character that they can think of.

There's a large hint in the name "Open" + "Quest".

"Open". This being a game there are rules to guide play when the outcome of a character's action in the story is less than certain. Some games burden themselves with ever increasing layers of rules and effectively close the options that a player has. In OpenQuest these rules are kept to a minimum and are straightforward to understand, in order to make the game run smoothly and keep the players options as 'open' as possible. Also the 'Open' part of the name is a way of flagging up the fact that the rules are available under the Open Gaming License, and can be used as people wish even to base further commercial products on.

"Quest". Players go on adventures via their in game alter egos, known as a character, who gain fame, fortune, and achieve their personal goals. These 'quests' which are the focus of play, involve danger and risk in the form of villains, monsters, traps and dangerous locations. A series of linked quests involving the same group of characters is called a 'Saga'.

There are two types of players in OpenQuest.

The **Players**, who each take on the role of a single character, known as a Player Character. This character becomes their alter ego in the fantasy world they are playing in and has a set of numbers that describe their abilities, which are written down on a character sheet. Otherwise they exist only in the imagination of the player and come to life during the game. How elaborate and different from the player this character becomes is up to the player and is the very essence of role-playing.

The **Games Master**, who is in charge of running the fantasy world and the Non-Player Characters that the players encounter during their adventures.

Typically the Games Master describes the scene that the player characters find themselves in, including details of the location and the non-player characters that are present and what they are doing. The players take turns in describing their characters actions and the Games Master tells them the results.

See the example at the end of the chapter to see how the game plays.



FEATURES OF THE RULES

FLEXIBLE CHARACTER CREATION AND ADVANCEMENT

In OpenQuest you decide what your character will be like and choose the skills, weapons and magic that they are proficient in. As the character grows during play the player chooses which areas the character should advance in. At no point does the character get tied down to a set path determined by the boundaries of a predefined character type or class.

PERCENTILE ROLLS

The core game mechanic is the percentile roll. The character's chance to succeed at any given task is expressed as a percentage.

For example Rurik the Reckless's chance to hit with his Sword is 55%. This is then rolled on a 'D100': two ten sided dice of different colours thrown together with one as tens and one as units. The dice determine whether the character succeeds in combat and either hits an opponent or not. If Rurik's Player rolls equal or less to 55% on a D100 then Rurik hits, more than 55% Rurik misses. This also applies to non-combat skills as well.

SIMPLICITY

While other D100 roleplaying games modify the chance of success by adding a 10% here and taking a 5% away there, OpenQuest avoids this complexity. If a roll is modified then it is by adding a meaningfully huge modifier, such as 25% or even 50%. Not only does this remove the amount of fiddly additions and subtractions Players have to do, but it means that when modifiers are applied to dice rolls they have a meaningful and significant effect on play.

Other D100 roleplaying games may also ask a player to roll not once but twice to attempt some tasks. As far as possible OpenQuest tries to keep dice rolling down to a bare minimum, so that the system stays in the background and the Players and Games Master can enjoy their storytelling and roleplaying.

RISKY AND DANGEROUS COMBAT

Weapon and armour rules are kept to a minimum to preserve the game's goal of keeping things simple. The game models a world where combat is always a risk and the character faces grievous and permanent damage if they take the violent option.

THREE APPROACHES TO MAGIC

In OpenQuest there are three magic systems, which model different belief systems commonly held by fantasy spell casters.

Battle Magic is the basic type of magic, representing the personal magic system that all player characters have access to at the beginning of their careers. Of all the approaches it is the least powerful and least flexible.

Divine Magic comes straight from the gods! It is a powerful approach, but only available to those characters that piously follows the ways of their chosen deity.

Sorcery is the magic of wizards and sorcerers, which draws upon the arcane magical laws that govern how the world works. Sorcery spells are potentially the most powerful and certainly the most flexible magic, but it requires even more dedication and skill to manipulate the laws of magic to achieve the desired results than any of the other approaches.

MONSTERS ARE PEOPLE TOO!

Creatures in OpenQuest have access to the same magic and skills that a player character does, so their abilities are just as detailed and powerful. Like the player characters, they have hopes, dreams and a personality. Monsters are not mere sword fodder, waiting patiently in some underground complex to be slaughtered. In OpenQuest they are the allies, adversaries, foils and followers that the player characters interact with on their adventures.

WHAT YOU'LL NEED TO PLAY

A SET OF POLYHEDRAL DICE

These are obtained from either online suppliers or your local game store. As well as the familiar six sided dice that come with most boardgames, you will need dice with four, eight, ten, twelve and twenty sides. Dice are referred to as dx in the rules, where x is the number of sides of the dice. For example D10 refers to a ten sided die.

The most commonly used dice are D100, not actually a hundred sided die but two D10's that are rolled together. Before the dice are thrown together it is decided in advance which will be tens and which will be units.

For example: I have a red D10 which I use as tens and a white D10 which I use as units. When I roll them and the red comes up two and the white comes up three, then this means my result is twenty three. A roll of 00 equals 100.

PAPER

You'll need paper for note taking, drawing maps and any other quick explanatory pictures or diagrams that either the Players or the Games Master want to draw to help describe what is going on during the game. If you haven't printed off a character sheet (available online at <http://www.D101games.com/OpenQuest/>) you'll need paper to write one out.

TIME

Game play usually happens in 'sessions' of three to four hours. Sessions can take more or less time and are usually determined by such factors as Players concentration and enjoyment, coming to a natural end of the adventure, or reaching a climactic cliff hanger where play can be picked up again quickly after a short recap at the next session.

SOME FRIENDS

Roleplaying games are inherently social, so you need at least two players; one to play the heroes of the story and the other to be the Games Master. More Players can be added, and the usual number is four to six Players and one Games Master. Any more than six Players and it becomes difficult for the Games Master to get around the table to find out what each player wants to do.

IMAGINATION

OpenQuest takes place in the imagination of the Players and Games Master. Although metal miniatures, available online and at games shops, can be used to help the Players visualise the action (especially during combat), at the end of the day the game stands or falls on how much the Players and Games Master use the power of their imagination to fuel the story they are co-creating.

HOW TO USE THIS BOOK

Players should skim read chapters one to seven and then get stuck in and work through character generation to create a character.

The Games Master is expected to be the final arbiter on game rulings. Therefore they should skim through the entire book and then read in detail chapters two (Character generation), three (Skills), four (Equipment), five (Combat), six (The Quest and afterwards), seven (Introduction to Magic) and eight (Battle Magic). Other chapters can be consulted when they arise in play. For example you only need to read sections of the Divine Magic chapter in detail if either the players or creatures are using magic from that chapter. If all the characters are beginners who only know a smattering of Battle Magic, and are facing opponents of similar skill, then you need not burden yourself with memorising this long and detailed chapter.

As well as the main rules text there are also examples and asides which further illustrate and explain how a rule is used in play. Also dotted around the main rules text are 'Games Master's Advice' highlight boxes, which explain what the Games Master should know about that rule. The players are free to read these as well, in order to gain a deeper understanding of the game.

Finally, some of the rules are marked as 'Optional'. Players and the Games Master should decide which of these 'Optional' rules are used in the game before the start of play. For example, the rules for Major Wounds are optional. Some Players may enjoy the extra realism that using this rule brings to combat, others may feel uncomfortable with the extra gore it brings to the description of combat results, or the extra time it takes to work out combat. It is therefore marked as optional so that the group can decide whether or not to include it in the game.



AN EXAMPLE OF PLAY

The following shows how a game of OpenQuest works. You'll get to see how the game progresses as a conversation between the players and the Games Master, with the occasional dice roll where the action is less than clear. Don't worry at this stage how the numbers are worked out or how the rules actually work. That will be explained in the rest of the book.

The group is sat round a table at John's house. John is the Games Master. Rob is playing Rurik the Reckless, a rash young warrior, Janet is playing Lura, a sorceress, Sarju is playing Mancala, a highway-man with a murky past, and Helen is playing Abnon a stern and righteous priest.

John: So, we left it last session with the wyvern diving towards the prow of the Black Bess, which is where all your characters are now standing along with the dwarf captian, Wuzan.

Sarju: We are so toast!

John: Not necessarily, it all depends on what you do next. So what do you want to do? Everyone gets to do one thing before the wyvern crashes down to the deck.

Janet: Lura fires off a Protection 4 spell.

John: Give me a Battle Magic Casting skill roll.

Janet: Lura's Battle Magic Casting is 85%, let's roll the dice then!

Janet rolls two ten sided dice, one red which is tens and one white which is units. Red comes up five and the white comes up four. A result of 54%

Janet: Ok, I rolled 54 which is under 85% so I get a success. The spell works and a bubbling liquid of silver acting as a second skin surrounds Lura to shield her from the wyvern's attacks.

Helen: Abnon sets his spear against the incoming charge of the wyvern shouting "I fear you not, worm of hell!!".

Rob: Rurik draws his sword and climbs up the front mast of the ship to get a vantage point ready for when the wyvern lands.

John: Ah Rob, that's two actions, you've not got time to do both, what do want to do?

Rob: er.....ok Rurik will climb up the mast without stopping to think about drawing his sword. He is reckless after all!!

Sarju: How far is the ship from land?

John: About twenty metres or so.

Sarju: So it's swimable?

John: Yes, I think I can see where this is going.

Sarju: Yup. Mancala jumps overboard and starts to swim to land!

Rob: The coward!

Sarju: Well that's what Mancala would do; he's always had his own best interests at heart.

John: Ok so Mancala jumps over the side. Give me a quick Athletics roll, to make sure that he doesn't sink like a stone when he hits the water.

Sarju: [Rolls dice] My athletics is 65% I rolled 23, no problem. Mancala is slowly swimming to land and should get there in a couple of minutes or so. Guess that's him out of trouble.

John: We'll see. Ok so the rest of you are on the ship when the wyvern crashes down. Since it's going to attack you, we'll move into Combat Rounds to keep track of time. Remember each round is about five seconds of time, which gives you enough time to do about one thing. Characters act in Dexterity order. The wyvern has a Dexterity of 16 since it's quite sleek and agile. Can anyone do better than that?

Sarju: Mancala has a Dexterity of 17, but he's too busy swimming away to do anything else.

John: How about everyone else?

Rob: 15.

Helen: 14.

Janet: 8 ouch!

John: Ok so the wyvern has the highest Dexterity score so gets to go first. It dives down and tries to grab Lura, bite Rurik on the mast and lash out at Abnon on the deck with its tail.

Rob: That's a lot of attacks!

John: Well that's what the rules say, it's got three modes of attacks and it's agile enough to use them all at once.

Sarju: Ha, ha!

John: Ok let's work this out.

John rolls dice against the monster's weapon skills.

John: It lashes out at Abnon but misses completely, similarly it snaps at Rurik but doesn't judge the distance well enough and bites too short, but its going to hit Lura with its claws unless she does anything about it.

Janet: Lura's going to jump out of the way. She's got a Dodge of 45%, I roll....3 and 4, 34!

John: Great, so the wyvern goes crashing into the deck but Lura gracefully jumps out of the way.

Rob: Rurik's next, he draws his sword.

Helen: Remember Abnon was setting his spear against the diving wyvern.

John: Yes that's +25% on Abnon's Close Combat skill.

Helen: So that's spear at 55% plus 25% a total of 80%

Helen rolls her D100 and gets 86!

Helen: Nah he just missed, because the wyvern took a swing at him, Abnon moved out of the way and his attack was distracted and ineffective as a result.

Janet: Lura next! She runs across the deck towards the stairs down below. She's making sure that there's more distance between her and the wyvern. She doesn't like the look of those claws!!

John: Lura's halfway across deck, she'll make the stairs next round.

John: Ok so that's everyone had a go. Onto Round two. The wyvern is soaring back into the sky. What are people doing?

Janet: Lura carries on running towards the stairs.

Helen: Abnon resets his spear and waits for the wyvern to dive again.

Rob: Rurik is going to swing at it with his sword as it goes past.

Sarju: Keep swimming of course!!

John: Ok so the wyvern flies ten metres up into the sky. It whizzes straight past Rurik before he gets a chance to hit it. Rob you want to do something else?

Rob: No, I'll wait until it comes down again.

John: The rest of your characters do what they said they were doing. Onto round three.

John: Ok the wyvern reaches the top of its rise into the air and stops momentarily. Intelligently taking in the scene below, it sees Rurik and Abnon's weapons drawn on the ship below. It can't see Lura because she's run below decks. But does it see Mancala swimming in the sea below?

Sarju: Uh oh!

John: I'll roll against its Perception of 70% to see if it does.

John rolls the dice and comes up with 01, a critical result!!

John: Oh no it rolled a critical!! Not only does it see Mancala all on his own undefended, but it decides that it is an easier meal than the food with weapons and starts diving towards him!

SO WHAT ARE YOU GOING TO DO NOW?

WHAT THIS BOOK CONTAINS

In addition to this Introduction the book contains the following chapters.

Characters. This chapter gives rules and advice on how to create your character, which is your alter ego in the fantasy world.

Skills. This chapter details the skills that your character will use to perform tasks and actions. It gives rules on how skills are used in various types of situations.

Equipment. The tools of your character's trade. All the weapons, armour and other pieces of equipment your character will need to pursue a career in adventuring are found here.

Combat. Hand to hand, missile and unarmed combat is the meat of this chapter.

Introduction to Magic. A short chapter explaining the three systems of magic of OpenQuest.

Battle Magic. This chapter details the basic rules as to how magic works within the game. Its focus is on Battle Magic, a magic system that all player characters have access to. This chapter lists all the spells from that system.

Divine Magic. The second of the three approaches of magic and the preserve of advanced magicians. This chapter deals with the magic of the gods, their worshipers, temples and the religious cults that serve them.

Sorcery. This type advanced magic that sets out magic as a set laws of the universe to be mastered by wizards and sorcerers.

The Quest and afterwards. This chapter holds quick 'Spot rules' on the hazards that a character may encounter during their adventure such as poison, disease, falling, fatigue and encumbrance. Also practical advice for players on what to expect on an adventure, how to improve their characters, and what their characters can do in-between adventures, are included.

Creatures. How monsters are more than mere sword fodder, and how to use them as foils, nemesis, allies, henchmen, Goons/Followers and villains. This chapter concludes with a listing of creatures with full game stats.

Plunder: A chapter about magic items and other treasure that can be found on a Quest.

Character Sheet: A form that you can print off and fill in the details of your character updating it during play.

A form fillable pdf version of this can be found at the downloads section at d101games.com



CHAPTER 2 CHARACTERS

WHAT IS A PLAYER CHARACTER?

A character is your representation in the game. Your eyes, ears, touch, feel and smell in the imaginary world that you and your fellow players create.

On one hand the character is a collection of numbers which describe his/her characteristics, skills and magic spells that are written down on a character sheet. This chapter will explain how you create these numbers, in a process known as 'Character Generation'.

But that's only half of what a character is.

The other half exists mainly in the imagination of the player, with perhaps some quick notes on the character sheet. This half is the personality of the character and other intangibles such as goals and past history. These are the things that you can't express in cold hard numbers, which really bring the character to life and give the player guidelines on how the character acts and thinks.



A NOTE ON GROUP BALANCE AND SURVIVABILITY

OpenQuest's skill and magic systems are pretty open, both at character generation and during character advancement, in that they don't tie a character down to a predestined path of skill and magic increases dictated by the type of character that the Player chooses during character generation.

Character generation produces characters that have skills in all the basic areas of expertise, a couple of speciality advanced skills, some starting personal magic and some skill in at least one or two weapons. Most OpenQuest characters start out being able to do most things, a skill area or two that they excel at, have a decent chance in a fight and have some magic to even out the odds.

Because OpenQuest characters start off more rounded there is less of an issue about getting the right mix of skills for the group so it can survive the adventure.

CHARACTER GENERATION

The process of creating a character is known as 'Character Generation'. OpenQuest character generation is a seven step process and at each step the Player makes decisions about what their character is like at the beginning of the game, when the character is just starting out on their adventuring career.

STARTING CHARACTER GENERATION WITH A CHARACTER CONCEPT

A character concept is a one sentence summing up of what the character is all about.

For example:

Rurik is "A determined and foolhardy warrior seeking excitement and adventure."

Lura is "A mysterious and elegant sorceress."

Mancala is "The illegitimate son of a murdered Noble, who survives through being a rogue."

Abnon is "A pious priest who smites evil and protects the innocent."

Having a clear concept of what you want your character to be like at the beginning of character generation guides the whole process as you make choices to generate the numbers that you will roll against during play. For example, for Rurik it states clearly that he is a warrior; therefore when choosing skills Rurik puts points into Dodge and Unarmed combat, both skills that will be highly useful when he gets into a fight, rather than any of the Lores.

You are of course free to change the concept as you generate the character. Generally, as a rule, the stronger the character concept, the easier it is to create an interesting character.

Your Games Master may ask you what your character concept is before you start Character Generation, to make sure that it fits in with the sort of game that he has prepared. For example creating a warlike barbarian may not be a good idea for a game that is going to revolve around a series of magical mysteries where the characters will need strong investigative and magical skills.

Comparing concepts with the other players before diving into character creation is strongly recommended. Your character will be part of an adventuring group that is made up of the other Players' characters. These characters work together, even if they don't like each other, towards a common goal of solving the mysteries and dilemmas thrown up by the Games Master during the adventures that they play through. The game is unlikely to be any fun if all the players have similar or near identical concepts, as compared with a game where the group is made up of characters with different concepts that can work together to create interesting role-playing opportunities.

Step 1: Determine Concept

In one sentence sum up what your character is all about. Use the guidelines above to give yourself ideas. Ask the other Players what their character concepts are to make sure the group has an interesting selection of characters.

Check with your Games Master that your character concept fits in with the type of game that the group is going to be playing.

CHARACTERISTICS

These are the primary building blocks of the character. All characters and creatures have seven characteristics, which give the basic information about the character's physical, mental and spiritual capabilities. As well as being useful indicators of how to roleplay the character (see below) they are the scores that skills are initially based upon.

The characteristics are:

Strength (STR): A character's brute force, Strength affects the amount of damage he deals, what weapons he can wield effectively, how much he can lift and so on.

Constitution (CON): A measure of the character's health, Constitution affects how much damage he can sustain in combat, as well as his general resistance to disease and other illnesses.

Dexterity (DEX): A character's agility, co-ordination and speed of reaction, Dexterity aids him in many physical actions, including combat.

Size (SIZ): This is an indication of the character's mass and, like Strength and Constitution, can affect the amount of damage a character can deal and how well he can absorb damage.

Intelligence (INT): A character's ability to think around problems, analyse information and memorise instructions. It is a very useful Characteristic for characters interested in becoming accomplished spellcasters.

Power (POW): Perhaps the most abstract Characteristic, Power is a measure of the character's life force and the strength of his willpower.

Charisma (CHA): This quantifies a character's attractiveness and leadership qualities.

Step 2: Generating Characteristics

Using the Points method

Each characteristic starts with a value of 8. You next have thirty points to distribute amongst them. The maximum value of a characteristic during character generation is 18. You may also lower a characteristic to gain extra points. For example, reduce STR 8 to 6 to gain 2 points, but INT and SIZ have a minimum value of 7. Other characteristics have a minimum value of 3, although this indicates that the character has a severe disadvantage in this area.

The Points method is better if you already have a clear idea of your character concept as it gives you precise control on the relative strength of each characteristic. You are not at the mercy of random dice rolls (see “Random Character Generation (Optional)” on page 26) nor do you have to negotiate with your Games Master about switching the random rolls around so that the characteristic scores match your concept.

For example:

Rob is playing Rurik, who is a rough and ready warrior, and spends his 30 points in the following way.

STR 18 CON 12 DEX 12 SIZ 16 INT 10 POW 8
CHA 10

He adds ten, four, and eight to STR, CON and SIZ respectively to get a higher damage bonus and hit points total and for the ‘big bruiser’ element of the character concept, and four to DEX since that determines when he acts in initiative and is the base for many important skills for warriors. Finally he adds two points to both INT and CHA, to make sure Rurik is average for Intelligence and sociability. He chooses not to increase POW at character creation since he doesn’t really see Rurik as much of a magic user at the start of the game.

MAXIMUM VALUE OF CHARACTERISTICS

For any race the maximum value of any characteristic is the maximum dice roll plus three. For Humans this is 21.

Having Characteristics at High and Low Extremes of the Possible Ranges

One feature of the points buy system is that it tends to produce characters that are close to the ‘average’ score, unless you choose to reduce one of your characteristics from the initial allocation of eight or leave it unmodified. By taking that approach you will have some weak characteristics, such as a DEX of 8 indicating that your character is a bit slow and clumsy, but you will also have a few strong characteristics, such as an INT of 18 which shows your character is a natural born genius.

You can also end up with characters with high and low characteristics using the random method as well.

Such characters may at first glance look undesirable, on account of how base skills are affected, but actually they present good opportunities for roleplaying the flaws of the character, and actually makes the character more interesting as a result.

Using Characteristics in Roleplaying

As well as being numbers that are used to calculate the skills and attributes that influence the dice rolls that are made during the game, characteristics can also be used to give rough ideas as to what the character is like. The average human has scores between 10 and 11 in most characteristics, except Size and Intelligence which weigh in around 13. So a character with Strength of 16 will be of above average Strength and a toned physique. A character with a Charisma of 7 is well below average, perhaps being shy or obnoxious and socially inept.

ATTRIBUTES

Attributes are a set of secondary scores that define the character’s potential to do and take physical damage, how quickly they move, and the amount of magical energy available to the character. Attributes are determined from the character’s characteristic scores.

Damage Modifier (DM): The Damage Modifier applies whenever the character uses a melee or thrown weapon. It is calculated by adding the character’s Strength and Size together, since bigger, stronger, characters deal out more damage than smaller, weaker characters. The Damage Modifier is calculated by consulting the following table.

Damage Modifier table

Total of STR and SIZ	Damage Modifier
1–10	–1D6
11–15	–1D4
16–25	+0
26–30	+1D4
31–45	+1D6
46–60	+2D6
61–75	+3D6
76–90	+4D6
Every additional + 15	+1D6

If the Damage Modifier is negative, after you have taken away the rolled DM if the damage is under 0, increase it to 1.

Hit Points (HP): These determine how much damage the character can sustain before reaching unconsciousness or death.

(OPTIONAL) Major Wound Level: When the character takes this amount of damage in one go, they suffer a Major Wound. Major Wounds are injuries, such as a severed limb, broken ribcage or broken skull, which may render the character unconscious immediately and leave permanent effects if not healed by powerful magic.

Magic Points (MP): These are used to activate any spells the character knows.

Movement Rate: This is the amount in metres that a character can move in a five second Combat Round.

Step 3: Determine attributes

To work out your character's Damage Modifier, add Strength and Size together and look at the Damage Modifier table.

Hit Points equal Size plus Constitution divided by 2, rounded up.

(Optional) Major Wound Level is equal to Total Hit Points divided by two, rounded up.

The character's starting Magic Points will be equal to the character's POW.

Human characters have a Movement rate of 15 metres.

WHAT ARE BEGINNING CHARACTERS LIKE IN OPENQUEST?

Starting player characters generated using these rules tend to be fairly well rounded as characters. All starting OpenQuest characters have the following features.

Abilities above the average man in the street. The player characters are the main protagonists of the story that the players and Games Master are co-operatively going to play, and even at the start of the game they are better than the folk who stay at home.

A reasonable chance of doing the basic things that everyone knows, such as riding a horse, and speaking their own language.

A good to excellent chance of doing the things that their character should be more than competent at. For example, Rurik is a warrior who has a 55% in Close Combat, which means he is fairly proficient with a sword and uses it to make a living.

Some magic. Fantasy worlds are usually rich in magic and OpenQuest takes the view that even non-magicians have some personal magic, known as Battle Magic. Rurik for example knows the spells, 'Weapon Enhance', which makes it easier to hit with his sword and causes more damage when it does, and 'Coordination', which increases his speed of reaction when cast.

SKILLS

Skills are things that the character can do. They represent very specific areas of expertise and when the skill is used in play the percentage value of the skill is rolled against using a D100 to work out if a character successfully completes a task in the game. A roll equal to or less than the skill percentage usually indicates that the skill has been used successfully.

For example

Rurik has a Dodge of 52%, which means that in combat he has to roll 52 or under on D100 to avoid the incoming blows of his opponent.

What do the Numbers Mean?

The following table translates the skill percentage into a 'real world' description of the level of expertise.

Skill	Expertise	Description
0-25%	Novice	Someone with virtually no experience with the skill.
26-50%	Apprentice	Someone who is learning the skill.
51-75%	Veteran	Someone who regularly uses the skill as part of their everyday life.
76-99%	Expert	A local expert with in the skill, who can perform it under most conditions with ease and elegance.
100+	Master	The acknowledged best in that skill, and regularly performs the impossible in extremely difficult conditions.

From looking at the above table you can see that Rurik with his Dodge of 52% is quite proficient, having an expertise level of Veteran, probably from being in actual combat as a warrior in the Ducal Wars and learning by necessity to get out of the way of weapon attacks.

ROUNDING

Numbers in OpenQuest are always rounded to the nearest whole number. Always round up from 0.5 and round down from below 0.5. For example 4.1 becomes 4, while 5.5 becomes 6.

Skill Lists

The following tables lists all the skills that every character possesses and the Characteristics used to determine the skill's base score. The tables also give each skill a brief description of what the skill does, but a fuller description is given in the Skills chapter.

Skills are grouped into categories for easy reference.

Resistances are skills that get the character out of harms way.

Combat skills measure the characters skills in physical violence.

Knowledge skills measure the intellectual skills of the character.

Practical skills measure the characters' ability of performing a variety of everyday and specialist tasks.

Magic skills cover either casting magic or knowledge of religious practices.

Resistances

Skill	Base	Description
Dodge	DEX+10	Gets you out of the way of physical threats, such as an incoming axe or dragon breath
Persistence	POW+10	Is a measure of your character's willpower and resistance against hostile magic and is also rolled to resist attempts to influence the character against their will.
Resilience	CON+POW	Is a measure of your character's health and their ability to survive exposure, hunger and thirst. It is also their chance to resist the effects of diseases.

It's worth putting the majority of your points into Dodge if you are going down the route of the Warrior with your character. If you are thinking more of a magic using character, Persistence is probably more appropriate. Resilience is good for hardy characters that can shrug off disease and stay conscious when they take damage.

Combat Skills

Skill	Base	Description
Close Combat	DEX+STR	A character's skill with melee weapons, such as swords, axes, daggers, spears and shields.
Ranged Combat	DEX+INT	A character's skill with missile and thrown weapons.
Unarmed Combat	DEX+STR	A character's skill with natural weapons such as bite, fist, kick, grapple and claws.

It goes without saying that all these skills are appropriate for characters who want to be warriors. A few points however in either close or unarmed combat are useful even for non-combative characters since these skills can be used for self-defence.

Knowledge Skills

Skill	Base	Description
Culture (Own)	INT+10	What a character knows about the history, politics, geography of their own land and society.
Language (Own)	INT+50	How fluent a character is at speaking and potentially reading and writing their own language.
Natural Lore	INT+10	Predicting the weather, recognizing and caring for animals and plants, geology and survival in the natural world.
Culture (Other)	INT	What a character knows about the history, politics and geography of a foreign land.
Language (Other)	INT	How fluent a character is at speaking and potentially reading and writing a foreign language.
Lore (Type)	INT	Other specialist knowledge skills, such as Lore (Herbalist), Lore (Heraldry) not covered by the above.

Knowledge skills are good for characters that are sages or scholars and who make their living from obscure information that other people do not have the time to learn. Culture (other) and Language (other) are also useful to characters whose abilities revolve around communications, such as merchants and diplomats.

Practical Skills

Skill	Base	Description
Athletics	DEX+STR	This skill measures the character's ability at running, lifting, jumping, swimming and climbing.
Craft	INT+10	This skill allows you to make things, such as pots, weapons, and buildings.
Deception	DEX+INT	Stealth, hiding and picking pockets are all handled by this skill.
Driving	DEX+INT	This skill covers ancient-medieval period vehicles such as carts, chariots and wagons.
Engineering	INT+10	Large scale construction and siege engines are covered by this skill.
Healing	INT+10	Healing wounds and treating disease using First aid and surgery.
Influence	CHA +10	This skill is used when the character wants to persuade another to do something against their normal interests.
Mechanisms	DEX+INT	Locks and anything with complex moving parts are covered by this skill.
Perception	INT+POW	Used to spot hidden objects and spot small details in the character's environment.
Performance	CHA+10	Acting, playing instruments, dancing and singing are all covered by this skill.
Riding	DEX+POW	Used when trying tricky manoeuvres using beasts of burden, such as horses, camels and more fantastic beasts such as hippogriffs.
Sailing	DEX+INT	This skill covers the use of ships and boats.
Streetwise	CHA+POW	How well the character operates in a city environment. Used to find out information and navigate around the streets and find a fence for stolen goods are all covered by this skill.
Trade	INT+10	This is the skill used by merchants and traders to value and sell goods.
Wealth	INT+CHA	An optional skill that measures a character's ability to manage their resources.

On the face of it, it is tempting to see the Practical category as a big grab bag of miscellaneous skills. However it is worth spending some points on one to three of the skills, even if you want to be a big muscled warrior. These skills allow the character to do things in game, and Athletics, Influence and Perception get called upon reasonably frequently. Also if your character's concept is that of a rogue Deception, Mechanisms and Streetwise also deserve some points. If your character is someone who makes stuff, Craft and Engineering are skills to increase. If your character has a background of entertaining people Performance is a skill to pick. If your character concept is any form of Merchant Trade is a must buy.

Magic Skills

Skill	Base	Description
Battle Magic Casting	POW X 3	Used with Battle Magic . This skill allows you to use basic personal magic.
Sorcery Casting	INT	Used with Sorcery . This skill is used to cast and manipulate sorcery spells. For the non-magician it is your chance to use talismans and scrolls and other sorcerers' items.
Religion (Own Religion)	INT+10	Used with Divine Magic . Most characters will be at least 'lay' members of the religion local to them, taking a passing interest in its mythology and rituals. For more devoted characters this skill is the key to advancement in the religion's hierarchy.
Religion (Other Religion)	INT	Used with Divine Magic . This skill covers the knowledge of another religion, where other is the name of that religion.

Magic is explained below, in Step 5, but for now just note that the three types of skill relate to the three types of magic.

A note on skills with descriptors in brackets.

Lore (Type), Religion (other religion) and Culture (other) all have a descriptor in brackets after the main skill name. This denotes that at time of points allocation the player must decide what 'type' or 'other' is. For example Religion (other) could be Religion (Earth Mother) or Religion (Burning Heart) in the Empire of Gatan setting.

Step 4: Calculate skills

For each skill calculate the starting skill value, the base score, from the calculation provided. Then write it down on the character sheet next to the skill.

During character generation the player gets a pool of points to spend on each group of skills. Distribute points between the skills, with a limit of no more than 30 to be allocated to any one skill.

Resistances: Spend 50 points between the three skills.

Combat: Spend 50 points between the three skills.

Knowledge: Spend 50 points between the skills.

Practical: Spend 75 points between skills.

Magic: is special, refer to 'Generating a Character Step 5' below.

MAGIC

The existence of magic in fantasy worlds is one of the defining aspects of the genre.

How widespread the use of magic is depends on the world that the game is being played in. OpenQuest takes as the default that all player characters have access to a basic type of magic called Battle Magic at the beginning of their adventuring careers.

Battle Magic

Battle Magic is a type of magic that draws its power from the very spirit of the character. Each time a spell is cast successfully the caster must spend Magic Points equal to the spell's power, or 'Magnitude' as it is called.

To determine if Battle Magic is successfully cast the player rolls against the character's Battle Magic Casting skill, which starts at a Base of POW X 3 and cannot be increased at character generation.

Generating a Character Step 5: Work out what Magic Spells the Character has

Look at the Basic Magic spells in the Basic Magic chapter and pick six points of Magnitude worth. Also work out Battle Magic Casting Skill, which starts at POW X 3.

Advanced Magic (Optional)

As well as Battle Magic there are two other systems of magic, which are covered in the later chapters. These are more powerful and complex magics that are used by experienced magicians such as Priests (Divine) and Wizards (Sorcery).

By default Divine Magic and Sorcery are not available as an option to advance at character generation, where both Religion and Sorcery casting skills start at their base values. If you want your character to be a magic specialist with access to it at the start of play, then check with your Games Master first and consult the sections below. These sections replace the normal rules for allocating magic as given on the previous page.

Starting with Divine Magic

If the player wants his character to start with Divine Magic, they start play as an Initiate of a cult. The only requirement that a player character needs meet is a genuine desire to fulfil the duties of a Worshipper (see cult write up under “Cults” on page 103). As part of the initiation ceremony the potential initiate undergoes a special divination, where the cult’s deity tells the presiding priests of the candidate’s honesty in this regard.

- Choose a cult to join (See the Cults in Chapter 9 Divine Magic).
- Start with a Religion (Chosen Cult) of INT+40.
- Note down Battle Magic Casting at POW X 3.
- Choose six points worth of spells from either;
 - Battle Magic that the cult teaches, one point per magnitude of spell.
 - And/Or Divine Magic with one point per magnitude (to a maximum of 2).

Read Chapter 9 Divine Magic for more information.

Starting with Sorcery

If the player wants his character to start with Sorcery, it is assumed that they are an Apprentice of either a School of Wizardry or a lone Sorcerer (see Chapter 10 for more details). Sorcerers or Schools of Sorcery will not teach characters with an INT of less than 12.

- Choose a School to join or a Sorcerer to study under. (See Chapter 9 Sorcery for more details).
- Start with a Sorcery Casting INT+40.
- Note down Battle Magic Casting at POW x3.
- Choose six points worth of spells from either;
 - Battle magic that the School or Sorcerer teaches, one point per magnitude of spell.
 - Sorcery spells that the School or Sorcerer teaches, at a cost of one point per spell.

Read Chapter 10 Sorcery for more information.

EQUIPMENT

Each character typically starts off with some money and the tools of their trade.

Generating a Character step 6: Work out starting cash and write down starting equipment.

Starting cash is 4D6 x 10 in silver pieces.

Each character starts out with one of the two arms and armour packages below.

- Leather armour, ranged weapon, close combat 2H weapon and dagger.
- Or Leather armour, shield, ranged weapon, close combat 1H weapon and dagger.

In addition each character starts out with the following equipment.

- Backpack, rope, two weeks worth of traveling provisions, flint and tinder, waterskin.

Further information about equipment and game economics is given in “In-game Economics” on page 40.

Your Games Master may allow you to buy additional equipment before the game starts from the character’s starting cash.

FINISHING OFF THE CHARACTER

By this stage all the hard decisions on making your character are over. All that remains is to note down a few numbers on the character sheet and ponder about the character’s background and motives.

General Information

Age: Human characters start out at any age between 18 and 28, unless using the optional Veteran character rules. To randomly determine this, roll 2D6 and add 16.

Hero Points: Every character starts with two Hero Points.

What are Hero Points?

Hero points are what distinguishes the player character from the normal stay at home type folk.

They allow the player character to:

- Re-roll any failed dice roll.
- Downgrade a Major Wound to a normal wound. The character still takes the full damage they would normally to their Hit Points, but do not suffer the messy effects of a major wound.
- Avoid character death. If the character's Hit Points are reduced to zero or less, instead of dying the character is merely unconscious. The character remains in such a state until the combat is over at which point they awaken with one Hit Point.

Once Hero Points are spent they are gone. The Games Master awards Hero Points at the end of the game session for moments of outstanding heroic play.

Background, Appearance and Personality

Even if you don't create a fully written up background it is worth making a mental note of what the character is like as a person and roughly what their background is previous to play, as well as visualizing what they actually look like.

Creating the Character's Background. (Optional)

A background is useful not only to give the character a history before the game starts but also as a way of noting all the 'intangible' elements of the character's personality. Rurik's story later in this chapter is an example of a background.

Writing down a background is optional, and can be done either before or after character generation, or can even emerge during play.

Motives (Optional)

Motives are what drive the characters' actions. They are the character's goals, both short and long term.

Long term motives are things that are life motives, and are only achievable over the period of a linked set of adventures, commonly known as a 'campaign'.

For example long term motives.

- Become King of the Amber Lands.
- Defeat the evil Sorcerer Zanab Khan.
- Become the richest man in Red Hat County.
- Avenge my Father's death.

Short term motives are usually relevant to the adventure currently being played, and are determined near the beginning of the session by the Players.

For example a set of short term motives coming out of a royal monster hunt in the bleak ice deserts of Zhaind;

- Kill the biggest monster on the hunt.
- Secure the rights to trade the hides of the monsters.
- Use the hunt to impress the King and improve their social standing at court.
- Map the ice deserts of Zhaind to increase the body of knowledge of the Royal Library.

At the end of character generation choose two long term Motives for your character and at the beginning of the adventure choose a suitable short term motive.

Every time a motive is brought into play in a concrete way, the character earns one improvement per session.

Short term motives are removed at the end of the session, and if completed earn an additional two improvement points.

When a long term motive is finally achieved it is removed from the player's character sheet and the character earns five improvement points.

As well as giving player inspiration on how to roleplay their character, motives also drive the direction of play as players try to bring into play motives to earn improvement points ("Improving Characters" on page 64). The Games Master makes a note of motives and creates events which provide opportunity for the player to bring their motives into play.

Generating a Character Step 7: Finish off the Character

Note down Hero Points and age.

For humans this is 18-28 (2D6+16) respectively for starter adventurers.

Hero Points start at 2 for all player characters regardless of race.

If you want to include a background narrative then do this now.

Finally if you haven't done so already write the character's name on the character sheet.

CONGRATULATIONS!

YOU ARE NOW READY TO PLAY.

EXAMPLE CHARACTER GENERATION: RURIK THE RECKLESS

STEP 1: DETERMINE CONCEPT

Rob is about to generate a player character for a game of OpenQuest he is about to play in. He thinks about the type of character he would like to play and comes up with the following concept about his character, Rurik.

Rurik is “A determined and foolhardy warrior seeking excitement and adventure”.

STEP 2: GENERATING CHARACTERISTICS

Rob decides to use the points method to determine Rurik's characteristics and spends his 30 points in the following way.

He adds ten, four and eight to STR, CON and SIZ respectively to get a higher damage bonus and hit points total and for the ‘big bruiser’ element of the character concept. He then decides to add four to DEX as this characteristic determines when he acts in initiative and is the base for many important skills for warriors. Finally he adds two points to both INT and CHA, to make sure Rurik is average for Intelligence and sociability. He chooses not to increase POW at character creation since he doesn't really see Rurik as being much of a magic user at the start of the game.

Therefore Rurik's final characteristics are:

STR 18 CON 12 DEX 12 SIZ 16 INT 10 POW 8 CHA 10

RURIK'S STORY



Rurik was born on a farm in the gentle rolling fertile plains of Western Gatan. His father was a freeman, who gained his lands as a grant from the local Duke for fighting in the wars against the Great Goblin of the neighbouring Darklands. That life behind him, Rurik's father settled down and raised his family. From an early age, Rurik was forever champing at the bit to follow in his father's footsteps. He got a reputation for being reckless through childhood exploits of tree climbing, fighting against the neighbouring village's kids and exploring the dark and forbidding woods at the edge of his father's lands. His father, in the meantime, wanted his eldest son to inherit his farm, take up the plough and marry a nice local girl with whom he would raise many grandchildren. But the lad was not to be dissuaded. When he reached fourteen he was snapping at the heels of the local part time militia and by fifteen he was a full time member. “Let him get it out of his system” thought his father, “when he reaches manhood he'll be ready to take over the farm”. Sixteen was his coming of age. His family and village had even laid on a party for him. But Rurik had other ideas. Rather than accept a life of peace and boring hard work as a farmer, he ran off with his father's sword to the nearest city. There he joined one of the recruiting mercenary companies and the next day was marching off to fight in one of the minor wars between competing Dukes. Five years later, sick of fighting for Dukes who didn't care for the common man or even pay on time, he struck off on his own and boarded a ship bound for adventure across the sea.

STEP 3: DETERMINE ATTRIBUTES

Rurik's Strength and Size added together is 34 so from the Damage Modifier Table he gets a Damage Modifier of +1D6.

Size 16 + Constitution of 12 equals 28, divided by 2 gives Hit Points equal to 14.

Major Wound Level is equal to Total Hit Points divided by two, so his Major Wound Level is 7.

Rurik's POW is 8, so his Magic Points total is also 8.

As Rurik is human his Movement Rate is 15 metres.

STEP 4: CALCULATE SKILLS

Resistances: Spend 50 points between the three skills.

Skill	Base	Base %	Points spent	Final %
Dodge	DEX+10	22	30	52
Persistence	POW+10	18	20	38
Resilience	CON+POW	30	0	30

Rob spends 30 points, the maximum allowed, on Rurik's Dodge figuring that as a warrior this is a very useful skill to have. He also increases Rurik's Persistence to reflect his strong willed nature.

Combat: Spend 50 points between the three skills.

Skill	Base	Base %	Points spent	Final %
Close Combat	DEX+STR	30	25	55
Ranged Combat	DEX+INT	22	13	35
Unarmed Combat	DEX+STR	30	12	42

Rob decides to give half of the 50 points to close combat, since he wants Rurik to be good with sword and shield, and then split the remainder between the other combat skills to give a good spread of ability.

Knowledge: Spend 50 points between the skills.

Skill	Base	Base %	Points spent	Final %
Culture (Own)	INT+10	20	30	50
Language (Own)	INT+50	60	0	60
Natural Lore	INT+10	20	20	40
Culture (Other)	INT	10	0	10
Language (Other)	INT	10	0	10
Lore (Type)	INT	10	0	10

Rob decides to spend 30 points on Rurik's Culture (Own) and spends 20 points on Natural Lore since these are the skills that Rurik picked up working and living on a farm whilst growing up.

Practical: Spend 75 points between skills.

Skill	Base	Base %	Points spent	Final %
Athletics	DEX+STR	30	30	60
Craft	INT+10	20	15	35
Deception	DEX+INT	22	0	22
Driving	DEX+INT	22	0	22
Engineering	INT+0	20	0	20
Healing	INT+10	20	0	20
Influence	CHA+10	20	10	30
Mechanisms	DEX+INT	22	0	22
Performance	CHA+10	20	20	40
Perception	INT+POW	18	0	18
Riding	DEX+STR	30	0	30
Sailing	DEX+INT	22	0	22
Streetwise	CHA+POW	18	0	18
Trade	INT+10	20	0	20

Rob spends his 75 points in the following way. Athletics gets the max allowed (30) to reflect both Rurik's physical nature, but also because it's a useful skill for adventurous living. He spends 10 points on Influence to give it a reasonable score, figuring it is useful for Rurik to have a fighting chance to talk himself out of the trouble that he will inevitably get into. 20 points are spent on

Performance, mainly for colour, since Rob decides Rurik has a sensitive side and likes to sing and compose poetry during his down time. He spends fifteen points on Craft, to reflect the handyman skills Rurik learnt while living on his father's farm.

STEP 5: WORK OUT WHAT MAGIC SPELLS THE CHARACTER HAS

Rob is not expecting Rurik to be a good magician at this point, so sticks with the basic Battle Magic Casting skill that Rurik's rather feeble power gives him: 24%. For his six points of magnitude of Battle Magic spells, Rob chooses Weapon Enhancement 2, Coordination 1 and Heal 3.

STEP 6:

WORK OUT STARTING CASH AND WRITE DOWN STARTING EQUIPMENT

Rob rolls five for Rurik's starting cash, so Rurik starts play with a small amount of only 50 silvers.

This is not really enough to spend on additional equipment, so Rurik starts out with the basic equipment that all player characters start with;

Leather armour + Target Shield + Longsword + dagger ,backpack, rope, two weeks worth of travelling provisions, flint and tinder, waterskin.

STEP 7: FINISH OFF THE CHARACTER

Rob writes the down Rurik's Hero Points of 2 and an age of a relatively fresh twenty years of age.

At this point he also creates Rurik's back story, which can be found on "Example Character Generation: Rurik the Reckless" on page 21, and writes it down on the back of the character sheet.



READY-MADE CONCEPTS

Ready-made Concepts give quick ideas for players who are struggling to decide which skills and magic to choose. They are not strict character templates where you must write down every skill and spell. In fact most Concepts have more spells listed than it is possible to select at character creation. Instead they are suggestions of skills and spells available to someone who has previously practised that occupation, before cutting loose to become an adventurer. Also the player is under no obligation to spend all his points on either the skills or the spells given for the packages.

Follow the Character generation process spending points on skills and magic from the suggestions in the package. Roll for money as normal, but write down all the suggested equipment on the character sheet instead of the normal default starting equipment given above.

Each Concept has the following components;

A one sentence summary of the Concept.

- Skills.
- Battle Magic.
- Equipment.

So here we go, ten Ready-made Concepts for players who are stuck for ideas.

SAVAGE AND TOUGH BARBARIAN WARRIOR

Skills: Athletics, Close Combat, Dodge, Healing, Language (Other), Natural Lore, Perception, Resilience, Ride.

Battle Magic: Fanaticism, Heal, Coordination, Mobility, Protection, Speedart, Strength, Vigour, Weapon Enhance.

Equipment: Appropriate weapons, warm animal furs, waterskin.

FLAMBOYANT AND DARING TRAVELLING ENTERTAINER

Skills: Athletics, Dodge, Influence, Performance, Deception, Lore (Theatre), Streetwise.

Battle Magic: Befuddle, Coordination, Multimissile, Enhance skill (Influence), Enhance Skill (Performance), Enhance Skill (Deception).

Equipment: Travelling clothes, appropriate costume for acting, leather armour, any weapons that the character has skill in.

PRIESTLY PROTECTOR OF THE POOR

Skills: Healing, Influence, Natural Lore, Perception, Persistence, Language (other), Religion(Own), Unarmed Combat.

Battle Magic: Heal, Weapon Enhance, Dispel Magic, Protection, Second sight, or as taught by Cult.

Equipment: Appropriate religious clothing, alms bowl, leather armour, staff, dagger or appropriate cult weapons

The default skills/magic of this package give a rough approximation to a wandering monk type of cleric for Game Masters who don't want religion to feature heavily in their games, with an option to substitute specific cult skills/spells if they do.

FAST-RIDING NOMADIC RAIDER FROM THE STEPPES

Skills: Athletics, Dodge, Healing, Natural Lore, Perception, Resilience, Ride, Ranged Combat.

Battle Magic: Clear Path, Mobility, Multimissile, Speedart, Vigour, Weapon Enhance.

Equipment: Nomad bow, spear, dagger, leather armour, waterskin, warm animal pelt jacket and hat.

WIDELY-TRAVELLED SAILOR

Skills: Athletics, Dodge, Perception, Resilience, Engineering, Language (other), Natural Lore, Sailing, Ranged Combat.

Battle Magic: Weapon Enhance, Coordination, Extinguish, Firearrow, Water Breath.

Equipment: Any weapon or shield the character possesses skill in. Leather armour. Peg leg or eye patch optional.

ADVENTUROUS AND KNOWLEDGE-HUNGRY SCHOLAR

Skills: Athletics, Dodge, Perception, Persistence, Engineering, Language (other), Lore (Ancient Dead Civilisation), Lore (any).

Battle Magic: Detect X, Dispel Magic, Second Sight, Protection, Mindspeech, Mobility.

Equipment: Scholar's robes over leather armour, staff or dagger, sling & stones.

GRIZZLED VETERAN OF THE IMPERIAL GUARD

Skills: Athletics, Dodge, Healing, Natural Lore, Perception, Resilience, Riding, Language (Other), Lore (Military Tactics), Engineering.

Battle Magic: Demoralise, Fireblade, Firearrow, Heal, Pierce, Protection, Strength, Weapon Enhance.

Equipment: 1H sword and shield or 1H spear and shield or 1H axe and shield, plus bow and dagger, leather armour, waterskin, rations.

DOWNTRODDEN EX-SORCERER'S APPRENTICE

Skills: Dodge, Perception, Persistence, Language (other), Sorcery, Streetwise, Drive

Battle Magic: Befuddle, Countermagic, Dispel Magic, Heal, Light, Mindspeech, Protection, Second Sight.

Equipment: Robes over leather armour, staff or dagger, sling & stones.

Note the magic of a Sorcerer's apprentice is primarily Battle magic. Although their master's have taught them the rudiments of Sorcery, via the Sorcery skill, they have been too lazy to actually teach them any sorcery spells!

STEALTHY AND SNEAKY THIEF

Skills: Athletics, Deception, Dodge, Healing, Perception, Language (other), Mechanisms, Streetwise.

Battle Magic: Befuddle, Coordination, Darkwall, Extinguish, Light, Mobility, Multimissile, Protection, Slow, Weapon Enhance.

Equipment: 1H sword or 1H mace, dagger, five throwing daggers or short bow, leather armour, hooded travelling cloak, set of lockpicks.

OPPORTUNISTIC TRADER LOOKING FOR NEW MARKETS

Skills: Deception, Driving, Influence, Language (Other), Lore (Specific Country's culture), Perception, Persistence, Ride, Streetwise, Trade.

Battle Magic: Befuddle, Clear Path, Countermagic, Detect X, Protection.

Equipment: Travelling clothes over leather armour, appropriate weapons, waterskin, large back pack or mule.

OPTIONAL CHARACTER GENERATION RULES

Specialists (Optional)

The standard character generation rules create characters that are Jacks of all Trades, having both reasonable weapon skills and some magic. What if you want to generate a character that is more of a magician or more of a warrior?

If this is the case use the following rules;

Warriors: Allocate 75 points on weapon skills (instead of the usual 50), with an increased limit of 50 points on any one weapon skill, and allocate 2 points of magnitude on Battle Magic.

Magicians: Allocate 30 points on weapon skills and allocate 9 points of magnitude on Battle Magic spells. If you are allowing characters to start with either Sorcery or Divine magic these 9 points can also be spent on the appropriate Sorcery or Divine spells. The relevant casting skill, Battle Magic Casting for Battle Magic starts at POW X4. For other magic skills see the Optional Advanced Magic paragraph (p20).

Non human adventurers (Optional)

With the Games Master's permission your character may be one of the creatures found in the Creatures section.

Use the random method to determine characteristics and roll the dice as suggested in the description

or

Take the value in brackets as the starting point and add ten points amongst them.

Make a note of the special abilities, traits, movement rates, natural armour and the natural weapons of the creature, damage base is as given and skill starts at Base Value.

Then determine skills and magic as normal, perhaps using the weapons and skills on the creature description which depict an average member of the species as a guide.

RANDOM CHARACTER GENERATION (OPTIONAL)

This is an alternative method to generate characters. It can be useful if you have a less clear idea of your character concept. By rolling the dice and abiding by the outcome you will see your character emerge from the dice rolls. It's also a very quick way of generating characters, useful to the harried Games Master when creating significant non-player characters.

STEP 1 ROLL CHARACTERISTICS

The randomly generated characteristics immediately impose some shape to the raw physical, mental, and spiritual makeup of the character. In effect the dice are giving you some prompts as to what your character is like by generating the characteristics for you. With Games Master's approval you may swap any two rolls around.

Humans are the default character type in OpenQuest.

For other races see the section entitled Non-Human adventurers earlier in this chapter on the previous facing page.

For humans

STR, CON, DEX, POW, CHA roll 3D6

(Option: Reroll any 1's to prevent low scores)

INT and SIZ roll 2D6+6

STEP 2 CALCULATE ATTRIBUTES

Use the rules on Page 16.

STEP 3 ROLL FOR CONCEPT

Once Concept is determined write down Skills, Battle Magic and Equipment.

Roll ID10	Concept
1.	Savage and tough Barbarian Warrior
2.	Flamboyant and Daring Traveller
3.	Priestly Protector of the Poor
4.	Fast-riding Nomadic Raider from the Steppes
5.	Widely Travelled Sailor
6.	Adventurous and Knowledge Hungry Scholar
7.	Grizzled Veteran of the Imperial Guard
8.	Downtrodden ex-Sorcerer's Apprentice
9.	Stealthy And Sneaky Thief
10.	Opportunistic Trader Looking For New Markets

Determine skills

3a. Calculate skill bases.

3b. Concept skills. Divide 200 points between skills on the concept's list. Max 30 points on any one skill.

3c. Free choice skills. Divide 50 points between skills not on the concept's list, max 30 points on any one skill.

Determine Battle Magic.

3d. Divide 6 points of magnitude between spells available to concept.

STEP 4 WRITE DOWN STARTING EQUIPMENT AND CASH

4a. Look at available list of starting equipment as determined by the concept, make any required choices and write down the character's equipment.

4b. The character has a purse of 4D6x10 in silver pieces at the start of the game.



LIFE CYCLE OF A CHARACTER

This section looks upon the stages that an OpenQuest character can go through in their adventuring career. You can use these guidelines to create quests of power levels appropriate to your characters and also create characters of that power level.

Note that this is not a precise set of rules for character generation. Some discussion and agreement of what exact skills and magic a character possesses is to be expected between the Player and the Games Master, based on the "General Power Levels" guidelines.

The Life cycle is referred to again in Chapter 6 The Quest and Afterwards, where the types of Quest that characters of differing power levels go on is expanded on.

DIRTCRAWLER

This is your character when they start in certain other fantasy role-playing games. They are virtually useless at everything and living in grinding poverty.

OpenQuest as written spares you this indignity. This level of play is only fun if your Games Master provides you with lots of quick and entertaining ways to buy your way out of poverty and get your magic and skills up to reasonable level where you can actually start doing stuff.

General Power Levels

Best skills: Around the 45% level (Dirtcrawlers start with skills at their base with 25 points to spend on a couple of favoured skills).

Magic level: 2 or 3 points of Battle Magic.

What Sort of Adventures do They go on?

Short smash and grab adventures, quick jobs that pay well which they can easily survive.

For example:

Want a group of Orc bandits driven out of their lair? Dirtcrawlers are your men.

You're a lord and you want a rabble rouser knocked off without the assassins being linked back to you? Just quietly hire a crew of Dirtcrawlers that have just wandered into town.

Want to hock that old map of the dungeon beneath the local ruined castle for a percentage of the treasure horde? Just wander over to those desperate Dirtcrawlers who talking to anyone at the bar trying to pick up local rumours.

Where Do They Live?

In the street, in a field in a tent, in a low rent room, or in a cleared dungeon/ruin.

Followers/Retainers

A dog or mule (if they are lucky and no one steals it).

TROUBLESHOOTER

This is the standard starting OpenQuest character, which assumes that they have either completed a formal apprenticeship or gained a similar level of real life experience. The example character, Rurick the Reckless, got to this level where we first meet at the beginning of Chapter 1 by about five years in the army of one of the Dukes of Gatan and has lots of real hard-earned battle experience.

This means while the characters are not experts at what they do, they are competent enough to attract the powers-that-be as patrons. Their goals at this stage are to become more powerful members of the communities they are associated with.

General Power Levels

Best skills: 65%-75%

Magic level: 6 points of Battle Magic (Sorcery or Divine if GM allows).

What Sort of Adventures do They go on?

These people are recognised as independent troubleshooters. They are hired to do the jobs that a local lord doesn't have experienced members of his retinue to do or they self-start their own capers.

Power and reputation are important to Troubleshooters, who are looking to increase their rank amongst the communities they belong to. Therefore they will go on Quests where the opportunity of some form of advancement in these areas is a good possibility. In many ways the Troubleshooters start to develop the sense of social responsibility that is all important to Rulers, while becoming more efficient at the personal development Quests that are the trademark of Dirtcrawlers.

For example:

- Drive off the bandits that have been plaguing the local village.
- Rescue the son of a Local Lord from an Enemy's stronghold.
- Help clear land of monsters for a new cult Temple.
- Solve a series of murders in a town.
- Root out an evil cult.
- Do a favour for a local Sorcerer who will teach you new magic as a reward.

Where do they live?

In good lodgings, in a house that they own communally, at the local guild house or temple where they are respected guests.

Followers/Retainers

Occasionally they get to lead the local Lord's militia or are accompanied by a couple of spell casters (provided by

either the local School of Sorcery or the local Temple) on missions that the local rulers are especially interested in.

RULER

At this stage, by hook or by crook, the character has become ruler of his local community, Guild, Wizardry School, Temple etc. They have titles like Lord, High Priest, Magus and Guild Master. They have the support of a local community, through love or fear (depending on the character's style).

General Power Levels

Best skills: Two skills at 95%.

Magic Level: 10 points of Battle Magic OR 10+ Sorcery OR Divine +10 extra Magic points, courtesy of Magic Point stores and/or Magic Spirits. 1D6 Minor magic items.

What Sort of Adventures do They go on?

The ruler's lot is a task of expanding his power and domains, and protecting said domain from either internal or external attacks. Adventures at this stage move from ones where the character gets his hands dirty personally, although prestige and reputation may need the character to fight fearsome monsters once in a while. Politics and intrigue play a large part of a ruler's adventuring life.

Where do they live?

In a palace, in a Guild House, in a fortified stronghold, in a Wizard's Tower. A large residence tailor-made to the characters needs and wishes with enough room to comfortably house retainers.

Followers/Retainers

The character can easily hire and retain any supporting characters, such as soldiers, servants and apprentices, due to wealth and reputation.

SUPERHERO

These people are heroes for entire cultures, who support them effortlessly and tirelessly. In return they lead them in war, both physical and ideologically, against other rival cultures.

General Power Levels

Skills: Multiple over 100%.

Magic Level: 20 points of any type of Magic, 2D6 Minor magical items, 1D6 Major magic items, 1 Artefact/Relic.

What sort of Adventures do They go on?

They lead wars against rival cultures, big epic quests to save the world and travel to other planes of existence.

Where do they live?

In places similar to Rulers but supersized. Thus a Wizard's

tower becomes the Grand Celestial Tower of Heaven, which reaches up into the sky and has a small city around it.

Followers/Retainers

Whole countries are at the character's disposal.

DEMIGOD

Somewhere along the line, this character has learnt the secret of immortality, for example by adventuring in the long lost ruins of the Ancients, by being adopted by one of the Gods, or (more likely knowing Players) wrestling it from the Gods themselves.

General Power Levels

Best Skills: Non-trivial skills over 100%, Most important skills 200%.

Magic levels: 50 points, lots of minor/major magical items, and a couple of Artefacts/Relics.

What Sort of Adventures do They go on?

Quests for world domination, mystical adventures to save reality itself from ravenous extra-dimensional monsters.

Where do they live?

In a special magical place conveniently linked to the Empire that they now control.

Followers/Retainers?

Mortal worshipers and immortal allies.



CHAPTER 3 SKILLS

Characters use skills to get things done in the game. When the outcome of an action is in doubt, the Games Master will ask the player to make a skill test against the relevant skill to see if his character is successful.

For example:

John: Rurik comes to a large and very deep ravine. Far below he can hear water rushing along the bottom of the ravine, and in front of him are the remains of a rope bridge that has been deliberately broken.

Rob: How far across is it?

John: About four metres.

Rob: Ok, Rurik is going to take a running jump across the ravine.

John: Give me an Athletics skill test, since that covers jumping. You do realise that if Rurik fails he's facing a very nasty fall?

Rob: Yeah, Rurik works that out, but decides to worry about that when and if it happens. Rurik's athletics is 60%.

Rob rolls a D100, his red dice (tens) comes up 3 and his white dice (units) comes up 4.

Rob: 34, a success. Rurik takes a running jump across the ravine and is now on the other side. What's there?

This chapter describes when and how to make skill tests, how to modify skills depending upon the conditions the test is made under, and how to judge tests where two characters are competing against each other.

Finally, a list of skills used in the game is detailed.

Characters are considered Masters in their fields of expertise when they are rated above 100%. How OpenQuest manages these very high skills is explained later in this chapter.

GAMES MASTER'S ADVICE

When to Call for a Skill Test

When the outcome of the character's action is in doubt or they want to push themselves beyond their expected capacity. If it's not clear that a character can perform a task, then Games Master is well within their rights to call for a skill test.

When it is dramatically appropriate and raises tension in the game. Think carefully before asking for a skill test. Skill tests should be like those moments in a thriller where you are on the edge of your seat and the story could go either way. If the overall result of asking for a skill test is that it will provide the player a success of minor import, such as a minor scrap of information on a Lore roll, just give the player the success without asking them to roll. If the situation is more life or death, describe it as such, highlighting the tension, and ask for a skill test. Where there are definite consequences to a failed skill test, such as falling down a pit filled with spikes if an Athletics skill test is failed, the player should be warned before the character risks taking the action.

When the Games Master Should not Call for a Skill Test

As a replacement for good story telling and roleplaying. If the game is flowing nicely as a result of the players and Games Master engaging in conversation and weaving a strong exciting story which is keeping everyone happy and entertained through roleplaying, then think twice about breaking that mood by asking for a skill test.

Simply to provide drama and tension in game. The Games Master should never substitute a good description of the scene that the players find themselves in, for a series of dice rolls.

If a similar skill test has just been made. It is tempting to ask for a series of skill tests to simulate a difficult or arduous task, such as climbing an especially difficult cliff, or tracking an opponent through a dense jungle. Don't. All this does is break player immersion in the game, creating frustration and boredom as several meaningless rolls are made. Instead, ask for a single skill test and modify it to reflect the difficulty of the task. Do not ask for another until the circumstances significantly change.

THE BASIC SKILL TEST

To make a skill test the player first describes what their character is doing. Then they roll a D100 and compare this to the relevant skill's score. If the dice roll is equal to or less than the skill's score, the attempt is successful. If the total is greater than the skill's score, then it has failed. The Games Master then describes the result of the character's success or failure.

Under normal conditions a skill test is asked for when the character is placed on the spot and has to make a successful action under pressure.

If the character has lots of time, has the tools of his trade and is in a sufficiently relaxed environment and state of mind, they completes the task to the best of his ability.

For example. An apprentice potter (Craft 25%) will, day in day out, produce a couple of pots of passable quality if working at his Master's workshop. Of course, work beyond the skill of the character is still out of their reach, unless the player decides to take the chance with the dice and ask for a skill test.

For example. A local noble wants an artistic piece of pottery for a grand celebration he is holding later in the month. His servant comes to the potter's workshop, looking for the Master, who is out. The apprentice seeing a chance to gain a good reputation and takes the commission. Knowing that his normal work will definitely not be up to scratch, the player decides to roll the dice in the chance that he can produce something of the standard the noble expects.

CRITICAL SUCCESSES

If the dice roll on a skill test is equal to or less than 10% of the modified skill, then a critical success is achieved.

A critical success has an outcome that far exceeds the expectation of the player when the original skill test was made. It's the best possible result based upon the player's original statement of intent.

The actual result of a critical success during a skill test is largely up to the Games Master. It normally achieves one of the following results:

- The task is completed sooner.
- The task is completed to a higher degree of expertise than normal.
- The task is completed with élan and style, generally impressing witnesses.
- The character gains additional information or insight into the task thanks to their brilliance.

For example. When Rurik is jumping the chasm, his Athletics skill is 60% and therefore his chance of getting a critical is 6. Rob rolls a 4, which is less than the 6% target for a critical success. As a result, the Games Master rules that Rurik easily jumps the chasm with grace that allows him to carry on running without having to pause to catch his breath.

FUMBLES

Whenever a skill test results in a roll of 00, i.e. the two D10s both come up 0, then the player has rolled 100 rather than zero. The character has 'fumbled' the roll.

A fumble is the worst imaginable outcome of the skill test based upon the player's original description of what their character was planning to do when the skill test was called for.

The actual result of a fumble is largely up to the Games Master to decide. It normally results in one of the following mishaps:

- The task takes twice as long to finish and is still a failure.
- The task produces a useless result that actually makes further actions more difficult.
- The task fails spectacularly, opening the character up to derision and scorn from witnesses.
- The character becomes impeded or even harmed by his failure.

Conversely if Rob rolls 00, Rurik not only fails to make the jump over the chasm but goes plunging down the ravine head first. This need not lead to damage and the demise of the character, but they should definitely be at a disadvantage.

There are specific Critical Success and Fumble results for weapon skill tests in combat and magical casting skill tests, which are described in the relevant chapters.

GAMES MASTER'S ADVICE

CREATING NEW SKILLS

Although the OpenQuest skill list has been designed to be as concise and complete as possible, during play or during the design of non-player characters for Quests, there may arise a desire to create new skills to describe a previously undiscovered ability. Before introducing a new skill, either by Games Master design or player request, consider these two points.

Is this skill really meaningful and distinct in its own right? Or is it something that can be included in an existing skill?

DIFFICULTY

Modifiers are temporarily applied to the skill for the duration of the test only. A penalty will make the test harder while a bonus makes it easier. Modifiers are applied before the dice are rolled.

Difficulty Modifiers

Difficulty	Skill Modifier	What the modifier means
Easy	+50%	The task is much easier than usual and the character should have an almost certain chance of success.
Simple	+25%	The task is simpler than usual and while success is still by no means certain, the character has a boost to their chance of achieving their goal.
Normal	+0%	The skill is unmodified since normal conditions apply.
Difficult	-25%	The character is significantly hindered in their chance of success.
Hard	-50%	The character suffers a serious set backs that may make success beyond their reach.

IMPOSSIBLE SUCCESS & AUTOMATIC FAILURE

Any skill which is modified to 0 or less will automatically fail when tested. Roll the dice anyway, since the character can still fumble.

Any skill which is modified to 100% or greater will automatically succeed when tested. Roll the dice anyway since the character can still critical (10% of the modified skill) or fumble if the player rolls a 00.

For example: whilst at the Royal Court, Rurik is asked to compose a clever and stimulating poem for the notoriously hard to please Count of Malvon. This is rated as a Hard (-50%) task. The modifier drops Rurik's skill of Performance 35% to -15%, so Rurik automatically fails the test. However the dice are still rolled because on a roll of 00 Rurik will also fumble his attempt and find himself displeasing the Count.

After displeasing the Count, Rurik tries to hurdle a small wall while being pursued by the Count's guards. The Games Master rules that this is an easy task, +50%, so Rurik's Athletics skill of 60% ends up being increased to 110%, which gives him a 11% chance of rolling a critical and impressing the onlooking ladies of the court with his style and grace.



WHEN THE GAMES MASTER SHOULD APPLY DIFFICULTY MODIFIERS

Modifiers should only be applied when they have a significant effect on the character's chance of success. They should not be doled out for every skill test, since this cheapens their dramatic effect. Only apply a modifier when it is important and brings something to the story. Resist the urge to hand out +10% here and take -5% there. These little modifiers don't add much to the player's chance of success and bring needless fiddly addition and subtraction into play, breaking the player's immersion in the game.

Broadly speaking, there are three areas where the Games Master should modify the player's skill before a skill test. The Games Master should consider all three areas and decide which of them provides the deciding factor, and only apply the modifier based on that.

For example: if the Player has roleplayed his character to the hilt, while influencing a guardsman in the pouring rain, it is the roleplaying for which the Games Master awards a +50% bonus and not the rain, which would have dampened the enthusiasm of the guardsman to -25%. So, only the +50% applies to the Player's roll.

The three areas are:

- As a result of the task being inherently easy or difficult.
- As a result of planning.
- As a result of good roleplaying.

As a Result of the Task Being Inherently Easy or Difficult

Some things are just naturally easier or harder to do than others.

For Example, climbing a steep cliff with natural hand holds and with the proper equipment (e.g. ropes and iron spikes) is an unmodified task. Doing the same climb in the pouring rain, makes it Difficult (-25% to the skill) and if the character has also forgotten his ropes and spikes then this makes it Hard (-50% to the skill).

In comparison, climbing a cliff where there are numerous ledges, and where the character can rest and actually 'walk' up the cliff in places becomes an Easy (+50%) skill test.

As a Result of Planning

The Players have outlined how their characters prepares to perform a task well in advance. If their plan is a sound and good one you should make the skill test Easy. Conversely, if the Players have given no thought as to how their characters approach a complex task which really does require preparation and planning, then make the resulting skill test Hard.

For example: Expedition into the Badlands.

Several adventuring groups, in search of a lost temple, are about to enter the Badlands, a notoriously harsh wilderness where it is hard to find water and food. The Games Master has decided in advance to ask the players to make Lore (Natural World) skill tests, to see how their characters fare in this unforgiving environment.

Flynn's Riders spend an extra couple of days in the city planning and preparing for the trip. They buy more than adequate supplies and equipment, along with the extra beasts of burden to carry them. Their scholars visit the local Temple of Knowledge and beg, borrow and steal maps of the Badlands, brought back by previous explorers. Finally, they manage to track down a guide, a survivor of a previous expedition, and persuade him to come along. The Games Master awards them a +50% modifier to their Survival roll.

The Red Hand Gang makes the traditional preparations for any journey. They ensure they have enough supplies, but take no back up mounts or proper traveling clothing. In this case the Games Master does not modify their Survival roll on account of their preparation.

Alber's Lucky Five decide to live up to their name and simply decide, as soon as they hear about the lost temple, to ride out into the Badlands on the horses they arrived on, without replenishing supplies. The Games Master makes their Survival Roll appropriately -50% as a result of their rashness.

As a Result of Good Roleplaying

This usually happens for skills that involve some form of communication, like Influence. When the Player describes the action of their character, the exchange between their character and the non-player character(s) being influenced may be roleplayed out. If the player was entertaining, kept in character and added to the fun of the game, the Games Master may award them a +25% or +50% bonus. In exceptional circumstances, where the player reduced everyone to tears of laughter, or was outstanding in their portrayal of their character, the Games Master may waive the necessity for the skill test completely. Remember good storytelling always comes before any dice rolling.

OPPOSED SKILL TESTS

Opposed skill tests are made by both characters who are in direct competition with each other. Both characters make the skill tests as normal, rolling 1D100 and attempting to roll equal to or under their skill.

ONE CHARACTER SUCCEEDS

If one character succeeds their skill test and the other fails, then the successful character has won the opposed skill test.

BOTH CHARACTERS SUCCEED

If both characters succeed then whoever rolled the highest in their skill test wins the opposed test. However if one character rolls a critical, while the other rolls an ordinary success, then the character that rolled the critical, which is regarded as a higher level of success, wins.

BOTH CHARACTERS FAIL

Whoever rolled the lowest in their skill test wins the opposed test.

In the case of ties for both the Player wins.

For Example: Rurik Recklessly sneaks past the watch.

It's curfew in the big city and Rurik fancies going to the after hours drinking session at a local Tavern. As he heads down the street towards the ale house, he sees a member of the city's police force, the Watch, walking up the opposite side of the street. Rurik, being Rurik, decides to sneak past the watchman, by creeping up the dark side of the street.

The Games Master calls for a Deception skill test from Rurik, since this skill deals with sneaking. Rurik's Deception skill is only 22% as he is big, clumsy and trained as a warrior and not a thief. Simultaneously the Games Master makes a Perception skill test for the watchman. The watchman's Perception is 40%, because this is what he does for a living every night. Fortunately for Rob, Rurik's player, the Games Master decides that being on the shadowy side of the street significantly helps Rurik,

making the test simple (+25%), which means that Rurik's Deception is now 47% for the purpose of this test.

If Rurik rolls a 1 he gets a Critical success and manages to slip past the watchman, regardless of whether he succeeds or not. The watchman would only see Rurik if he rolled a higher Critical himself.

If Rurik rolls a 7 and gets a success and the watchman rolls 55 and fails. Rurik sneaks past him on the darkened side of the street.

If Rurik rolls a 65 fails and the watchman rolls 30 and gets a success. The watchman spots a shape in the shadows and heads over to investigate.

If Rurik rolls a 15 and succeeds, as does the watchman who rolls a 9, then since Rurik both succeeded and made the highest roll he wins and evades him. The watchman thought he saw a shape in the shadows, but it's gone so quickly that he thinks no more of it.

If Rurik rolls a 65 and the watchman rolls 75, then even though both fail, Rurik wins again because he rolled the lower of the two. Although Rurik stumbled out of the shadows badly at one stage, the watchman is so lost in his own thoughts that he is completely oblivious to Rurik's blunder. Rurik evades him.

Opposed Tests Results

Player / Opponent	Critical	Success	Failure	Fumble
Critical	Highest Roll Wins	Player Wins	Player Wins	Player Wins
Success	Opponent Wins	Highest Roll Wins	Player Wins	Player Wins
Failure	Opponent Wins	Opponent Wins	Lowest Roll wins	Player Wins
Fumble	Opponent Wins	Opponent Wins	Opponent Wins	Nobody Wins

VERY HIGH SKILLS

Character's with Skills over 100% are considered Masters in their fields and under normal circumstances do not fail and quite often perform tasks that are considered impossible by normal people.

VERY HIGH SKILLS AND OPPOSED TESTS

In opposed skill tests characters with skills over 100% are already considered to have succeeded. Therefore to be beaten his opponent needs to score a critical success. Of course the Master may also roll a critical, in which case the highest roll wins.

For example

Grazum The Blackheart, an evil Orc Warlord is a Master Wrestler with an Athletics skill of 120%. Rurik recklessly challenges him to an arm wrestling contest. Rurik, who has an Athletics skill of 60%, will automatically lose against Grazum unless Rurik rolls a critical success (6% or lower).

ASSISTANCE

Characters will often have the opportunity to help each other during various skill tests. If one or more characters can assist and make a significant contribution then the skill test is one level easier. On rare occasions the assistance will make the skill test two levels easier (GMs discretion). The assisting character or characters must have the appropriate helping skill at a suitable level determined by the Games Master. How high this needs to be is usually dependant on the 'Difficulty' of the test. In most cases as long as the assisting character has a skill at at least 'Apprentice' level (more than 25%) then they can help.

For example: Rurik is trying to force open an old and mouldy door. If Abnon with an Athletics of 50% helps him, Rob adds +25% to Rurik's Athletics.



SKILL DESCRIPTIONS

This is the full list of skills in alphabetical order.

ATHLETICS (DEX+STR)

This broad skill covers a range of athletic activities useful to adventuring characters, including acrobatics, climbing, jumping and swimming.

Acrobatics: This allows a character to perform a variety of gymnastic and balancing tasks, such as tumbling, walking a tightrope or keeping balance on a narrow or unstable ledge. The character can move at half their normal speed across an unstable surface without penalty. To move at a normal rate requires an Acrobatics test. A successful Acrobatics test will also halve the damage suffered from falling.

Brute Force: Brute force is a particular application of Athletics that relies purely on power, with no finesse involved. Brute force basically involves pushing, lifting or dragging.

Climbing: Given enough hand and footholds, a character can climb any surface given enough time without the need for a test. Under normal circumstances, a character can climb or descend one quarter of their Movement per Combat Round (see Chapter 5 Combat for details). A character can double the rate of their climb or descent by making a Hard Athletics test.

Jumping: In general, a successful Athletics test allows a character to jump up to twice their own height horizontally or up to half his own height vertically, as long as he has at least five metres to run first. If they are making a standing jump these distances are halved. average height For humans, average height is roughly 1.8m which gives a jumping distance of 4m

Penalties for jumping Athletics tests are accrued by trying to jump further. A cumulative -25% penalty is bestowed for every extra metre the character is trying to jump. If this penalty reduces the skill below 0% then the character automatically fails, roll to see if they fumble.

Swimming: Characters normally swim at half their usual Movement. Athletics tests are only required when conditions are less than ideal – swimming while heavily encumbered or in strong currents for example.

BATTLE MAGIC CASTING (POW X 3)

This skill represents the character's ability to cast Battle Magic spells. It also represents their knowledge about Battle Magic and the rough ability to recognise magic items.

CLOSE COMBAT (DEX+STR)

This skill deals with the art of hitting things and defending the character with melee weapons, such as swords, clubs, spears, polearms and shields.

CRAFT (INT+10)

The Craft skill is actually several separate skills (such as armourer, baker, basket weaver, blacksmith, bowyer, brewer, butcher etc) grouped under a single heading. It measures the character's ability to make and repair items.

As a very rough guide it takes one day per 50 SP to produce an item. The base cost of the item in materials needed is 50% of the listed finished cost.

CULTURE (OWN) (INT+10)

CULTURE (OTHER) (INT)

Each Culture skill is used to provide information about the common world view of that group of people (or creatures). This includes history, politics, weather cycles, geography, superstitions and popular mythology.

Culture (Own) is the world view of the people that the character is born into. All other foreign or alien cultures are Culture (other).

DECEPTION (DEX +INT)

Deception covers the arts of:

Disguise: used to change a character's appearance and adopt a different outward persona.

Sleight: used to hide or take objects, without drawing undue attention.

Stealth: used whenever a character attempts to personally evade detection by another character. This usually happens when a character either tries to move quietly past an enemy, hide from one, or performs a combination of both.

These tests are opposed by the Perception skill and are modified according to the situation.

DODGE (DEX+10)

The Dodge skill is used to avoid incoming objects that are swung or thrown at the character. The Dodge skill is normally used when a character attempts to dodge an incoming blow in combat or a physical hazard that can be avoided, such as falling masonry.

DRIVING (DEX+INT)

If a character is driving a wagon, chariot or similar vehicle at not more than walking pace across flat terrain, a Driving skill test will never be required. Skill tests are required when a character wants to do something out of the ordinary with a vehicle – such as traverse treacherous terrain, jump obstacles and so on.

ENGINEERING (INT+10)

This skill is used to design, build, activate, repair, sabotage or disassemble large mechanisms or constructs such as siege machines, city gates and drawbridges, mine-shafts, sailing ships and so forth.

HEALING (INT+10)

Use of this skill will always require a healer's kit. Each use of the Healing skill generally takes a few minutes to perform. Both characters must remain stationary and may not use Combat Actions or Reactions while this occurs or they will lose the benefits of the healing..

The use of Healing requires suitable medical equipment such as bandages or salves or appropriate improvised alternatives.

See the following table for the range of Healing actions available to the characters using this skill.

INFLUENCE (CHA+10)

This is the art of verbally persuading another character to do what you want. Characters can use both logical and or emotional arguments. If successful in an opposed skill test, the character's audience is temporarily swayed in favour of the character's argument. In time they may understand that they were fast talked, bamboozled or hoodwinked and their judgement clouded, but in the short term they go along with what the character suggests. Influence can never be used to get a character to act against their instinct for self-preservation.

Influence skill tests are normally opposed by a Perception, Persistence or Influence skill. They are further modified by how much a character is trying to change an opponent's mind. Influence skill tests are often modified by how well the player roleplays the exchange (see "When the Games Master should apply difficulty modifiers" above).

Influence tests are either applied to individuals, where each character rolls individually against the Influencer, or against crowds, where one roll is made to resist based upon an average Persistence for the entire crowd.

Healing Actions

Injury or Ailment	Treatment
Unconsciousness	A successful Healing test can revive a character from unconsciousness, though drugged patients may inflict a penalty on the Healing test.
Minor Injury	A successful Healing test on a Minor Injury will heal 1D6 Hit Points.
Stabilise Major Wound	A successful Healing test on a Major Wound will not restore the lost Hit Points. This Healing merely stabilises the patient enough so that they will not die of blood loss. (Major Wounds are an optional rule).
Curing Diseases	A successful Healing test allows a diseased patient to add a bonus to his next opposed test of Resilience versus disease Potency to resist the disease. The bonus is equal to the healer's Healing skill divided by 10 (the critical success range).
Curing Poisons	A successful Healing test allows a poisoned patient to attempt a second opposed test of Resilience versus poison Potency. The patient gains a bonus to their Resilience skill equal to the healer's Healing skill divided by 10 (the critical success range).
Surgery	Other than magical healing, successful Surgery is the only way that a character can recover from a Major Wound. Once a successful Healing test has been made to quench the bleeding of a Major Wound, a successful Healing test can attempt to set broken bones, stitch together rent flesh and restore the wound location so that it is on the road to recovery. As long as the Healing test is a success, the stricken character gains one hit point and will begin to heal as normal.

LANGUAGE(OWN) (INT+50) /

LANGUAGE(OTHER) (INT)

The Language skill is actually several separate skills grouped under a single heading. Language (English), Language (German) and Language (French) for example are all individual skills.

Every character with a Language skill of 50% or more is fluent in that language, although they are likely to have an accent if it is not their native language.

A score in a Language skill of 80% or more will mean the character can also read and write in that language.

LORE (INT)

The Lore skill is actually an umbrella term for several different skills, each of which must be improved separately.

Each Lore skill defines an area of knowledge for the character and skill tests are made whenever a player wants to see if their character knows something about the subject at hand.

The range of possible Lores is only limited by a player's imagination. A list of potential study areas of Lore is listed here: alchemy, art, astronomy, gambling, geography, heraldry, law, logistics, military tactics, philosophy, poisons.

MECHANISMS (DEX+INT)

Mechanisms is also used for picking a lock or disassembling a trap. This usually takes at least one minute (12 Combat Rounds) to perform, whereas larger or particularly complex devices will take longer.

Usually, a character will simply make a Mechanisms test in order to succeed at assembling or disassembling a device, with appropriate bonuses or penalties decided upon by the Games Master. If a device has been designed to specifically resist attempts at disassembly, the Mechanisms test becomes opposed by the Mechanisms skill of the character that created it.

NATURAL LORE (INT+10)

Broadly speaking this Lore deals with the character's knowledge of the natural world. It can be broken into five specialist areas.

Animal: This covers the ability to recognise an animal, know its feeding habits, breeding cycle, habitats and so on. A character with a skill of at least 50% may try to domesticate a wild animal, making a skill test after every full week of training. If the character also has a Riding skill of at least 50% and the animal is capable of being ridden, they may train the animal to ride during this period. The character may later train the animal not to panic in battle and to strike at his enemies. This takes a further period of training, with the character making a skill test at the end of each week to succeed.

Plant: A character can identify plants in the wild, discover good places to grow crops, decide which plants are edible and what unusual properties they may possess.

Mineral: This skill allows the character to detect precious metals and stones, detect fault lines and other dangerous features in the rock

Survival: One Survival test will be required every day that a character lacks either food, water or a safe place to sleep. Success indicates the character manages to find whatever they are lacking – failure means they are will go without which, over several days, could result in very serious consequences. Survival tests are not used when the character is in a city or town.

Survival also covers tracking in the wilderness. With this skill a character can locate the tracks of a specific creature and follow them. A test must be made to locate the trail and then again every ten minutes they are being followed.

Weather: The character can predict changes in the weather.

PERCEPTION (INT+POW)

The Perception skill is used to represent the five senses of the character when detecting objects or other characters. For example, a common use of the Perception skill is as a straight skill test to detect hidden objects in a room, or as an opposed test to detect a hidden character.

PERFORMANCE (CHA+10)

A successful test with this skill will result in the audience or partner being pleased by the character's performance. This skill covers acting, composing poetry, dancing, singing, readings and playing an instrument.

PERSISTENCE (POW+10)

Persistence represents a character's mental willpower. It is used to resist the effects of magic and often against another character's attempt to use the Influence skill against them.

RANGED COMBAT (DEX+INT)

This skill covers the use of missile weapons, such as bows, crossbows, thrown spears and thrown daggers. It is covered in more detail in the Combat chapter.

RELIGION (OWN) (INT+10)

RELIGION (OTHER) (INT)

Religion is used to recall knowledge of a religious nature, though the character will only be able to recall knowledge pertinent to the specified religion.

Learning Religion requires a character to be at least a lay member of a particular cult. It always counts as a cult skill.

Religion (Own) is the religion that a character belongs to, while Religion (Other) usually relates to other, foreign cults. Usually a character will only be a member of one religion.

The Religion skill is not needed to actually cast Divine magic but it is used to advance in status and power in the Cult, and to grant access to higher magnitudes of Divine magic.

RESILIENCE (CON+POW)

This is a measure of how physically tough a character is. The higher a character's Resilience, the more likely they are to handle adverse physical conditions, such as weathering a vicious sandstorm, surviving in a drought, or overcoming the effects of poison or disease.

RIDING (DEX+POW)

If a character is riding a creature with the help of saddle and stirrups, at not more than a walking pace across flat terrain, then a Riding test will never be required. Tests are required when a character wants to do something out of the ordinary with a mount – such as traverse treacherous terrain, jump obstacles, ride bareback and so on.

SAILING (DEX+INT)

This covers small water-borne craft propelled manually by oars or paddles, commonly known as boats, and larger craft powered by sail or rows of oars. Travelling across calm water does not usually require a skill test but adverse conditions such as currents and weather can bestow penalties.

SORCERY CASTING (INT)

This skill covers not only the successful casting of Sorcery spells, which the caster knows, but also the ability to manipulate the effects, range and duration of those spells. This skill also allows the use of magic items with stored spells (commonly called Matrices) and scrolls with Sorcery spells written on them. It can also be used to represent the character's knowledge of Sorcery and its works.

STREETWISE (CHA+ POW)

Streetwise allows a character to find fences for stolen goods, black markets and general information. Such uses of Streetwise normally require a minimum of 1D4 hours. Streetwise also covers following people down crowded city streets without them being noticed.

TRADE (INT+10)

This skill is primarily used when characters trade, barter or otherwise negotiate over the sale of goods. In such transactions a successful Opposed Test using the Trade of the buyer versus the Trade of the seller is needed for the buyer to get the best deal. If the buyer wins they gets a discount, -10% for a success, -25% for a critical. If the seller wins to the price that they can sell the item for increases by +10% for a success and +25% for a critical. If the opponent fumbles their roll, double the increase or decrease.

The Trade skill also enables the character to determine the value placed on something by others; estimating its market value. Particularly common or obscure objects might give a bonus or penalty to the skill test. Success will allow a character to guess the average monetary value of the object, normally guessing accurately to within 10% of its actual value.

UNARMED COMBAT (DEX+STR)

This skill covers the use of natural attacks. For humans this is punching, kicking, and grappling. Non-human characters may also have bite, horns, claw and tail attacks.

Weapon	Damage Dice
Unarmed	1D3
Natural weaponry	As noted, typically 1D3 to 1D12 depending on the creature (see Chapter 11)



WEALTH (INT+ CHA) (OPTIONAL)

This skill shows the resources and physical possessions a character has access to. For a beginning character, it is based upon what he has earned through the use of his wits and charm alone. The basic skill is (INT + CHA) and it can be increased by spending skill points at character generation. If you are determining starting Wealth by social class, set the minimum of the skill as appropriate to social rank as the base score. For example a Minor Noble would have a Wealth of 86%.

It can be used to abstract wealth in game. A character who has the equivalent Wealth level to a piece of equipment's purchase cost can automatically buy it. If the piece of equipment's cost is one level above the character's Wealth, then the character will need to make a Wealth test.

If they succeed the item is theirs. Their next Wealth test is at -25% however. This modifier lasts for a month.

If they fail they do not have enough spare cash at the time they try to buy the item, and must free up some of their savings or wait until they are paid again at the end of their current job.

If they Fumble they will find that they actually have a cash flow problem and cannot make any Wealth tests for at least a month, and they must actually spend time and effort sorting out their financial difficulties.

If they Critical they find they have more than enough disposable income, and can make their next Wealth test without a penalty.

Table: What Wealth means

Wealth %	Description	Social Class	Financial Situation.	Equipment	Housing
0 and lower	Destitute	Beggars and Slaves.	Outside of the normal economy and unable to support themselves.	Rags, discarded tools, subsistence food- usually scraps.	Streets or in a slum.
1-34%	Poor	Laborers, low ranking crafters, Militia men.	Has genuine financial difficulties, money comes and goes at an alarming rate.	Basic clothes, knives, clubs, gruel, occasional poor cut of meat. Rents tools of trade.	In a crowded shared accommodation. If in city, owned by someone else.
35-65%	Average	Freemen with a trade.	What is considered the average for the culture. Able to live within their means, but still vulnerable to cash flow problems.	Swords spear, shield, bow, crossbow, leather armour, good meat once a week. Owns tools of trade.	Reasonable dwelling for self and immediate family, owned by them.
66-85%	Well off	Minor merchants, Priests.	Comfortable lifestyle with savings. If prudent unlikely to have any cash problems.	Ring mail armour, long bow and sword, good meat 2-3 times a week. Owns a fine set of trade tools. Has 1-2 servants or 2-4 slaves (depending on culture).	Owns a private residence for own family with room to spare.
86-90%	Wealthy	Merchants, Minor Nobility.	Extravagant lifestyle paid for by investments in ventures that others sweat for.	Chain or even platemail armour, and weapons. Choice of the best food. Staff of 2-12 servants or 3-18 Slaves.	A villa with spacious rooms for extended family and servants.
100%+	Rich	Kings, powerful Nobles.	As above but more so. Supports a large entourage as well as extended family, who all depend upon ruler for their extravagant lifestyle.	Custom made platemail, and weapons. Regularly holds feasts for entire court. An entourage of 3-18 hangers-on, a body guard of 2-12 warriors, 50+ servants/slaves.	A palace/castle with space for their family, hangers on plus staff.
200%+	Super Rich	Emperors.	Lives in a constant state of opulent extravagance.	Armour custom made with gold leaf decoration, weapons encrusted with jewels.	A grand palace complex which is the size of a small city, often within the walls of a larger outer city.

CHAPTER 4 EQUIPMENT

Fantasy roleplaying games can be thought of as a form of cooperative improvised theatre. You could think of the players as the actors and the Games Master as the director and production team providing the stage and scenery, a huge big budget supporting cast and every prop that the actors could possibly need. This chapter deals with the props, the equipment that the player characters will be using.

IN-GAME ECONOMICS

These rules do not give detailed rules for trading and fantasy world economics. Although dry economic markets are unlikely to feature heavily in adventure stories, the exploits of daring and wily merchant adventurers are. The following section outlines how to approach such stories using OpenQuest.

OPPORTUNITIES FOR MERCHANT BASED GAMES

Some players will feel inclined to create colourful and flamboyant Merchant characters and weave stories around their trade missions to far off unexplored countries creating drama and tension on their trade negotiations and deals. This is great and is to be encouraged. Opposed Trade tests can be used to handle the outcome of such action where it is less than clear cut, and the ebb and flow of the character's finances acts as an indicator of success (see the Trade skill description on p39). The more martially and magically inclined characters can provide support and have their moments in the spotlight too on these mercantile adventures, taking on the villains hired by their rivals in commerce. If you are in need of inspiration then you only have to look to the real life historical adventures of Marco Polo.

Merchant characters also make great information gatherers, since they tend to have good social skills. Often this goes on under the cover of trading in the market, gathering gossip from the locals, or sorting out a new trade deal with a noble family, which is a legitimate way of finding information about a noble.

Availability of Goods

The equipment lists serve as 'game tools' to allow players to quickly and easily buy equipment for their characters. The range of goods listed at the quoted prices is only going to be available in a large metropolis with organised markets and districts given over to shops and mercantile activity. In less prosperous cities and towns there is a smaller range available, sometimes at higher costs. In rural areas, only local produce and a small amount of locally crafted goods can be bought at a reasonable price. There might be oddities to this model and these can lead to further adventure.

For example: a village without an armourer has a large cache of old armour and weapons for sale at a good price. This is because a local monster living in a nearby cave has been ambushing and killing adventurers for years and then trading their equipment to the villagers. In turn, the villagers oblige by sending a steady stream of fresh and inexperienced adventurers, such as the recently arrived player characters, to its lair.

Barter

Coins are the main exchange method for the landed nobility and rich merchants. Barter is the main method of exchanging goods for people outside of the main urban areas. In such transactions successful Opposed Test using the Trade of the buyer versus the Trade of the seller are needed for the buyer to get the best deal.



Consequences

The main thing to remember is that with any item of equipment there are consequences in their use as well as benefits. The most obvious consequence is encumbrance. A heavily armoured and equipped character will be slowed, unable to use skills as effectively and will become fatigued more easily.

A less obvious effect is that an obviously well equipped character becomes a target for both minor and major theft. From the opportunistic thief who desires the player's new sword to the more organised bandit group who targets the party because they believe that they have a stash of treasure back at their base because of all the flashy new equipment they are wearing.

There might also be social consequences. In civilised towns and cities, prominent displays of arms and armour may unsettle and upset the locals and bring about the unwanted attention of the Watch who want to make sure that the characters are not violent troublemakers. In some more draconian fantasy lands there may even be laws and social codes that dictate what arms and armour a citizen may own and in what situations they may carry it.

Currency

Coins are usually created in 'mints' tightly controlled by the local nobility, appointed by the local ruler, whose head appears on one side of the coin. Other sources of coin are usually the treasure troves of monsters, whose assets are brought into the economy by enterprising adventurers.

Currency can be based upon whatever is valued by the culture using it. Being a fantasy game, many variant systems of currency can be created. For example, a system that uses the teeth of slain dragons or magical gemstones enchanted with minor magic that is useful in everyday life can be used as an exchange mechanism.

For ease of use here's a simple coin based currency that will be used throughout the rest of this book to give value to an item.

5 Lead Bits (LB) = 1 Copper Penny (CP)

10 Copper Pennies (CP) = 1 Silver Piece (SP)

20 Silver Pieces (SP) = 1 gold ducat (GD)

THE EQUIPMENT LISTS

The rest of this chapter is given over to equipment lists. These lists provide the cost of the item and details any game effects. They also where appropriate give an Encumbrance value (ENC) for the item in question. This is a value which rates both the weight and how physically unwieldy an item is. This is for the optional Encumbrance rules given in Chapter 6 The Quest and Afterwards.

CLOSE COMBAT WEAPONS

All Close Combat weapons use the Close Combat skill. Each close combat weapon is characterised by the following qualities:

Damage Dice: The damage the weapon deals on a successful attack.

ENC: The weapon's Encumbrance. The weight and bulk of the weapon.

Size: Weapons are rated in the following size categories: Light, Medium, Heavy and Huge. Weapons need to be of the same category or larger to block all damage. If the defending weapon is one category less they block half damage. If two categories less they cannot block the damage.

Cost: The cost in silver pieces to purchase this weapon.

Notes

Set: This weapon may be set against a charge.

Range: This weapon suffers no penalty when thrown.

LS: This weapon may be used as a Longspear. If used as a Longspear it may be set against charges. The wielder must state, however, at the start of combat how it is being wielded and must take a 'Change stance' action to alter its usage.

Flex: This weapon can be used two-handed. When used in two hands, it gains +1 damage and can be used by someone with a STR 2 less than that listed.

2H: This weapon must be used two-handed.

Improvised and primitive weapons: such as a stone hatchet, stone spear or a convenient log picked up and used as a club, do the same damage as the base weapon -1.

CLOSE COMBAT WEAPONS

Weapon	Damage Dice	ENC	Size	Cost
Melee weapons				
Cosh	1D4	1	Light	5 SP
Club ^{Flex} , Hatchet ^{Range}	1D6	1	Light	20 SP
Quarterstaff ^{2H}	1D8	2	Medium	20 SP
Battleaxe, Warhammer, War pick, Ball & Chain, Mace ^{Flex}	1D8	2	Medium	120 SP
Greathammer ^{2H} , Great Axe ^{2H} , Military Flail ^{2H} , War Maul ^{2H}	2D8	4	Heavy	200 SP
Halberd ^{LS & 2H} , Polearm ^{LS & 2H} , Glaive ^{LS & 2H}	1D8	3	Heavy	200SP
Shields				
Small (eg. Buckler or Psilos)	1D4	1	Medium	50 SP
Medium (eg. Target Shield)	1D6	2	Heavy	150 SP
Large (Hoplion, Kite)	1D6	3	Huge	300 SP
Spears ^{Set, Flex}				
Lance	1D10	3	Heavy	150 SP
Longspear ^{LS & 2H}	1D8	2	Medium	30 SP
Shortspear ^{Range}	1D6	2	Medium	20 SP
Swords and Knives				
Bastardsword ^{Flex}	1D8	2	Medium	250 SP
Dagger ^{Range} , Knife ^{Range}	1D4+1	—	Light	20 SP
Greatsword ^{2H}	2D8	4	Heavy	300 SP
Longsword, Scimitar	1D8	2	Medium	150 SP
Rapier	1D6	1	Light	150 SP
Shortsword, Gladius	1D6	1	Medium	100 SP

RANGED WEAPONS

Each ranged weapon is characterised by the following qualities:

Damage Dice: The damage the weapon deals on a successful attack.

Range: This is the effective range of the weapon. A target within the weapon's range may be attacked without penalty. A target within double the weapon's range may be attacked, but the attacker's effective Weapon skill is halved (before other modifiers are applied). Attacks against targets beyond double the weapon's range automatically fail.

Rate: This shows how many missiles can be fired per Combat Rounds, taking into consideration the time to load the weapon. For example 1 CR, means 1 missile can be fired every combat round, while 1/3 CR means one 1 missile every 3 combat rounds.

ENC: The weapon's Encumbrance. The weight and bulk of the weapon.

Cost: The cost in silver pieces to purchase this weapon.

RANGED WEAPON AMMUNITION

Ammunition	ENC	Cost
Arrows (10)	—	1 SP
Blowgun darts (10)	—	2 SP
Crossbow bolts (10)	—	2 SP
Sling bullets (10)	—	5 CP

Using Ranged Weapons in Close Combat

If used in close combat, a ranged weapon is treated as an improvised weapon, doing damage equal to its closest hand-to-hand equivalent if that is less than its ranged weapon damage.

RANGED COMBAT WEAPONS

Missile Weapon ^{2H}	Damage	Range	Rate	ENC	Cost
Blowgun	1D2	15m	1 CR	—	30 SP
Heavy Crossbow	2D6	150m	1/3 CR	2	350 SP
Light Crossbow	1D8	125m	1/2 CR	1	150 SP
Long Bow	1D10	150m	1 CR	1	150 SP
Nomad Bow	1D8	125m	1 CR	1	150 SP
Short bow, Staff Sling	1D8	75m	1 CR	1	75 SP
Sling ^{1H}	1D6	50m	1 CR	—	5 SP
Thrown Weapon	Damage	Range	Rate	ENC	Cost
Atlatl ^{2H}	+2	STR*m	1/2 CR	1	20 SP
Dagger ^{Close} , Knife ^{Close}	1D6	STR*m	1 CR	-	30 SP
Hatchet ^{Close}	1D8	STR*m	1 CR	1	25 SO
Dart, Throwing Star	1D4	STR*m	1 CR	—	15 SP
Javelin/Shortspear ^{Close}	1D6	STR*2m	1 CR	1	20 SP
Rock/ improvised	1D4	STR*m	1 CR	1	—

1H: This weapon is a one-handed weapon.

2H: This weapon must have two hands free to be used effectively unless otherwise specified. A buckler can be strapped to the forearm but cannot be used whilst wielding or shooting this weapon.

Close: This weapon suffers no penalty when used in Close Combat.

ARMOUR

Each piece of armour is characterised by the following qualities:

AP: How many armour points this type of armour provides.

ENC: The armour's Encumbrance. The weight and bulk of the armour.

Cost: The cost in silver pieces to purchase this armour.

EFFECTS OF SIZ ON ARMOUR

Armour made for a character of SIZ 1 to 5 will have its cost and ENC halved from that shown on the Armour table. Characters of SIZ 21 or higher will double the cost and ENC for armour made for them.

Plate Armour: Characters may try using plate armour not designed for them but the ENC will be doubled.

Layering Armour: Characters may not wear more than one type of armour, i.e. layer armour, to get increased Armour Points.

Armour	AP	Enc	Cost	Description
Leather	2	3	500 SP	Either padded leather or boiled and stiffened leather or linen armour.
Ringmail	3	5	1000 SP	Metal rings sown onto a padded leather suit.
Scalemail	4	7	1500 SP	Metal scales sown onto a padded leather suit.
Chainmail	5	8	3000 SP	Links of chain made into a suit.
Platemail	6	12	9000 SP	Steel plates that cover the body, over a chain mail backing.



GENERAL ITEMS

Item	ENC	Cost
Backpack	1	5 SP
Bedroll	1	1 SP
Block & Tackle	1	15 SP
Bottle, glass	—	2 SP
Candle, 1 hour	—	1 CP
Chain, 2 metres	2	40 SP
Climbing kit	1	25 SP
Codex	1	60 SP
Craft Tools	2	75 SP
Crowbar	1	25 SP
First Aid Kit	—	25 SP
Fish Hook	—	2 LB
Fishing Kit	1	15 SP
Flint & Tinder	—	5 CP
Grappling Hook	—	5 SP
Hammer	—	1 SP
Healer's Kit	1	150 SP
Ladder, 3m	4	2 SP
Lantern	1	10 SP
Lock Picks	—	75 SP
Mining Pick	1	35 SP
Musical Instrument	2	70 SP
Oil, Flask	1	1 SP
Papyrus, Sheet	—	5 CP
Pole, 3m	1	1 SP
Quiver	—	2 SP
Rope, 10m	2	10 SP
Sack, Large	1	5 CP
Sack, Small	—	2 CP
Scythe	2	30 SP
Slingbag	1	5 CP
Spade	1	25 SP
Torch / Flaming Brand	—	4 CP
Waterskin	1	5 CP
Writing kit	1	45 SP

Backpack: It can hold 20 ENC of equipment.

Block & Tackle: Adds +25% to Mechanisms tests to make or disarm large traps and makes Engineering tests possible in some circumstances. It requires at least 10m of rope to function.

Candle, 1 Hour: A candle illuminates a one metre radius. Any wind stronger than a slight breeze will extinguish a candle.

Climbing Kit: A climbing kit provides a bonus of +25% to any Athletics skill tests made to climb.

Crowbar: Adds +25% to brute force Athletics tests. If used as a weapon, it is considered a club (wielded with a –25% penalty).

First Aid Kit: A first aid kit is good for five uses (whether the skill test succeeds or fails).

Fish Hook: This item allows a character to use his Lore (Natural World) skill to catch a fish without suffering a penalty on the test.

Fishing Kit: The fishing kit grants a character a +25% bonus to his Lore (Natural World) test to catch fish.

Flint & Tinder: A character with flint and tinder can build a fire in one minute under normal conditions without having to roll his Lore (Natural World) skill.

Grappling Hook: It will support the weight of 50 ENC or 50 SIZ, or any combination thereof.

Hammer: If used as a weapon, it is treated as a club (wielded with a –25% penalty). Hammers may be used on inanimate objects without being destroyed.

Lantern: A lantern provides clear illumination out to a three metre radius. It will burn for two hours on a flask of oil.

Mining Pick: If used as a weapon, it is considered a club (wielded with a –25% penalty). Mining picks may be used on inanimate objects without being destroyed.

Oil, Flask: A flask of oil is enough to fuel a lantern for two hours or, if broken on the ground and ignited, enough to sustain a small fire for one minute.

Quiver: Quivers can hold up to 30 arrows or crossbow bolts.

Rope, 10 Metres: A standard rope can support the weight of 50 ENC or 50 SIZ, or any combination thereof.

Sack, Large: Able to hold 10 ENC of equipment.

Sack, Small: A small sack can hold 5 ENC of equipment.

Scythe: If used as a weapon, it is considered a bill (wielded with a –25% penalty).

Slingbag: It can carry 15 ENC of equipment.

Spade: If used as a weapon, it is considered a club (wielded with a –25% penalty).

Torch, 1 Hour: It will burn for one hour. A torch illuminates a three metre radius. If used as a weapon, it is considered a club (wielded with a –25% penalty), except that it does not inflict normal damage – instead, it inflicts 1D4 fire damage and a fumble or critical hit will also extinguish the brand.

Waterskin: A waterskin can hold enough water to sustain an adventurer for two days.

ANIMALS

Item	Cost
Bison	200 SP
Bull	250 SP
Cart	75 SP
Cat	2 SP
Chariot	600 SP
Cow	150 SP
Dog, Domestic	2 SP
Dog, Hunting	25 SP
Fowl	1 SP
Goat	50 SP
Hawk	400 SP
Horse, Draft	400 SP
Horse, Riding	350 SP
Horse, Combat Trained	500 SP
Mule	125 SP
Ox	200 SP
Pig	50 SP
Rhino	3,000 SP
Saddle & Bridle	75 SP
Sheep	30 SP

TRANSPORTATION

Animal	Cost
Travel (by Coach)	1 SP per kilometre
Travel (by Post-Horse)	2 SP per kilometre
Travel (by Ship)	1 SP per kilometre
Travel (by Wagon)	5 SP per kilometre
Wagon	300 SP
Zebra	300 SP

FOOD & LODGING

Item	Cost
Lodging, Poor	2 CP
Lodging, Average	1 SP
Lodging, Superior	5 SP
Food & Drink, Poor, 1 Day	1 CP
Food & Drink, Average, 1 Day	5 CP
Food & Drink, Superior, 1 day	2 SP
Trail Rations, 1 Day	5 CP



CHAPTER 5 COMBAT

OpenQuest is a swords and sorcery game and, as such, swords will be drawn during epic quests with the aim of spilling blood. Be it for glory, honour, fame or riches, when all else fails violence is the means of achieving these goals. The characters come from worlds that are rife with conflict, where warriors are required to wage wars against evil neighbours, wandering bandits and foul monsters that come out of the wilderness.

It should be remembered that OpenQuest is not a game purely about combat, just as it is not purely about magic. It would not be unusual for whole sessions to pass without any physical violence. However, in time, characters will get involved in dangerous life threatening fights.

This chapter provides you with a straightforward and direct system for playing out action packed and deadly combat. Finally at the end there are guidelines on how to use Influence Tests to resolve Social Conflicts., for when the players want to use a clash of words instead of a clash of swords.

WHAT TO EXPECT IF YOU GET IN A FIGHT

Characters that have weapon skills less than 100% are at the whim of the dice to determine whether or not they land a blow in combat. Anything you do to increase your character's chances to hit, or hit first, will stand in your favour and make the outcome more certain.

Once you are hit in combat, things start getting messy. Your character has a relatively low number of hit points. In a couple of blows, or one lucky blow, these hit points can easily be reduced to zero, which indicates that the character has died. Make sure your character can dodge, parry or has magical protection. If your player group has decided to use the optional Major Wound system, your character is especially at risk of grievous and permanent harm every time they decide to use violence to solve a problem.

Numbers count. If you are facing off against multiple opponents, even weak and unskilled ones, you are quickly going to run out of attacks and reactions. In practical terms this means that your character may, at best, reduce the number of attackers by one per round, while only being able to protect themselves against one of several incoming attacks.

Even Masters are vulnerable. A weapon skill over 100% is no guarantee of survival, as characters can be brought low by a lucky critical hit, or by an opponent who has lured them into an ambush and stacked the odds against them through surprise and careful planning.

These harsh realities mean that players tend to avoid combats where they do not have a very good chance to win. Instead of wading into masses of weaker opponents, hoping that lucky dice rolls will see them through, they carefully plan ambushes, where they have the benefit of terrain and supporting soldiers from the local militia that will allow them to wipe out the majority of the enemy before the first proper round of combat. They will use Battle Magic to boost their damage, chances to hit, and armour, and if things are really tough they call on their god using Divine Magic or invoke powerful Sorcery spells to boost their combat skills.



SUMMARY OF COMBAT

1. Work out Encounter Distance: The Games Master chooses how far away the hostile group is to the player characters, either at Range or Close.

2. Drop into Combat Rounds: Combat is divided into rounds. A single round has a duration of five seconds of time, giving 12 rounds in every minute. During a round every character can perform one action. Combat rounds cycle through the following steps outlined below.

COMBAT ROUND

1. Determine Order: In a combat round each character gets one Combat Action. Combat Actions, such as attacks, take place in DEX order. The character with the highest DEX will act first, followed by the character with the second-highest DEX, and so on until the character with the lowest DEX acts. Reactions, such as parries or dodges, are made during this process as they are needed. Characters casting spells act on their INT.

For example: Lura (INT 18) is casting a spell, while a Goblin (DEX 16) is attacking her with a sword and Rurik (DEX 12) also attacks the Goblin with his sword. The order of action is Lura first, then the Goblin and finally Rurik.

If there is a tie in modified DEX or modified INT, combatants act at the same time.

At the start of every combat, round check each character's modified DEX, or modified INT if they are spell casting. DEX and INT can be modified by things like spell and damage effects.

2. State Intent and Take Action: When it's the player's turn they state what their character's action is. Then they make any skill tests to successfully make the stated course of action. If called for opponents make diced rolls for Defensive Reactions. If a Combat Action is successful apply its effects right there and then.

3. End of Combat Round: Once all eligible characters have acted in the combat round, it is over. If there are characters still engaged in combat with enemies, another combat round begins.

ENCOUNTER DISTANCE AND ENGAGING IN COMBAT

Not all combats start with the two sides, the players and their opponents, directly facing each other within sword's reach. At the beginning of a combat, or potential combat, the Games Master must determine which of the two distances the encounter starts at.

Close is a range of two metres or less and is the distance at which a character can engage in either Close or Unarmed combat.

Ranged, beyond two metres up to double the range

of the missile weapon a character is holding, is the distance at which the character can engage in ranged combat. Ranged combat typically happens out in the open countryside where groups of combatants can see each other coming over the horizon or emerging in the distance from old ruined buildings.

DISENGAGING FROM COMBAT

If a player announces that they want to perform a Combat Action, usually by moving away from the combat either as a standard move or more likely as Sprint move, to leave combat the GM must consider whether the attempt is Unopposed or Opposed, based upon their description of their withdrawal.

Unopposed. If the character is unopposed, usually because no one is watching them and they are not fighting someone, then they can just up and leave, using a standard move or Sprint to do so. Of course, they can't do anything to bring attention to themselves as they retreat such as cast a spell or make an attack.

Opposed. If the character is still in combat, or has someone ready within range to engage them in combat it is less easy to get away. The GM should work out what sort of Skill Test is required to get the character out of harm's way. If stealth or deception is involved a Deception test is the order of the day, and a good description from the player is required. If the character is attempting to Fight their way out of combat, use the Retreat Movement Action (See Movement Actions below), where the character fights one more round of combat and if successful escapes the combat.

SOME BASIC RULES

A Combat Round lasts five seconds.

You get one Combat Action each round.

You can defend as many times that you want, but you get a cumulative -25% modifier for every defense after the first.

You can move your Movement Rate in a Combat Round without losing your Action.

To defend or attack you roll against your Close Combat, Ranged Combat or Unarmed Combat skill depending on the type of weapon you are using.

When attacked you can either Parry (use the Close Combat or Unarmed skill) or Dodge as a Reaction.

If you successfully Dodge an attack you take no damage.

If you successfully Parry an attack your weapon or shield reduces the damage the attack does.

If you successfully hit your opponent takes damage to their hit points equal to

Weapon damage rolled + your Damage Modifier – Armour Value of their Armour worn

COMBAT ACTIONS

The actions a character may take when it is his turn to act are detailed here. A character can only choose one of the options below each round.

Summary of Combat Actions

Action	Description
All Out Attack	Two attacks at -25%. Gives up the ability to defend for the round.
Cast Spell	The spell takes effect when the character's turn comes up in the order of combat (as determined by his INT). The spell is not cast if casting interrupted and concentration lost.
Change Stance	May move from prone to standing and vice versa.
Charge	Character moves twice movement, followed by a close combat attack with a +1D6 to damage. Loses Reaction for the round.
Close Combat Attack	Character attacks opponent with weapon, tests vs. Close Combat skill. If successful does weapon damage plus damage modifier.
Delay	Character either waits until after another character's action or tries to interrupt it.
Disarming Attack	Attack to disarm opponent, does no physical damage.
Fighting Retreat	The character Disengages from Combat. If opposed either fight another round successfully or use Deception to escape combat.
Great Attack	One attack at +25% at maximum damage. Gives up Reaction for round.
Intimidate/Persuade	The character uses their Influence skill vs the enemies' Persistence to either intimidate, or persuade foes who are facing defeat, to flee or surrender.
Ranged Combat Attack	Character attacks opponent with weapon, tests vs. Ranged Combat skill if successful then does weapon damage plus damage modifier.
Ready Weapon	Character draws or loads weapon making it ready for combat.
Skill Use	Character uses a non-combat skill.
Sprint	Moves twice Movement Rate. May not attack and may only Dodge as a reaction.
Unarmed Attack	The character can either attack using a natural weapon, such a fist or claw, or grapple.

CLOSE COMBAT ACTIONS

Close Combat Attack: This is the Standard Close Combat Attack. The character can make a single close combat attack. See below for details.

Options and Variations:

All-out Attack: The attacker gives up all their defensive for the round but gains a Close Combat second attack, which happens straight after the first attack. Both attacks are at -25% due to the loss of skill during this frenzied attack. This type of attack cannot be combined with Great Attack or Disarming Attack.

Disarming Attack: Resolve as the standard Close Combat Attack above, but if successful the attacker disarms the target knocking either their weapon or shield out of their grip and sending it 1D6 metres away from them. The target may defend against this attack using any of the standard defensive reactions, dodge represents them moving physically away from the attack's reach and parry represents the target moving the weapon/shield out of the attackers reach.

Great Attack: This attack is made using swords, axes or maces where the attacker has enough room to wind up the weapon for a really forceful blow. The attacker gains a +25% to attack and automatically does the maximum damage bonus value but loses his reaction for that combat round.

Natural Weapon Attack: Natural Weapons such as the teeth and claws of monsters are counted as close combat weapons and not Unarmed Attacks. The damage they deal is listed in the monster's description.

Set Weapon: A character can spend their Action setting the shaft of a weapon, such as a spear or polearm,

in the ground in anticipation of a charge from an opponent. When the charge actually comes the character automatically gets an attack at +25% before the charging character gets their attack. If the character makes any other action or reaction before the charge, the weapon becomes 'unset'.

Making Close Combat Attacks

1 Making the Attack: To attack, the player simply rolls 1D100 and compares it to the character's Close Combat skill. This may be modified for the specific situation or special attack, such as a Great Attack for example, being attempted.

If a character rolls equal to or lower than their Close Combat skill, they have their target.

If a character rolls greater than their Close Combat skill, they have missed their target.

2 Target Reaction: If the enemy chooses not to or can not React against the attack then this attack is unopposed. Move straight on to Damage Resolution.

If the attack is opposed, the defender makes a Dodge or Parry (see "Defensive Reactions" on page 54).

3 Damage Resolution: If the attack is successful, damage is rolled. Each weapon has its own Damage score, to which is added the attacker's Damage Modifier in order to determine the total damage being dealt.

If the defender is armoured then the armour will absorb some of this damage. Reduce the attack's damage by the armour points (AP) of the defender's armour.

4 Damage Application: Apply any remaining damage to the defender's hit points.

TAKING OUT LIFE INSURANCE

Since OpenQuest combat can be deadly there are a number of ways that you can avoid your character dying if things go badly wrong.

Realise that some foes in OpenQuest are best left alone. There's always going to be someone or something more powerful than your character in the game world. Since OpenQuest is also a game of exploration and interaction, you might get to meet these people and creatures early on in your adventurer's career as part of a Quest. Some foes such as the Gargantuan Kingdom Devourer or the Great Pit Demon are always going to be beyond the capacity of the player characters to harm directly. Be wise and move along quietly and quickly.

Run away to fight another day. Use magic or fast feet to move out of combat. Heal, regroup and make a better plan of attack if you absolutely need to best a foe. Otherwise learn your lesson and avoid the opponent in the future.

Surrender! Before things really get messy, throw down your weapons and put up your hands. Intelligent creatures will often take prisoners for ransom. If you don't have any money then call in your favours from friends, family, clan, guild or cult to secure your release. Perhaps some of your friends ran away and can come back and mount a rescue attempt at a later date? Spend Hero Points. These are your ultimate insurance policy against death, accidental or otherwise. (see Chapter 2 Characters).

Get your friends to rescue you from the Land of the Dead. Depending on the game world your Quests are set in, there may a way for characters to travel to the Other World, the 'Land of the Dead'. Of course the resulting Quest may be just as challenging as the circumstances that led to your character's demise.

Close Combat Situational Modifiers

Situation	Skill Modifier
Target is helpless	Automatic Critical
Target is prone or attacked from behind	+25%
Attacking or defending while on higher ground or on mount	+25%
Attacking or defending while prone	-25%
Attacking or defending while on unstable ground	-25%
Attacking or defending while underwater	-50%
Defending while on lower ground or against mounted foe	-25%
Fighting in partial darkness	-25%
Fighting in darkness	-50%



Combat Results

Note Combat is not an Opposed Roll. Attacker Rolls first and if they hit the Defender may or may not get to make a Defensive Reaction to protect themselves. The Following table summaries all the outcomes for quick reference.

Attacker's Combat Action	Defender's Reaction	Result
Fumble	No need to roll	Attacker fumbles.
Failure	No need to roll	Attacker fails to hit defender.
Success	Fumble	Attacker hits, defender takes damage rolled minus armour points and fumbles.
Success	Failure	Attacker hits, defender takes damage rolled minus armour points.
Success	Success	If dodging defender avoids the attack. If parrying then if attacker's weapon smaller or equal in size to defender's weapon all damage avoided. If parrying weapon is a rank smaller half damage, if two ranks smaller then no damage can be avoided.
Success	Critical	Defender avoids attack and takes no damage. If parrying the weapon size penalty does not come into it.
Critical	Fumble	Attacker does maximum damage and ignores defender's armour. Defender fumbles.
Critical	Failure	Attacker does maximum damage and ignores defender's armour.
Critical	Success	Attacker does maximum damage and ignores defender's armour.
Critical	Critical	Attacker hits, defender takes damage rolled minus armour points.

UNARMED COMBAT ACTIONS

The character can make a single Unarmed Combat Attack with the express intent of either, Striking, Holding or Throwing their opponent.

Making Unarmed Combat Attacks

1 Making the Attack: The attacker declares their intent to either Strike, Hold or Throw before making the attack. Roll against Unarmed Combat skill to determine if the attack is successful.

2 Target Reaction: If successful the opponent may use their Dodge or Close Combat Parry as a reaction to avoid the attack or use Unarmed Combat as their Reaction.

3. Resisting using Unarmed Combat: If they successfully used Unarmed Combat as a Reaction, the opponent can either decide to avoid the attack OR if they haven't used their action this round they may counter attack and immediately apply the effects of a Strike, Hold or Throw on the Attacker.

4 Damage Resolution: If the opponent's reaction fails then the Attacker may inflict one of the following effects on their opponent:

Strike: They inflict their Unarmed Damage (usually Fist/Kick of $1d3 + \text{Damage Modifier}$) minus any armour that their opponent is wearing.

Hold: The opponent is held. They may attempt to break free once per round as their action. An opposed Unarmed Combat roll is used to resolve. At the end of each round that the opponent is held, including the first, the attacker may inflict damage of $1d4 + \text{Damage Modifier}$. Armour does not help.

Throw: The opponent is thrown 2 metres and suffers Damage equal to the Attacker's Damage Modifier. Armour does not help. The grapple ends in this case.

RANGED COMBAT ACTIONS

Ranged Combat Attack: The character can make a single ranged combat attack. As well as a normal attack, there is the following special attacks.

Aim: Every round spent aiming adds a +25% bonus to the character's Ranged Combat skill. This bonus only applies to the first attack the character makes with the weapon, which must be fired at the target being aimed at. A character can take no other Reaction while aiming without losing the aim bonus.

Throwing Close Combat Weapons

If a close combat weapon that isn't designed to be thrown is hurled at an enemy then it has a range of 8m and suffers a penalty to the attack equal to its -25%. The character's Ranged Combat skill is used to make the attack.

Using Ranged Weapons

All ranged attacks are handled in same manner as close combat attacks, with the following exceptions:

Charging: Ranged attacks may not be used as part of a Charge (see "Movement Combat Actions" on page 54).

Loading Ranged Weapons: Most ranged weapons only take a single combat round to ready. Others take more than one combat round to reload. See Ranged Combat Table, "Ranged Combat Weapons" on page 43 and consult the weapon's Rate of fire.

Range: A target within the weapon's range may be attacked without penalty. A target within double the weapon's range may be attacked, but the attacker's weapon skill modified by -25%. Attacks cannot be made at a distance beyond twice/double the weapon's range.

Dodging and Parrying: The target may attempt to Parry or Dodge a hand thrown ranged attack but may not normally Dodge or Parry ranged missile weapons (such as Bows and Crossbow fire). Shield-carrying characters may attempt to Parry hand thrown missile weapons if the target is aware of the attack (see "Using Shields Against Ranged Attacks" on page 58).

Cover

Cover affects both ranged and close combat attacks. For missile attacks the defender benefits from the best of the shield modifier in the table above and the cover modifier below.

Partial cover -25% For example a low wall that leaves only head and torso exposed.

Very good cover -50%: For example Defender on a castle wall, firing from protected battlements.

Virtually total cover -75%: For example castle wall with arrow slits for defenders to shot through.

Ranged Attack Situational Modifiers

Situation	Skill Modifier
Wind ¹	
High wind	-25%
Fierce wind	-50%
Hurricane	Attack automatically fails
Target Movement ¹	
Target has moved 10m or more since attacker's last Combat Action	-25%
Target has moved 30m or more since last Combat Round	-50%
Target Visibility ¹	
Target obscured by smoke, mist or is in partial darkness	-25%
Target obscured by thick smoke, fog or is in darkness	-50%
Target is above SIZ 20	+25%
Target Condition ¹	
Target is helpless	+25%
Target prone	-25%
Attacker Condition ²	
Attacker is prone	-50%
Attacker is underwater ³	-25%
Attacker is on unstable ground	-25%
Attacker is blinded	-50%

1. Modifiers within these sections are not cumulative. However, modifiers from different sections are cumulative. Therefore, shooting at a target within a mist that has moved more than 10m since the attacker's last Combat Action imparts a -50% penalty.

2. Attacker condition modifiers are cumulative.

3. Only thrown weapons may be used underwater. Bows and other projectile weapons will automatically miss if fired underwater.

Firing into a Crowd

When firing into a crowd, the Games Master will determine how much cover the target has from the ranged attack. The ranged attack is then resolved as normal for a target behind cover.

If the attack fails to hit the target and succeeds against the unmodified attack skill, the firer has hit one of the individuals adjacent to the target chosen by the Games Master. The accidental target may dodge against this attack as normal.



MOVEMENT COMBAT ACTIONS

In any Combat Round a character may move a distance up to their Movement Rate without it counting as a separate Combat Action. This allows them to move about and change opponents quite freely.

The following types of movement are counted as Combat Actions.

Change Stance: The character may stand up from prone, or vice versa.

Charge: If a character can move a minimum of five metres towards his opponent, then he can make a charge. They may move a distance up to - but no more than - twice their Movement Rate. This must be in a straight line and they must end up adjacent to an enemy. When the move is complete, a close combat attack may be made against the enemy. If the attack is successful, the character gains a bonus of +1D6 damage. Characters may not charge uphill and gain the damage bonus.

Retreat: A character decides to escape the combat. See "Disengaging from Combat" on page 48

Sprint: The character may move a distance up to twice their Movement Rate, forsaking their attack and only being able to dodge as defensive reaction.

OTHER ACTIONS

Cast Spell: Spells take effect when they are cast on an order determined by INT instead of DEX.

Delay: A character may pause to assess the tactical situation around him.

If a delaying character merely wishes to act after a specific character has acted, they wait until that character has finished their Combat Action.

If a delaying character wishes to interrupt a specific character's action as it occurs, the character must make an Opposed test appropriate to his interrupting action (a weapon skill test if the character wishes to attack, for instance). Whoever wins the test acts first.

Intimidate/Persuade: The character tries to get the other side to surrender or flee. This can either be targeted at a single enemy or a group. Make an Opposed Roll using the character's Influence vs. the enemies' Persistence, modified as listed below. Groups roll once using the Persistence of the group leader. If the group leader's Influence skill is higher than his Persistence, then they may use that skill instead. Apply the following modifiers to the enemy's skill depending on the state of the enemy.

+50% if the enemy is still at full strength, or has only taken some minor wounds.

+25% if the enemy out numbers the player's side, but have

had at least 25% losses either in numbers or hit points.

-25% if the enemy is fewer than the player's side and has taken some wounds.

-50% if the enemy has taken more than half hit points in wounds and/or has seen half his group incapacitated by the players.

Note: these modifiers are not cumulative. Apply the one that best describes the situation.

If the enemy is at full strength and/or outnumbered the player characters then only a critical roll for Influence vs a failed Persistence roll will make them surrender. A fumbled Persistence roll will see the enemy suddenly rout.

When the player is attempting the roll they must declare whether they are targeting the whole group or singling out an individual. The Games Master has the final say on who is targeted and if attempt is possible at all.

For example: Rurik is fighting a group of four goblins, one of whom he has already badly wounded while the other three are still at full hit points.

If he decides to single out the wounded Goblin, then the Goblin's Persistence roll to resist Rurik's taunting and the resultant urge to flee will be at -25%. If he decides to target the whole group, which as a whole is undamaged and outnumbered him, then the Goblins will be at +25% to their Persistence.

The character need not speak the same language as the opponent they are trying to Influence, but they must be capable of some sort of sign, gesture or body language that the opponent is capable of understanding.

Changing Weapons: Changing weapons eg. from a bow to a sword, takes one combat round. If parrying a Close Combat attack while changing weapons, the character may do so at -25%. They may Dodge without this modifier.

Skill Use: The character performs one action which requires the use of a skill, such as opening a locked door with the Mechanisms skill.

DEFENSIVE REACTIONS

Reactions are declared after a successful attack has occurred but before its effects are applied.

There are two types of Reaction – Dodge and Parry.

Parries can be made against Close Combat attacks using Close Combat Weapon Skill or Unarmed Combat Skill.

Shields can also be used to parry missile attacks, as outlined "Using Shields Against Ranged Attacks" on page 58).

Dodges can only be made against close combat attacks and hand thrown missile weapons providing the target is aware of the attack. Dodge can also be used as a reaction, if still available, to avoid the damage of spells such

Lightning Strike, which are projected at the defender. See the appropriate spell descriptions in the Magic chapter for more detail.

You can defend as many times that you want, but you get a cumulative -25% modifier for every defense after the first.

For example: Rurik is being attacked by four Orcs, three of which hit. The first Orc he parries at his full Close Combat Skill of 55%. The Second Orc he parries at 30% (55%-25% for the attack of the second orc). The last Orc he parries at 5% (55%-50% for the second orc and third orc).

DODGE

When an attacker successfully hits, the defender may choose to Dodge as their reaction, in order to avoid damage.

Procedure:

1. The defender rolls against their Dodge skill.
2. If the defender succeeds then they have successfully avoided the attack.
3. If they fail they take damage as normal.
4. If they fumble they take Maximum Damage from the attack.
5. If dodging against a Critical Hit, then if the defender rolls a critical on their dodge they reduce the attacker's critical to a normal success. If the defender fails their Dodge against a Critical Hit, the attacker does maximum damage and ignores defender's armour.

PARRY

When an attacker successfully hits, the defender may choose to Parry with a weapon or shield as his reaction to avoid damage.

Procedure

1. The defender rolls against their Close Combat skill.
2. If the defender succeeds then, depending on the relative weapons used, they may be able to reduce or remove all from the rolled damage. Weapons are rated in the following size categories: Light, Medium, Heavy and Huge. Weapons need to be of the same category or larger to block all damage. If the defending weapon is one category less they block half damage. If two categories less they cannot block the damage.
3. A critical parry against a normal success deflects all the damage regardless of size category. If, parrying against a critical hit, the defender rolls a critical on their Close Combat skill roll then they reduce the attacker's critical to a normal success.

WHAT'S THE DIFFERENCE BETWEEN PARRY AND DODGE?

Mainly down to a matter of combat style and Parrying has the advantage that it is based off the same skill that is used to Attack with, so for the purposes of skill advancement it is easier to advance Close Combat or Unarmed than Dodge with a separate Combat skill. But remember that Dodge can be used to avoid falling rocks, traps, etc., so should not be neglected too much.

SPECIAL RESULTS

CRITICAL HITS

Every attack skill a character possesses has a critical score. A critical score is the attack skill's score, divided by ten, and rounded to the nearest whole number. It represents a lucky and effective hit in a unprotected area of an opponent.

If the D100 attack roll is not only lower than the attack skill, but also equal to or lower than the character's critical score with that skill, then the attack is considered a critical hit.

A critical hit automatically causes maximum damage for the weapon and maximum Damage Modifiers. If the character has a negative damage modifier (i.e. -1D4 or -1D6) it is not rolled for a critical hit. Critical hits also ignore armour.

For example: Rurik with his 55% Close Combat, rolls a 05, which is a critical! He is wielding a Longsword with a damage of 1D8 and has a damage modifier of 1D6. He is fighting a heavily armoured Knight, who has the latest Plate Mail armour (AP 6). However this Armour is completely ignored as Rurik's sword slides through a gap in the plates doing a devastating 14 points of damage (8 from the sword and 6 from the damage modifier).

A critical hit is made into a normal hit by a critical parry or critical dodge. Then is damage is rolled by the attacker as normal and the defender's armour counts.

FUMBLES

Conversely if an attacker or defender fumbles, the character has been put at a severe disadvantage. It is up to the Games Master to determine how, dependent on the situation. Here are some examples.

- Grievously hurt self or nearby friend with weapon. Roll damage and ignore armour.
- Trip over and fall prone.
- Confused, miss one combat round.
- Armour or shield strap breaks, lose armour protection.

DAMAGE

When a character successfully scores damage against a target it must be deducted from the target's hit points. Every weapon has a damage rating, which is listed in its statistical entry in the relevant weapon table in the Equipment chapter. This rating is the amount of dice rolled when the weapon successfully hits a target. The attacker's Damage Modifier is usually added to this.

All damage is taken away from Hit Points.

Hit points equal zero. The character is dead. In the grim and gritty world of OpenQuest combat there is no chance to make farewell speeches. You can spend Hero Points however to avoid death.

MAJOR WOUNDS (OPTIONAL)

If the character takes half of their original Hit Points in one go then they suffer a major wound. This represents badly mangled limbs, shattered bones and severely damaged internal organs. Roll on the Major Wound Table below to see what type of wound the character has suffered. They must immediately make a Resilience roll, with a -50% modifier, or fall unconscious. If the test is successful then the character's DEX is immediately halved and the character may only fight on for as many combat rounds as their remaining hit points before failing unconscious. This is in addition to any effects described below. The effects of major wounds are permanent, unless healed magically. The halved DEX is regained once the character starts to heal, since it represents the shock and trauma of the wound.

Major Wound Table

Roll D10	Major Wound
1	Lose an eye, all Perception rolls become -50%, lose 4 points of DEX, 1 point of CHA permanently.
2	Cracked skull, brain damage. Lose 4 points of INT. All skills involving mental processes become -25 permanently. This includes Perception, Persistence, and all Lore, Culture, Religion and Craft skills.
3	Right Leg muscles badly cut/mangled or leg bone shattered and becomes useless. Fall prone, can only crawl at 1m per round. Lose 2 points of DEX and 2 points of STR permanently.
4	Left Leg muscles badly cut/mangled or leg bone shattered and becomes useless - fall prone, can crawl at 1m per round. Lose 2 points of DEX and 2 points of STR permanently.
5	Broken ribs, all skills become -50%, due to severe pain.
6	Slashed stomach. Lose one extra hit point per round from blood loss. Lose 3 points of CON permanently.
7	Heart stops in shock! Lose consciousness for the next D10 combat rounds, falls prone and cannot move. Lose 2 points of CON permanently.
8	Spine broken. The character permanently paralysed below the neck (odd result on dice) or the torso (even result on dice). Half DEX permanently.
9	Left Arm badly broken and becomes useless permanently. Automatically drop any held items.
10	Right arm badly broken and becomes useless permanently. Automatically drop any held items.

SPECIAL COMBAT RULES

COMBAT SKILLS GREATER THAN 100%

A character with over 100% in any of the Combat Skills can split his skill to perform multiple attacks.

For combat attacks at over 100% in the weapon skill the number of attacks and the allocated % of each one must be declared at the start of the combat round. Any allocation of split is allowed. For example Murgan the Mighty with an Close Combat skill of 120% can split it 90% /30% or make four attacks at four opponents in range at 30% each.

Divide the character's DEX by the number of attacks to find when attacks occur in the DEX sequence. First attack is at normal DEX and then subsequent attacks are at intervals of DEX divided by the number of attacks.

For example Murgan the Mighty with a DEX 10 splits his attack to make two attacks. Therefore the first attack occurs at DEX 10 and the second at DEX 5.

GANGING UP (OPTIONAL)

This is an optional rule for speeding up combats involving largish groups of combatants. I've also run the numbers, and it doesn't distort the averages too much in terms of numbers of successful hits in a round.

The idea is to combine a several combatants into a group with a single attack check., using the average Skill rating as the base Skill For every number above one in a group, the attack roll has a +10% bonus.

A basic success on an attack skill roll inflicts damage unless parried as normal. Of course, it is possible for more than one person in a group to hit and inflict damage. The number of hits (if the roll succeeds) depends on the number rolled.

Modified Skill	Number of hits
01-25%:	1 hit
26%-50%:	2 hits
51%-75%:	3 hits
76%-100%:	4 hits

Avoid combining so many people in a group that the chances exceed 100%. Further, the maximum number of hits should be capped at the number in the group. The attacks can be split amongst those opposing the group as desired. Groups do not inflict critical hits.

A group has a pool of Hit Points, equal to the total hit points of its members. All damage is inflicted against this total. Every time a group loses a number of hit points equal to the hit points of one member, it loses one member. Attacks against a group are parried as normal, at the usual chances (no bonuses).

MOUNTED COMBAT

A mounted warrior has a +25% bonus to his attacks and parries against adjacent opponents on foot; a character on foot defending against a mounted attacker suffers a -25% penalty to his Reaction skill. These modifiers do not apply if the target on foot is as tall as the mounted character is while mounted.

A mounted character uses his mount's Movement Rate when moving rather than his own.

A mounted adventurer can use no weapon at a skill level greater than his Riding skill score.

Untrained Mounts

The rider of a mount unused to combat must make a Riding Skill test at the start of each Combat Round.

Failing this test will cause the horse to automatically use the Flee Combat Action at the first opportunity for the remainder of the Combat Round.

Succeeding this test allows the horse to be treated as a trained mount for the remainder of the Combat Round.

TWO WEAPON USE

A character wielding two weapons or a weapon and a shield may use the off-hand item to either:

Parry one additional attack per Combat Round (over and above the normal Reaction allowance)

OR

Gain a single bonus Close Combat Attack action. This bonus attack is at -25% Close Combat Skill. The second attack occurs at half the character's DEX in order of combat. Also this may only be a normal Close Combat Attack, not an All Out Attack, Disarming Attack or a Great Attack.

For example a warrior armed with sword and shield, can attack with the sword normally and then follow this up immediately with a shield bash at -25% to the shield attack.

USING SHIELDS AGAINST RANGED ATTACKS

Shields can be used to defend against Ranged Attacks as long as their users are aware of the attack.

Parrying Thrown Missiles

Heavy and Huge Shields can be used to parry incoming thrown ranged weapons, such as spears.

As Cover against Missiles

Medium Shields and up provide cover against missile attacks when set against them. The defender set their shield against the onslaught of missile fire, delaying their action until the missiles have stopped firing. Medium Shields give a -25% penalty to incoming Ranged Attacks, while Large Shields give a -50% penalty due to cover.



CHAPTER 6 THE QUEST AND AFTERWARDS

A Quest is an epic story that involves the player characters as the main protagonists. There is a chance of reward or failure, of encountering foul monsters, dangerous magics and hidden traps. Like any story it has a beginning, middle and an end. It may last one or more game sessions. Whatever might happen, it will be a memorable event in the character's lives that leaves them altered, for good or for bad, forever.

The Quest is the centre of OpenQuest play and the main purpose in the character's life. They may have some sort of normal life that they return to between Quests, but it is during their adventures that they drastically change. For the players, Quests are where the fun happens, where their creations are placed centre stage.

SETUP: THE BEGINNING

This phase of the game is where the Games Master and the players set up the Quest. At first, while the players are still finding their feet in the game, this process will be led by the Games Master. For example, they may set up a wealthy Patron who requires the characters to perform a job on his behalf. The characters could work for a Guild or another powerful organisation, which pays them for completing missions for them. Another way of setting up a Quest is to have some sort of major event happen in the player character's locale that affects them all, such as an outbreak of a magical plague or a full scale invasion. It is then up to the players to determine how their characters react, but the central premise of the Quest has been set up and is already loaded with gaming possibilities.

Once the players are more familiar with the game and confident of their character's abilities they may define the reason for their participation in the Quest. Perhaps there is a villain from an earlier Quest that they want to hunt down and settle unfinished business. Or maybe there's a far away part of their land they want to head off and explore. In this case the players work with the Games Master to define what the aims of the Quest are.

By the end of this phase both the players and the Games Master know what the aims of the Quest are. The Games Master then starts play by summarising the background and aims of the Quest in the form of a 'Players Introduction'.

An example Players Introduction.

"DEATH COMES TO RIDSDALE"

A bad wind howls through the empty streets of Ridsdale. A foul magical wind that brings with it a deadly plague. With its citizens succumbing to the 'Death Breeze', as the locals are calling it, the Merchant's League of Ridsdale offers a reward of 500 Gold Ducats and a villa in a prime part of the town to anyone who can find out who is responsible for the wind and bring them to justice.

GAMES MASTER'S ADVICE

LET YOUR PLAYERS HELP YOU

Don't feel that you always have to come up with the starting point for Quests. Even when you have a strong idea of what locations, events and non-player characters you want to have in the Quest, it is useful to hear what the players have in mind and weave that into what you already have. This gives the players a greater sense of involvement and allows you to feed in the excellent ideas that they have into your own. It also ensures that you and your players get the adventure you both want.

For example a Games Master prepares a Quest which relies heavily on investigation and politics, while the players are really looking forward to an action based game. If the Games Master sticks to his original plan, then the players may get bored and not have fun. If the Games Master asks the players what they want during set up then he can mix in some action and generally up the pace of the investigation so that the players are no longer potentially twiddling their thumbs. He might even decide that the players' ideas are so cool that he puts aside his original investigation idea for another day when the players are in a more reflective mood.

Use the players' ideas to provide you with a springboard to think up locations and encounters. That being said, remember to keep a few surprises up your sleeve. Part of the fun of the game comes from unpredictably and twists.

GAME PLAY: THE MIDDLE

This phase of the game should be the main part of the Quest. The middle is where all the dice rolling and action happens and most of the story is told. Since each story is different, with its own characters, hazards, and the unique actions of the players, the middle of the adventure is very different for each Quest. There are however a few common features to all Quests.

PREPARATION

Before the Quest starts in earnest the players will probably want to have their characters prepare for the Quest. Preparation is usually of three kinds.

Equipping. The players make sure that their characters are equipped for the adventure. If they are heading off into the wilderness, for example, they will want to make sure that they have enough food, water, appropriate clothing, horses and camping equipment for the long hard journey ahead. This usually entails a trip to the local market to make deals with the traders and merchants for the equipment they need. If the characters are trying to find an especially obscure item a successful Streetwise test is required.

Research. This type of Preparation is where the characters try to find out as much information about the perils they will face on the quest. This may lead them into the local Temples to consult the ancient scrolls stored there. Alternatively this may involve talking to people who have been to where the characters are planning to go.

Magical Rituals. This is especially relevant to characters that have either Divine or Sorcery spells (see Chapter 9 & 10 respectively). Before setting off on the Quest the player characters may cast long duration spells and rituals if they know them. This ensures that the magic is already in effect by the time that the group embarks on the quest and will last throughout it. Also those characters that are in good standing with their gods, usually make a trip to their local Temple to ask the priests to cast Divination on their behalf, to find out what their god knows about the Quest.

"DEATH COMES TO RIDSDALE"

(CONTINUED)

Rurik, Lura, Mancala and Abnon met up in a tavern in Ridsdale. They decide that they are going to find out who is responsible for the plague. Each character has a different motive for doing so. Rurik and Mancala are motivated by the prospect of the reward. Lura wants to find out what the magical power is behind the plague. Abnon wants to bring justice to the fiend that has caused so many deaths in the town.

During Preparation, the players decide to split up.

Rurik goes to the market to find a new shield. This is a common item, so the Games Master asks Rurik's player to deduct the price and note the new shield on Rurik's character sheet. Rather than describe Rurik's shopping trip to the market in detail, just note that Rurik has a new shield and move on.

Lura goes to the local Temple of Knowledge, to consult its library to see if there has ever been a similar incident in the history of Ridsdale. The Games Master could make Lura's player make a skill test, but in this case it is quicker to give her the information. Lura finds out that apart from an outbreak of 'the shakes' twenty years ago, which was started by the vengeful Goblin King by poisoning the city's water supply, there has never been a city-wide epidemic in the history of Ridsdale.

Mancala goes to his favourite tavern, to see if the local thieves know any thing about the plague. Apart from moans about business being slow because of the plague, he learns very little.

Abnon makes a trip to his temple to ask for guidance from his God. Since what the God reveals about the upcoming Quest is significant and relevant to the story, the Games Master takes more time in describing the Divination and its results.

GAMES MASTER'S ADVICE

DON'T GET STUCK IN THE PREPARATION!

Although Preparation is in the Game Play phase, rather than Setup, it still isn't really where the players want to be, which is in the midst of the Quest itself. So, unless the situation and story warrants it, quickly move through the Preparation phase. Especially if the characters decide to split up and do different things.

GAMES MASTER'S ADVICE DUNGEON ECOLOGY

In the early days of fantasy roleplaying most adventures took place in underground complexes filled with monsters, treasure and traps called 'dungeons'. Players would move their characters through the dungeon corridors, kicking in locked doors, attacking the monsters that lived within and counting up their treasure once they had slain them. They then repeated this procedure until they met some big end of level boss monster, defeated it and returned home laden with treasure. To spice things up traps would be randomly placed round the dungeon. Concealed pit traps in the middle of corridors and doors trapped with guillotine blades that could kill an unlucky player character with little warning. Mainly these traps served only to slow down the players' rampage through the dungeon. This style of play is commonly known as 'Kill things and take their stuff' and while it can be exhilarating for a while, it quickly becomes boring.

Enterprising Games Masters started to work out some form of 'ecology' to their dungeons. The inhabitants had some reason for being there and had relationships with one another. The Boss Level monster, became the ruler of the dungeon, which the rest of the monsters followed out of respect, or, more likely, fear. Traps were placed rationally, usually in the territory of intelligent monsters, to keep out intruders or at least slow their advance until an organised defence could be formed. Everything placed in the dungeon had a reason for being there, which no matter how fantastic helped 'suspend the disbelief' of the players immersing themselves in the fantasy world that the Games Master was describing.

As the player characters moved out into the wilderness around the dungeons and the cities which they called home, this design principal was continued, creating large fantasy worlds that have places and people in them loaded with potential stories just waiting to happen. OpenQuest, with the centrality of Quests as a vehicle for interactive storytelling, emphasises this approach to creating settings. If something is in the game world, make a quick note on why it's there. This rationale can be the spring board to action and adventure when the players encounter it. This will prevent things encountered in a Quest becoming meaningless and lacking in context, which could lead to the players overlooking or failing to interact with it.

WHAT HAPPENS ON THE QUEST ITSELF?

Hazards and dangers are part and parcel of Questing. Without risk the rewards of adventure are not worth having. The game would be stale, boring and not fun.

Some of the things that the player characters may meet on their adventure include fearsome and violent monsters, fiendish traps and mysterious magic of ancient civilizations.

The backdrop to the Quest may bring its own challenges. Ruined buildings may be littered with unstable masonry as well as the traps laid by the creatures who have made it their lairs. Once away from the comforts of the city, the wilderness on the edge of civilization has many dangers. Scarcity of food and water, adverse weather conditions and the danger of getting lost in difficult terrain are all things the player characters will have to deal with.

Through investigation the player characters will find out more about what is going on in their immediate surroundings and some of the deeper mysteries of the Quest. This will bring them into contact with non-player characters, who they will need to influence to prise out information. There will also be clues in the locations they find themselves in. Much of this will be role played out, with both the players and Games Master being in character. Occasionally, if it feels right and raises the tension of the game, the Games Master may call for skill tests using Influence, if questioning non-player characters, or Perception, if searching for hidden clues. Like all skill tests the Games Master should be wary about making the players roll dice every time in an investigation. Some clues are readily apparent if the players ask or look in the right place in the right way, especially if they combine this with good roleplaying. In these cases the Games Master should simply give the players the information. Part of a good mystery anyway is down to how the players interpret the clues and how they act based upon what they know. They might jump to conclusions when only knowing part of the picture.

Most creatures and monsters that the player characters meet upon their Quests will have their own motives. Sometimes these will run counter to the player characters and lead to conflict and in some extreme cases Combat. Sometimes, if the player characters stop to talk and work out what the creature is doing, they will find that instead of being only sword fodder they have aims and objectives similar to their own. Some creatures of course will be neutral, perhaps merely interested in defending their own territory and easily avoidable if the player characters stay away from their lair.

"DEATH COMES TO RIDSDALE" (CONTINUED) THE QUEST

The player characters investigate the deadly plague. They follow up a lead that Abnon's Divination provided – a vision of an old disused graveyard – and find that a group of Necromancers have taken up residence in an old crypt. After avoiding the traps at the entrance of the crypt, meant to deter intruders, the group confronts the evil sorcerers and their undead servants in the crypt. Abnon and Rurik particularly distinguish themselves during the fight. The group initially thinks it's all over at this point, but sharp eyed Mancala notices that the sarcophagus of the crypt is freshly disturbed and they realize that the Master of the Necromancers is newly risen and abroad in the city. Many of the graves are empty and tracks show that a small army of shuffling corpses has left the old Necropolis, led by the Master Necromancer.

RESOLUTION: THE END

Every story has an end. If it's a good story it will have an exciting climax which leaves the reader satisfied at the end of it.

Both the players and the Games Master should be aware that this is the aim of playing OpenQuest and should gently steer the action towards such a satisfying conclusion.

After the adventure has ended the Games Master should hand out any Improvement and Hero Points that the players have earned for their characters.

IMPROVEMENT POINTS

These are a measure of how the character grows with experience. The more experiences that the character has during a Quest the more improvement points they will earn by the end of the session. Improvement points are spent by players to increase and add new skills and spells (see Improving Characters below).

- For each session that the character played in **1 point**.
- For being the person who pushes forward the plot at a crucial point in the story **1 point**.
- For being the Player who helped everyone have the most fun **2 points**. This is determined by a vote amongst the players and Games Master.

HERO POINTS

In an average Quest, each character should also receive two Hero Points. This can be modified if the character performed particularly poorly or heroically, giving a range of between zero and four Hero Points awarded.

"DEATH COMES TO RIDSDALE" (CONCLUDED)

The group follows their noses and the trail of grave soil through the city and finds the Master Necromancer, an undead creature known as a Lich, and his zombie hordes besieging the city's council hall.

In this case the players and Games Master decide that a final battle royal between the group and the Lich and his undead armies, with the winner deciding the fate of the city, is the way that they want to go. The resolution of the Quest is not fixed however. The players might instead have felt that escaping the city and leaving it to its doom was a satisfactory conclusion.

At the end of 'Death comes to Ridsdale' the Games Master determines the Improvement Points for each character:

For each session that the character played in 1 point.

Every player gets 1 point because the Quest took one session to play.

For being the person who pushes forward the plot at a crucial point in the story 1 point.

Abnon gains an extra point since it was his Divination that really gave the players their first concrete lead.

Abnon and Rurik distinguish themselves during the fight at the graveyard.

It is Mancala who finds the clues at the graveyard which leads them to the Lich.

All the characters were involved in this heroic fight.

Which means Abnon gets 3 additional improvement points, Rurik gets 2, as does Mancala, and Lura only gets one for the final fight against the Lich.

For being the Player who helped everyone have the most fun 2 points.

Everyone votes that Mancala's player Sarju helped everyone have fun and get involved in the game, so he earns two additional points for Mancala.

So the final Improvement point totals are;

Abnon 4, Lura 2, Mancala 4 and Rurik 3.

Then the Games Master works out the number of Hero Points for each character.

Everyone gets 1 point for playing through the Quest, while Abnon gets an extra point for going one to one with the Lich in the final battle which concludes the Quest.

OPPORTUNITIES FOR FURTHER QUESTS

If you are playing in a series of linked Quests (known as a Saga see below), then not all the plot threads need be closed in the Resolution. Enemies might escape to fight another day, sidelined mysteries and dilemmas may remain unsolved, and a successful Resolution may still pose as many questions as it answers. All this give the players and Games Master more ideas for future quests.

"DEATH COMES TO RIDSDALE"

A MYSTERY UNRESOLVED

It occurs to Abnon after the celebrations for the plague's dispersal, that they are still none the wiser about why the necromancers took up residence in the old Necropolis. How did they remain undetected for so long? Also, he doubts that they could have resurrected the Lich on their own. This makes him suspect that some greater evil power may still be at large in the city.

SAGAS

In heroic literature, such as the *Icelandic Sagas*, the epic poems of Homer, *The Iliad* and *The Odyssey*, and the *Epic of Gilgamesh*, they tell of the exploits of a hero or band of heroes over a number of stories which build up to a suitable climax.

In OpenQuest a series of interconnected Quests are known as a Saga. What interconnects the Quests are the 'Prize', 'Themes' and 'Recurring' characters.

The Prize is the overall goal of the Saga. It is only obtainable over many grueling adventures, with each Quest seeing the player characters one little bit further to obtaining it.

Example prizes from classical epics

In the story of Jason and the Argonauts the crew of the Argos, led by the hero Jason, is engaged in a search for the fabulous Golden Fleece.

In the 'Odyssey' the prize is Odysseus reaching home after a long and hazardous journey from the war at Troy, with Poseidon trying to stop him at every opportunity.

Themes are less obvious at first. They are the subtle ideas that set the tone of the Quests that the Players will encounter during the Saga. In both of the examples above there is a common theme, that of the relationship between god and hero. On the one hand the gods can both love and help the hero to succeed. However the heroes also have gods who they have offended who intervene during the Saga to make the heroes lives more difficult. Other example themes that could be explored during the course of a Saga are;

"Does Power corrupt?"; *Can man live in harmony with nature?*, or *"Can a small minority of magic using people triumph over a close minded majority?"*

Recurring Characters include the player characters themselves, their close and powerful allies and nemeses. One of the big attractions of running a Saga is watching how the player characters develop as they go from Quest to Quest. Indeed, in some Sagas this will be the main reason why the players are playing. Even if the Games Master has elaborate Themes and Prizes in mind, they must make sure that they provide opportunities in the Saga for the players to develop their characters in the direction they want. Of course it doesn't mean that the Games Master should hand player desired improvements on a plate. Risk and danger should still pave the way to rewards, but the direction in which the player wants to develop their character gives the Games Master a pool of ideas for Quests.

During a Saga the players will develop and meet powerful allies. Initially these will be the patrons who give them their early Quests. Later on these allies will become the great and the good that become impressed with our heroes' noteworthy deeds. They will decide that their cause is aligned with the player characters and continue to help them as a result. Of course such characters may not necessarily be good at heart and their allegiances to the player characters may change with the wind. Allies could become enemies if they suffer slights, real or imagined, at the hands of the player characters.

Nemeses are enemies who, Quest after Quest, oppose the efforts of the characters. They may be the institutions that the characters are ideologically opposed to or an evil villain whose grand master plan to dominate the world is being incrementally unraveled by the players Quest by Quest. They can be monsters; the Lich from 'Death Comes to Ridsdale' is a good example. They could also quite easily be a character, or group of characters, that are much like the player characters.

Unlike an individual Quest's Resolution, the finality of the Saga's climax must be absolute, with all plots resolved. When a Saga finally climaxes, it is at the end of several sessions of play. Although the player characters may live on and adventure with one another afterwards, this is the last time that they will all be Questing together in this particular story. The players expect and deserve an even bigger pay off than at the end of a standalone Quest.

IMPROVING CHARACTERS

SPENDING IMPROVEMENT POINTS

Improving Skills

A player can choose to spend one improvement point to increase one known skill.

Select the skill to be increased and the skill increases by +5% points.

There is no limit to the score a skill can reach.

Improving Characteristics

A player can choose to spend three improvement points to increase one Characteristic by one point.

SIZ may never be increased using improvement points.

The maximum a human character can increase a Characteristic to is 21. For non-humans, the maximum for a Characteristic is equal to the maximum possible starting score for the Characteristic plus three.

Summary of Improvements

Cost	Improvement
1 improvement point	+5% to Skill
3 improvement points.	+1 to any Characteristic except SIZ
1 improvement point per Magnitude	Learn a Battle Magic spell (see Chapter 8 Battle Magic)
2 improvement points per Magnitude	Learn a or a increase Divine Magic spell (see Chapter 9)
2 improvement points	Learn a Sorcery Spell (see Chapter 10)

IMPROVING OUTSIDE OF QUESTS: PRACTICE & RESEARCH

The characters may often experience long stretches of 'downtime' between Quests. This is quite normal. Group members may need to heal from wounds suffered during the last Quest, the characters may engage in some activity that takes time, or life may simply return to normal until the next danger to face the player characters appears.

During such downtime the characters may improve their characters. The players might actually request downtime between Quests to learn new skills and it is up to the Games Master to determine if this is appropriate.

For each three month period of practice or research a character may gain 1 Improvement Point.

QUESTING SPOT RULES

This selection of rules is designed to deal with individual situations that may crop up throughout the game. Two of these rules are optional: encumbrance and fatigue. These two rules govern ongoing situations that crop up continually in a Quest, but which the Games Master and players may not want to be a feature of their games. Use them if you wish.

TRAVEL

Daily travel rates

Type	Rate km/day	Notes
Hiking	50km	Ten hours of steady walking on road or path with no wagons or animals. Need to make Fatigue Test at the end of the Hike to avoid becoming Fatigued.
Marching	60 km/day	Marching in organised groups for ten hours, ready to fight at the end of the day. No need for a Fatigue test, since pace is such still able to fight at the end of the March.
Riding	90 km	Moving at a walk possibly accompanied by pack animals and wagons.

The above is based on average move rates. If you need to precisely determine which of two groups reached a destination first, use an Opposed Athletics (for walking) or Riding test.

Modify the above rates by the effect of the terrain being crossed.

Terrain	Effect on movement rate
Road/Path	100 % of normal rate
Light brush	80% of normal rate
Medium scrub/Light woods	70% of normal rate
Heavy wood land	50% of normal rate
Rolling hills	70% of normal rate

ILLUMINATION AND DARKNESS

Illuminating Items

Example	Radius
Candle or embers	1m
Flaming brand or lantern	3m
Campfire	5m
Bonfire	10m
Light spell	10m, but unlike natural light sources, the Light spell only illuminates a 10m radius and does not provide partial darkness or darkness to areas beyond this radius.

Illumination and Darkness Effects

The following table gives the effects of various types of illumination and darkness on the characters.

Environment is...	Effects
Brightly Illuminated	None.
Illuminated	None.
Partial Darkness	-25% to vision-based Perception tests.
Dark	-50% to vision-based Perception tests. Movement Rate halved.
Pitch Black	Perception tests reliant on vision become near impossible, as are ranged attacks. All combat attacks are at -75%. Movement rate a quarter of normal.

DARK SIGHT

This allows the character to treat pitch black conditions as if dark. Normally possessed by subterranean or darkness aligned creatures.

Night Sight

This ability allows the character to treat partial darkness as illuminated and darkness as only partial darkness. This is normally possessed by nocturnal creatures.



FATIGUE (OPTIONAL)

Combat, sprinting, climbing, swimming against a strong current, are all examples of when a character can become fatigued and tired.

If the Games Master thinks that a character has been engaged in an activity that may have drained him of physical energy, then they may call for a Resilience roll. If the character fails the roll they suffer the effects of Fatigue (see below).

For example: Rurick has just been in a long, ten round, combat against a group of bandits. Although he has emerged victorious, the Games Master rules that Rurik's player must successfully roll against Rurik's Resilience of 30% or become Fatigued.

This test is usually made after the activity has been completed, unless the activity is long and drawn out and there is a real danger that Fatigue will stop the task being completed successfully. For example, on a long hard march the characters are pressing on ahead so that they can reach a fort before an enemy army arrives there. In this case there is a real danger that they will arrive not only too late but tired and worn down.

The Effects of Fatigue

If a character fails the Resilience test then they become fatigued. All skill tests are at -25%. Also movement rate drops by a quarter. The character also becomes sluggish, DEX and INT are each reduced by three points for the purposes of determining order in Combat.

If the fatigued character insists on engaging in heavy activity, such as combat, heavy labour or running, then another Resilience roll is made at -25%. If the character fails this second skill test they become heavily fatigued and all the above penalties are doubled.

If a character fumbles any of their Resilience rolls, then they immediately fall unconscious for 3D6 minutes and upon waking are still fatigued.

Recovering From Fatigue

A character who completely rests for 20-CON hours will remove the effects of any Fatigue.

A Vigour spell (see Battle Magic) will also remove the effects of Fatigue.

EXPOSURE, STARVATION AND THIRST

A character can normally survive for a number of hours equal to his CON before suffering from exposure.

A character can survive for a number of days equal to his CON before becoming starved, though after three days they will begin to suffer a -25% penalty to Fatigue tests.

A character can survive for a number of hours equal to his CON x 2 before becoming chronically thirsty, though particularly arid environments may reduce this to

CON x 1 or even CON x 1/2. Whenever a character is suffering from exposure, starvation or thirst, the Fatigue test penalty immediately doubles to -20%. In addition, the character will automatically suffer one D6 of damage every day, for every condition he is experiencing. Natural or magical healing will not heal this damage – only sufficient shelter, food or water can remedy the problem and allow natural or magical healing to take place.

HEALING

Healing can be performed in one of three ways – using the First Aid skill, a magical spell, or through natural healing, resting while the injuries heal themselves.

Natural Healing

A character's Minor injuries regain CON/4 (round up) hit point per 24 hours, as long as the character does not engage in anything more than light activity.

If you use the optional Major Wounds the natural healing will not improve them. A Major Wound requires treatment with a successful Healing test or magical healing. Once this is done Major Wounds heal at a rate of one hit point per day, as long as the character does not engage in anything more than light activity, and the character succeeds a daily Resilience test.

Magical Healing

However magical healing is achieved, whether from a spell, prayer or potion, it has an instantaneous effect.

In addition to the restoration of hit points, any character suffering a Major Wound that receives even a single hit point restoration through magical healing will immediately stop bleeding and is healed sufficiently to benefit from natural healing.

If a character has been knocked unconscious due to a Major Wound, the restoration of a single hit point to the wound that caused the unconsciousness will revive the character.

Unless specifically stated, magical healing cannot re-attach severed limbs or revive the dead.

ENCUMBRANCE (OPTIONAL)

Every piece of equipment in the Equipment chapter has an Encumbrance (ENC) score, apart from those items that are too small or light. Characters can usually ignore the effects on Encumbrance that these light items have until they start to carry a lot of them – assume that an average of 20 such items will equal 1 ENC, on the basis that the character has a suitable means of carrying them, such as a sack or backpack.

A character can carry equipment whose total ENC is less than or equal to his STR+SIZ without penalty.

Encumbrance is a measure of not only weight but also bulk of the item, reflecting the awkwardness of handling

the item. Roughly 1 ENC is equal to 1/4 of a SIZ point.

Overloading

A character carrying total ENC greater than his STR+SIZ is Overloaded.

Overloaded characters suffer a –25% penalty to all tests that require physical actions, including Weapon skill tests and most tests that have DEX or STR as a Characteristic.

Overloaded characters have their Movement halved. They also suffer a –25% penalty to all Fatigue tests.

A character cannot carry more than twice his STR+SIZ in ENC.

FALLING

A character that takes damage from a fall ends up prone. Armour points do not reduce falling damage.

A character takes 1D6 damage per full 3m fallen.

As long as the character was not surprised, they may attempt an Athletics test to mitigate falling damage. A successful test allows the character to treat the fall as if it were two metres shorter than it actually is. In addition, as long as this test is a success and the character is not reduced to 0 hit points due to the fall, the character lands safely and is not prone. If the roll is a critical then miraculously no damage is taken. If the roll is a fumble then the maximum possible damage is taken.

Characters falling onto soft surfaces may have the distance they fall effectively halved for the purposes of damage.

SUFFOCATION

While underwater or moving through a poison gas cloud a character can hold his breath for a number of Combat Rounds equal to his CON. .

Once a character has surpassed the time for which he can hold his breath, he must make a Resilience test every round with a cumulative –10% penalty. If he fails, he automatically starts inhaling the suffocating substance.

Suffocating Substance

Substance Inhaled	Damage Taken
Water	2D6
Vacuum	2D6
Thick Smoke	1D6
Poison Gas	Character is exposed to the poison. If the gas is also a thick smoke, then 1D6 damage is incurred in addition to the poison's effect.

Armour points do not reduce suffocation damage. The damage will only cease once the character can draw

breathable air once more. Even then, the character will require a Resilience test to be able to do anything other than writh or gasp for breath for 1D4 Combat Rounds.

BURNING

The amount of damage per Combat Round suffered from fire or heat will depend on its intensity, as shown on the Fire and Heat table. Metal armour, such as Plate or Chain mail, does not subtract from the rolled damage.

Fire and Heat

Source	Example	Damage/round
Flame	Candle	1 point
Large Flame	Flaming brand	D4
Small Fire	Camp fire, cooking fire	D6
Large Fire	Scolding steam, large bonfires, burning rooms	2D6
Inferno	Lava, inside a blast furnace	3D6

POISON

Plants and creatures have developed poisons as a method of protecting themselves against predators. They are also used by assassins and wrong doers of all kinds to murder their victims.

Every type of poison has the following information detailed:

Name: The poison's name. Also, if the poison is magical in nature, it will be mentioned here.

Type: Lists whether the poison is ingested, used on a weapon, or inhaled.

Delay: The time between the poison's introduction to a character, to the time its effect takes hold.

Potency: This is a number between 10 and 100 that measures the strength of a poison. Some magical poisons, like Basilisk Venom, have even higher Potencies. A character must make an opposed Resilience test versus the poison's Potency test in order to avoid or mitigate the damage of the poison.

Effect: Usually hit point damage, though this is not universal. Some poisons cause a character to sleep for a period of time. More exotic poisons may cause hallucinogenic effects, paralysis or a combination of effects. These take place after the delay noted above.

Duration: How long the poison, if effective, will affect the victim. The effects of the poison cannot be removed or healed until the poison itself has been neutralised or has dissipated in the victim's system. Hit point damage

caused by poison will not automatically heal – it must be healed through magical or natural healing.

Poison Succeeds, Character Fails

If the poison succeeds its Potency test and the character fails his Resilience test, the poison has its full effect.

Character Succeeds, Poison Fails

If the character succeeds his Resilience test and the poison fails its Potency test, the poison has no effect.

Both Poison and Character Succeed

Whoever rolled the highest in their test wins.

Both Poison and Character Fail

Whoever rolled the lowest in their test wins.

Here is an example poison, that of the fearsome snake haired Gorgon.

Gorgon Serpent Venom

Type: Ingested or smeared

Delay: 1D3 Combat Rounds

Potency: 34

Full Effect: 1D3 hit point damage applies –3 penalty to victim's CON

Duration: 6D10 minutes

DISEASE

Disease is a source of threat in fantasy worlds, either from fantastic diseases that ravage the land from time to time or those caused by Disease Spirits.

Every type of disease has the following information detailed:

Name: The disease's name. Also, if the disease is magical in nature, it will be mentioned here.

Type: Lists whether the disease is spread through contamination, touch or is airborne.

Delay: The time between the diseases introduction to a character, to the time its effect takes hold. It is also the time following disease contraction that a victim will be forced to make follow-up opposed disease tests.

Potency: This is a number between 10 and 100 that measures the strength of a disease. Some magical diseases, like the shining plague, have even higher Potencies. A character must make an opposed Resilience test versus the disease's Potency test in order to avoid or mitigate the damage of the disease.

Effect: Usually hit point damage, though this is not universal. Many diseases will apply a penalty to Characteristics or skills. More exotic diseases may cause hallucinogenic effects, paralysis or a combination of

effects. These take place after the delay noted above.

The effects of the disease cannot be removed or healed until the disease itself has been neutralised or has dissipated in the victim's system. Hit point damage caused by disease will not automatically heal – it must be healed through magical or natural healing.

Disease Succeeds, Character Fails

If the disease succeeds its Potency test and the character fails his Resilience test, the disease has its full effect.

Character Succeeds, Disease Fails

If the character succeeds his Resilience test and the disease fails its Potency test, the disease has no effect.

Both Disease and Character Succeed

Whoever rolled the highest in their test wins.

Both Disease and Character Fail

Whoever rolled the lowest in their test wins.

Unlike a poison, diseases will progress if a character does not resist its effects. Once the first opposed test is failed by the victim, they will have to make an additional opposed test (after an amount of time determined by the disease's delay statistic).

If the victim succeeds this second opposed test, he has overcome the worst of the disease and will no longer suffer its effects, other than remaining hit point damage, after a while. Use the disease's delay statistic to determine how long this takes.

If the victim fails this second opposed test, he falls deeper into the disease. Apply all of the disease's effects again to the character. Once the delay period has elapsed once more, the victim will have to make a third opposed disease test, and so on.

Here are two examples of diseases, one a normal mundane disease and one that is magical.

Example Diseases

Name: The Shakes.

Type: Touch.

Delay: 1-2 days.

Potency: 50.

Effect: This flu like disease renders its victims in a cold and constantly shaking state, during which DEX is halved. Also for each day that the victim suffers from the Shakes they take 1D6 hit points of damage.

Name: Melting Disease (Magic)

Type: Contamination.

Delay: Immediate

Potency: 23

Effect: This disease only occurs in areas where there have been large discharges of magic, such as when two powerful Magi have been fighting each other and caused the strands of reality to temporarily bend and warp. The effected starts melting, losing two points of CON, STR and DEX per day.

INANIMATE OBJECTS

All inanimate objects have armour points and hit points. Except in the most unusual of circumstances, attacks on inanimate objects will automatically hit – characters simply need to work out how much damage they deal.

The object's armour points will be deducted from any damage dealt as normal, with the remainder being applied to its hit points. Once an object's hit points have been reduced to zero, it is smashed and useless.

Inanimate Objects

Object	Armour Points	Hit Points
Boulder	4	40
Castle gate	4	120
Castle wall (2m section)	5	250
Hut wall (2m section)	2	15
Iron door	4	75
Wooden chair	2	6
Wooden door (normal)	2	25

SPENDING HERO POINTS FOR PLOT EDITS (OPTIONAL)

In OpenQuest it is usually the Games Master who describes the situation the player characters find themselves in and the outcome of any skill test. This optional rule allows the player to take control of the narrative and change the direction that the story is going in by spending Hero Points;

1 point for a minor edit, which changes small details in favour of the player. For example, the player character suddenly has an important item of equipment that they previously forgot to bring with them on the quest, or the guard forgets to lock the door to the dungeon that the characters are imprisoned in.

2 points for a major edit, which puts the player character at an advantage. For example, not only is the dungeon door open but the jail guard is asleep at his table.

3 points for a drastic edit, where something dramatic and almost impossible happens to put the player character at a major advantage. For example, the king trips up on his flowing robes and, as he falls over, he brings down the three bodyguards who are standing close by, giving the player character assassin a clear bow shot at the tyrant.

5 points for an implausible edit, where the player stretches the boundaries of plausibility (even within a fantasy setting), to advantage. For example, a passing dragon swoops down and attacks the castle the player characters are imprisoned in, allowing them to escape as the guards are busy fighting off the flying fire-breathing reptile.

Plot edits must always come with sensible narration from the player so that even with the five point implausible edit must not break the group's suspension of disbelief. The Games Master has the final say on whether a plot edit is allowed or not.

Players should not rely on plot edits to constantly overcome obstacles, but save them for moments where they are truly stuck or have a cool situation in mind.

Plot edits may never completely remove obstacles such as opposing characters or imposing physical challenges, but they can be used to temporarily give players the upper hand. For example you can't use a plot edit to remove a mountain range or instantly kill a major recurring villain, but you can use one to have your player character find an obscure mountain pass or have the villain temporarily knocked unconscious.

SHIPS AND SAILING

Construction

There are, broadly speaking, three types of sailing ship: sloops (small, fast, but comparatively fragile one-masted vessels), brigs (fast and manoeuvrable two-masted vessels), and ships (larger vessels with at least three masts, whether warships or cargo vessels).

Weapons are handled abstractly; ship-mounted weapons are not accurate, and large numbers of shots are fired in order to have a chance to hit an enemy ship. Thus a ship's weapons are rated abstractly as a single percentage chance to hit an enemy vessel in combat; almost certainly many weapons are fired for each "hit roll". A hit generally does D8 damage, subtracted from the other ship's structure points.

Every 10% in weapons reduces cargo capacity by 2 tons, and means two extra crew are needed. The weapons level cannot be increased above 100%.

Even beyond weapons carried, not all ships are identical; any ship will have one of the following special features. It might have more than one such feature; in this case, add +50% of the original cost to the total cost per feature added.

Armoured: AP 2 against any attacks.

Fast.: Add +1 knot to speed.

Heavy Weapons: Hits from weapons do D12 rather than D8 damage.

High Capacity: Increase the cargo size by +50%.

Manoeuvrable: Add +25% to manoeuvrability.

Marines: The ship can carry (and provide board and lodging for) a number of marines equal to the size of its crew.

Ram: The ship can ram other vessels in combat without suffering damage.

Skeleton Crew: The crew size needed to run the ship (as indicated in the above table) is halved.

Sailing Tests

Most potential manoeuvres a vessel can make are governed by the captain's Sailing skill, modified by the manoeuvrability of the vessel. A further modifier is the average Sailing skill level of the crew:

25% or less (no idea):	-25% penalty.
26%-50% (competent):	No modifier
51%-75% (veteran):	+25% bonus
76% or more (expert):	+50% bonus

Travel

In normal sailing conditions, a sailing vessel can move 20 miles per day per knot of speed. Speeds given are averages. Very favourable conditions – for example a good strong wind in the desired direction of travel (possibly magically arranged) – can double these speeds. As can a rowing crew who critical their Rowing skill test.

On the other hand, if a ship is becalmed, with no wind at all, it cannot move.

Every day out of sight of land there is a 5% chance of a storm. Storms do 2D6 structure points of damage to a ship; a ship reduced to zero structure points begins to sink (and will sink almost instantly if its structure points are reduced to the negative of the original amount). Further, sailors on deck must make Dodge tests to stay on board; a sailor swept overboard and not immediately rescued must make an Athletics test to survive.

Fortunately, the captain can make a Sailing test (modified by manoeuvrability) to halve damage from a storm. Better yet, it is possible to plot a course to avoid an incoming storm if it is detected in time (perhaps using magic or skills such as Natural Lore).

Types of Ships

Type of Ship	Crew	Cost (SP)	Manoeuvrability	Speed	Structure Points	Cargo
One-masted	10	5000	+25%	6 Knots	20	8 Tons
Two-masted	20	15000	-	5 Knots	40	15 Tons
Three-masted	30	50000	-25%	4 Knots	60	30 Tons

Naval Combat

We consider two ranges of distance between ships.

Contact

The vessels can see each other. If both vessels wish to close to combat range, or leave contact, this action is of course automatic, and takes about an hour.

If the vessels want different things, roll opposed Sailing tests, as above.

Combat Range

Combat between ships is similar to normal combat. Initiative is decided for each ship, rather than between individuals, by saying that the vessel with the better speed goes first.

A single test is made to fire a ship's weapons; no defence roll is made against these attacks. If desired, a character can be appointed weapons officer; he oversees the firing of a ship's weapons. That character should make a Ranged Combat skill test; if the test succeeds, the ship's weapons test has a +25% bonus.

Hand-held weapons are too small to have any effect on an opposing ship, but can be used against those on the decks. Fire is the exception to this rule, being used to set flammable objects, such as decks, and sails, on fire.

The following special manoeuvres can be made by a ship in combat range. One manoeuvre is allowed per round. Each manoeuvre needs a Sailing skill test by the captain, as indicated above.

Broadside

If the skill test succeeds, two attacks with a ship's weapons can be made instead on one.

Evade

If the Sailing test succeeds, the opponent cannot use the broadside, ram, or boarding manoeuvres. Further, the vessel can escape combat range (out to contact range) if the other vessel allows it or the Sailing test succeeds as an opposed roll.

Ram

The other vessel is rammed if an opposed Sailing test succeeds. A ramming attack does D6 points of damage per mast. If the ship performing this manoeuvre lacks a battering ram, it also takes half the damage inflicted.

Boarding

Boarding is possible if an opposed Sailing test succeeds. In this case, the vessels are roped together, and boarding can commence. A free boarding test is allowed immediately after a successful ramming manoeuvre if desired.

If both vessels want to board the other, this is automatic.



MAJOR MENTAL DAMAGE

This optional rule is best used for Dark Fantasy games, where the tropes of Fantasy are blended with those of Horror. A setting where the characters are Vampire Hunters confronting the dark masters of the night and their minions is a good example of such a game.

When characters witness horrific events, the Games Master will ask the players to make a Persistence test. Should that fail, then the character has suffered a mental blow so severe their persona has become altered by it. Roll on the Mental Damage Table below to see what kind of effect that the character suffers from.

Independent of whether the Persistence test was successful, they must immediately make a Resilience test with a -50% modifier, or go into shock for 1D4 rounds.

For example:

Rurik is helping search a darkened defiled chapel after the party have defeated a group of Ghouls who had taken up residence there. He picks up some sacks that had been left in a corner of the room. The humidity and heat have done their work on the contents of these bags, turning the contents inside largely to mush. As Rurik lifts the bags, he can feel something solid moving about in that fluid, and realises with a shock that these are the bones. The Games Master rules that this is such a horrific realisation that Rurik must make a Persistence Roll.

Rurik has 34% Persistence. He rolls 51 – a fail. Rurik has been mentally scared by this revelation. He now rolls 1D6 on the Mental Damage Table. He rolls a 5 – from now on his sleep will be plagued by the memory of this instant.

Rurik then rolls against his Resilience of 32%. He rolls 23 so doesn't go into shock.

Mental Damage Table

Roll 1D6	Effect
1	The shakes. The incident has left you with an uncontrollable but slight and permanent jittery shake. Lose 2 DEX.
2	Dislocation. You find it hard to connect with people, it seems easier to remain unfeeling, to simply let things wash right over you. CHA is reduced by 2.
3	Loosing your rag. Suddenly everything and everyone around you is a constant sign of irritation. This irritation you find is best expressed through physical violence. Each time such a situation arises, you must make a Persistence test. Pass and you've controlled your rage, fail and you have no recourse but to lash out – either with your fists or any weapons you are carrying.
4	Bottling it. Ehen finding yourself in dangerous and stressful situations you have an overwhelming urge to flee, to find safety. Each time such a situation arises, you must make a Persistence test. Pass and you've controlled your urge to run, fail and you've bottled it totally.
5	Nightmares – every night they invade your dreams, forcing you to relive over and over again the things you have witnessed. Sleep becomes almost impossible, a curse rather than a blessing. CON is reduced by 2.
6	Focus – You find yourself having difficulty focusing on the task in hand. Just keeping aware is a struggle. Both POW and INT are reduced by 2.

Modifying the Persistence Roll

Some monsters are by their very nature more horrific and disturbing than the standard Ghoul or Zombie, such as Greater Demons, Vampire Lords and indescribable monsters of Cosmic Horror. When encountering such leviathans of terror, whose very existence saps the blood from the character's skin, the Games Master may apply a -25% or even in very rare world threatening circumstances a -50% modifier to the Persistence Roll.

Spending Hero Points

Just a Major Wound, characters can spend a Hero Point to avoid the mental damage they would otherwise have incurred. Instead, the character goes into Shock for 1D4 rounds.

Fumbling and Criticals

Should your character fumble the Persistence test, then not only do they receive a mental blow but they also go into shock for 1D8 rounds with no chance of a Resilience roll test to avoid.

Should a character get a critical Persistence, then they have simply shrugged off what has happened and carry on as normal, so a Resilience roll is not required.

Going into Shock

The character becomes numb and unresponsive, can take no further action in combat situations,

Recovering from Major Mental Damage

The magic spells Heal 6 and Divine Heal will remove one effect of Mental Damage immediately. At the Games Master's discretion an Opposed Test of the afflicted Persistence vs. a counselling character's Influence will achieve a similar breakthrough.

SETTING QUESTIONNAIRE

This is a quick guided method of getting the nuts and bolts of an OpenQuest Setting down on paper. It not only captures the overarching themes, tone and major NPCs of a setting, but also the types of magic available within the milieu.

It can be later expanded to create a full setting guide, such the settings in the OpenQuest supplements published by D101 such as *Life and Death*, *Here be Dragons* or *The Savage North* (which is used as an example).

The Questionnaire takes the form of the following questions.

NAME OF CAMPAIGN

Go for something evocative and memorable. Think of it as a TV series or Comic book story arc. It's got to be something that's attention grabbing.

LEVEL OF MAGIC

Please refer to the Levels of Magic guidelines given on page 85. Your answers here have quite a far reaching effect on the tone of the setting and the rules that will have to be deployed in game.

TYPES OF MAGIC AVAILABLE

Here you put out the types of magic available in the setting to both the PCs and NPCs. Distinguish between magic types that exclusive to NPCs. For both practical reasons and to set the tone of the campaign. A setting that is based on Sorcery exclusively, with its logical rationale behind magic, is going to play much differently than a game where it's predominantly Battle Magic as a system of Folklore.

CULTURES

List the cultures that exist in the setting. Again, distinguish any that are not available as options for the players' characters. A culture is a grouping of people, usually based on race and/or nation, that shares a common set of customs, history and language. In rules terms they will have a Culture and Language skill. Other D100 systems will give more skills to a culture, such as preferred cultural weapons, but in OpenQuest with its much smaller skill set this either is not relevant or is included in a Cultural Character Concept. **For example** I have a hard time accepting every member of a Barbarian culture learns how to fight with a handaxe, so I think it's more appropriate in a Militia or Berserker concept. Talking of character concepts, make a quick list of available character concepts against each Culture. This may include the ready-made concepts, or you can simply list the additional concepts for that Culture.

STARTING LEVEL OF CHARACTERS

This is the point at which your setting and characters collide. A setting that has a starting level of Ruler is likely to be built around very different premises to one which focuses on the grim and gritty life of Dirtcrawlers.

PITCH

If you had two paragraphs to concisely sum up the setting and sell it to your players this is how you would do it.

TYPES OF ADVENTURE AVAILABLE

Let your imagination go wild here and think of all the FUN things the characters can get up to in his setting. Avoid not fun things like Sheep Herding and staying at home raising a family.

OPPONENTS

List all the significant bad asses that are going to give the characters a hell of a time.

ALLIES

People that can potentially help the characters in their adventures. Note that Allies should never be characters who appear at the whim of the Games Master and solve the players' problems, sidelining their characters. Allies are there for the player characters to ask for help.. This help may not be automatically given and the Allies could end up acting as foils if rubbed up the wrong way by the player characters. S

COMPLETING THE SETTING QUESTIONNAIRE WITH THE PLAYERS

The Games Master could complete the Questionnaire as a solo activity, revelling in the joy of creating the game world. Or they could do it with their players before play starts, with everyone bringing ideas to the table. For example, each player could create a culture, or suggest an adventure idea, with the Games Master recording and pulling it all together and making sure that the players are harmonious with their ideas. The advantage of doing this is that the players have a high level of buy in and interest in the game, they want to see how certain ideas play out. The downside is that they may feel overwhelmed by the detail, and abdicate responsibly to the Games Master becoming detached. In this case, the Games Master focuses on the questions which indicate what the players want out of the game, and initially fills in the questions that they are not interested in, emphasising that the Questionnaire is only a starting point. Nothing is set in stone.

IMPORTANT CULTS/ORGANISATIONS

Cults are one of the building blocks of an OpenQuest setting. In essence every organisation or group can be a cult with its own distinct magical knowledge. They provide both a practical source of magical training, ready-made politics, adventures and are significant parts of the culture's that host them. Take some time to define the cults that are present in the setting. Again note the NPC only cults.

CAMPAIGN THEMES

As covered on P69, Campaign Themes are the drivers behind any connected string of adventures. At this point you aren't focusing on any one, but you are just listing the possible Themes that exist in the setting.

SETTING ASSUMPTIONS

This final list points out the generalisations that exist within the setting. "All Sorcerers are Evil" is a good Swords and Sorcery setting assumption. "Everyone does magic, and magic replaces technology" is a standard of High Magic settings.

Credit where credit's due: This idea comes from Luke Crane's Burning Wheel series of games where the idea of systematically "Burning" settings, creating game elements cooperatively with the Games Master and players having equal input, was first brought to my attention.

WHY ARE SOME SETTING ELEMENTS NPC ONLY?

Sometimes you want to keep providing the opposition with unknown powers. Some aspects of a setting, such as the worship of the Lords of the Outer Dark which includes the gruesome murder of sentient beings, might be morally abhorrent and wouldn't be fun in the hands of even the most mature players. As a counterpoint to this rather high-handed approach, you might decide there are no NPC only elements, and everything is fair game to player and non-player characters alike. In this case, you make this element of moral ambiguity a Theme or Setting Assumption, but make it one with real consequences that the players can explore during play.

As an example here is the Setting Questionnaire for the *Savage North* setting.

Name of Campaign:

The Savage North

Level of Magic

Low/Medium. The majority of the setting is Low, with most people not having access to magic and holding it in fear and extreme suspicion. However, non-player character magicians, and the player characters, may choose to practice magic.

Types of Magic Available

Battle Magic. This is the most common form of magic. For some characters, such as muscle bound barbarians who hate the idea of magic, Battle Magic is a form of Heroic Feat.

Divine Magic. The magic of the especially pious, and Priests who talk on behalf of the gods.

Sorcery. All sorcerers assumed to be evil by the majority of setting's inhabitants.

Cultures

Drakar. Barbarians, pseudo-Vikings. Concepts: Warriors, Shamans, Thanes, Skalds (Storytellers/magicians), Sailors.

Bogdan. Barbarians, pseudo-Celts. Concepts: Warriors, Hunters, Blacksmiths, Shamans.

Gatanese. Invading civilised folk from a foreign overseas empire. Pseudo 12th Century English Knights. Concepts: Knights, Thieves, Merchants, Colonists, Missionaries.

Wodemen (NPC only) . Semi-naked insane berserkers from the beyond the borders of the other countries. Insane worshipers of the Blood Gods. Concepts: Berserkers, Hunters, Blood Shamans.

Starting Level of Characters

Characters should be well above average in competency and ready to embark on epic and heroic adventures against the Lords of the Outer Dark, so Troubleshooters is the appropriate starting level.

Pitch

"A swords and sorcery setting where muscled barbarians, crafty rogues and heavily armoured knights fight the awakening Blood Gods from the Outer Dark and their inhuman servants."

Types of Adventure Available

1. Exploring the harsh wilderness looking for lost merchants.
2. Fighting evil monsters who have crawled up from the Outer Dark through the Glacier in the far north.

3. Driving off savage Wodeman raiders.
4. Restoring the honour of defeated Drakar nobles.
5. Working for the Empire's expansion, converting the Northman and putting down rebellion.
6. Discovering ancient ruins and horrors from the time of the Blood gods.
7. Becoming involved in the intrigues of the Northern Thanes as they plot against their dishonoured King.
8. Preventing ancient horrors arising and devouring the world.

Opponents

1. Snow Orges and their Goblin allies, led by Dark Elf Sorceresses.
2. Over zealous Imperial Templars.
3. Thieving Robber Knights.
4. Desperate abandoned Gatanese soldiers.
5. Barbarian swords for hire.
6. Beserker raiding parties.
7. Scheming Imperial Wizards, corrupted by Blood Magic and seeking forbidden knowledge.
8. The Ancient Serpentmen raised from their crypts by misguided cultists.
9. Ancient Sorcerers from the time of the old Empire.
10. Blasphemous demons from the Outer Dark.

Potential Allies

1. Wise and benevolent Wizards of the Imperial College.
2. Savage Earth Mother Priestesses.
3. A Nordman Monster Hunter.
4. A Shaman from the wilds of Bogdan.
5. The Frozen Mystic of the Glacier, who speaks to the characters through dreams.
6. Lord Doom & Lady Doom, rulers of Fort Doom.

Important Cults/Organisations

- Stormgar the All-father + other barbarian cults
- The cults of the Blood Gods, evil deities from an Other World called the Outer Dark, where the New Gods banished them in antiquity. NPC only.
- The Imperial College of Wizardry.
- The Order of the Northern Knights.
- Krum, the Uncaring God of Steel.

Campaign Themes

- Surviving the savage nature of the wilderness.
- Invading Civilisation vs. Barbarian culture.
- Ancient Awakening Evil.

Setting assumptions

- Sorcerers are evil.
- Very few non-human races, certainly no playable races.
- Magic the preserve of magic using heroes and magicians. Otherwise very rare.



OPENQUEST

QUICK GENRE NOTES

Fantasy has many genres. Rather than give an exhaustive listing I've picked a couple of the more common genres.

An exhaustive listing of Fantasy genres (and their subgenres) exists on Wikipedia.

http://en.wikipedia.org/wiki/Category:Fantasy_genres

CONTEMPORARY FANTASY

This type of fantasy occurs in the modern day. Its favoured themes are Boy Wizards growing into their magical legacy, Hard Boiled Shamans, Secret Societies (Cults) fighting for power in a Secret War. When the setting is predominantly a city the adventures belong to Urban Fantasy. Battle Magic may exist either in the form of magic from folklore, or psychic powers. Divine Magic manifests as the powers of modern day religions is real and available to the most zealous adherents of the faith. Sorcery takes the form of ancient traditions passed down through secret societies, or modern day techno-wizardry created by spontaneous Anarchowizards. Special Consideration should be made for guns and other modern day equipment. If you want a detailed treatment of modern equipment, seek out *The Company RPG* - by Rik Kershaw Moore which uses the OpenQuest system.

DARK FANTASY

One step away from full blown Horror, this genre is where conflicted heroes stand against horrific inhuman monsters. Major Mental Damage is always used to provide a mechanical resonance to the disturbing narration. Magic is used almost exclusively by the character's enemies, and is severely curtailed for the characters.

STEAMPUNK

Sorcery is probably the best magic system to use to model both the effects of various Steampunk gadgets and also the magic of various Academic schools of Wizardry. Low-born Street magicians of course may practice Battle Magic, while the miracles of religious movements of course are best modelled by Divine Magic. As in Contemporary Fantasy, pay some attention to whether guns and gunpowder are appropriate to the setting. A quick alternative is some sort of energy weapon that can be modelled by appropriate Sorcery Spell (for example Energy Lances with a 18 point Magic Crystal Store and an Project Energy (Fire) 80%).

SWORDS AND SORCERY

The Savage North detailed above is a Swords and Sorcery setting of sorts. If want a really pure S&S setting, you would remove magic as a player character option.



GAMES MASTER'S ADVICE

MAKE SURE ITS MEGA GAMING FUN!

Historically, D100 games got branded with a dull boring grey Simulationist label. People confused the rich depth of cultural detail presented in the published settings, combined with the fairly gritty rules (like in the real world if you hit someone over the head they bleed profusely), as desire to play games where the players were immersed in a detailed and complex world where they can get lost in the joy of "basket weaving" for example. As a reaction, D100 fans emphasised how "Mega Gaming Fun" (MGF) their settings actually were. "Mega Gaming Fun" as a concept says emphasise the bits of your game which bring fun to the table and ditch the boring bits. Naturally, OpenQuest is geared up for MGF, not basket weaving, so make sure your answers are littered with fun concepts and ideas for you and your players to explore during play.

REALM QUESTS

These are Quests that occur on the larger stage of the Realm (be it a Monarchy, Republic, Matriarchy etc.) that the characters are currently adventuring in. They are the overarching 'Big Picture' for that year of game time, unless the characters successfully resolve all the issues that the event throws up. In this case either roll/choose another one, or state that the rest of the year is calm and uneventful. During the quiet time, the characters get to enjoy the rewards of and/or recover from their adventures.

Realm Quests are very important for characters that are operating at the Ruler or Super Hero level of play. At these levels, adventures become less focused on the personal fortunes of the character, more the character's relationship with the lands they rule.

For Dirt Crawlers and Troubleshooters, this Big Picture stuff is outside of their immediate concerns (survival and building personal power respectively), but may intrude upon their adventures.

For Demi-Gods, Realm Quests, unless they take place in the Lands of Myth and Legend (see Other Worlds below), are of little consequence since they take place outside of the current level of experience of the character.

THE SCOPE OF REALM QUESTS

What this system is; A loose set of guidelines to help you run games where the characters are movers and shakers in their homeland.

And what it's not; A detailed blow by blow resolution system, where matters of state are resolved by rolling Percentile Dice without the characters' actions having a part in the outcome.

THE BASICS

Each Realm is loosely defined by five descriptors: Size, Rulers, Support, Magic, Trade

WHAT SIZE?

Size %	Main Settlement	Population	Comments
0-10%	A plot of land with a family – Stead/manor	5-40	
15-20%	A village	50-300	The largest grouping that a nomadic culture maintains.
21-40%	Town	500-1000	
41-50%	City	3000-20,000	
51-60%	Metropolis	25,000 - 1 million	
61-70 %	County/Province	25,000 - 5 million	
71-100%	Country	5 million - 10 million	
100%-200%	Continental Empire	At least 20 million	Ruler usually Super Hero status.
200%+	Intercontinental Empire	Almost incomprehensible	
300%+	Planetary Empire	Entire planet	
400%+	Interplanetary Empire	Many worlds	Ruler usually Demi God status.

The Size is tied to the Wealth skill (see page 39), that is the Size skill shown is the personal Wealth that you need to be an effective ruler of a realm of that size, whether setting it up, or if you inherit the realm.

A Realm's Size goes down by D10% when a Realm Quest is failed.

WHO UPHOLDS LAW AND TRADITION?

Rulers (roll D10)

Roll D10	Ruler
1	Sacred King
2	Priest King
3	Elected Council
4	Merchant's Council
5	Administrative Caste
6	Secular King
7	Royal Military Leader
8	Secular Military Leader
9	Religious Military Leader (Religious Orders)
10	Roll twice

Supported by (roll D4)

Roll D4	Regime support
1	Strong Military.
2	Strong Magical Support, eg. A dominant Cult or strong order of Wizards.
3	Strong Popular Support. The people love you!
4	Forces from the Other World. Some secret (or not so secret) demon or powerful spirit guides the destiny of the Realm.

HOW DO WE DO MAGIC?

Dominant magical force in the realm (roll D10)

Roll D6	Type of Magic
	Battle Magic
1	Hedge Magic
2	Family Traditions
3	Ancestor Worship
4	Shamanism.
	Divine
5	Polytheism – many unconnected cults
6	Monotheism – a single Cult/Deity

7	Pantheism – a collection of connected cults
	Sorcery
8-9	Powerful sorcerers (roll D6)
	1-5. Sorcery school
	6. Black Sorcery Circle
10	Special (roll D6)
	1-2. Hidden Cult
	3-4. Secular State
	5-6. Other World Forces (Demons, Angels, Fairies, Elementals etc.)

WHAT DO WE TRADE?

Roll D6	Resource	Comments
1	Natural resources	Our realm is rich in natural resources that we trade to our neighbours.
2	Agricultural	We are a realm of farmers and we feed our neighbours.
3	Crafters	We trade manufactured goods.
4	Conquest	We take what we need. Either through piracy / raiding our neighbours or through Conquest and occupation, gaining our resources through taxation, strip mining or conquest's resources over time.
5	Administration	We manage the lands that our ancestors bequeathed us, and gain money through sound advice and mediating our neighbour's disputes.
6	Roll Twice or choose	

EXAMPLE REALMS

The Empire of Gatan

Size: Country (7 million) 85%

Ruler: Emperor Illmar I (Sacred King) supported by pact with the Celestial Emperor, known as the Imperial Revelation (Strong Magic)

Dominant Magic: The Imperial Cult (Pantheism)

Trade: Administration

Two Fort County

Size: County (28,000) 65%

Ruler: Count

Dominant Magic: The Fool/Earth Mother (Polytheism)

Trade: Agricultural/Hunting

USING REALM QUESTS

The games master either randomly rolls or choses a main event for that year.

Roll 1D10 or choose

1. **Plague.** A tidal wave of disease ravages the Realm. If you are being cold blooded, roll D6 x 10% to determine the final death toll as a proportion of the population if nothing is done.
2. **Trade.** The opportunity to establish new trade routes opens up, either through first contact with foreign diplomats or the efforts of explorers.
3. **Exploration.** Either through opportunity or necessity a beneficial area of abandoned land becomes known to the Realm's explorers. Once explored the area will yield up its secrets of treasure, natural resources, arable land, and mysterious ancient monuments. Sometimes the remnants of the original inhabitants are revealed as well.
4. **Cultural Revolution.** Old customs and traditions are challenged, by forces both internal and external. Fashion, spoken and written storytelling are the battle grounds. This maybe a time of great potential for merchants and sages. The rewards may be new information that ensures the survival of the Realm or if not handled appropriately opens the Realm up for foreign assimilation.
5. **New Cult arises.** Either from foreign climes or from the hidden desires of the Realm's people a new cult, underground at first, grows in popularity to challenge the ways of the Old Gods.
6. **Old Cult revealed.** A way that was abandoned hundreds of years ago, for reasons benevolent or malign, returns to the realm. The issues that surrounded the Cult's suppression or disappearance resurface again and have to be dealt with or hidden

for the cult to make a full re-emergence into the world.

7. **Famine.** Bad harvests in this or a previous year leaves not enough food for the Realm's populace. The characters must secure extra food to make up the deficit. If they do nothing, reduce the population by D6x10%.
8. **Refugees** flood in from a neighbouring country that is suffering some sort of crisis (roll again on this table to see what). The characters are swept up with dealing with the displaced people and making sure whatever they are running from does not affect their own realm.
9. **War!** See the separate section below.
10. **Special event** (see below).

Special events

These events are specific to the setting they take place in, and can include some of the setting- changing events that the Games Master/Players have in mind for their game. Here's are a couple of ideas, to get you thinking.

1. A wonder of the World is found/appears in the Realm.
2. A visitation from the Gods.
3. A mythic event visited on the Realm directly in reality.
4. A realm-wide Disaster!

SCOPE OF REALM QUESTS

Realm Quests are big things that happen at a national level. They are important to Ruler level characters and up, but Dirtcrawlers and Troubleshooters can get swept up in them.

War Realm Quests are covered in detail below, partly as an example of how you can detail a Realm Quest. As can be seen, there is a general framework underlying a Realm Quest.

Scope of the Quest
Dirtcrawler – "Lets survive this event."
Troubleshooters – "Lets profit from this event. What material rewards can we gain and what reputation can we build with the Realm's community?"
Ruler – "Look after my Realm, use the event to build it up."
Super Hero – "Use the event to prove my supremacy and worthiness to enter the realms of the gods."
Demi God – "The event is an opportunity to become a supreme deity."

Stats for opponents should be worked out as appropriate

for the power level of the characters. I.e Dirtcrawlers should be up against weaker undead, Orcs and Goblins, while Super Heroes should be up against major demons. If in doubt build opponents as you would the player characters.

No special rules are needed as the power levels increase. You use the same rules, but up the stakes of the game and the general feeling of epic. **For example** Super Heroic level games, should be like a Hollywood epic, with the opponents being other Super Heroic character, who are followed by a cast of thousands.

WAR!

War is a topic that deserves expansion and elaboration. With so many heavily armed characters wandering around the setting, with conflicting aims and the strongly held belief that they are right, armed conflict is inevitable.

First off determine the 'scope' of the War. This is done by looking at the experience of the characters. The scope then determines the type of adventure that occurs.

DIRTCRAWLERS : SURVIVING THE BATTLE

Here the characters are thrown into the battle at its most elemental end. They are caught up in the battle through no fault of their own, as though it were a force of nature. For example, a city they are visiting becomes besieged. The Tavern they are staying in becomes the centre of the battlefield, and they wake up one morning expecting breakfast, but instead find soldiers menacing the landlord for supplies.

The battle can be created from a couple of encounters pulled from the following list and resolved using the standard combat rules and a handful of relevant skill tests.

Get me out of here. The characters simply want out of the battle. Generate a handful of soldiers and let the characters fight, sneak, bribe their way to freedom.

Scavenge. There's lot of valuable equipment on display on both sides. Why wait until the battle is over (when a well-armed victorious force will claim it as their spoils) to pick it up.

Rescue. The characters are hired to find someone caught up in the battle, and make sure they survive the battle, or never even get caught up in the fighting.

Head hunter. An old enemy is involved in the battle. An ideal opportunity to settle an old score in the chaos of war.

Rewards are the misbegotten spoils of war and the satisfaction of surviving the carnage.

Characters who fail may not necessarily be dead. They could be held as prisoners of war until they escape the prison dungeon, or raised from the dead if one of the

armies had necromancers in their forces. Of course this may not be in the form that that the character would wish, and may involved them being a slave to whoever raised them.

Player chooses one of the options below, or rolls a D6 if undecided.

1. Captured, robbed of everything and then released.
2. Captured and enslaved.
3. Captured and press-ganged into enemy army.
4. Captured and sent to a Prison Dungeon.
5. Dead but raised by a Magician. Character now owes the Magician a service or they will return to the grave.
6. Dead but raised by a Magician in the form of an undead creature.

TROUBLESHOOTERS: SIGNIFICANT ACTIONS THAT LEAD TO VICTORY!

Here the characters are hired to make sure that their side wins the battle. This is done by running a short adventure, where they undertake between one and three commando style actions, where the success of each contributes to the overall victory of the battle.

Take the Gate or some other strategically important position on the battlefield.

Break the siege, if the character's side is locked in a siege then at some point the Commander's plan is to break out it.

Seize the standard. Most armies have a standard that affects the morale of its troops. In some cases (Medium Magic and up) the standard will be a minor/major magic item. Losing the standard to the enemy will greatly affect the morale of the army.

Kill the commander. The General of the enemy army is its Head. Kill the Head and you will reduce the body to a shambling wreck that is incapable of reacting to a change in circumstances.

Rout the Elites. The Old Boy Bodyguard, the Cadre of Flying Wizards, the Scouts of the Bloody Path. The Death Head Mercenaries, these elite forces provide specific skills that greatly increase the enemy's chances of winning. Disrupt, destroy and drive them from the battle-field before they even have the chance to be deployed.

Steal the plans. Intercept the messengers on the field or infiltrate their command tent and grab their battle plans. Perhaps you'll get the chance to put your own false plans in their place.

At this level, the rewards for success are to be hailed as a hero and showered with gold and glory. If the characters are members of the army, it will lead to promotions.

The overall aim of the characters is to use the battle to positively increase their reputations with their community.

Failure is rewarded with infamy, demotion and perhaps even banishment or imprisonment as well as the practical chance of being injured or captured by the enemy.

RULER: WINING THE WAR!

Here the focus is firmly on fighting off challenges to your character's rule, by Winning the WAR!

This roughly goes through the following stages.

1. **Invasion.** Either your character, or their enemies decide to invade the opposition Realm.
2. **Rally your supporters.** After the initial onslaught, your character's gather up their allies, calling on favours owed or some shared cause to fight off the invading forces.
3. **Gather Intelligence.** The characters go undercover to find out more about the invading forces.
4. **Fight the enemy within.** Insurgents sponsored by the enemy or malcontents taking advantage of the war to start a rebellion must be rooted out and destroyed at home.
5. **Establish supply lines.** In this phase of the war the characters must deal with the challenges of keeping the army supplied with food and water. There may be problems, either due to terrain or enemy raiders, and failure to overcome may lead to starvation, disease and desertion.
6. **Bring the Enemy to Battle.** Each side tries to outmanoeuvre the opposition so that it ends up in an advantageous position on the eventual battle field. The element of surprise, the effective use of scouts and skirmishers is crucial.
7. **Champions meet.** This is an optional stage. A champion from each side meets in single combat between the two armies.
8. **Battle.** Finally the opposing sides clash. Arrows are unleashed, calvary charge, infantry line up and form shield walls.
9. **Divide the spoils!** To the victor the treasures given up by a defeated army. Captives that can be ransomed or sold as slaves. Arms and armour of the slain and the baggage train. If the battle took place over a city, the decision must be taken over whether to let the army loot and pillage. In fact the mark of a good ruler is how they effectively divide the spoils of the victory amongst the people who supported them during the war.
10. **Assert your Rule.** The war is over, but peace must be won. New lands must be brought under the control of the Ruling Character and subordinates must be made happy with their gains or placated if

they have lost out.

SUPER-HERO: THE CLASH OF EMPIRES!

Here the aim of the War is not only killing enemies and grabbing territory but also "Winning Hearts and Minds" of the enemy people, who hopefully will become your subjects after the war. At this stage the scale of the war is the clash of opposing Empires.

Individual battles can certainly be abstracted using Lore (Military Tactics) tests (see below), but there are also events that are far more epic in nature.

Crusade. The whole Empire is raised as one, called upon by the Super Hero who exhorts the masses to engage in war against their ideological enemies.

Other World Battles. This war takes place not only in the physical world but in the Other World as well. Enemy magical secrets are plundered and magical allies slain, to deny the enemy powerful magic.

Destroy Enemy Culture heroes. As the pivotal battle of the campaign rages around them, in tumultuous one on one combat as the world looks on, the Super Hero fights their enemy counterpart to establish once and for all cultural superiority.

Apotheosis. The Enemy destroyed, the new subject peoples harmonised within the new expanded Empire, the Super-Hero ceremoniously ascends to the Halls of the Gods.

DEMI GOD: THE WAR OF THE OTHER WORLD!

Here the War takes place almost entirely in the Other World, in the Lands of Myth and Legend. The armies are vast and magical in nature and the action focuses almost entirely on the clashes between the Gods themselves.

Ragnorok from Norse Mythology is a good example of a War fought at this level.

MASS COMBAT RULES

The following rules can be used if you want a one roll solution to a battle.

Mass combat involves the commanders' skills of the two opposing sides, modified by the armies involved. The command skills involved are Lore (Military Tactics), and either Influence or Performance.

The actual battle is resolved by opposed Lore (Military Tactics) tests made by the leaders. A successful test means a force inflicts casualties equal to half its size on the opposition. Half of these casualties are deaths; the other half are injuries. These numbers are doubled on a critical success.

Further, the commander of a losing side in a battle must make an Influence or Performance test to prevent a rout.

Routing troops either flee in panic, or surrender when they cannot flee. A further 10% of an army's numbers are lost in a rout. A critical success on the Influence or Performance test is needed for a force to continue fighting rather than retreating in a more orderly manner. If a force has nowhere to retreat to, it can continue to fight.

- The Lore (Military Tactics) test is modified by various situational factors.
- Better equipped than enemy :+25% bonus.
- Better trained than enemy: +25% bonus.
- Has significant special forces (e.g. artillery, cavalry, combat mages) that the enemy lacks: +25% bonus for each.
- Outnumber enemy by two to one or more: +25%.
- Outnumber enemy by four to one or more: +50%.
- Enemy in defensive position: -25% penalty.
- Enemy fortifications: -50% penalty.
- Player character heroics (eg: taking out significant enemy, capturing strategic position- see Troubleshooters, above): +25% bonus, or -25% penalty if attempted heroics go horribly wrong.

Larger forces might split into several armies, each with their own commander. The rules are still as above, but each army must pick another force to attack.



OTHER WORLD QUESTS

Other World Quests are special events in the game. They are completely optional; your game may keep its feet firmly planted in the grit of Reality with adventures never going elsewhere.

Or you may choose to make Other World Questing a significant part of your game, with characters regularly interacting with the Other Worlds and messing with the metaphysical form of their Reality.

GOLDEN RULES OF OTHER WORLD QUESTING

Characters do Your Homework

Find out as much as you can before you travel to an Other World. Consult obscure tomes of lore, hidden in out of the way places. Find out about the Myths and Legends relevant to the Quest. This can be a Quest in itself.

Be Prepared for Things to go Wrong

It's almost guaranteed that the characters won't have a complete picture of what the Quest involves. These unknowns and character failure will inevitably lead the characters off the expected path documented by the myth and legends surrounding the Quest. Malign entities may manifest themselves explicitly for this purpose.

We're not in Kansas anymore!

Other Worlds are more intense than Reality. All the senses are heightened and everything seems more vibrant. Also, what sights and sounds! A hell is full of columns made of flesh of the damned and hills made of bone. The Imperial Heaven of the Celestial Emperor is a gleaming white columned palace, filled with pools of crystal clear waters, and an atmosphere of serene order.

Symbolic not Literal

The Other Worlds work on a Symbolic level, so everything represents an idea or concept if you look at it with wisdom. So that raging monster you meet in the Burning Hell is symbolic of the anger of the worshippers of the Burning Heart Horde. Defeating it gives the characters an insight on how to render impotent the rampaging Burning Heart orcs that threaten them in Reality.

If You Die Here, You Die in Reality

Even if you leave your body behind, like you do when you dissociate to travel the Spirit World, if you are killed in the Other World you die in Reality.

You Risk Your Immortal Soul!

Other Worlds are extremely risky places, and as well as death you risk your soul being imprisoned by powerful beings that guard the Other World against intrusion or even simply becoming lost or trapped with no way back

to Reality.

But the Rewards are Great.

By completing a Quest of this type the characters gain immediate rewards upon their return to Reality.

Rewards depend on the Quest but can include

- Instant knowledge of a spell normally not available to the characters.
- Some hidden occult knowledge, which allows a significant increase in a skill. A bonus of at least +25% is suitable.
- A change in local Reality, such as a Desert caused by an ancient magical war in the time of Legend being turned back into lush water-rich green land by a successful actions during an Other World Quest.
- A critical piece of information that allows a difficulty to be resolved instantly in Reality.

Rewards from Other World quests should very rarely be material things.

All in all this means that Other World Quests are never dull and should be highly anticipated and special events in your game.

OTHER WORLD PLACES

Reality or The Real World

This is the normal plane of existence for the characters and the one that they are bound to by birth. For most people, Reality is all that they know, and Other Worlds are merely part of myths and legends that magicians and story tellers tell.

The Hells

Hells are infernal places of damnation, and home to soul-destroying evil demons and deities. The natives of Hells may have been banished from Reality in ancient times by the forces of Good, and now plot the downfall of the Real World. These grim and evil places are rarely visited due to their extreme toxicity to non-demons, but Sorcerers and Evil Priests are able to open Gates and travel there. There are also a number of forgotten Gates in ancient ruins waiting to be activated again with blood sacrifice, or blundered into by unsuspecting travellers.

The Hells are naturally aligned with evil Divine Magic and twisted Sorcery.

The Spirit World

The Spirit World is an insubstantial world that surrounds Reality and is invisible to most of the creatures living there. Occasionally an especially Angry and Vengeful Spirit will have enough energy to partially manifest in Reality, but on the whole, the Spirit World exists unseen in parallel. It is reached directly by splitting the Spirit from the Body in a process called Disassociation, practised by Shamans

(see "Shamans" on page 100). This world is aligned with Battle magic. In the main it is accessed by Shamans in their dealings with Spirits.

The Land of Myth and Magic

This is the name of the Other World where the myths and legends that define the cultures of Reality exist. While separate from the Real World, it maps onto it, with whole sections of the Lands connected to Real World lands, and connecting via inaccessible places in the Real World. You can travel to the Land by use of one of these entrances.

For example: The Empire of Gatan's associated Land of Myth and Legend is the Imperial Perfection of Maximus, an idealised version of the Empire, full of perfect cities connected by gleaming white imperial ways. The air is sweet, the people, dead imperial citizens who have been reborn in this Heaven, tranquil and a general sense of calm order prevails. The Imperial Perfection is accessible from the Imperial Throne Room and from the shrine on the spot where Sotan I received the Imperial Way high in the Brightspire Mountains. Both connect to the Imperial Perfection. Both of these entrances are heavily guarded in the Real World, by the Order of the Gate.

These worlds are not aligned with any approach to magic, and practitioners of any approach can travel here with the appropriate magic or from the linked site in reality.

The main reason to travel here is to to gain deep understanding of a culture's myths and legends and potentially change them for the characters benefit.

For example The crafters in the Empire of Gatan know how to make pots because of the Celestial Emperors gaining the Excellent Clay from the River Lady, and then by being taught how to pot by Old Man Potter for a lump of that clay. A group of Questers travel to the Imperial Perfection where the myth takes place, steal the Excellent Clay and then insult Old Man Potter so badly that he goes into his hut to sulk and won't come out to teach anyone, then they change the myth enough so that imperial crafters loose the knowledge to craft useful pots immediately and permanently!

The Halls of the Gods

These are the actual paradises inhabited by the Gods themselves. This is where you go if you want to challenge the Gods directly, a very risky and dangerous endeavour for any characters less than Demi-God status, for whom it is still difficult. Here you are dealing directly with the Big Ideas that Gods and Goddesses represent. Kill or replace a God with yourself or an alternative Deity, and you effect a potentially disastrous change on the Cultures that Worship that God.

The Halls are aligned with Divine magic.

The Planes of the Elements

The elemental planes are not aligned with any particular

approach to magic, but can be reached using Divine magic, where the Deity being invoked has a strong elemental association (such as a Fire God) and Sorcery via the Other World Gate spell.

Alternate Realities

Time travel and reaching alternate versions of the characters' Reality using magic may be an element of your game. Time travel opens up a whole set of possibilities and must be dealt with in a consistent way. Such as;

- What happens if the characters meet earlier versions of themselves?
- Can History be changed by time travelling characters?

Alternative Reality considerations are as follows:

- Is there an Alternate Reality out there for every possible decision?
- Are there versions of the characters in the Alternate Reality? Do they stay separate to the characters when the characters get there? Or do the characters become their alternate reality self?
- Are these Alternate Realities a result of the character's action in Reality?
- Can the Alternate Reality become the characters everyday Reality, ie: usurp it, if certain conditions are met?

SPELLS THAT ALLOW YOU TO TRAVEL TO OTHER WORLDS

Battle Magic

Only Shamans can disassociate their Spirit from their Body to travel directly in the Spirit World (page 100). Apart from this method, Battle Magic provides no methods to access the other Other Worlds.

Divine Magic

Mythic Journey is the commonly available Divine spell for travelling to the Lands of Myth and Magic Worlds aligned with the caster's deity. The Gods for obvious reasons do not supply magic spells that allow mortals to travel to their Halls. Such knowledge is only gained through Questing in secret and deadly places in the Real World by Heroes and Demi-Gods.

Sorcery

Other World Portal (see page 130) is similar to its Divine counterpart above, except it allows the Sorcerer to travel to any world that they have arcane knowledge of and take other people with them. The only drawback is that when the duration of the spell finishes or the spell is dispelled the Portal closes leaving the Sorcerer and his party trapped in the Other World.

SOME FINAL CONSIDERATIONS

Do I Have to Practice the Type of Magic Aligned with the Other World to Travel There?

No, but you have to have someone or some method (such as a Gate) who can transport you there. In the standard model I'm presenting here, all magic types work in worlds aligned to a specific type of magic, although individual Games Masters and Players may feel that it better suits them if only the type of Magic the Other World is aligned to works or works more powerfully.

Are There Other Worlds Outside the Model?

Yes, if you want them. You might have Other Worlds where the denizens are incomprehensible aliens whose form of magic is completely unknown to the characters. The characters may stumble into, and be trapped, in an Other World where magic appears not to exist. Part of the reason why some characters dedicate themselves to a particular type of magic is so they can master the secrets of Other World travel and minimise the risk. Taking the characters outside their comfort zone into an Other World whose rules and features they do not know is a great source of tension and excitement if used sparingly.

Your Own Other Worlds.

The above is a generic one size fits all model of Other Worlds which I use in my medium magic setting, The Empire of Gatan. It is designed so practitioners of all types of magic get a look in. You might decide that for your setting you want to include or exclude some of the Other Worlds, or adapt and change how they work.

CHAPTER 7 AN INTRODUCTION TO MAGIC

OpenQuest is a fantasy game and therefore rich in magic. Rules-wise this is modelled by three types of magic, outlined below. In terms of tone and availability of magic, the Games master and Players decide what Level of Magic exists within the setting, before play commences. There are also the magical Other Worlds to consider, extra-dimensional places rich in magic which hold great power and danger for the characters. Finally, magic objects are available for the players to use and create.



THE THREE TYPES OF MAGIC

BASIC MAGIC SYSTEM: BATTLE MAGIC

Battle Magic is the magic of the spirit, either the caster's or bound spirits under their control. Of all the approaches it is the least powerful, requiring great pools of Magic Points to be spent for high powered effects that last a matter of minutes. Most players who are serious about having characters who are powerful magicians will go for one of the Advanced Magic Systems.

ADVANCED MAGIC SYSTEMS

These are more specific styles of magic that are more involved and more intensive than basic magic.

Divine Magic is the magic of the Gods, provided straight from the Deity to its worshippers. Powerful and direct, it comes from the Deity through the body of the caster.

Sorcery is the intelligent and reasoned study of magical forces, and the realisation that the unseen and supernatural are governed by a set of laws, that skilful practitioners can manipulate.

LEVEL OF MAGIC WITHIN A SETTING

This is one of the first things that the Players and Games Master must decide when they set up a game of OpenQuest. It determines the amount of magic available in the setting, and specifically how much will be available to the players' characters.

NONE

Magic is not available to the characters, nor to most people and creatures.

For most people magic is the stuff of legends and ancient myths. It is so far underground that only ancient mysterious creatures and non-player character Magi have any access to learn magic and create magic items.

Player characters do not have magic. They may use magic items, but have no chance to learn magic and how to create magic items.

For simplicity's sake, a Games Master running a game using this level of magic may decide to detail Magical powers in broad brush strokes, since its only very rare magic-using

NPCs that use it. Ruleswise there is no casting skill, and no expenditure of magic points - the magic just works (with perhaps a resistance roll: Persistence, Resilience or Dodge, at the Games Master's discretion).

For Example:

The Great Sorcerer of the Western White Pyramids.

- Telepathy up to a 100 Leagues.
- Strike creature dead on failed Resilience roll.
- Know everything about you.
- Use power of the Pyramids to raise the dead.
- Use power of the Pyramids to sink continents under the sea.

Obviously such NPCs should be very very carefully introduced into the game, and their powers used sparingly, as a major plot device ("Oh, the Great Sorcerer only moves when the great game is afoot!").

Magic items can also similarly be detailed.

The Ankh of the Seventh Pharaoh.

- Allows the user to bring back a dead comrade from the Land of the Dead while standing in the ritual chamber of the Great White Pyramid.
- Allows the user to call on the Seventh Pharaoh, on the night of the Winter Solstice.
- Possession of the Ankh makes the character the rightful ruler of the Upper and Lower Kingdom.

The magic of such items are potentially setting changing, and should be handled with care by the Games Master and the Players, as well as being kept extremely rare.

An example of this sort of setting is the Arthurian Romances, where there are only really Merlin and Morgana as Magicians and the Sword Excalibur is a magic item.

Low

Magic is still rare, and only dedicated professions, such as Sorcerers, Priests and Shamans, have magic. Other people are dependent on them for the casting of spells, intervention with the Other Worlds, and the creation of magic items.

You might only have Battle Magic as the type of magic available in the setting, certainly initially, and limited to a Magnitude of 4-6.

Advanced magic is only available to dedicated Sorcerers, Shamans and Priests. It's expensive, difficult and time consuming to learn. Individuals who learn this type of magic are isolated and shunned from mainstream society.

An example of this sort of setting is Robert E. Howard's Conan books.

MEDIUM

Magic is available to the special, the blessed and the hero born from birth. To the common man, it's still a thing of wonder, but most heroic characters either have special powers that they were born with, that mark them out as Heroes, or charms that they have learnt from family members.

Advanced magic is still the preserve of Priests, Shamans and Sorcerers, but they are now the leaders of organisations dedicated to teaching magic to talented pupils, and casting it on behalf of the commoners, under their protection.

HIGH

Magic is available to all and it is a powerful force that can be seen in operation everywhere you go. Both basic and advanced magic is available, and is limited only by the skill of the character. All aspects of life are infused by magic, and where magic can do something, technology will never develop. For example, Farmers of the Great Dragon Society use Enhance Plough spells, so their ploughs glide through even the toughest earth as if it was soft butter, and then they cast Fertility spells to increase the yield of their harvest.

THE RAISING OF THE MAGIC LEVEL

One option for an OpenQuest magic is to raise the Level of Magic as the Campaign progresses, usually in response to the characters achieving something significant in the setting.

For example this is what happens at the climax of the Life and Death mini-campaign, published by us as a self-contained setting/adventure book. If the player characters are successful, then magic in the world of the Shattered Lands increases from a Low to Medium level.

THE MAGICAL OTHER WORLDS

Magic flows from the dimensions outside of Reality called the Other Worlds. These dimensions are the home of powerful spirits, elementals, demons and gods, and what occurs there shapes Reality.

Powerful heroes travel to the other worlds to gain magical insight and change the world. More lowly dirt crawlers blunder into them by accident and scramble to survive. Troubleshooters are often tasked with closing down gateways to the Other World that have been accidentally or deliberately opened.

MAGIC ITEMS

As well as spells, magic is present in certain enchanted items, which include but are not limited to:

- Bound spirits.
- Familiars.
- Magic crystals that provide Magic Points.
- Magic items that hold spells.
- Holy Relics and Artefacts of unimaginable power.

As well as being found on adventures, these items can be created by the characters, using spells detailed in the appropriate Magic chapters, with an overview to be found in the Plunder Chapter.



Summary of Magical Levels of Power

Magic Level	Magician Non-player characters	Magician Player Characters	Non-Magician Player Characters	Commoners	Crossing over to Other Worlds
None	Yes	No	No	No	No. The Other Worlds exist only in tales and can certainly not be crossed over to.
Low	Yes	Yes	No	No	Only as result of Magician intervening on your behalf. A legendary occurrence.
Medium	Yes	Yes	Yes	No	Through special rituals and magical places. A rare and unknown quantity.
High	Yes	Yes	Yes	Yes	Partial crossing over to Other Worlds occurs during religious ceremonies. Interaction with the Other Worlds while still rare, accepted as part of necessary flow of magic between worlds.

CHAPTER 8 BATTLE MAGIC

Of all the approaches to magic, Battle Magic is the most commonly available. In some settings every adult will know a few spells relevant to his or her trade.

The most frequently encountered spells, making up the majority of the spell list, are those that relate to combat, hence the name given to this approach to magic. Despite the name, not all the spells in this group are directly applicable to physical combat, there are a fair few that will aid the wily charmer and golden tongued manipulator.

MAGIC POINTS

All characters start play with Magic Points equal to their POW Characteristic score. A character's POW score also acts as a maximum limit to the amount of Magic Points a character can store at any one time.

Magicians can have access to additional pools of Magic Points, via bound Magic Spirits (see Call Spirit) and magic items that act as Magic Point Stores (see Create Magic Point Store). However, these pools regenerate, if at all, independently of the character's natural rate (see below). Experienced Battle Magic users will have several Magic Point stores and bound Magic Spirits at their disposal, which allows them to cast many of their spells without using their own precious pool of Magic Points.

A magician who is reduced to zero Magic Points falls unconscious until they have regained one Magic Point.

Regaining Magic Points

Using Magic Points is a draining and exhausting activity that requires a major effort from which the body needs to recover. Magic Points regenerate once the character fully rests, either by sitting down and taking it very easy or by having a good nights sleep.

For every two hour period that a character rests they regain Magic Points equal to a quarter of their POW total.

For example Rurik, with a POW of 8, takes two hours of rest to regain two Magic Points, four hours to regain four Magic Points, six hours to regain six Magic Points and eight hours to regain the full eight Magic Points.

Basically, if the character has a comfortable uninterrupted sleep of eight hours they will regain their full magic points.

Characters may never exceed their original Magic Point total by resting.

LEARNING BATTLE MAGIC CASTING

Battle Magic Casting is treated as a skill. The base chance for Battle Magic Casting is POW X 3. Spells are learnt separately, but the Battle Magic Casting skill determines the success for casting all Battle Magic spells. Under the default rules all player characters gain Battle Magic Casting skill at base and 6 points of Magnitude of spells during character generation.

LEARNING BATTLE MAGIC SPELLS

Characters learn Battle Magic from other characters who know the spell. It costs one Improvement point per Magnitude point to learn a Battle Magic Spell. Improvement Points are covered in "Improving Characters" on page 64. If a character knows a spell at a lower Magnitude, they only have to pay the difference in Improvement Points to gain the spell at a higher Magnitude.

For example Rurik already knows Weapon Enhance at 2 Magnitude. He wants to learn Weapon Enhance 3, so he must spend an Improvement Point to gain the spell at that Magnitude.

Of all the approaches, Battle Magic is the least powerful, but it is the easiest to obtain.

Battle Magic can be learnt from a number of sources.

- From local folklore and tradition - families hand down spells and the local wise woman can teach healing spells to good members of the community.
- From remote hermits and otherworldly Shamans who commune with the Spirit World and learn it's secrets.
- From local priests who teach Battle Magic associated with their gods' mythological exploits.

In each case the player character must be in good standing with the teacher before they will teach them the spell. If the teacher is indifferent to the player character to start with then they will first need to undertake some kind of service, which can be the focus of a Quest.

CASTING SPELLS

A character must be able to move his hands to make gestures and be able to chant in order to cast a spell and must be able to see his target.

When the character is casting a spell under duress, such as in the midst of combat, they must pass a Battle Magic Casting test to successfully cast the spell. In this regard Battle Magic is like any other skill. If the character is relaxed and has all the time in the world then no casting test is needed, the spell is automatically cast.

If the Battle Magic casting test succeeds, a number of Magic Points are deducted from the spellcaster's total, equal to the Magnitude of the spell. The spell then takes effect.

If the Battle Magic Casting test fails, the spell does not take effect and the character loses one Magic Point.

CRITICAL SUCCESS

A critical success on a Battle Magic Casting test means that the caster has been able to control the flow of the magic particularly effectively. The character loses one Magic Point instead of the normal cost of the spell.

FUMBLE

A fumble on a Battle Magic Casting test means that the caster has been unable to control the flow of the Battle Magic. Rather than losing a single Magic Point for failing to cast the spell, the caster loses a number of Magic Points equal to its Magnitude.

CASTING TIME

No other action may be taken whilst casting a spell, though the character may slowly walk up to half their Movement while spell casting.

All spells take one combat round to cast.

Casting begins at the start of the combat round and a spell's effect happens on the caster's INT, instead of DEX, (which is used for close combat).

Distractions, or attacks on the caster as he casts, will automatically ruin the spell, unless the caster successfully passes a Persistence test, thereby maintaining concentration on the spell. Examples of distraction include blinding, disarming, or wounding the caster.

DISMISSING SPELLS

In a single Combat Round, a caster can dismiss any Permanent spell(s) he has cast, as a free action. Ceasing to cast a Concentration spell is immediate and not an action.

GAMES MASTER'S ADVICE

WHEN TO ASK FOR A BATTLE MAGIC CASTING TEST

Taking the above rule into consideration, most of the time the Games Master will only call for a Battle Magic Casting test when the caster has been put on the spot in a moment of tension, where it is important whether the spell works or not. This is usually during combat or, if using magic such as Golden Tongue, to help with an Influence test in social situations.

When the situation is much more relaxed then there is no need to call for a Battle Magic Casting test. Therefore, after combat, a character that is using Heal 2 to heal injured members of his party, does not need to roll for each casting. Instead they simply heal the damage and takes off the magic points.

WHY DO SOME OF THE SPELLS BREAK OPENQUEST'S BIG BONUS RULE?

Some of the Battle Magic spells listed below give a bonus of +10% per point of Magnitude, which is well below +25%, the minimum modifier normally handed out. This is because such spells start small and end up big. So, a Weapon Enhance 1 spell gives a +10% bonus, but within two Magnitudes, at Weapon Enhance 3, it gives a +30% bonus. It's an in built feature of Battle Magic that it starts off small, the low level magic of street diviners and local wise women, and ends up big, as the magic of spell slinging heroes.

SPELL TRAITS & DESCRIPTIONS

Unless otherwise stated all Battle Magic spells have the following traits.

- They have Variable Magnitude. This means that the Magnitude of the spell starts from the stated Magnitude and then can be cast at a higher Magnitude, if the caster knows it, giving an increase in the effect of the spell. The maximum Magnitude that a caster can learn is equal to their POW divided by 3.
- Base Magnitude is one.
- Range is equal to the caster's POWx3 in metres.
- All spells, unless noted, have a Duration of ten minutes.

Other traits used by spells are detailed below.

Area (X): The spell affects all targets within a radius specified in metres.

Concentration: The spell's effects will remain in place so long as the character continues to concentrate on it. Concentrating on a spell is functionally identical to casting the spell, requiring the caster to continue to chant and ignore distractions.

Instant: The spell's effects take place instantly. The spell itself then disappears.

Magnitude (X): The strength and power of the spell. Also the minimum number of Magic Points required to cast it.

Non-Variable: The spell may only be cast at the stated Magnitude.

Permanent: The spell's effects remain in place until they are dispelled or dismissed.

Resist (Dodge/Persistence/Resilience): The spell's intended effects do not succeed automatically. The target may make a Dodge, Persistence or Resilience test (as specified by the spell) in order to avoid the effect of the spell entirely. Note that Resist (Dodge) spells require the target to be able to use Reactions in order to Dodge. In the case of Area spells, the Resist (Dodge) trait requires the target to dive in order to mitigate the spell's effect.

Touch: Touch spells require the character to actually touch his target for the spell to take effect, using a Unarmed skill test to make contact. The caster must remain in physical contact with the target for the entire casting.



ANIMAL WHISPERER

Magnitude 2, Non-Variable, Touch

The caster whispers into the ear of a distressed animal, calming it. If the distressed animal is under the influence of a spell such as Fear or Scare, then its gets another Persistence test to shake off the effect of the spell.

AVOIDANCE

Instant

This spell lies dormant until the recipient is attacked. Then, after the normal reaction of the recipient, it fires off allowing the recipient to Dodge a number of times equal to the spell's Magnitude. Once triggered, all the points of the spell are fired off at once.

BABEL

Magnitude 2, Non-Variable, Resist (Persistence)

If this spell is successful, it garbles the language of the affected creature. The target can still think and, for the most part, act normally, but anything it says comes out as gibberish. Thus, a commanding officer would be unable to give orders to his men and a spellcaster would be unable to cast spells.

BEARING WITNESS

Instant

This spell grants the caster a +10% bonus per point of Magnitude to their next Skill Test they make to discover lies, secrets or hidden objects. It does not stack with any other spell-effect bonuses.

BEAST CALL

Magnitude 2, Non-Variable, Instant, Resist (Resilience)

The Beast Call serves to attract an animal within range. When the spell is cast, it affects a targeted creature with a fixed INT of 7 or less. If it fails to resist, the creature will be naturally drawn to the place where the spell is cast, whereupon the spell effect terminates. Any barrier, immediate threat, or counter control, also ends the effects of the spell, leaving the creature to react naturally.

For example, the Beast Call spell might cause a horse to turn and walk towards the spell, but a single yank of its reins by the rider would end the spell's effect.

This spell is a potent aid to hunters and herders.

BEFUDDLE

Magnitude 2, Non-Variable, Resist (Persistence)

The affected target may not cast spells and may only take non-offensive actions. The target may run if it so chooses and may dodge and parry normally in combat, though it may not make any attacks unless it is attacked first.

This spell is effective against humanoids and natural creatures. Other creatures (such as spirits or magical beasts like dragons) are not affected by this spell.

BLOCK SENSE (SENSE)

Magnitude 3, Non-Variable, Resist (Persistence)

This spell will Blind/Deafen/Bland taste/Numb touch on a failed resistance roll for the duration of the spell.

CALL SPIRIT (TYPE)

Magnitude 3, Non-Variable, Resist (Persistence)

This spell is used to summon a single spirit of a given type from the Spirit World to do the bidding of the caster. Unless combined with a Binding attempt (see below), spirit that fails a Persistence roll must perform one action, within its power, for the caster after which it returns to the Spirit World. If the spirit resists the call by using its Persistence. If it succeeds it can return to the Spirit World.

Types of Spirit

- Disease spirits, inflict disease upon the possessed victim
- Passion (Fear/Madness/Pain) these spirits work upon the passions of a victim and cause mental debilitation and distress.
- Healing spirits, can be used to heal wounds and drive out possessing Disease spirits.
- Magic spirits, know spells and have magic points that the caller may use.

Binding spirits

To bind a spirit the caster must engage in a spiritual combat. If they win they can bind the spirit to an item or to their person, by spending an additional Improvement Point. If they fail the Spirit either flees to the Spirit World, if it is a Magic or Healing spirit, or possesses the caster if it is a Disease or Passion spirit.

CARE

Magnitude 2, Non-Variable, Touch

This charm places the recipient under the care of the caster. If the caster has any active Protection or Countermagic spells, the Cared for character also

benefits from the effects of these spells.

CLEAR PATH

Touch

This spell allows the caster to move through even the most tangled, thorny brush, as if they were on an open road. For each additional point of Magnitude, they may bring one person with him.

COORDINATION

Touch

For every point of Magnitude, the target's combat order increases by +2, whether casting spells or fighting and 10% is added to Dodge or DEX based Athletics tests.

COUNTER-ATTACK

Magnitude 2, Instant, Non-Variable

This spell lies dormant until the recipient is attacked. Then, after the normal defensive reaction of the recipient, it fires off, allowing the recipient to follow up with a counter attack. The counter attack is an additional action, on top of the recipient's normal attacking action.

COUNTER-DEFENCE

Magnitude 2, Instant, Non-Variable

This spell lies dormant until the recipient is successfully attacked. Then after the normal reaction of the recipient, it fires off allowing the recipient an extra defence.

COUNTERMAGIC

Instant

Countermagic is only ever used as a Reaction, and only when another spell is cast within Countermagic's Range that the character wishes to counter. A successful Countermagic disrupts the other spell and nullifies it. As long as Countermagic's Magnitude equals or exceeds the target spell's Magnitude, the target spell is countered.

COVER BLIND SIDE

Magnitude 1 Non-Variable

For the duration of the spell the target can react to attacks from behind or flank attacks as if they were a normal attack from the front. It does not confer any additional reactions.

CREATE CHARMS

Permanent

A charm is a physical item that stores one or more Battle Magic spells. A charm could be a necklace that holds a Befuddle 4 spell, a sword etched with runes that holds a Weapon Enhance 2 spell, or even a sheet of paper with a poem written on it that, when held against the skin, provides a Protection 1 spell.

- To create a charm a character must possess both the spell they wish to store and Create Charm at the same Magnitude.
- The item into which the charm is to be cast must be prepared and in contact with the caster for the length of the casting.
- If the caster spends one Improvement Point at the time of creation the spell within the Charm is reusable. Otherwise once the spell is cast the Charm is dispelled.
- A spell stored in a Charm is used like any other spell that the possessor knows. It uses the wielder's Battle Magic Casting skill and is powered by the wielder's magic points.
- The time taken to create a single-use Charm is one hour per point of Magnitude of the spell being stored; Reusable Charms take three hours per point of Magnitude to create.
- Charms are mundane items in their own right and if the item is broken the Charm is dispelled.

CREATE MAGIC POINT STORE

Permanent

This spell allows the caster to create an item which has Magic Point storing capabilities. This allows the owner to have a pool of Magic Points in addition to their own.

Typically crystals are used, due to their physical toughness, in game terms treat them as unbreakable. This also applies to charms, such as a sword with Weapon Enhancement 2 stored in it, to provide a pool of magic points to cast the spell from.

Magic Point stores take one hour per magic point stored in them to create. For each Magnitude, one magic point can be stored.

Unless one improvement point is spent when they are created they are non-reusable. Once the Magic Points are used the item loses its ability to store magic points. If the improvement point is spent the item then becomes reusable. Once all the Magic Points are used, the item can be refilled instantly from the user's own Magic Points.

The caster must fill the item with their own Magic Points as part of the spell. The amount of Magic Points put into the item at the time of casting becomes the maximum that can be put into the item. This maximum can not be

increased after the spell is cast.

If the item is destroyed the magic points are released harmlessly into the surrounding area.

CREATE POTION

Permanent

Potions are liquids that store one or more Battle Magic spells. The Magnitude of the Create Potion spell needs to equal or exceed the highest Magnitude of the spell being stored into the potion.

- All potions are one use. They must be drunk in one swift gulp to work.
- The potion automatically works and doesn't incur a cost in magic points to the person who is drinking it.
- The potion costs the enchanter magic points. They must know the spell at the Magnitude enchanting at, with the magic points of the spell being put into the potion.
- There is an associated cost of 1 Gold Ducat per Magnitude.
- To make the potion, the enchanter must roll successfully against Battle Magic Casting for each spell being placed in the potion and against Lore (Potion Making). If they fail the potion is ruined and they lose the cost of the ingredients.
- Potions take one hour per point of Magnitude of spell(s) stored to create.
- A potion must be stored in an air tight container, or it evaporates, losing one point of Magnitude per week.

CUSHION FALL

Each point of Magnitude of this spell eliminates one dice of falling damage for the recipient.

DARKWALL

Area 5, Magnitude 2, Non-Variable

Light sources within a Darkwall area shed no light and normal sight ceases to function. Other senses such as a bat's sonar and Night Vision (see chapter 11 Creatures) function normally.

The caster may move the Darkwall 15 metres per Combat Round. If this option is chosen, the spell gains the Concentration trait.

DEMORALISE

Magnitude 2, Resist (Persistence), Non-Variable

This spell creates doubt and uncertainty into the very heart and soul of the target. The target of this spell has all Weapon skills halved and may not cast offensive spells.

If this spell takes effect before combat begins, the target will try to avoid fighting and will either run or surrender. The effects of this spell are automatically cancelled by the Fanaticism spell and vice versa.

DETECT X

Magnitude 1, Concentration, Non-Variable

This covers a family of spells that all operate in a similar fashion, allowing the caster to locate the closest target of the spell within its range. This effect is stopped by a thick substance, such as metal, earth or stone, is at least one metre thick. It is also blocked by Countermagic, though the caster will know the target is somewhere within range (though not its precise location) and that it is being protected by Countermagic. The separate Detect spells are listed below and each must be learned separately.

Detect Enemy: Gives the location of the nearest creatures, that intend to harm the caster.

Detect Magic: Gives the location of the nearest magic item, magical creature or active spell.

Detect Species: Each Detect Species spell will give the location of the nearest creature of the specified species. Examples of this spell include Detect Goblin, Detect Rhino and Detect Elf.

Detect Substance: Each Detect Substance spell will give the location of the nearest substance of the specified type. Examples of this spell include Detect Coal, Detect Gold and Detect Wood.

DISPEL MAGIC

Instant

This spell will attack and eliminate other spells. Dispel Magic will eliminate a combined Magnitude of spells equal to its own Magnitude, starting with the most powerful affecting the target. If it fails to eliminate any spell (because the spell's Magnitude is too high), then its effects immediately end and no more spells will be eliminated. A spell cannot be partially eliminated, so a target under the effects of a spell whose Magnitude is higher than that of Dispel Magic will not have any spells currently affecting it eliminated.

DISRUPTION

Instant, Resist (Resilience)

Disruption literally pulls a target's body apart. The target will suffer 1D4 points of damage per point of Magnitude, ignoring any Armour Points.

DRAGON'S BREATH

Magnitude 2, Non-Variable, Instant, Resist (Dodge)

With this spell, the caster spits a stream of fire at his target. If the fire is not dodged, it inflicts 1D10 points

of heat damage. Armour Points are effective against this damage and it counts as both magical and fire damage.

DRIVE OUT SPIRIT

Instant, Resist (Persistence), Variable

This spell excommunicates a spirit that is either covertly or dominantly possessing a character or physical location. The spirit resists eviction from its host using its Persistence, with a penalty of -10% for every magnitude point of the spell. If it fails it is driven back to the Spirit World.

DULL WEAPON

This spell can be cast on any weapon. For every point of Magnitude it reduces the damage dealt by the target weapon by one.

ENHANCE SKILL(X)

Like Detect X, this includes a number of different spells, each of which affects a different non-combat skill. For each point of Magnitude, the recipient gains +10% to any skill test using the Enhanced skill. Alternatively, for each additional point of Magnitude of the spell, the caster can affect one more target. The bonuses and targets can be split as necessary, providing each bonus is in multiples of 10% and the total of bonuses equals the spells Magnitude x 10%.

For example, Rurik may have Enhance Skill(Deception) 5. He could cast it all on himself to give a whopping +50% to his Deception, or could cast it on himself and an ally, giving himself +30% and his ally +20%. If in a larger group, he could even cast it on 5 allies, each of whom would gain +10% to their Deception skill.

The most common spells of this type are:

- Enhance Skill (Deception), often used by thieves; Enhance Skill(Trade), used by merchants.
- Enhance Skill(Influence), used by lawyers, con-artists and officers.
- Enhance Skill (Resilience), used by warriors.
- Enhance Skill (Persistence) used by magicians.

These spells are sometimes called by other names, such as "Cover of Night" or "Shadow Stealth" (for Enhance Deception), "Golden Tongue" (for Enhance Influence or Trade), or "Toughen" (for Enhance Resilience).

EXTINGUISH

Instant

This spell instantly puts out fires. At Magnitude 1 it can extinguish a Flame, Magnitude 2 a Small Fire, Magnitude 3 a Large Fire and Magnitude 4 will put out an Inferno.

EXTRA DEFENCE

Ranged

Each point of Magnitude allows the target to make one extra close combat defensive reaction per combat round.

EYES IN THE BACK OF YOUR HEAD

Magnitude 2 Non-Variable

This spell grants the recipient awareness as if they had physically got eyes in the back of their head for the duration of the spell. This allows them to make Perception rolls, and be aware of others behind them as they are with senses in front of them.

FANATICISM

Magnitude 2, Non-Variable

The target of this spell will have close combat and unarmed combat skills increased by +25% but may not attempt to parry, dodge or cast spells. Also for the duration of the spell the target has a +50% bonus to any Persistence test related to Morale. The effects of this spell are automatically cancelled by the Demoralise spell and vice versa.

FARSIGHT

Concentration

Each point of this spell extends the caster's field of vision by ten meters as long as they maintain their concentration. Although they can see small details as a distance, this spell does not let the caster see through walls or other obstructions.

FIREARROW

Magnitude 2, Touch, Trigger, Non-Variable

Casting this spell on a missile will cause it to burst into flame when it is fired and strikes a target. When it hits a target, the missile will deal 1D10 points of magical fire, damage instead of its normal damage. Since Firearrow does magical damage, it affects creatures that are immune to normal damage. A missile under the effects of Firearrow cannot benefit from Multimissile or Speedart.

FIREBLADE

Magnitude 4, Touch , Non-Variable

For the duration of the spell, the target weapon will deal 1D10 magical fire damage instead of its normal damage. A weapon under the effects of Fireblade cannot benefit from Bladesharp. Since Fireblade does magical damage, it damages creatures immune to normal damage.

FIST OF GOLD

This spell creates a minor illusion of 1D10 Gold Ducats per level of Magnitude that persists for the duration of the spell.

FIST OF THE WIND

Instant

Each point of Magnitude allows the caster to make one extra unarmed attack. These attacks happen in a blur of motion as soon as the spell fires, at the same INT rank that the spell is cast on instead of the normal DEX rank that the character's attacks happen on.

FLYING KICK

Magnitude 2 Non-Variable

This spell allows the recipient to make a Normal move as a flying leap through the air, then make a Kick attack at the end of the move.

FROSTBITE

Magnitude 2, Non-Variable, Instant, Resist (Resilience)

This attack spell allows the caster to freeze his opponent, dealing 1D8 points of damage, ignoring any Armour Points. Magical damage that protect against cold damage can block this effect but mundane items (such as cold weather gear) are ineffective.

GLUE

Touch, Area

This spell covers an area of one centimetre square for each Magnitude with extremely sticky glue. If a creature steps on the glue, it must make an Athletics roll vs the Magnitude x 10% to avoid being stuck for one round. On subsequent rounds it must make the same roll to break free. This spell can also be used for more conventional repairs, a broken sword **for example**, with Magnitude x 10% being the chance that the item won't break again, if used in circumstances that would cause it to.

HAND OF DEATH

Instant, Magnitude 4, Non-Variable, Resist (Resilience), Touch

This fearsome spell allows the caster to deal an awful wound with the merest touch. Casting the Hand of Death, charges his body with the spell. Touching an unsuspecting target, or succeeding at an Unarmed attack against a wary target, releases the spell's effect. If the Resilience test to resist the effect is failed, the victim immediately loses half their maximum Hit Points, and suffers a Major Wound (if those rules are being used). If the Resilience test is a success, the target only loses 1D3 Hit Points. Armour does not protect against this damage.

HARDEN

Magnitude 1, Non-Variable, Touch

This spell makes a target item unbreakable for the duration of the spell. Therefore weapons with this spell cast on them will not break when a Fumble is rolled in combat, and it allows items that are normally too brittle to be wielded in combat to be used as improvised weapons.

HEAL

Instant, Touch

For every point of Magnitude of this spell, the caster can repair one Hit Point to damage of either himself or another target of the same species. Creatures of a different species will have half this damage repaired (minimum of one Hit Point restored).

A Magnitude 6 or higher Heal spell will also re-attach a severed limb if cast within ten rounds of the loss.

A Magnitude 5 or higher Heal spell will also cure any single poison or disease affecting the target.

HINDER SKILL (X)

Ranged, Resist(Persistence)

Like Enhance Skill (X), this is a number of different spells, each of which affects a different skill. For each point of Magnitude of the spell, the target gains a -10% penalty to the next skill test using the affected skill.

Alternatively, for each additional point of Magnitude of the spell, the caster can affect one more target. The bonuses and targets can be split as necessary providing each penalty is in multiples of 10% and the total of bonuses equals the spells Magnitude x 10%. If used in this way, each target is affected separately; if one target succeeds on resisting the spell, other targets may fail and be affected.

The most common spells of this type are: Hinder Skill (Perception), often used by thieves; Hinder Skill (Trade), used by the nastier traders; and Hinder Skill (Persistence) used by magicians against enemy spell-casters prior to casting spells upon them.

IGNITE

Instant, Magnitude 1, Non-Variable

Ignite will set fire to anything flammable within range, creating a flame. Skin or flesh cannot be ignited and if the target is attached to a living being (such as hair, fur or clothes) then the spell gains the Resist (Resilience) trait.

INVISIBILITY

Magnitude 4, Non-Variable, Concentration, Touch, Personal

For the duration of the spell the recipient is completely invisible to sight. They can still be heard, felt or smelled, with a -25% to Perception tests. Also, the spell is automatically dispelled if the caster loses concentration, or the recipient casts a spell or makes an attack. The recipient also becomes visible immediately after the spell ending, so even if the caster immediately casts another Invisibility spell there will be a delay between castings where the recipient is visible.

IRONMIND

Touch

This spell hardens the resolve of the character that it is cast upon for its duration. Each level of Magnitude of the spell adds 10 % to all Persistence tests against magical attacks to the mind (e.g. Fear, Befuddle etc.) or opposed tests vs Influence.

KNOCK BACK

Instant, Resist (Resilience)

On a failed resistance roll the target of this spell is knocked back a number of metres equal to the spell's magnitude.

KNOCKDOWN

Instant, Magnitude 2, Resist (Resilience), Non-Variable

On a failed resistance roll the target of this spell is knocked down prone.

LEAP

Touch, Resist (Dodge)

This spell causes the target to leap 2m up in the air for each point of Magnitude. If cast upon an unwilling target, who fails their resistance roll, they will then fall to earth taking normal falling damage (see page 73).

LEVITATING DISC

Concentration, Area 1 per Magnitude

This spell creates an invisible disc 1m in diameter for each point of Magnitude. It can carry weight equivalent to one person and their belongings per point of Magnitude, and moves at twice the Magnitude in metres per combat round.

So **for example**, a Levitating Disc with Magnitude 3 can carry 3 people, is 3m in diameter, and moves at a rate of 6m per combat round.

LIGHT

Magnitude 1, Non-Variable, Area 10

Cast on a physical object (including living material), this spell causes the object to shed light across the area of effect. Note that only the specified area is illuminated – everything outside the area of effect is not. This spell creates raw light, not a flame.

LOCK

Touch, Permanent

This spell gives an item a resistance to being opened equal to the spell's Magnitude x 10%. The item must have a lock, such as might be found on a door or a chest, and the spell is focused on that lock. Once the lock has been forced/picked the spell is dispelled.

MINDSPEECH

This spell can affect one target for every point of Magnitude. It allows telepathy between the caster and any target, though targets will not have telepathy with one another. The words transmitted by telepathy must be whispered and will be heard directly in the head of the recipient, in the same language in which it was spoken.

MISCHIEF

Magnitude 2, Non-Variable, Touch, Resist (Persistence)

This is a minor trickster's spell which afflicts its target with a small irritating curse.

Roll a D20 on the following list for a result, which stays in place for the duration of the spell.

D20	Result
1.	Clothes disappear.
2.	Hair goes green.
3.	Hair drops out.
4.	Grows beard regardless of sex.
5.	Weapon becomes a bunch of flowers.
6.	Armour becomes the festive dress of the opposite sex.
7.	Feet become duck feet.
8.	Head becomes that of a domestic animal (cow, pig, sheep etc).
9.	Victim smells of excrement (-25% to any Deception or Influence rolls).
10.	Wobbles uncontrollably, -25% to attacks, Athletics and any other roll involving dexterity.
11.	Victim can only speak gibberish.

D20	Result
12.	Victim says the most inappropriate things at the most socially awkward times -25% to any Influence rolls.
13.	Victim falls asleep for 1D6 rounds on failed Persistence roll whenever they enter combat.
14.	Makes loud flatulent noises whenever they move -25 to any Deception rolls.
15.	Compelled to tell the truth at all times.
16.	No one ever takes the character seriously. Always has to make an Influence roll at -25% to convince others.
17.	Turns into a dog (see p218).
18.	Arms turn to rubber, unable to hold anything..
19.	Becomes short, half Size.
20.	Roll Twice.

MOBILITY

For every point of Magnitude of this spell, the target's Movement Rate will be increased by 2m .

MULTI-ATTACK

Instant

Each point of Magnitude allows the caster to make one extra close-combat attack. These attacks happen in a blur of motion at the same DEX rank that a normal attack occurs. Each casting of the spell grants a single flurry of such attacks.

MULTIMISSION

Touch, Trigger

If the caster succeeds in casting the spell, a missile weapon is charged with the spell for ten minutes. A missile under the effects of Multimissile cannot benefit from Firearrow or Speedart.

When the Multimissile-enchanted missile is fired/thrown, one additional magical missile is created for every point of Magnitude. Each magical missile's attack is rolled for separately and each does the same damage as the original (though they will not benefit from the character's damage modifier). Magical missiles created through Multimissile will not cause critical hits, though the original missile can. Magical missiles created through Multimissile will affect creatures that can only be hurt by magic.

NOXIOUS VAPOURS

Magnitude 2, Non-Variable, Area 10m, Resist (Resilience)

This spell fills a volume 10 metres in radius with thick choking green gas. Any living creature that breathes oxygen who fails Resilience test takes 1D4 damage per round and is incapacitated due to heavy coughing. Next round make a Resilience test to see if they compose themselves enough to overcome the incapacitating coughing.. They still take 1D4 damage every round that they are in the cloud. The cloud also obscures vision, providing any creature within it with cover, so that an ranged attackers are at -50% to their attack roll and that any melee in the cloud is at -25%.

PERSONAL INSIGHT

Magnitude 2 Non-Variable

This spell gives the caster or recipient a very direct insight into a small question directly relevant to them, in the form of an internal intuition.

For example the question "Why can I not harm the creature?" would get the answer "Because your sword is not enchanted", while "Why can we not harm the creature?" would not get an answer.

PIERCE

Touch

This spell can be cast on any weapon with a blade or point. For every point of Magnitude, it ignores one armour point when it strikes armour. Pierce can bypass magical armour as easily as normal armour.

PROTECTION

For every point of Magnitude of this spell one armour point is added to the armour of the target. This stacks with any existing armour and is treated in the same way.

PUSH/PULL

Instant, Resist (Resilience)

This spell allows the caster to move an item of up to 3 SIZ or ENC per point of Magnitude either towards or away from them in a straight line, as if pushed suddenly from one direction or the other. The item is not moved with significant enough force to inflict damage unless it is naturally damaging (a bottle of acid, for instance) and the caster has no control over the distance pushed or pulled; as this depends on the location of the item or the surface it rests on. Living creatures targeted by this spell are allowed a Resilience roll to resist.

READ EMOTION

Magnitude 1, Non-Variable, Instant, Resist (Persistence)

This spell when cast tells you what the true emotional state of the target is., if they fail a Persistence roll.

RESIST (ELEMENT)

This spell increases Resistance against hostile effects, magic or otherwise, from a given element (Air/Darkness/Earth/Fire/Water) by 10% per Magnitude, and subtracts 1 point of damage from that element per Magnitude.

RESTORE ENERGY

Instant, Touch

Each point of this spell's Magnitude instantly restores one fatigue level to the recipient.

SAP ENERGY

Instant, Touch, Resist (Resilience)

Each point of this spell's Magnitude inflicts drains one fatigue level from the target upon a failed Persistence roll.

SCARE

Magnitude 2, Non-Variable, Resist (Persistence)

On a failed resistance roll, the target is scared for 1D6 rounds. Scared targets must withdraw from combat with the caster for the duration of the spell, and move as quickly as they are able, directly away from the caster.

SECOND SIGHT

Magnitude 3, Non-Variable

Second Sight allows the caster to gauge the POW of every creature and magic item within range. The spell is blocked by anything that blocks normal vision. The caster will know if each aura created by the illuminated POW is less than his own POW, within three points of his own POW or greater than his own POW.

Additionally, Second Sight provides a +25% bonus on Perception tests to notice hidden magical items or hiding people or creatures. Second Sight will also reveal invisible entities; though only a hazy image will show (treat such targets as partially obscured).

SKYBOLT

Magnitude 3, Non-Variable, Instant, Resist (Dodge)

The caster summons a lightning bolt from the heavens regardless of the weather. The target must be outdoors in plain view. Skybolt inflicts 2D6 points of damage to a single chosen target. Only magical Armour Points offer protection against this damage.

SLIP

Magnitude 1, Non-Variable, Resist (Dodge)

The caster makes the ground under the target's feet as slippery as sheet black ice. The target must make an Athletics roll or fall over prone.

SLOW

Resist (Resilience)

For every point of Magnitude of this spell the target's Movement Rate will be decreased by 2m. A target's Movement may not be reduced to below one metre through use of this spell.

SPEEDART

Magnitude 2, Non-Variable, Touch, Trigger

Cast on a missile this spell is triggered when it is fired. It gives a +25% to Ranged Combat and +3 damage while using the missile. A missile under the effects of Speedart cannot benefit from Firearrow or Multimissile.

SPIRIT SHIELD

This spell forms a magical barrier that protects the caster from magic point loss as the result of a successful attack during Spirit Combat (see "Spirit Combat" on page 100 119). Each point of Magnitude reduces the damage done by an attacking spirit by one point.

STINK BOMB

Magnitude 1, Resist (Resilience)

Upon being targeted by this spell, the victim is covered in a tightly fitting cloak of noxious smelling gas for 1D6 rounds. Each round the victim must make a Resilience test or take 1D4 damage. If the resistance test is fumbled the character is unconscious for the remaining duration of the spell from being knocked out by the smell. All Influence tests and other social interactions are at -25% for the duration of the spell.

STRENGTH

Touch

For every point of Magnitude of this spell, the target's Damage increases by +1 and strength based athletics tests are +10% per Magnitude. Note the Damage increase is not treated as magical damage.

TALK TO ANIMAL

Magnitude 3 Non-Variable

With this spell the recipient is able to talk to any beast within ten metres of them. This communication is verbal, therefore the recipient must be able to speak and be heard by the target animal.

THUNDER'S VOICE

This spell grants the caster a thunderous voice of command. For every point of Magnitude of this spell, the caster has +10% added to his Influence skill and can also be heard at up to the spell's Magnitude x 100 in metres.

TONGUES (LANGUAGE)

Magnitude 2 Non-Variable

This spell allows the recipient to speak another language perfectly for its duration. There is a different spell for each language.

UNLOCK

Touch, Instant

This spell has a chance of opening a lock equal to the spell's Magnitude x 20%, minus any modifiers due to the intricacy of the lock. If cast on a lock that has had a Lock spell cast on it, the test is an Opposed Test vs the Magnitude x 20% of the Lock spell.

VIGOUR

Touch

For every point of Magnitude of this spell, the target's Hit Points score increases by +2. A target cannot have its Hit Points increased in this way to more than twice its original score. Damage is taken from the 'magical' Hit Points first, so when the spell dissipates the damage that was inflicted on the magical Hit Points disappear too. If you are using the Major Wounds optional rule then recalculate the Major Wound level while the spell is in effect.

VOMIT

Ranged, Resist (Resilience)

This spell incapacitates its Victim for 1 round per point of Magnitude, due to uncontrollable vomiting. On a fumbled resilience roll the Victim takes 1D6 Hit Points damage.

WALK ON (ELEMENT)

Magnitude 3

This spell allows the recipient to walk on the specified element (Air/Darkness/Earth/Fire/Water) without sinking or taking any harm from what is being walked on for the spell's duration. With this spell for the appropriate element, the caster can walk across lava, quicksand, water, or even through the air. Each additional point of Magnitude increases the duration of the spell by 1 minute.

WATER BREATH

Touch

This spell allows the target to breathe water for the duration of the spell. For every point of Magnitude, one additional person can be included in the spell, or an the duration, by one minute. Water Breath has no effect on the target's ability to breathe air.

WEAPON ENHANCE

Touch

This spell can be cast on any close combat weapon or any unarmed attack. For every point of Magnitude, it increases the chance to hit with the weapon by +10% and deals one point of extra damage. This extra damage is magical and will affect creatures that can only be hurt by magic. The weapon's base damage remains non-magical. A weapon under the effects of this spell cannot benefit from Fireblade.

Specific types of Weapon Enhance spells

If you want to make this spell more specific to the type of weapon it affects, rename it and change the category of weapon affected.

Bestial Enhancement – works on natural weapons.

Bladesharp – works on any bladed weapon.

Bludgeon – works on any blunt weapon.



SHAMANS

Shamanism is the belief that everything in the world has a spirit, which can be communicated with to gain knowledge and power and that these spirits have a direct effect on the world. They exist in a Spirit World which exists alongside, but invisible to, the normal world. A village might have a guardian spirit that affects the fertility of the villagers and their livestock and the bounty of their harvests. If pleased and honoured with offerings at a well kept shrine, lots of healthy children and animals are born and the fields yield bumper harvests. If displeased by inappropriate offerings, behavior, or worst still neglect, then the local spirit can blight crops and make sure no children or animals are born.

It is, therefore, important that Shamans interact with this 'Spirit World', communicating with sympathetic spirits and driving off hostile spirits, on behalf of their tribe. Disease and Pain spirits regularly have to be exorcised by the Shaman, while Magic, Healing and Spell spirits have to be contacted and encouraged to use their abilities for the benefit of the Shaman's community. They are also responsible for caring and communicating with the spirits of dead ancestors who, if honoured regularly, help the community by lending their advice and magical abilities. The abilities and powers of these spirits are covered in Chapter 11 Creatures.

BECOMING A SHAMAN

Usually a Shaman is chosen by the Spirit World and hears the call. During the period of change, where the character becomes attuned to the Spirit World, they might appear to have gone mad to their friends who are still rooted in the mundane world and can not see the character's new friends in the Spirit World. The character is usually then taken under the wing of an existing Shaman who teaches them the skills they will need in their new vocation.

In game terms, a character spends five Improvement Points and gains the skills of Shamanism at the base skill ranking. Becoming a Shaman is a big commitment and is usually not taken by characters during character generation, unless the Games Master allows it.

Shamanism (INT +POW)

This skill provides for a number of abilities. These abilities, although magical in origin, are always on or, in the case of Disassociate, can be instantly called upon. No Magic Points are needed.

Disassociate from Body. The Shaman can put his body into a deep sleep, while his spirit travels the Spirit World. The two are connected by a slender silver cord, and if the body is destroyed the Shaman is effectively dead and his spirit is trapped in the Spirit World. If the Shaman is reduced to 1 or 0 Magic Points, while in the Spirit World, his Spirit returns to his body immediately. In this 'dissociated' form the Shaman can engage in Spirit Combat with an attack equal to his Shamanism score.

During his time in the Spirit World, the Shaman has no physical body, therefore is considered STR, CON, DEX and SIZless. Any skills that are based upon those Characteristics or require a physical presence can not be used. The only way that a Shaman can interact with the physical world is through casting spells or Spiritually attacking. While disassociated the Shaman is invisible to the physical world.

See into the Spirit World. The Shaman can always see what is happening in the Spirit World and therefore detect spirits that are invisible to non-Shamans.

Assess harmony of the Spirit World. This ability allows the Shaman to sense if something is wrong with the immediate Spirit World to a range of POW in kilometres.

Knowledge of the Spirit World. The Shaman learns about the 'geography' of the Spirit World and its inhabitants.

Able to Initiate Spirit Combat. Unlike untrained characters Shamans are able to engage spirits in Spirit Combat, without having to cast any extra magic spells.

In addition, Shamans commonly learn the following Battle Magic spells; Drive Out Spirit, Spirit Shield and Call Spirit.

SPIRIT COMBAT

Not all spirits in the spirit world will be friendly to the player characters. Some will be guardian spirits placed over treasure and locations to guard them against intruders who they will attack when they enter their area.

Some will be hostile spirits unleashed in combat by enemy Shamans. Some will be malignant entities that a Shaman will encounter in his travels in the spirit world looking for beneficial spirits.

In these cases Spirit Combat will occur. This is the clash of spiritual energies each trying to overcome and dominate the other.

PROCEDURE

Resolve this using an Opposed Skill Test.

- If part of a physical combat then an entire Spirit Combat occurs instantaneously in real time. Resolve the Spirit Combat before continuing with the rest of the combat round.
- Use the Spirit's Spirit Combat skill as given in its description.
- Use Shamanism skill or Persistence if Character does not have Shamanism., such as a normal person who hasn't been trained in Shamanism.
- The combatant that loses the Spirit Combat Test loses D6 Magic Points minus the Magnitude of any Spirit Shield they may have cast on them.
- The more powerful a spirit is the more damage it does. For every ten points of POW above 20 a spirit

combatant gains an extra +1D6 to the damage they do in spirit combat.

- If a combatant's Magic Points are reduced to 0 it loses the combat. If the opponent was using Persistence the spirit is banished and flees into the depths of the Spirit World. If the victor was using a Shamanism skill and knows the appropriate Call spell for the spirit then they may bind the spirit to their service for one action right there and then, or spend one improvement point either then or at the end of the gaming session to bind it into more permanent service.. If the loser is a mortal with a body, and the winner is a spirit capable of possession, the loser is possessed by the spirit.

SPIRIT POSSESSION

Possession is when a spirit steals or inhabits a corporeal body for its own ends. All forms of possessing spirits can be driven out by Exorcism, Drive out Spirits or similar magics. There are two types of possession:

Covert

This type of possession has the spirit hide in the victim's body. It only assumes partial control of the victim when it needs to do something to the victim's body. This is the form of possession typically used by most Spirits.

Dominant

The spirit takes full control of the victim's body and in turn the victim's spirit is imprisoned in the body, unable to do anything until the hostile spirit is exorcised or leaves. This is the most dangerous form of possession, as the spirit often cares nothing for the body it inhabits, for once the body dies the spirit returns to its old existence in most cases, and possession by a suicidal ghost or homicidal demon is never good for the body in question.

HERO CULTS

Powerful Super Hero characters can be a source of battle magic through their mighty actions, which inspire both themselves and their followers during life and through the act of adoration after their death.

INSPIRATION

This is the process of Hero discovering new spells

- The character must be at least Super Heroic status
- Must have a skill of 100+
- Must spend a Hero Point
- Must be successful in the action

For Example: Orcs can jump!

Throank the Mighty, an Orc Warlord of great renown, whilst in battle encounters a great barricade of dead orcish bodies atop which are his Dwarfish enemies. The

Dwarfs beyond taunt him.

"Orcs can't jump! Orcs can't jump!"

Filled with rage Throank prepares to jump the barricade and teach the Dwarfs a lesson.

John, his player, spends a Hero Point and rolls a critical against Throank's Athletics skill of 112%. Throank heroically and brutally avenge the deaths of his fallen comrades.

After the battle is over John takes the option to create a new Battle Magic spell with his Games Master using the guidelines on the next page.

ADORATION

This is the process of 'worshippers' gaining spell from Hero, which is more powerful when Hero is dead. Adoration can take the following forms

- Praying before an image of the Hero, known as an Icon.
- Visualising the Hero while in a meditative state.
- Performing a play that recounts the life of the Hero and the event where the hero was inspired.

After the act of Adoration occurs, the character can learn the spell, subject to normal Improvement Point costs. While the Hero is still alive the spell costs double to learn.

Hero Cults can be written up as normal cults. Often Hero Cults are associated with the Divine Cult of which the Hero was a member when alive. They only have one or two spells at most, and quite commonly only, the spells that the Hero Inspired.

Thorank Dwarfspliter (Orc Hero Cult)

Skills: Close Combat, Unarmed Combat, Athletics, Enemy (Dwarf).

Spells: Weapon Enhance, Thorank's Raging Jump.

Worshippers: Orc Warriors.

Worshipper Duties: Fight Orc enemies, defend Orc interests, let no Dwarf live

Throank's Raging Jump

Magnitude 2, Instant

This spell, when cast, gives the recipient a +25% to any Athletics test and doubles their jumping distance, either vertically or horizontally, for a single jump. The recipient can gain the bonus for charging while using the spell, but cannot use defensive reactions while in jump or as they land.

FINAL CONSIDERATIONS

NEW BATTLE MAGIC SPELLS

Consider the scope of the spell when creating new Battle Magic spells.

- Spells should be personal, affecting one person per casting.
- Spells should have definite effects. If they are merely there for colour, they will never get used by the players.
- Spells are very specific in effect.
- Are low-powered compared to Divine and Sorcery spells.
- Spells are designed to build up. Low Magnitude spells are for non-casters and casual users, and High Magnitude spells are for experienced users and dedicated spellcasters.

Games Master's Note: Avoid a proliferation of Battle Magic spells that basically do very similar things but with different names.

A ONE STOP MAGIC SYSTEM (SETUP OPTION)

If you want the simplicity of just having one magic system, Battle Magic is your one stop.

It has the breadth of spells to create magicians of different types. Sorcerers, for example, can simply have spell books filled with Battle Magic spells. Priests learn their Battle Magic from cult scripture, which are believed to have been written by the very hand of their patron Deity in mythological time.

BATTLE MAGIC AS SPIRIT MAGIC

Battle Magic is Spirit Magic. It either comes from the spirit of the caster or can come from bound/allied spirits.

AS A NON-MAGICAL HEROIC FEAT SYSTEM (SETUP OPTION)

Some players will not want to use Magic as it conflicts with their character's concept. If you run a game where everyone uses and receives Battle Magic, such non magic users are quickly going to be sidelined by magic using characters. **For example**, the only way to quickly increase your DEX order of combat is through the use, Battle Magic (to be precise, with the spell Coordination). In short, the system expects that the player characters and their equivalent opponents will be using Battle Magic.

A way round this is to allow characters to use Battle Magic as a personal feats system. Magic Points become a measure of the character's indomitable spirit, which the character draws on when he pulls on inner strength to perform feats well beyond their usual ability.

For Example: Rob's Barbarian.

Blastok the Barbarian has the spells, Coordination, and the spell Multi-missile. Rob never describes the casting of either of these spells with flashy pyrotechnic spell effects. Instead, he describes Blastok as digging deep, gritting his teeth, and firing off many arrows (Multi-missile) in a concentrated burst of focus, or focusing on his movements and becoming more fluid and agile (Coordination).



CHAPTER 9 DIVINE MAGIC

This type of magic is gained through the worship of a god or goddess. Divine Magic spells come directly from the Deity and given to the character to use on their Deity's behalf.

The first step in learning Divine Magic is to join a cult that worships the Deity whose magic the character wants to learn.

CULTS

Put simply cults are the religions of the fantasy world. They range in size from a handful of worshippers, meeting in secret to honour a dead hero of the revolution, to the millions of devotees of a world spanning sun god. They teach their members Battle Magic associated with the god and provide temples, where worshippers, can learn Divine Magic directly from their Deity. They have rules and expectations of their worshippers and anyone found wanting is expelled from the comfort and support of the cult.

Each cult is described using the following Cult format.

Name of God or Religion.

Short description: This short description briefly covers the cult's mythology and its current place in the world.

Type of Cult: This is the type and size of cult. Great Deities are worshipped by millions and are at least acknowledged across the entire world. Major Deities are important in a specific region and have hundreds of thousands of worshippers. Minor Deities are usually the minor members of a religious pantheon appealing to a small group of specialist worshippers. Hero Cults worship dead heroes whose deeds and magic powers live on after their death.

Worshippers: The type of people who typically make up the cult membership.

Worshipper Duties: This is what the god and cult expect of its members. Break these rules and expect expulsion. On the other hand, follow these rules and promote them to others and the character will advance in the cult's hierarchy.

Cult skills: These are skills favoured by the cult's patron Deity and taught to its worshippers by its Priests.

Cult Spells: Usually made up of Battle Magic and Divine Magic that the god teaches. Both types are available if appropriate to the god's sphere of influence.

For example: A war god is likely to teach Weapon Enhancement (Battle Magic) and Battle Rage (A Divine Magic specific to war gods) rather than Healing spells.

Special Benefits: Any bonuses to skill use or other special abilities or advantages that a worshipper gains by being a member of the cult.

See the Universal Earth Mother, below, for an example of a cult write-up and "The Deity Listing" on page 107 for a list of ready made "generic" cults.



The Universal Earth Mother Cult

The all embracing and loving Earth Mother is known throughout the world. Some people believe that she is the world itself. She is the source of all nature's bounty, which clothes and feeds mankind, but also has a savage side that expresses itself in hurricanes, tidal waves and other natural disasters.

Type of Cult : Great Deity.

Worshippers: The cult is made up of people and creatures who live off the land. In civilised areas these are the peasants who farm the land and the woodsmen who hunt and gather in the forests. In the savage wilderness of the Darklands the Elves, Satyrs and Woods Men worship her. She is found wherever creatures have an acknowledged connection with nature.

Worshipper Duties: Respect the Earth. Don't foul or pollute the environment. Practice the peaceful cut, a small prayer said in thanks to the animal spirit before killing it for food. The prayer ensures its return to the Earth Mother and through the cycle of rebirth into the world.

Cult skills: Healing, Nature Lore, Resilience.

Cult Spells

Battle Magic: Heal, Protection.

Divine Magic: All Common spells + Absorption, Berserk, Heal Body.

Special Benefits –Any member of this cult gains a +25% bonus to their Nature Lore, due to their connection to Nature, which they gain through their relationship with the Earth Mother.

IMPROVEMENT POINTS AND WORSHIPPER DUTIES

Each cult has a set of Worshipper Duties which represent the cult's objectives in the world.

When a character does an action that fulfils one of the Worshipper Duties they gain one Improvement Point for a minor act and up to three points for a major act.

When a character does an action that goes against one of the Worshipper Duties they lose between one and three Improvement Points, depending on the grievousness of their transgression. If they have no Improvement Points left, then they start to lose magic spells learnt from the cult as a penance, on a one to one basis. The player may choose which spell to lose, but they must be ones that they have learnt from the cult and Divine Magic is lost before Battle Magic spells.

For example, Gerik the Pious acts in away that brings his god into disrepute and loses an Improvement Point. He has no Improvement Points to lose, since he has previously spent them on cult improvements, so he loses Shield 3 which he had previously learnt from the cult, which now becomes Shield 2.

If the offending character has no Improvement Points or spells to lose, then they are excommunicated from the cult and may never join it again.

CULT RANKS

There are four ranks of cult membership: lay members, Initiates, Priests and Holy Warriors.

Lay members

Lay members are normal worshippers of the religion. They regularly attend the temple on holy days and do their best to uphold the strictures of the religion. In return, the religion protects them as best it can, and its Priests and Initiates cast magic on their behalf. Lay members cannot learn Divine Magic, although for a fee they may learn low Magnitude (no more than Magnitude 2) Battle Magic if known to the cult. To become a lay member of a religion a character must have Lore (Religion) of at least 20%.

Initiates

Initiates are worshippers who have dedicated their lives to the tenets of the religion. They always attend the temple on holy days and always uphold the strictures of the religion. In return, the religion will pay ransoms if they are captured and teach the Initiate magic. Initiates can learn unlimited Magnitude of any Battle Magic spell the religion teaches and up to 2 Magnitude of any Divine Magic spell available to the religion. To become an Initiate a member of a religion have a Lore (Religion) of at least 40% and pay an Improvement Point cost of two points.

Priests

Priests are the living embodiment of their faith, instructed by their Deity to be its living representative in the mortal world. They lead the services for their temple on holy days. In return, the religion will pay ransoms if they are captured and teach them the inner secrets of their religion (this means all available magic at unlimited Magnitude). To become a Priest a character must have a Lore (Religion) and two of the cult skills at least 75%, there must be a vacancy in the temple hierarchy, or the Priest be willing to become a missionary and establish a new temple. In addition the Player must pay five Improvement Points.

Allied Spirit: Upon becoming a Priest the character gains an Allied Spirit. This is a spirit associated with the Deity who is willing to work with one of their mortal worshipers to further the aims of the cult. The Allied Spirit is usually bound in either an animal or an item, sacred to the cult. If this item or animal is destroyed then the Allied Spirit returns to its home plane of existence. A

Priest must go on a Quest of Repentance, which directly benefits his Cult to gain a new Allied Spirit, since the Gods look dimly on Priests who lose their Allied Spirits.

An Allied Spirit starts with an INT of 2D6+6 and a POW of 3D6 and knows 6 points of Battle Magic and 3 points of Divine Magic known to the Cult. The spirit can see immaterial and invisible spirits, alerting its master to their presence in a twenty meter range. An Allied Spirit is in permanent Mind Link with its master, with a range equal to its POW x5 in meters.

An Allied Spirit has whatever physical characteristics that its host animal or item has.

Allied Spirits can be improved like player characters, by spending Improvement Points from their master's total.

Example Priest: Earth Mother Priestess

These matrons represent the divine Earth Mother at the religion's rituals and it is acknowledged that she speaks through them.

Earth Mothers usually bind their Allied Spirits into animals local to their temple, such as Cows in urban areas, or Foxes and Bears in mountain areas. If a suitable animal is not available branches taken from local trees are satisfactory.

Due to the nature of the cult, most are female but very rarely a male with a strong feminine side will meet the requirements.

Holy Warriors

These are Holy Warriors who protect the temples and worshipers of their Deity. Not all Cults have Holy Warriors, especially those dedicated to peace, but where they do, these warriors ceaselessly crusade to protect the faithful and punish the Cult's enemies.

The minimum requirement to become a Holy Warrior is to have Lore (Religion) of at least 50% and a Weapon Skill of 75% in the Cult's holy weapon, usually the weapon that is most associated with the Deity that the Cult worships. In addition the Player must pay five Improvement Points.

Benefits of being a Holy Warrior

Holy Arms and Armour: When someone becomes a Holy Warrior they are gifted a specially consecrated weapon, that gives them a bonus when fighting to defend fellow worshippers, cult temples, and when attacking enemies of their faith. This bonus is usually +25% to the appropriate weapon skill and double damage when fighting for their Cult. All damage done by such weapons is considered magical.

They also gain armour, which is magically blessed by the Cult's Deity. Normally, this is at least double the normal AP of the armour type used, and it may have additional powers depending on the Deity.

Divine Magic: They may get Divine Magic that further enhances their ability to fight on the behalf of the cult. This is at unlimited Magnitude.

Ransom: Holy Warriors are incredibly useful to the cult they belong to, which will always pay any ransom or make a rescue attempt when a Holy Warrior is captured.

Responsibilities: Like Priests they are expected to uphold the Worshipper duties unflinching. Also, as the

PRIESTS AND HOLY WARRIORS, WHAT THEY DO?

Priests and Holy Warriors don't just hang around their Temples doing their duties. They have plenty of Initiates and lay worshippers to do the more mundane administrative tasks, such as collecting tithes and feeding the poor. As player characters, their lives are more interesting and the source of constant Questing on behalf of their cult. Some of the Quests that they might get involved in are as follows:

Going out and converting the unbelievers (or those who believe in the wrong Deity).

Actively fighting the enemies of the cult.

Recovering long-lost symbols and powerful artefacts of the faith.

Attending a cross-faith to deal with all the politics and misunderstanding to come to a consensus about what to do about a common enemy.

Rushing to the aid of an embattled and besieged town of his faithful believers beset by enemies or some other form of spiritual peril.

Visiting the hinterlands to provide spiritual guidance and duties to those in need

Traveling to a distant Holy Mountain to commune directly with their Deity or otherwise performing idealistic inspirational acts, or to prove their worth.

Going on special mission, where success depends on Divine Magic.

Traveling as a special envoy of the Cult to show due deference to the King / Priest / High Emperor.

cult's warriors, they are expected to take up arms against any aggressor who attacks its worshippers or the cult's Temples.

Warrior Priests

Normally a character can not be both a Priest and a Holy Warrior. Both are very specific roles within the cult which are quite demanding on the character's time. However some cults may have more martially inclined Priests, which combine the functions and abilities of the Priest with that of a Holy Warrior.

Example Holy Warrior: The Axe Maidens of the Earth Mother

These fierce female warriors protect the holy sites of the Earth Mother and extract retribution against the violators of the earth.

Required Weapon skill: Close Combat at 75%

Holy Weapon: Axes of any type +25% and double damage vs Cult enemies.

Holy Armour: Red woad. This mixture of the blood of the cult's enemies and the blessed earth taken from a holy site, such as the consecrated grounds of a Earth Mother temple, gives a +25% to Dodge rolls and 6 AP.

Divine Magic: Earth Scream, Shield, True Axe.

They have access to other cult magic as Initiates.

Earth Scream

Area 10m Magnitude 2 Duration 15 Resist Persistence.

When cast the Axe Maiden makes a blood curdling scream at a group of enemies. If they are within the area of the spell's effect they make a Persistence test or run away from the Axe Maiden in terror for the duration of the spell.



Summary of Cult Ranks

Rank	Minimum Lore (Religion)	IP cost	Benefits
Lay	20 %	0	Learn Cult Battle Magic Magnitude 1-2.
Initiate	40 %	2	Learn Cult Battle Magic unlimited Magnitude. Learn Cult Divine Magnitude 1-2. Cult pays ransom if captured.
Priest	75 %	5	Learn Cult Battle Magic and Divine Magic at unlimited Magnitude. Cult pays ransom if captured. Gain Cult Allied Spirit.
Holy Warrior	50% (75% in Weapon Skill)	5	Learn Cult Battle Magic at unlimited Magnitude. Learn Special Divine Magic. Cult pays ransom if captured. Gain Cult Weapon and Armour.

THE DEITY LISTING

The following Cults are intended as templates for either your own creations as simple pick up and play religions, that can be elaborated and detailed as a campaign progresses.

THE NIGHT MISTRESS

When the Sun Lord sleeps, the mistress of the Night stealthily creeps up from the Underworld to play. Whether her games are harmful or beneficial depends on the persons view of the dark.

Type of Cult: Great

Worshippers: Monsters of the Underdark, Thieves, Outcasts from society.

Worshipper Duties: Banish the light! Preserve the sanctity of Dark regions, prevent the forces of light invading the underworld. Remain mysterious and unfathomable.

Cult Skills: Deception, Ranged Combat, Unarmed Combat

Cult Spells:

Battle Magic: Darkwall, Enhance Deception, Extinguish.

Divine Magic: All common Spells + Call Shade, Fear.

Special Benefits: +25% to Deception during the Night.

THE SUN KING

The bright blazing ruler of the day. The everlasting source of life and light. To some cultures he is the Imperial Emperor, whose sacred word is to be obeyed without question. Also a source of healing and resurrection.

Type of Cult: Great

Worshippers: Emperors, Charismatic Leaders

Worshipper Duties: Banish the dark, Guide the masses.

Cult Skills: Healing, Close Combat, Ranged Combat, Influence.

Cult Spells:

Battle Magic: Enhance Influence, Firearrow, Fireblade, Heal, Light, Multimissile.

Divine Magic: All common Spells + Call Salamander, Divine Heal, Resurrect, Sun Spear, Sun Disc, Radiant Appearance.

Special Benefits: +25% to Influence skills when dealing with lower social classes.

THE SKY LORD

Arrogant and aloof, the Sky Lord brings storm and rain at the behest of his elder ruling brother the Sun King. He strains at the unreasonable laws that bind him to his brother's authority and is a constant rebel. In some lands he has cast off his brother's chains and is acknowledged as the King of the Gods.

Type of Cult: Great.

Worshippers: Barbarians.

Worshipper Duties: Ride the storm!, Fight against Tyrants, Stay free.

Cult Skills: Close Combat, Natural Lore.

Cult Spells:

Battle Magic: Fanaticism, Extinguish, Vigour, Weapon Enhance.

Divine Magic: All common Spells + Berserk, Call Sylph, Lightning Strike, Whirlwind, Enhance Machismo.

Special Benefits: Suffers no penalty when doing skill tests in rainy or windy conditions.

THE EARTH MOTHER

See the Universal Earth Mother write up earlier in this chapter.

THE DEATH GODDESS

Banished to the Underworld by the Sun King for a heinous crime, the Sun King's sister is a twisted force that rails against the authority of her brother. Unable to leave the Underworld, she and her agents take that which is most precious to her brother, the very souls of his subjects, the living. She does this upon their physical death. Those judged unworthy by the Sun King, denied bliss in Eternal Golden Heaven, are taken by her cold embrace, into the Underworld.

Type of Cult: Great

Worshippers: The morbidly insane, Mercenaries, Graveyard attendants, Assassins.

Worshipper Duties: Respect the dead, Put down the Undead.

Cult Skills: Close Combat, Undead Lore.

Cult Spells:

Battle Magic: Demoralise, Spirit shield, Weapon Enhance.

Divine Magic: All common Spells + Call (Undead), Death March, Resurrect, Touch of Death.

Special Benefits: +25% when inspecting corpse to determine time and cause of death.

THE LORD OF ALL KNOWLEDGE

He is the Great Sage of Heaven, who exists only to drink in all the facts and information about the world. His book-loving followers emulate him, making a living by running Knowledge markets and selling advice and information.

Type of Cult: Major .

Worshippers: Explorers, Librarians, Scholars, Detectives.

Worshipper Duties: Find out new knowledge, catalogue and record information, maintain public libraries, punish knowledge thieves, remain unbiased and impartial.

Cult Skills: Lores of various types, Influence, Languages.

Cult Spells:

Battle Magic: Detect x, Mindspeech.

Divine Magic: All common Spells + Find X of various types, Soul Sight, See Past.

Special Benefits: +25% when using a Library to find information.

THE TRICKSTER

Culture hero or culture villain? This Deity aims to amuse him/herself by playing pranks on those who, in its opinion, deserve to be shamed before their peers. In some cultures the Trickster is revered as a Sacred Clown, who mocks authority when it is high-and-mighty and not working in the interest of the people. In others, he is outlaw, defying the Divine Right of the rulers to oppress the people.

Type of Cult: Major.

Worshippers: Thieves, Village idiots, non-conformists.

Worshipper Duties: Play pranks on the pompous and foolish.

Cult Skills: Deception, Ranged Combat.

Cult Spells:

Battle Magic: Befuddle, Hinder.

Divine Magic: All common Spells + Illusion, Reflection, Purity, Wax Effigy, Puppet, Jigsaw.

Special Benefits: +25% Deception when playing pranks.

THE MERCHANT

He is a constant traveller, who gains joy by communicating with the new friends that he meets along the way. Long ago he learnt the art of commerce, as a way of making his contacts happy and a way of learning about the workings of the cultures he encounters. His followers know that a mule, a bag of shiny things, and a warm accepting smile, is all that is needed to open up a world of opportunity and reward.

Type of Cult: Major

Worshippers: Merchants, Heralds, Traders, Shopkeepers.

Worshipper Duties: Spread the word to new places, Enrich both yourself and your temple.

Cult Skills: Influence, Perception, Ride, Drive, Languages.

Cult Spells:

Battle Magic: Clear the Path, Enhance Influence, Enhance Perception.

Divine Magic: All common Spells + Treasury, Ward Camp, Create the Crystal Ship.

Special Benefits: +25% when using Perception or Influence as part of a financial deal.

THE HEARTH GODDESS

This down to earth Deity is a daughter of the Earth Goddess who chose to live in the urban centres of mortals. She looks after the home. Her name is invoked to maintain domestic harmony and fertility.

Type of Cult: Minor

Worshippers: House keepers and owners.

Worshipper Duties: Keep a clean and orderly home.

Cult Skills: Craft, Influence.

Cult Spells:

Battle Magic: Heal, Enhance Craft.

Divine Magic: All common Spells + Block Fertility, Enhance Fertility, Repair and Replace.

Special Benefits: +25% to any skill test in the character's home.

THE LORD OF WAR

He is a blood-soaked Deity of violence and conflict. He is mentor and master to both the high-and-mighty General and the rank-and-file soldier. In civilized cultures he is worshipped through arcane ritual, where armies receive his blessing before battle. Amongst the Barbarians he is invoked through deed, in the fire of the battle itself.

Type of Cult: Great

Worshippers: Generals, soldiers.

Worshipper Duties: Fight hard, Fight to win, Fight! FIGHT!

Cult Skills: Close Combat, Dodge, Ranged Combat, Unarmed Combat.

Cult Spells:

Battle Magic: Coordination, Fanaticism, Strength, Vigour, Weapon Enhancement.

Divine Magic: All common Spells + Shield, Rout, True(Weapon), Unstoppable Charge, Ward Camp.

Special Benefits: +25% for any test when leading others into Combat.

THE HEALER GODDESS

The White One will heal anyone, regardless of behaviour and allegiance. Her white-robed worshippers are found not only in settlements but also in the wagon-trains of armies. Healing gives even the most violent individual the chance to turn their life around and become a Warrior for Peace.

Type of Cult: Major.

Worshippers: Healers, Doctors.

Worshipper Duties: Heal anyone regardless of outlook on life, Maintain areas of sanctuary.

Cult Skills: Healing, Perception, Influence.

Cult Spells:

Battle Magic: Heal

Divine Magic: All common Spells +Divine Heal, Resurrect.

Special Benefits: +25% to all Healing attempts.

THE SEA GODDESS

She is the avaricious sister of the Earth Goddess, who is either the elder or younger sibling depending who you talk to. She constantly wars with her sister for surface area on the planet. In some places her tides eat the land and swallow remote islands. In others her waters relent and give back dry land previously sunk in Ancient times. Any sailor is wise to ask her permission before travelling across her watery realm.

Type of Cult: Great.

Worshippers: Sailors, fishermen, mermen, creatures of the sea.

Worshipper Duties: Respect the sea, Ensure the goddess' permission is sought by sailors.

Cult Skills: Sailing, Natural Lore.

Cult Spells:

Battle Magic: Detect Treasures of the Sea, Water Breath.

Divine Magic: All common Spells +Call Undine, Breathe Water.

Special Benefits: +25% to all sailing checks made at sea, and Athletics checks made to swim.

CHAOS

The writhing thing that is Chaos, strains and buckles on the boundaries of creation. Outside of the ordered universe, it howls to get in, and when it breaks through the cracks in reality it causes change and the warping of nature.

Type of Cult: Great.

Worshippers: The insane, its foul monstrous spawn.

Worshipper Duties: Erode the very fabric of reality, destroy beauty, inflict pain on the living.

Cult Skills: None.

Cult Spells:

Battle Magic: Befuddle, Countermagic, Demoralise, Disruption, Ignite,

Divine Magic: All common Spells + Fear, Madness.

Special Benefits: Immune to any kind of Mind Control magic.

THE MOON HAG

There is an old woman who lives on the moon. She is the queen of the witches and all the spirits who live on the dark side of the moon. She is an enigma who will send you mad if you offend her sensibilities.

Type of Cult: Minor.

Worshippers: Magicians, Astronomers .

Worshipper Duties: Observe the moon, prevent outsiders travelling to the moon, maintain the mystery of the moon amongst non-cult members, study moon mysteries.

Cult Skills: Natural Lore.

Cult Spells:

Battle Magic: Call (Magic, Spell spirit), Counter magic.

Divine Magic: All common Spells + Reflection, Mindblast, Mindlink, Madness.

Special Benefits: +25% to any skill roll when dealing with Moon spirits.

THE HUNTRESS

The Divine Huntress stalks the land. In primitive and barbaric societies she is the patron of those who go into the wilderness to bring back essential meats to the tribe. In more civilised areas, she takes on the character of the supreme risk-taker, looking for more and more fabulous and exotic prey for glory and renown.

Type of Cult: Minor

Worshippers: Hunters, Big Game Hunters.

Worshipper Duties: Be true to the hunt, do not deplete the hunting grounds, capture poachers.

Cult Skills: Deception Ranged Combat, Nature Lore.

Cult Spells:

Battle Magic: Multimissile, Coordination, Clear the Path, Speedart.

Divine Magic: All common Spells + Sureshot, True (Bow or Spear).

Special Benefits: +25% Deception when stalking prey.

LEARNING DIVINE MAGIC

Before a spell can be cast using Divine Magic, the following process must be followed:

In order to acquire a particular Divine Magic spell, the caster must possess the Lore (Cult) skill appropriate to his religion and be of Initiate or Priest status within a cult dedicated to that religion.

The character must pay a cost in Improvement Points, equal to twice the Magnitude of the spell, to the Deity. This may be done in an incremental fashion, i.e. the player buys Shield 1 for two Improvement Points and then later increases this to Shield 3, by spending an additional four points. These points are not regained, even when the character leaves the religion.

CASTING DIVINE MAGIC

A character must be able to gesture with his hands and be able to chant in order to cast a spell. Whenever a spell is cast using Divine Magic, there will always be a sight and sound that nearby creatures can detect, be it a flash of light, a crack of thunder or a shimmering in the air. The exact effects, are up to the Games Master and Player to decide but will automatically be detected by any creatures within ten times the Magnitude of the spell, in metres.

Casting a Divine Magic is automatically successful. No dice need be rolled, no chances of a fumble or critical either.

MAGIC POINTS

Divine Magic does not cost any Magic Points when it is cast.

CASTING TIME

Divine Magic spells always take only a single combat Action to cast and takes place on the INT order of the character casting the spell.

CAST ONCE ONLY

Each Divine Magic spell may be cast only once, after which the character must return to a temple and pray or take part in a worshipping ceremony on the religion's holy day to regain use of the spell. The Caster need not spend Improvement Points again.

LIMITATIONS

Divine magic spells do not stack, i.e. Shield 1 + Shield 2 does not equal Shield 3.

DISMISSING DIVINE MAGIC SPELLS

A caster can dismiss any Permanent or Duration Divine Magic spell(s) he has cast as a single combat action. Ceasing to cast a Concentration spell is immediate and not a Combat Action.

SPLITTING MAGNITUDE

Divine Magic allows the caster to 'split' a spell's Magnitude into multiple spells. For instance, if the caster knows the Absorption spell at Magnitude 3, he may choose to cast it as a single Magnitude 3 spell, or he may split it into three Magnitude 1 Absorption spells, or one Magnitude 1 and one Magnitude 2 Absorption spell. The split spells are treated as separate instances and are cast separately.

THE POWER OF DIVINE MAGIC

When in a direct contest with other forms of magic, Divine Magic is considered to have double its normal Magnitude.

COMMON DIVINE MAGIC

The following spells are listed as 'All', since all Cults teach them:

Consecrate, Create Blessed Item, Create Idol, Dismiss Magic, Divination, Excommunicate, Exorcism, Extension, Find X, Mindlink, Soul Sight, Spirit Block, Mythic Journey.



SPELL TRAITS & DESCRIPTIONS

The traits used by Divine Magic spells are detailed below.

Area (X): The spell affects all targets within a radius specified in metres.

Concentration: The spell's effects will remain in place so long as the character concentrates on it. Concentrating on a spell is functionally identical to casting the spell, requiring the caster to continue to gesture with both arms, chant, and ignore distractions.

Duration (X): The spell's effects will stay in place for the number of minutes indicated.

Instant: The spell's effects take place instantly. The spell itself then disappears.

Magnitude (X): The strength and power of the spell.

Permanent: The spell's effects remain in place until they are dispelled or dismissed.

Progressive: This indicates that the spell can be learnt and cast at greater levels of Magnitude than the minimum.

Ranged: Ranged spells may be cast upon targets up to a maximum distance of the character's POW x 5 in metres.

Resist (Dodge/Persistence/Resilience): The spell's effects do not take effect automatically. The target may make a Dodge, Persistence or Resilience test (as specified by the spell) in order to avoid the effect of the spell entirely. Note that Resist (Dodge) spells require the target to be able to use Reactions in order to Dodge. In the case of Area spells, the Resist (Dodge) trait requires the target to dive in order to mitigate the spell's effect.

Touch: Touch spells require the character to actually touch his target for the spell to take effect. The caster must remain in physical contact with the target for the entire casting.

Cult: The type of cult that offers this spell to its worshippers. If the cult is listed as 'All', the spell is a Common spell available in all cults. The cult's description will help determine which spells should or should not be available.

ABSORPTION

Duration 15, Magnitude 1, Progressive, Touch

Cults: Earth, Night

This spell absorbs incoming spells aimed at the target or his equipment, converting their magical energy into Magic Points which are then available to the target. Once cast on a subject, Absorption will attempt to absorb the effects of any spells cast at the target. It will not have any effect on spells that are already affecting a character. The effects of Absorption depend on the relative Magnitude of both itself and the incoming spell – see the Absorption

Results table for more details. Any spell absorbed by this spell is cancelled and has no effect.

Absorption Results

Incoming Spell's Magnitude is...	Effect
Equal to or weaker than Absorption's Magnitude	Incoming spell absorbed and Absorption remains.
1 or more points stronger than Absorption's Magnitude	Absorption eliminated and incoming spell takes effect.

A character may not accumulate more Magic Points than his POW while Absorption is in effect – excess Magic Points garnered through Absorption simply vanish. Absorption is incompatible with Reflection, Shield and Spirit Block.

BERSERK

Duration 15, Magnitude 2, Touch

Cults: Beasts, War

The recipient of this spell is overcome with bloodlust, causing them to disregard their own safety and loyalties but imbuing them with tremendous stamina and combat ability.

The recipient will automatically succeed any Resilience test for the duration of the spell. The recipient also automatically succeeds at any Fatigue tests and cannot be rendered unconscious. The Close Combat skills of the recipient receive a +50% bonus for the spell's duration.

However, the subject may not Parry, Dodge or cast any magic spells while under the influence of Berserk. Normally, the recipient remains in the Berserk state for the entire 15 minute duration of the spell, but Games Masters may allow a Berserk character to shake off the effects with a Persistence test modified by -50%. At the end of the spell, the recipient immediately becomes Fatigued.

Berserk may not be combined with Fanaticism – Berserk will always take precedence in such cases.

BLOCK FERTILITY

Magnitude 3, Permanent

Cults: Earth

While this spell is in place, the recipient is unable to conceive. This can be seen as a blessing or a curse depending on the view of the recipient. The spell can be dispelled by the caster whenever they want. Otherwise the effects of the spell is permanent.

BREATHE WATER

Duration 15, Magnitude 2, Touch

Cults: Sea, Water

This spell allows an air-breathing creature to breathe water for the spell's duration (the subject will still be able to breathe air as well). It may also be used upon a water-breathing creature to allow it to breathe air.

CALL (ELEMENTAL)

Magnitude 1, Permanent, Progressive

Cults: Fire, Earth, Air, Darkness and any with an affinity to any elements.

This spell summons and binds to the service of the caster an elemental from another plane of existence, of a size dependant on the Magnitude of the spell.

1 = Small, 2= Medium, 3= Large , 4=Huge (for more details on Elementals see Chapter 11 Creatures).

The elemental stays under the control of the Priest until it is killed or the Call spell is dispelled.

To be successfully cast the spell requires an equal volume of the same material that the elemental is made up of. For example, a Large Undine (Water elemental) requires a pool of water of at least 50 m3 before it can be summoned.

CALL (UNDEAD)

Magnitude 1, Permanent, Progressive

Cults: Monster, Evil, Death.

This spell reanimates a dead human corpse and turns it into an undead creature, of a type determined by the Magnitude of the spell.

1 = Skelton, 2 = Zombie, 5= Ghoul, 8= Vampire

The undead creature stays under the control of the Priest until it is killed or the Call spell is dispelled.

CONSECRATE

Area Special, Magnitude 1, Permanent, Progressive

Cults: All

This spell is as much a part of a temple's foundation as is its cornerstone, but may actually be cast almost anywhere. It creates a sphere with a radius of ten metres per point of Magnitude. The consecrated sphere is sacred to the caster's god. Consecrate by itself does nothing to keep outsiders at bay, but the caster of the spell will know immediately if a spell, spirit or someone who is not a lay member of his cult crosses the boundaries of the Consecrate spell.

CREATE BLESSED ITEMS

Area Special, Magnitude 1, Permanent, Progressive

Cults: All.

This spell allows the caster to create items which store Divine Magic spell(s) that are blessed by a Priest with power from the cult's Deity.

Only Priests and High Priests can create blessed items.

The enchanter forgets the spell(s) he blesses the item with.

The wielder of the item can cast the spell(s) the item is blessed with, but once the item's power is discharged then it must be reconsecrated at a temple of the cult. The consecration takes as many hours as the Magnitude of the spell. If the Magnitude of the spell is higher than two, the consecrating team must have at least one Priest.

The wielder must be a member of either the cult that created the blessed item or a allied cult.

Blessed items become protected by the cult's Deity and can not be broken by normal non-magical means.

CREATE IDOL

Magnitude 4

Cults: All

This spell requires an image of the caster's god worth 100 GD to be made, while a Priest reads from the sacred texts of the Deity telling the tales and myths. This stores the god's spells, and can be used by Priests and Initiates to regain spells and can be used by Lay Members to receive 'lessons', via visions, upon touching the idol. Such visions will increase the Religion skill of a Lay Member by 1D10% when they are repeatedly exposed to them.

CREATE THE CRYSTAL SHIP

Magnitude 4, Duration the length of the voyage

Cults: Merchant

From out of the air coalesces the Crystal Ship, a magical vessel that sails through the air to a single destination preordained by the caster. The caster need never have been there, but the casters' Deity must know of it. The ship is about the size of a merchant cog and is fitted with no weapons. Although the ship heads steadily towards the destination, at a rate of 100 km a day, the fine maneuvering of the ship is managed by the mental thoughts of the caster.

DEATH MARCH

Magnitude 4, Duration 1 Day

Cults: Death

This spell raises the local spirits of a settlement and makes them parade up and down the main road of that settlement, for a twenty four hour period. Most of the dead will be in the form of ghosts, but the freshly dead will rise as Zombies, and those who still have bones in the cemetery will rise as Skeletons. Both types of physical dead will attack any living beings that get in their way.

DISMISS MAGIC

Instant, Magnitude 1, Progressive, Ranged

Cults: All

Dismiss Magic may be cast against either a general target or a specific spell. Dismiss Magic will eliminate a combined Magnitude of spells equal to its own Magnitude, starting with the most powerful affecting the target. If it fails to eliminate any spell (because the spell's Magnitude is too high), then its effects immediately end and no more spells will be eliminated. A spell cannot be partially eliminated, so a target under the effects of a spell whose Magnitude is higher than that of Dismiss Magic will not have any spells currently affecting it eliminated. The caster can also target Dismiss Magic against a single specific spell.

As long as Dismiss Magic's Magnitude equals or exceeds the target spell's Magnitude, the target spell is countered.

Dismiss Magic may be fired as a Reaction, but only when another spell is cast within Dismiss Magic's Range that the character wishes to counter. A successful Dismiss Magic disrupts the other spell and nullifies it.

DIVINATION

Instant, Magnitude 1, Progressive

Cults: All

For each point of Magnitude of this spell the caster can ask one question of their Deity, which they must answer to the best of their ability. A Deity can only answer questions it knows about and that falls within its sphere of power. For example, a Mountain God will know exactly what is going on its slopes at any given time, but will be completely ignorant about the Ocean.

Gods will also commonly ask for a sacrifice of an animal or precious object worth one Gold Ducat per question asked. Particularly cruel and bloodthirsty deities will demand blood sacrifices of sentient beings.

DIVINE HEAL

Instant, Magnitude 1, Progressive, Touch

Cults: Earth, Fertility

This powerful spell instantly heals a number of Hit Points equal to its Magnitude times four. Each casting of Divine Heal will heal one Major Wound and if necessary will reattach or regenerate damaged limbs and organs.

ENHANCE FERTILITY

Magnitude 3, Permanent

Cults: Earth

This spell makes any one creature more fertile than normal. If it is an animal that has multiple offspring then it doubles the number. For creatures who have singular births, it guarantees conception and birth of the offspring.

This spell negates the effects of any "Block Fertility" spell.

ENHANCE UNIT

Magnitude 3, Duration 6 hours

Cults: War

For the duration of this spell a troop of up to thirty soldiers gain +1D6 damage. Also they cannot be routed or affected by any mind control magic (such as Befuddle).

EXCOMMUNICATE

Magnitude 5, Permanent, Resist (Persistence)

Cults: All

This spell severs the mystical link an Initiate enjoys with their god, causing the target of the spell to immediately and permanently lose all Divine Magic from the caster's cult. The target will never again be able to learn or use Divine Magic spells from the cult, though they will still be able to use Lore (Cult) for purely academic purposes.

This spell must be cast by a Priest and takes one hour to cast. The Initiate need not be present. The spell can only be cast on Initiates or higher and who worship the same god of the caster of the spell.

EXORCISM

Concentration, Magnitude 3

Cults: All

By means of this spell, a Divine Magic caster can draw out a spirit currently possessing a corporeal being. Whether the possession is dominant or covert is immaterial.

This spell forces a possessing spirit into Spirit Combat. The caster uses his Religion (Own) as the attacking skill in the opposed contest, as this represents the strength of their faith. If the caster is successful in defeating the spirit it is cast out of the victim and flees. If the caster fails the spirit remains in the possessed victim.

EXTENSION

Duration Special, Magnitude 1, Progressive

Cults: All

This spell lengthens the duration of any Divine Magic spell with the Duration trait. Extension, and the spell it is extending, are cast simultaneously by the caster – this is an exception to the normal rule that only one Divine Magic spell may be cast during a single Combat Round.

Each point of Magnitude of the Extension spell doubles the target spell's duration. Thus, a Magnitude 1 Extension increases Breathe Water's Duration to 30 minutes, a Magnitude 2 increases it to one hour, Magnitude 3 increases it to two hours, Magnitude 4 increases it to four hours, and so on.

FEAR

Instant, Magnitude 1, Ranged, Resist (Persistence, see below) Cults: Chaos, Night

This spell causes the target to be gripped with overwhelming fear. Fear has no effect on unconscious targets, targets without an INT Characteristic or targets that are currently under the influence of a Fear spell.

Fear Effects

Target's Persistence Test	Effect
Target fumbles Persistence test	Victim instantly loses half original Hit Point damage (enough to cause a Major Wound,) as its heart stops.
Target fails Persistence test	Victim flees in screaming terror for a number of Combat Rounds equal to 20 minus its POW (minimum of one Combat Round). Victim will not engage in combat unless forced to and will use the Run Combat Action whenever possible (unless a faster mode of egress is available).
Target succeeds Persistence test	Victim is shaken and disturbed, suffering a –25% penalty to all skill tests for a number of Combat Rounds equal to 20 minus its POW (minimum of one Combat Round).
Target critically succeeds Persistence test	Victim is unaffected by the spell and cannot be affected by further Fear spells for a number of Combat Rounds equal to its POW.

FIND X

Duration 15, Magnitude 1, Ranged

Cults: All

This is actually several spells, though they all operate in a similar fashion, which allow the caster to locate the closest target of the spell within its range. This effect is stopped by a thick substance such as metal, earth or stone if it is at least one metre thick. It is also blocked by Absorption, though the caster will know the target is somewhere within range (though not its precise location) and that it is being protected by Absorption. The separate Find spells are listed below.

Unlike the Battle Magic Detect spells, the Find spells do not require concentration on the part of the caster – they simply function and alert them to the presence of whatever they are meant to locate.

Find Enemy: Gives the location of one creature who intends to harm the caster.

Find Magic: Gives the location of the nearest magic item, magical creature, or active spell.

Find (Species): Each Find Species spell will give the location of the nearest creature of the specified species. Examples of this spell include Find Goblin, Find Dwarf and Find Horse

Find Substance: Each Find Substance spell will give the location of the nearest substance of the specified type. Examples of this spell include Find Coal, Find Gold and Find Wood.

The Games Master should provide the rough power of the detected subject ('weak magic' or 'rich gold lode').

ILLUSION

Duration 15, Magnitude 1, Progressive, Ranged

Cults: Moon, Trickster

This spell creates an illusion based on all five senses. The illusion will seem real and solid unless the person looking at it succeeds in a Perception test, which is subject to a modifier based on the Magnitude of the spell. If the viewer succeeds in a Perception test and the Illusion could usually cause damage if believed in, it can no longer cause damage to that character. As soon as a viewer disbelieves the illusion it becomes insubstantial and ghost like to them.

The Size of the illusion is also governed by the Magnitude. A Magnitude 1 Illusion can quite happily create small household items, say a fake table and chair, but would not be able to create an illusion of a fire breathing Dragon. Illusions

Magnitude	Modifier to Perception test	Type of illusion possible
1	+50 %	Not capable of motion or causing damage. Slightly fuzzy and unreal round the edges. Limit of SIZ 10
2	+25 %	Some minor discrepancies. Capable of motion, but not of damage. Limit of SIZ 15
3	0	Capable of motion and causing damage. Limit of SIZ 20
4	-25 %	Capable of motion and causing damage. Limit of SIZ 30
5	-50 %	Indistinguishable from the real thing, capable of motion and damage. Limit of SIZ 40
+1	-50%	+10 SIZ per Magnitude

JIGSAW

Magnitude 4, Duration 6 Hours

Cults: Trickster

This spell literally causes the target to fall to pieces upon a failed Persistence roll. The victim will still be alive, but will not require food or water during the time the spell is in operation. If the spell is dispelled the victim will die unless they have been painstakingly put together beforehand.

LIGHTNING STRIKE

Instant, Magnitude 1, Progressive, Ranged, Resist (Dodge)

Cults: Storm

This spell causes a sizzling bolt of lightning to streak from the hand of the caster toward the target. If the bolt is not dodged, each point of Magnitude of the spell will cause 1D6 damage. Armour Points are not effective against this damage and it counts as both magical and electrical damage.



MADNESS

Instant, Magnitude 1, Ranged, Resist (Persistence, see below)

Cults: Chaos, Moon

This spell causes the target to lose contact with reality and become a gibbering loon. Madness has no effect on unconscious targets, targets without an INT Characteristic or targets that are currently under the effect of a Madness spell.

Madness Effects

Target's Persistence Test	Effect
Target fumbles Persistence test	Victim instantly loses 1D4 INT permanently and lapses into a catatonic state for a number of minutes equal to 20 minus its POW (minimum of one Combat Round).
Target fails Persistence test	Victim gibbers and raves uncontrollably for a number of Combat Rounds equal to 20 minus its POW (minimum of one Combat Round). Victim will perform random Combat Actions during this period Roll 1D6: Move to close combat attack a random target; Run in a random direction; Cast a spell at random target; Use ranged attack against random target; Shout at random target; Change stance.
Target succeeds Persistence test	Victim is shaken and disturbed, suffering a -25% penalty to all skill tests for a number of Combat Rounds equal to 20 minus its POW (minimum of one Combat Round).
Target critically succeeds Persistence test	Victim is unaffected by the spell and cannot be affected by further Madness spells for a number of Combat Rounds equal to its POW.

MINDBLAST

Instant, Magnitude 1, Progressive, Ranged, Resist (Persistence)

Cults: Moon

This spell applies a penalty to the victim's INT equal to the Magnitude of the spell. The effect lasts a number of days equal to the caster's current CHA.

MINDLINK

Duration 15, Magnitude 1, Progressive, Ranged

Cults: All

This spell allows the transmission of conscious thoughts, spell knowledge, runes and Magic Points between participants. Additional points of Magnitude allow multiple sets of people to be linked together, either creating several separate pairs of Mindlinked people, or making the caster the central hub of a small Mindlink network. In the second case, only the 'central' character is linked directly to other participants.

Mindlink must be cast upon all participants at the same time and is limited to consenting participants. Any participant in a Mindlink may use the spell knowledge and Magic Points of others they are linked to without consent.

Participants in a Mindlink have a special vulnerability to INT, POW, CHA and morale-affecting spells. Such a spell cast against any member of a Mindlink will affect all those connected, though all participants are entitled to defend

themselves individually.

Although participants in a Mindlink share Magic Points and conscious thought, they remain their own entity. Mindlink does not include hidden thoughts, memories, unconscious urges or permanent spell knowledge. A Mindlink participant may cast a spell using one of the other participants has, but only if they has the necessary spellcasting skill – Mindlink does not allow sharing of skills.

Any participant may sever their connection to the Mindlink as a CombatAction. If any participant in Mindlink leaves the spell's range, that participant is considered to have left the Mindlink.

MIRACULOUS ITEM

Magnitude Variable, Duration 1 hour.

Cults: Craft

This spell allows the caster to create items literally from nowhere. The size of the item depends upon the Magnitude of the spell.

Magnitude	Size of item
1.	Small items, such as pots, plates, knives, a defaced detail on a stone fresco, etc.
2.	Medium. Large containers such as wine amphorae, target shields, longswords, human sized armour, a missing arm on a broken statue.
3.	Large. Tower shields, broken doors, a missing masonry feature such as a column.
4.	Huge. Giant armour, ruined houses, shattered towers.
5.	Ginormous. The broken parts of a walking castle, the ruined walls of a city.

Such items are always of the finest quality and do not break under any circumstance. For the cost of the Magnitude in Improvement Points the item can last permanently. Otherwise it disappears after one hour.

MYTHIC JOURNEY

Duration 1 Day, Magnitude 4

Cults: All

This spell opens a gate to the Land of Myth and Magic associated most closely with the worshipper's deity or pantheon. The worshipper may take any number of companions with them, but must be aware that if they are not acceptable to the denizens of the place they going to they may be attacked or expelled. Also, the companions must have some strong spiritual connection with the

caster, such as being members of the same religion or strong friends.

Time works differently in the worlds of mythology, perhaps no longer being a workable concept, but for where time is important Real World the spell's duration is the amount of time where the caster and their companions are away in the Mythic World.

For example: Rurik uses this spell to travel to the Palace of the Celestial Emperor to ask him in person for help in the Real World against the invading Burning Horde. Once his business is finished there, he decides to stay and linger enjoying the delights of the Divine Court. Months pass or so it seems until Rurik loses track of how many Imperial Banquets he has enjoyed, then one morning instead of waking up in his crystal room with its bed made of satin sheets in the palace, he awakes in the Temple of the Celestial Emperor in one of the initiates beds, a rather rude affair with rougher linen sheets. He asks the passing novice how long he has been away and finds out that it's a day after he passed through the gate when he cast the spell.

It is also possible to get trapped in the Mythic World, captured by magical powers for example, in which case the character does not return from the Mythic World until they escape whatever power that has them in their thrall.

For example: Nykos the Squire accompanies Rurik to the Palace of the Celestial Emperor. While his master is conducting his business, Nykos meets one of the Imperial Handmaidens and becomes beguiled by her charms. When Rurik returns to the real world after months of pleasure, Nykos remains still under the spell of the Imperial Handmaiden.

PUPPET

Magnitude 3, Resist (Persistence), Concentration, Duration 6 hours

Cults: Trickster

This in its base form, is mind control. The caster uses this spell to enchant a puppet which is the focus of the spell and the stand-in for the victim. The victim can use Persistence to resist the spell, and if they fail their actions are controlled via the puppet by the Caster, for the duration of the spell. The victim is aware of not being in control of their body, but is powerless to stop it. The exception to this rule is when the victim's life, or that of a friend is in danger because of the Puppeteer's commands. Then the victim is allowed another Persistence roll, and, if successful, breaks free of the spell's control.

PURITY (RELIGION/CREED)

Magnitude 2, Touch

Cults: Trickster

This spell removes a perceived sin according to a particular religion. If the caster is out of favour because of said sin, all is forgotten and forgiven.

QUICKSAND

Magnitude 2, Area

Cults: Earth

This spell creates a patch of quicksand 10m square. The earth in the area becomes boggy and saturated with water. On a failed Persistence roll, any character standing on the patch will sink down into the earth, at a rate of 1 metre a round. The quicksand holds the victim firmly and only by dispelling the magic can they be rescued.

Once the duration of the spell is over the victim, if not on the surface, is buried under the now solid earth (see Suffocation rules on page 74).

RADIANT APPEARANCE

Magnitude 2, Duration 1 Day

Cults: Sun

The recipient of this spell glows with light and power. They gain +50% to any Influence rolls for the duration of the spell. Also any light-hating creatures suffer -25% when attacking the recipient.

REPAIR AND REPLACE

Magnitude Variable, Instant

Cults: Craft

This spell repairs broken crafted items. It also replaces missing parts of an item.

The size of the item depends on the Magnitude of the spell.

1. Small items, such as pots, plates, knives, a defaced detail on a stone fresco, etc.
2. Medium. Large containers, such as wine amphorae, target shields, longswords, human sized armour, a missing arm on a broken statue.
3. Large. Tower shields, broken doors, a missing masonry feature such as a column.
4. Huge. Giant armour, ruined houses, shattered towers.
5. Ginormous. The broken parts of a walking castle, the ruined walls of a city.

REFLECTION

Duration 15, Magnitude 1, Progressive, Ranged

Cults: Trickster

This spell reflects incoming spells aimed at the target or his equipment, redirecting the spell back at the original caster. Once cast on a subject, Reflection will attempt to reflect any spells cast at the target. It will not have any effect on spells that are already affecting a character. The effects of Reflection depend on the relative Magnitude of both itself and the incoming spell – see the Reflection Results table for more details.

Reflection is incompatible with Absorption, Shield and Spirit Block

Reflection Results

Incoming Spell's Magnitude is...	Effect
Equal to or weaker than Reflection's Magnitude	Incoming spell reflected and Reflection remains.
1 or more points stronger than Reflection's Magnitude	Reflection eliminated and incoming spell takes effect.

RESURRECT

Concentration Special, Instant, Magnitude 5, Touch

Cults: Death, Fertility, Sun

The body of the deceased must be present and must be whole. If the target died due to disease or poison, the ailment must be eliminated or the Resurrect spell will fail.

This spell summons the deceased spirit to return its former body. Resurrect takes a number of minutes equal to the target's totalled Characteristics to take effect, during which time the caster must maintain concentration on the spell. If interrupted the spell fails. If the spell is completed without interruption the dead character returns to life with one hit point.

Resurrect must be cast within a number of days equal to the POW of the deceased. Casting the spell after this point results in the magic automatically failing.

ROUT

Magnitude 3

Cults: War

When aimed at a body of warriors, no more than 100 persons, they make a Persistence roll or immediately lose all cohesion as a unit and rout. Routing units move at double movement, away from the caster to ideally a place of safety. They will not defend themselves, but will attack any enemy units that get in their way, with the aim of

getting through them to their place of safety.

SEE PAST

Magnitude 2, Area, Concentration

Cults: Knowledge

When cast on a 10m area, the caster as long as they concentrate can see the area, as it was in any past point of time he wishes. They still need to make successful Perception rolls to notice details, such as important clues, and they can not interact with the scene they see in any way, shape or form.

SHIELD

Duration 15, Magnitude 1, Progressive

Cults: War

This spell protects the caster from physical and magical attacks. Each point of Magnitude gives the caster one Armour Point and provides a +10% bonus to any tests the caster may make to resist malign magical effects. A Magnitude 4 Shield spell provides the caster with +4 AP and a +40% bonus against malign spells, for instance. These effects are cumulative with other spells, as well as any physical armour the caster is wearing. Shield is incompatible with Absorption, Reflection and Spirit Block.

SOUL SIGHT

Duration 15, Magnitude 1, Touch

Cults: All

This spell allows the recipient to see the POW aura of anyone he looks at, enabling them to discern that creature's current Magic Points, as well as the nature of any active spells or enchanted items the creature is carrying. It also allows the recipient to see into the Spirit World.

SPIRIT BLOCK

Duration 15, Magnitude 1, Progressive, Touch

Cult: All

The recipient of Spirit Block may only be touched by Spirits with a POW high enough to break through the spell's Magnitude (see table opposite).

Spirit Block Effectiveness

Spirit Block's Magnitude	Recipient May Only Be Harmed By Spirits With...
1	POW 10 or higher
2	POW 17 or higher
3	POW 26 or higher
4	POW 37 or higher
5	POW 50 or higher
6	POW 65 or higher
7	POW 82 or higher
8	POW 101 or higher

A spirit unable to touch a Spirit Blocked character will not be able to personally attack or harm the recipient, including through ranged attacks (such as a thrown spectral javelin). A spell cast by a spirit at the recipient is blocked unless its Magnitude exceeds Spirit Block's Magnitude.

Spirit Block is incompatible with Absorption, Reflection and Shield.

SUN DISC

Magnitude 1, Ranged, Resist (Dodge)

Cults: Fire/Sun

Upon casting this spell, the caster projects a disc of blinding light (roll vs Dodge or be blinded for 1D4 hours) from their hand. Its warming effect melts ice upon contact, even magical ice if under three Magnitude in power, and gives anyone it touches +50% resistance versus cold.

SUNSPEAR

Instant, Magnitude 4, Ranged, Resist (Dodge)

Cults: Sun

This spell will only function in direct sunlight. When cast, a shaft of light two metres wide streaks from the sky to blast a single target, who must be visible to the caster. If the target does not dive out of the way, the blazing light will burn it for 4D6 damage. Armour points are not effective against this damage and it counts as both magical and fire damage.

SUMMON HOLY STEED

Magnitude 3, Duration 1 Day

Cults: Various

This spell summons a Holy Steed from the Other World which is associated with the Deity that the Summoner worships. The Steed will obey the orders of the Summoner until the duration of the spell is up at which point the Steed will return to the Other World from whence it came. If the caster spends 3 Improvement Points when the Steed is summoned it remains in their service on a permanent basis, unless killed.

Holy Steed

Str 30

Con 20

Dex 18

Siz 30

Int 18

Pow 18

Hit Points 25 Major Wound 13

Armour 6

Damage Modifier +2D6

Move: 20 by one mode (i.e. flight, swim, walk etc, as appropriate to the Deity).

Resistances: Dodge 120% Persistence 120%, Resilience 120%.

Combat: Unarmed 80%: Fist/Kick/Strangle, as appropriate. ,Damage 1D10.

Example Holy Steeds

Giant Eagle of the Storm Lord

The Kraken of the Sea Mistress

Iron Horse of the Lord of War

SUMMON HOLY WARRIOR

Magnitude 3, Duration 1 Day

Cults: Various

This spell summons a Warrior from the Other World which is associated with the Deity that the Summoner worships. The Warrior will obey the orders of the Summoner until the duration of the spell is up at which point the Warrior will return to the Other World from whence it came. If the caster spends 3 Improvement Points when the Warrior is summoned it remains in their service on a permanent basis, unless killed even if the summoner dies. Warriors are usually summoned to act as body guards, treasure guards, and assassin.

Holy Warrior

Str 20

Con 18

Dex 15

Siz 18

Int 15

Pow 18

Hit Points 18 Major Wound 9

Armour 6

Damage Modifier +1D6

Move: 12

Resistances: Dodge 150%, Persistence 100%, Resilience 120%.

Combat: Choose one mode of attack: Close Combat, Unarmed or Ranged 150% (with an appropriate weapon).

Other skills: Athletics 120%

Example Warriors

Imperial Guardians of the Gates, Red Demon Soldier from the Horde of the Burning Hell.

Special powers for Warriors are available at the cost of increasing the spell's Magnitude by 1:

Roll D12	Feature
1	Additional mode of attack.
2	Extra set of arms, additional attack.
3	Extra natural weapon, eg. Horns D10 damage.
4	Breathes fire or ice or lightning (appropriate to elemental alliances of Deity) for D10 damage once per combat round.
5.	Wings, therefore flies at 18 Move.
6.	Hideous appearance that strikes fear into enemies (+50% to Influence roll when Intimidating) OR Beautiful appearance which charms all that behold them (+50% to Influence rolls).
7	Mighty Divine weapons that does D20 damage.
8	Shapechanger.
9	Heavily armoured (9 AP instead of normal 6AP).
10	Can become insubstantial and walk through solid walls. While in this state can not interact with the real world.
11	Can become Invisible at will.
12.	Faster, +18 Move, than normal.

E.g. The Horned Horror of Yiko has Ranged Combat with a bow as an additional mode of attack, horns on its head which can be used as a weapon, and has a pair of wings, which means it requires a 6 Magnitude spell to summon it.

The Treasure Demon of Surlis-Sang, is a shapechanger that actually hides as the Treasure chest containing the treasure it is protecting, and so needs a 4 point spell to summon.

SURESHOT

Duration 15, Magnitude 1, Ranged

Cults: Hunter

Cast on a missile weapon (such as a knife, arrow, javelin or rock), this spell is triggered when it is fired. Unless the wielder of the weapon rolls an automatic failure or a fumble, the missile hits successfully (though it may be dodged or parried). So long as the target is within the maximum range of the weapon, the missile will strike home, regardless of concealment or any other factors. Attempts to parry or dodge the missile suffer a -25% penalty.

Sureshot may not be combined with Firearrow, Multimissile or Speedart – Sureshot will always take precedence in such cases.

TOUCH OF DEATH

Magnitude 4, Touch, Instant, Resist (Persistence)

Cults: Death

The caster must touch their victim and on a failed Persistence test the victim falls down dead. This incredibly powerful spell is available to only members of cults whose Deity wield the power of Death itself. It is usually used to readdress the balance where a person who by all rights should be dead is still alive.

TREASURY

Magnitude 4, Duration 1 day

Cults: Merchant

This creates a secure room for one day, to store valuables in. All the entrances are locked and only the caster can come in and out without setting off a magical alarm that they can hear no matter how far away from the room they are.

TRUE (WEAPON)

Duration 15, Magnitude 3, Ranged

Cults: War

Cast on the specified type of close combat weapon, this spell doubles that weapon's normal damage dice. Other modifiers, such as Damage Modifier, are not affected. The

wielder of the weapon should roll the weapon's damage twice and total the result.

WARD CAMP

Magnitude 2, Duration eight hours, Area

Cults: Merchant

This spell protects a camp with an area of 10 square meters. Anyone crossing the invisible boundary of the spell takes 1D10 damage, and sets off a magical alarm that immediately awakens everyone within the camp. The Ward stays in place, even after it has been crossed, for the full duration of the spell.

WAX EFFIGY

Magnitude 4, Resist (Persistence)

Cults: Trickster

This spell enchants a small wax representation of the intended victim. Spells can be cast at the effigy and affect the victim, despite the distance between the effigy and the victim. The caster need not need have seen/met the victim, since it is the power of their god that is providing the link. Once a day the victim can be caused physical harm by driving pins into the effigy, at 1D4 damage per pin. The caster can attempt to kill the victim outright by breaking off the head of the effigy. In this case the victim gets a Persistence roll to avoid death. On a failed Persistence test the victim dies. On a successful Persistence roll the effigy no longer has any power over the victim.

WHIRLWIND

Magnitude Variable, Duration 15 minutes

Cults: Storm

Each point of Magnitude of this spell whips up a whirlwind capable of carrying 20 SIZ in its whirling vortex. Each round the Whirlwind moves ten metres per point, in a random direction (use a D8 to determine direction, with 1 being North and 5 being South, progressing clockwise round the directions). For each point of Magnitude, the Whirlwind is 10 metres tall.

If a character is hit by the Whirlwind, make a Dodge roll to avoid being caught up in it. Characters who are caught are whipped off their feet, D6 metres into the vortex. Each round roll a D6.

Roll D6	Result
1-2	Carried up D10 metres (if already at the top, blown out the whirlwind the additional height before falling to earth (taking damage).
3-4	Stay at the height they are.
5-6.	Fall D6 down in the vortex. If this takes them to the ground they take falling damage.

DIVINE INTERVENTION

As well as having spells, and allies in the cult that teach them, cultists also gain the ability to call for Divine Intervention.

A character who is an Initiate, or higher, can call upon his Deity for Divine Intervention whenever he faces a desperate situation. He may even do so if dead or unconscious, as long as it is called for in the instant that consciousness fades or death occurs. When Divine Intervention is requested, roll 1D100. If this roll is equal to or less than the character's POW, the call for aid is answered. However, the gods demand a heavy price for their help and the character will suffer a permanent loss of POW equal to the 1D100 roll, if they are successful. If the character's POW is reduced to 0 by this, their soul is taken to serve the god directly, effectively killing the character permanently (though their request will still be granted).

A character can only call for Divine Intervention once per month, whether he is successful or not.

Divine Intervention can take many forms and the following can be considered guidelines:

- Allow the character to cast any cult spell at any Magnitude..
- Allow a cult spell to affect every worshipper of the god within the character's line of sight.
- Bring back to life a worshipper (who may not be the character calling for Divine Intervention).

Various 'divine' effects are also possible dependant on the nature of the character's Deity. Examples could include creating a fog to allow the character to escape from enemies, doubling their STR to defeat a powerful enemy or causing a river to break its banks to stall an invading army.

Divine Intervention cannot be used to directly harm or slay mortal creatures. Gods will refuse to aid non-worshippers and their effects will be related to their sphere of influence.

FINAL CONSIDERATIONS

HOW DO DIVINE MAGIC USERS REGAIN THEIR SPELLS?

Of all the three approaches to Magic, Divine Magic users have the hardest time of it regaining their spells. Unlike Sorcerers and Battle Magic users, who can regain their magic through regenerating Magic points over time, Divine Magic users have to regain their magic from their Deity, with whom they must be on good terms.

There are three different ways of regaining Divine magic. All require the character to be in favour with their Deity.

Visit a Shrine/Temple/etc that can provide the Spell (Default)

Procedure: The character either prays or participates in a worshipping ceremony on one of the Holy Days of the Deity, and regains the spells that the temple/shrine supports.

This is the standard Classic D100 way. It's a big drawback for the character, unless the GM is generous with the number of Holy Days in a game year. Otherwise, the character can be without Divine Magic for long periods of time.

Meditate/Rest/Commune with Deity (Optional)

Procedure: For each hour of rest, meditation or ceremonial communion with the character's Deity, 1 Point of Divine magic is regained.

This is the quickest way and puts Divine Magic users on level pegging with Battle Magic and Sorcery users. The downside is that it cheapens the impact of Divine Magic, which arguably is the most powerful magic system in an instant release sort of way.

Perform a Deed in Keeping with Your Character's Deity's creed. (Optional)

Procedure: As well as gaining Improvement Points for performing Worshipper Duties, spells are instantly regained. Minor deeds regain one-two point spells, while Major deeds regain spells that cost three points, or more.

This is very much in a story telling mode, which may not sit well with Players who are more mechanically minded.

Its up to the Players and GM to decide which of the three approaches work for them. You can mix and match. For example, I use Visiting a Temple and Performing a Deed in my own games to keep a good balance between Divine Magic being something special that they need to strive for and players getting bored because their characters are without magic. I would probably use the Meditation/Rest method where we are playing a quick moving game where spell use is high and frequent.

CREATING NEW DIVINE MAGIC SPELLS

Of the three approaches Divine is the one where you'll be wanting to create new spells on a regular basis as you create new cults.

Divine Magic is an expression of the Deity, so when you create new cults you are going to want to create new spells that show their powers and interests.

Who Knows the Spell?

This is the first thing you need to decide, if it is a Common (All) spell, or tied to a specific Deity.

If its a common spell, make sure that its very much a utility type spell. Excommunicate is a good example of a Common spell. Think carefully before adding Common Divine Magic to the list, since you change the scope, power and flavour of Divine Magic as a whole.

Specific Deity spells are a great way of adding colour to a campaign. You can have cults that exist purely to provide specialist spells, but have strange and mysterious initiation requirements that require an adventure to meet. Unlike Common spells you can make the spell's description much more colourful.

How Powerful is the Spell?

Cost of spell ranged from 1 for a minor effect to 4 for drastic effects. As a rule of thumb, 4 point spells tend to be the reserve of specific cults. In fact you might limit it to one specialised cult, who the characters will only join/ worship to gain access to this spell.

What's the Scope of the Spell?

Since this is the domain of the gods, spells can affect from one person upwards. Obviously a spell that increases the weapon efficiency of a whole regiment of soldiers is going to have a higher points cost compared with one that affects only one warrior. Range, Area and Duration can also be increased in a similar way.

Mythlets (Option)

Each of the spells connected with a Deity can have a small piece of their Mythology attached to them. These little stories while merely colour in game terms, give useful insight on how the Deity uses the powers that the spell provides and ways that worshippers emulate their Deity's actions when casting the spell.

Other Call spells

You can use Call (Elemental) as a template for other Call (Creature Type) spells, for example Call (Demon) or Call (Angel). The creature being summoned from the Other World by the Priest must have some sort of association, either through alliance or mythic reasoning, with the Priest's cult. Use the overall effectiveness of the creature to determine the Magnitude of the spell. For example Call (Demon) could work along the lines of Magnitude 1 summons weak demons (known as imps), Magnitude 2 summons human-sized demons (such as winged gargoyles), Magnitude 5 summons elephant sized Pit Demons, and, Magnitude 8 summons the gargantuan Fire Lord of the Deepest Hell.

RELICS

The bones and other preserved clothes, hair of a cult Holy Person (minimum rank Priest).

Each 'part' (item of clothing, body part) stores one of the spells that the Holy Person knew in life at the Magnitude they knew it.

Relics are created at the time of death of the Holy Person.

The wielder of the relic can cast the spell which is reusable after being reconsecrated (see above).

The wielder must be a member of same cult that the Holy Person was a member of and must be in good standing with the Deity.

Relics are protected by the cult's Deity and can not be broken by normal non-magical means.



CHAPTER 10 SORCERY

Sorcery is an approach to magic that acknowledges that there are magical rules that govern the Universe and that by studying these rules a Magician can manipulate reality to his will.

Often Sorcery is atheistic, regarding gods and spirits as merely intelligent forces of the Universe, that exist to be interacted with and dealt with on an equal footing.

TYPES OF SORCERER

Practitioners of Sorcery develop in one of two ways. The majority are organised into schools of wizardry, which have their own books of spells and rules that they teach their apprentices. Alternatively, there is a long tradition of practitioners working in solitude, cut off from other Sorcerers and society at large, to focus purely on their magical activities. Occasionally they take on an apprentice, to teach their art, or simply as a helping hand around the magical laboratory.

EXAMPLE SCHOOL:

THE IMPERIAL COLLEGE OF WIZARDRY

This august institution was set up by the first Emperor of Gatan, to ensure the correct tutoring and installation of socially responsible wizards. It has its own university in the capital city itself, where an established and esteemed staff of adepts trains a large body of apprentices, under the gaze of the Chancellor Magus. They maintain smaller schools in the Duchies, villages and towns, to teach basic literacy and numeracy to promising candidates (who upon reaching adulthood and passing an exam, go on to be apprentices at the University). As well as the magical safety of the city, the College is responsible for providing war wizards to the Imperial armies in time, of wars.

Benefits: Free board and lodging at all Imperial Hostels and Forts.

For Adepts and Magus

Rescue or ransom if captured.

Duties: Uphold the laws of the Empire

Support the Army in its efforts to expand the light of reason into the Darklands.

Sorcery taught: Animate (Substance), Cast Back, Create Spell Matrix, Create Scroll, Damage Boosting, Damage Resistance, Dominate (Orc), Dominate (Goblin), Energy Projection (Fire), Enhance (STR), Enhance (DEX), Mystic Vision, Neutralise Magic, Palsy, Protective Sphere, Sight Projection, Spell Resistance, Summon (Magic Spirit), Treat Wounds.

Prohibited Magic: Tap (Characteristic), Summon Demon or Undead, Venom.

EXAMPLE SOLO SORCERER:

HAGANST OGRAN

A Hedge wizard, who lives in an isolated village on the border with the Darklands. He lives in an old ruined tower just outside the village conducting magical experiments and ensuring the safety of the village from 'things from beyond'. Most of the villagers think he is a mad fool, but are not beyond seeking out his services, of healing and exorcism, when beset by the strange magical horrors of the Darklands. He has a fondness to Yuren an intelligent local lad. With parents' permission, is handing down his knowledge to the boy.

Sorcery Spells known: Cast Back, Create Spell Matrix, Create Scroll, Damage Boosting, Damage Resistance, Diminish (SIZ), Dominate (Spirit), Energy Projection (Cold), Fly, Mirage, Neutralise Magic, Protective Sphere, Shape change (Man) to (Wolf), Skin of Life, Spell Resistance, Spirit Resistance, Summon Elemental, Summon Spirit, Treat wounds.

Prohibited Magic: Tap (Characteristic), Venom.

RANKS OF SORCERY

There are three basic ranks of Sorcerers.

Apprentices. Students of Sorcery who will only know a couple of spells, usually including Mystic Vision, at a base of 40%. As well as being taught the arts of Sorcery, they are expected to spend 60% of their time working for their tutors, performing menial tasks in their magical laboratories, or other jobs that their masters consider beneath them.

Adepts. Graduates of the schools of wizardry. They will know between five and ten spells, and will have a Sorcery Casting skill ranging from 50% to 90%. If a member of a school of wizardry, they will be expected to spend 30% of their time performing duties for the school, such as teaching apprentices or recovering lost magical knowledge.

Magus. Acknowledged masters of Sorcery. They will have at least ten spells and a Sorcery Casting skill of 90%+. If a member of a school of wizardry, then they will serve on its ruling body and have the complete resources of the school at their command. In return, it is expected that they spend 90% of their time researching, teaching and performing missions on the school's behalf.

LEARNING SORCERY AND BASIC CASTING PROCEDURE

Before a spell can be cast using Sorcery, the following process must be followed:

The character must first learn the spell through research. In order to learn a particular Sorcery spell, the caster must possess the spell in written form or be taught it by a teacher. In game terms this means having access to a teacher who knows the spell or a book or scroll where it is written down. The player then spends two Improvement Points and writes the spell down on their character sheet.

Each Sorcery spell is governed by the Sorcery Casting magical skill. This skill is automatically acquired at its basic score (INT) when the character is first created. This skill may be improved normally through the use of Improvement Points. Even non-Sorcerors have this skill, at base, since it is used to give them a chance to use Sorcerous magic items and scrolls that store Sorcery spells.

Once the Sorcery spell has been learned, the character will be ready to try casting it.

CASTING SORCERY SPELLS

A character must be able to gesture with his hands, and be able to chant, in order to cast a spell. Whenever a spell is cast using Sorcery, there will always be a sight and sound that nearby creatures can detect, be it a flash of light, a crack of thunder, or a shimmering in the air. The exact effects are up to the Games Master and Player to decide, but will automatically be detected by any creatures within ten times the Magnitude of the spell in metres.

Casting a Sorcery spell requires a successful skill test using the Sorcery Casting skill. If successful, the spell takes effect.

If the casting test fails, the spell does not take effect.

MAGIC POINTS

All Sorcery spells cost a base of one Magic Point to cast. If a Manipulation effect is applied to a spell, each effect costs one Magic Point to apply (see below).

CASTING CRITICAL SUCCESSES

If a Sorcery spellcasting test, results in a critical success then any attempts to resist or counter the spell suffer a -25% penalty and the Magic Point cost for applying any Manipulation effect is negated.

CASTING FUMBLES

If a Sorcery spellcasting test results in a fumble then the spell fails and the Sorcerer loses 1D6 Magic Points, in addition to the Magic Point loss for any Manipulation effects.

CASTING TIME

No other Combat Action may be taken while casting a spell, though the character may slowly walk up to half their Movement.

A spell takes effect at the end of its casting, which starts at the beginning of the Combat Round and ends on the INT of the Caster in the Combat order. Note that while spellcasting, a character will draw possible attacks from enemies they are adjacent to during a Combat Round.

Distractions or attacks on the spellcaster as he casts will either automatically ruin the spell (if the spellcaster is blinded or disarmed, or suffers a Major Wound) or require Persistence tests for them to maintain concentration on the spell.



MANIPULATION OF SORCERY SPELLS

Sorcery spells have three basic effects which can be manipulated by the caster: Magnitude, Duration, and Range.

Each effect has a default value which the spell can be cast at, costing one Magic Point. The default value for the spell effects are listed in the Manipulation table below.

The tens value of the caster's Sorcery Casting skill determines the max number of additional Magic Points that can spend on each of the manipulation types.

For example: Omar the Magnificent with a Sorcery Casting skill of 80% can spend an additional 8 Magic Points on manipulating each of the spell's effects, in Magnitude, Duration and Range. That's a manipulation of up to 8 levels for each effect, not 8 levels in total across all three effects.

The decision of which effects to manipulate and how many extra Magic Points are to be spent is made before the spell is cast.

Example of Manipulation in action

Lura casts Damage Boosting on Rurik's sword, and wants it to be at a magnitude of 4 for an hour.

She has a Sorcery Casting skill of 60%, which means she can spend an additional six Magic Points on manipulating any spell's effects. Looking at the Manipulation table (see above), Lura can comfortably manage a Magnitude of 4, for three additional Magic Points, and can manage a duration of an hour with her remaining three points.

Lura's player rolls the dice and compares the result against Lura's casting skill of 60% to see whether she successful casts the spell.

In fact Lura, can spend a maximum of six points on a magnitude of range 640m, another six on a duration of 12 hours and another 6 on a magnitude of 7, which is a total of 19 Magic Points (18 for the manipulations and 1 for the spell itself).

Manipulation cost, combined table

Magic Point cost.	Magnitude	Duration	Range
1 (Default)	1	5 minutes	10 m
+1	2	15 minutes	20 m
+2	3	30 minutes	40 m
+3	4	1 hour	80 m
+4	5	2 hours	160 m
+5	6	4 hours	320 m
+6	7	12 hours	640 m
+7	8	1 day	1 km
+8	9	2 days	2 km
+9	10	5 days	5 km
+10	11	1 week	10 km
+11	12	2 weeks	20 km
+12	13	1 month	50 km
+13	14	2 months	100 km
+14	15	1 Season	200 km
+15	16	2 Seasons	500 km
+16	17	1 Year	1000 km
+17	18	2 Years	2000km
+18	19	5 Years	5000km
+19	20	10 Years	10000km

Where do Sorcerers get all the Magic Points they need for Manipulated Spells ?

As you can probably work out from the example above, it is possible for a Sorcerer to cast a spell which needs more Magic Points in its manipulated form than a Sorcerer will normally have. Sorcerers get round this by carrying either Magic Point stores (see Battle Magic spell Create Magic Store) or Binding Magic Spirits into their service (see the Battle Magic spell Call Spirit).

BATTLE MAGIC AND SORCERY

Sorcerers do not consider these two approaches to magic exclusive, but where they have access to the stronger, more versatile Sorcery spell, they will learn that instead. For example, they will learn Damage Boosting over Weapon Enhancement, if they can learn it. Their attitude to Battle Magic can be summed up in the terms they use to describe it. Sorcerers will often refer to Battle Magic as 'Low Magic' while Sorcery is known as 'High Magic'.

However, it is worth noting that a Sorcerer would be foolish not to learn the powerful Battle Magic spell 'Create Magic Store', as will become apparent below.

SPELL TRAITS & DESCRIPTIONS

The traits used by Sorcery spells are detailed below.

Concentration: The spell's effects will remain in place as long as the character concentrates on it. Concentrating on a spell is functionally identical to casting the spell, requiring the spell caster to continue to gesture with both arms, chant and ignore distractions. This trait overrides the normal Sorcery spell default Duration.

Instant: The spell's effects take place instantly. The spell itself then disappears. This trait overrides the normal Sorcery spell default Duration.

Permanent: The spell's effects remain in place until they are dispelled or dismissed. This trait overrides the normal Sorcery spell default Duration.

Resist (Dodge/Persistence/Resilience): The spell's effects do not take effect automatically. The target may make a Dodge, Persistence or Resilience test (as specified by the spell) in order to avoid the effect of the spell entirely. Note that Resist (Dodge) spells require the target to be able to use Reactions in order to Dodge. In the case of Area spells, the Resist (Dodge) trait requires the target to dive in order to mitigate the spell's effect.

Touch: Touch spells require the character to actually touch his target for the spell to take effect. The spell caster must remain in physical contact with the target for the entire casting. This trait overrides the normal Sorcery spell default Range.

Defaults

Sorcery spells tend to have far fewer traits than other types of magical spell. This is because most Sorcery spells share the same basic qualities: A Duration equal to 5 minutes, a Magnitude of 1, a Range equal to 10 metres, and the default Sorcery spell will only affect one target.

ANIMATE (SUBSTANCE)

Concentration

This spell allows the Sorcerer to animate the substance indicated, up to one SIZ for every point of Magnitude. The Sorcerer can cause it to move about and interact clumsily (Movement of 1m per three points of Magnitude).

The Sorcerer's chance to have the animated object perform any physical skill successfully is equal to his own chance to perform that action halved (before any modifiers). If the appropriate Form/Set spell is cast immediately after this spell, the caster can perform much finer manipulation of the object. In this case, the animated object will use the caster's full skill scores for physical activities.

This spell can only be used on inanimate matter.

CAST BACK

This protective spell shields the caster from hostile magic and has a chance of sending it back to the attacking spell caster.

Cast Back only affects spells that target the user specifically and have the Resist trait. Such spells may affect the protected character normally, but if it is resisted, the spell is launched back at the person who cast it, as long as its Magnitude is not greater than the Cast Back's Magnitude.

CREATE GODFORM (DEITY)

Touch

This spell can be cast on a recipient other than the caster. It allows the recipient to assume the magical form of the Deity for the duration of the spell. While not quite the same as becoming the god itself, it allows the recipient to assume some of the powers of the Deity.

While the spell is in operation, the recipient gains:

- +25% in all the skills that the Deities' cult teaches.
- Each Magnitude of the spell beyond the first allows the recipient to learn and cast one point of the Deity's Divine or Battle Magic for the duration of the spell. Divine Magic is one use and Battle Magic must be paid for from the recipients' Magic Points.
- The recipient knows anything the Deity would know.

This is an exceptionally powerful spell, whose use and knowledge automatically puts the Sorcerer on the enemy list of the Deity's cult should they know that the Sorcerer knows how to Godform their God.

If the spell is fumbled, one of the following events, or one similar from the Games Master's fertile imagination, occurs.

- The Deity sends an Other World servant to exact divine vengeance upon the Sorcerer.
- The Deity transports the Sorcerer and all 'helpers' to their Other World court to explain themselves.
- The Deity tells a local Priest of the Sorcerer's heresy and makes it clear that it is their Temple's job to exact revenge on their Deity's behalf.

CREATE SCROLLS

Permanent

These are written items which store Sorcery Spells.

All scrolls have an attached cost of 1 Gold Ducat per magnitude of spell in ingredients for special inks/parchments, etc.

The resulting scroll is a one use item, which upon a successful Sorcery Casting test, casts the spell(s) with any manipulations, at the magnitude that was cast on the

scroll.

Alternatively, upon a successful Sorcery Casting the reader of the scroll can learn the spell by spending the appropriate number of Improvement Points.

Either way, upon a successful use of the scroll, the spell fades from the scroll. If the casting roll merely fails the spell remains, but the reader can not attempt to use the scroll until their Sorcery Casting skill increases. If the casting roll is fumbled the spell fades from the scroll, without any benefit to the reader.

CREATE SPELL MATRIX

Permanent

This spell creates items that store Sorcery spells.

All spell matrices have an attached cost of 10 Gold Ducats per spell in special materials.

The enchanter pays 1 Improvement Point per spell stored in the matrix.

The wielder can cast and manipulate the spell at the skill of the original enchanter, using their own Magic Points as fuel.

Spell matrices are reusable.

Spell matrices are mundane items in their own right and if the item is broken, then the spell is dispelled. However at the time of enchantment the enchanter can spend another Improvement Point to magically harden the item doubling its Hit Points and Armor Points.

DAMAGE BOOSTING

Touch

This spell can be cast upon any weapon up to five ENC. Each point of Magnitude adds one point to the weapon's damage (the basic spell will increase a hatchet from 1D6 damage to 1D6+1 damage, for instance).

DAMAGE RESISTANCE

Touch

This spell protects the body of the recipient. Any incoming attack dealing damage equal to or less than the Magnitude of the spell is ignored. Any incoming attack dealing more damage than the Magnitude of Damage Resistance is unaffected and will deal its full damage as normal. Note that the protected character may still suffer from Knockback if applicable.

Damage Resistance may be combined with the Divine Magic spell Shield in which case case, incoming damage is compared to the Damage Resistance spell first and only encounters the Shield spell if the Damage Resistance is bypassed.

DIMINISH (CHARACTERISTIC)

Resist (Persistence/Resilience), Touch

There are actually seven Diminish spells, one for each Characteristic. The spell will temporarily apply a penalty to the specified Characteristic equal to the Magnitude of the spell. The penalty applied by this spell may not reduce a Characteristic below one and a creature must have the Characteristic in question to be affected by this spell.

Diminish (STR, DEX, CON and SIZ) are resisted with Resilience. Diminish (INT, POW and CHA) are resisted with Persistence.

Applying a penalty to POW does not reduce the character's Magic Points.

Note that not all uses of this spell are malicious. Thieves and others often value the timely use of a Diminish (SIZ) spell, as it can greatly enhance their ability to enter restricted areas.

DOMINATE (SPECIES)

Resist (Persistence)

This spell allows the caster to gain control over a creature belonging to a specific species. If the target fails to resist the spell, it must obey the commands of the caster for the duration of the spell.

The controlled creature shares a telepathic link with the Sorcerer by which it can receive its orders. If the Sorcerer and the creature dominated do not share a common language, the Sorcerer can order it about by forming a mental image of the actions he wishes the dominated creature to perform.

ENERGY PROJECTION (TYPE)

Ranged, instant, Resist (Dodge)

Energy is either projected as a beam or a ball towards the target, which can avoid the attack by Dodging.

If the spell takes effect the target takes damage equal to double the Magnitude of the spell. Physical Armour does not protect against the damage, but magical protection does. Types of energy that can be projected by this spell are Cold (Dark), Lightning, Heat (Fire), Shards of Rock (Earth), Windblast (Air).

ENHANCE (CHARACTERISTIC)

Touch

There are actually seven Enhance spells, one for each Characteristic. Essentially the reverse of the Diminish spell, Enhance allows the Sorcerer to temporarily apply a bonus to the specified Characteristic equal to the Magnitude of the spell. A creature must have the Characteristic in question to be affected by this spell.

Applying a bonus to POW does not increase the

character's Magic Points.

FLY

Concentration, Resist (Persistence)

Using this spell allows the caster (or whomever or whatever he targets with the spell) to fly. The caster may levitate a number of objects or characters (the caster counting as one of these characters if he so wishes).

A levitated character may not be Overloaded and must have a SIZ Characteristic which is lower than the Sorcerer's POW characteristic.

Objects must have an ENC lower than the Sorcerer's POW characteristic.

Character or objects moved by this spell have a base Movement Rate of 6m. All objects and character moved by this spell move at the spellcaster's behest, not their own.

Each point of the spell's Magnitude may either be used to increase the target's Movement by +2m or to target an additional object or character – but not both. A Sorcerer casting this spell at Magnitude 4 may fly himself with a Movement of 14m, fly himself and a friend with a Movement of 10m each, or fly himself and three friends with a Movement of 6m each.

FORM/SET (SUBSTANCE)

Instant

There are an unlimited number of Form/Set spells in existence, one for every substance imaginable, from steel to smoke to water.

Each point of Magnitude allows the caster to shape one ENC of solid substance or one cubic metre of an ethereal substance (like darkness). The caster must be Familiar with the shape he is forming.

When the caster has finished the forming process, the substance retains its shape. Rigid substances like steel will hold the form they had at the end of the spell, while more mutable substances like water will immediately lose their shape.

This spell can be used to mend damage done to an object. The Sorcerer must form the entire object and must succeed at an appropriate Craft test. If successful he will restore the item to its original condition.

This spell can only be used on inanimate substances.

GLOW

This spell causes a glowing point of light to appear on a solid substance. At its base, the spell creates an area of light one metre in radius, giving off the same illumination as a candle. Each additional point of Magnitude increases the radius of effect by one metre. At Magnitude 3, the brightness of the spell increases to that of a flaming brand at its centre. At Magnitude 5, it increases to that of a campfire and at Magnitude 10 to that of a bonfire.

This spell can be cast on an opponent's eyes. If cast on a living being the spell also gains the Resist (Dodge) trait. If the target fails to resist it, he will suffer a penalty to all attack, parry and Dodge tests, as well as any skills relying upon vision, equal to five times the spell's Magnitude, until the spell ends or is dispelled.

HASTE

Each point of Magnitude of Haste adds 1m to the Movement rate of the recipient. Every two points of Magnitude also adds +1 to the recipient's Dexterity or Intelligence for the purposes of determining order in combat.

HINDER

Resist (Resilience)

Each point of Magnitude of Hinder subtracts 1m from the Movement rate of the target. Every two points of Magnitude also subtracts 1 from the recipient's Dexterity or Intelligence for the purposes of determining order in combat.

HOLDEAST

Touch

This spell causes two adjacent ten centimetre by ten centimetre surfaces (roughly the size of a man's palm) to commingle into one. The basic bond has a STR of 1. Each additional point of Magnitude will either increase the STR of the bond by +1 or double the area affected.

This spell can affect organic and inorganic substances. If the caster is attempting to bond a living being with this spell, the spell gains the Resist (Resilience) trait.

MIRAGE

This is the Sorcerers' version of Illusion.

This spell creates an illusion based on all five senses. The illusion will seem real and solid unless the person looking at it succeeds in a Perception test, which is subject to a modifier based on the Magnitude of the spell. If the viewer succeeds in a Perception test and the Illusion could usually cause damage if believed in, it can no longer cause damage to that character. As soon as a viewer disbelieves the illusion it becomes insubstantial and ghost like to him.

The Size of the illusion is also governed by the magnitude. A Magnitude 1 Illusion can be used to create small household items, say a fake table and chair, but would not be able to create an illusion of a fire breathing Dragon.

Magnitude	Modifier to Perception test	Type illusion possible
1	+50 %	Not capable of motion or causing damage. Slightly fuzzy and unreal round the edges. Limit of Siz 10.
2	+25 %	Some minor discrepancies. Capable of motion, but not of damage. Limit of Siz 15.
3	0	Capable of motion and causing damage. Limit of Siz 20.
4	-25 %	Capable of motion and causing damage. Limit of SIZ 30.
5	-50 %	Indistinguishable from the real thing, capable of motion and damage. Limit of SIZ 40.
+1	-50%	+10 SIZ per Magnitude

MYSTIC VISION

Concentration

This spell allows the recipient to literally see magic. By augmenting the recipient's natural vision, the spell allows him to see a creature's Magic Points, as well as enchanted items with their own Magic Points or spells. The recipient must be able to actually see the creature or object for this spell to work. Mystic Vision also allows a recipient to see into the Spirit World.

On a normal success the recipient of the spell will only know roughly how many Magic Points an object or creature has (1-10, 11-20, 21-30 and so forth). On a

critical they will know exactly. On a fumble the Games Master should give the player a misleading total.

By looking at a spell effect, a recipient of Mystic Vision will automatically be aware of its magical origin (divine, battle magic, or Sorcery). By increasing the Magnitude of Mystic Vision, the caster can learn more about what he is seeing. Compare the Magnitude of Mystic Vision to the Magnitude of any spell that the target is either casting or under the influence of. As long as Mystic Vision's Magnitude exceeds the other spell's, the caster will be able to precisely determine the effects of the perceived spell, and a mental image of who cast the spell (if it is not obvious).

By looking at an enchanted item, a recipient of Mystic Vision will automatically be aware of its gross magical effects (such as the types of enchantment currently on the item). Each point of Magnitude of Mystic Vision will also determine either the invested POW (and therefore the relevant strength) of a particular enchantment or a particular condition laid upon an enchantment, at the Games Master's choice.

NEUTRALISE MAGIC

Instant

This spell allows a caster to neutralise other spells. Neutralise Magic will eliminate a combined Magnitude of spells equal to its own Magnitude, starting with the most powerful affecting the target. If it fails to eliminate the most powerful spell then it will instead target the second-most powerful spell. As soon as Neutralise Magic can no longer dismiss a target's spells, because all the remaining spell's Magnitudes are too high), its effects immediately end.

Neutralise Magic can be fired as a Reaction, but only when another spell is cast within Neutralise Magic's Range that the character wishes to counter. A successful Neutralise Magic disrupts the other spell and nullifies it. As long as Neutralise Magic's Magnitude equals or exceeds the target spell's Magnitude, the target spell is countered.

OTHER WORLD PORTAL (OTHER WORLD)

This spell creates a portal to a named Other World. The Magnitude of the spell is the number of creatures (SIZ 12-18) who can use the portal simultaneously. The portal exists as long as the spell is in effect. When the spell's duration is reached, the portal closes instantly.

If the spell casting is fumbled, catastrophic events occur. Here are some example events, the creative Games Master is encouraged to create more.

- A malignant creature from that Other World emerges from the portal and attacks the Sorcerer, in an attempt to close the portal.
- The Sorcerer and all within 10m of him are sucked

through the portal, which then promptly closes. Worse the Sorcerer is so befuddled that he cannot remember this spell for D20+D4 hours.

- The Other World, to which the portal is connected, invades the home reality in a 10 km diameter from the portal. The home reality protects itself by throwing up a magical barrier that lets things into the beachhead but not out.

PALSY

Resist (Resilience)

If the caster is able to overcome his target with this spell, he can turn the victim's own nervous system against him. The spell will paralyse the target, provided the spell's Magnitude is greater than the quarter of target's current Hit Points.

PROTECTIVE SPHERE

When completed, the Protective Sphere will create a sphere-shaped area of protection with a radius in metres equal to the spell's Magnitude. If this spell is cast on the ground (or other immovable place) it cannot be moved. If cast on a vehicle (such as the bed of a wagon) or a person, it will move with the target. After the sphere has been completed any one or all of the following spells can be added to provided the defensive capacities of the Sphere during the duration of the Sphere. The Sphere on its own provides no protection, that is down to the Resistance spells.

Damage Resistance, Spell Resistance, Spirit Resistance.

The Protective Sphere's perimeter contains the benefits of its combined Resistance spell(s). The Protective Sphere only inhibits spells or attacks entering the circle from the outside – attacks or spells originating within the circle are unaffected. Thus a Protective Sphere against spirits would block out outside spirits but have no effect on those already inside its perimeter. A Protective Sphere against damage or spells would block out incoming attacks/spells, but have no effect on those attacks made within the sphere (including attacks targeting those outside the sphere).

REGENERATE

Concentration Special, Instant, Touch

This spell causes a severed or maimed limb to regrow or reattach. Regenerate cannot return a character from the embrace of death.

The Magnitude of the spell must equal or exceed the maximum Hit Points lost as a result of the Major Wound taken. This spell will cause a limb severed by a Major Wound to regrow or, if the detached limb is still present, for the limb to reattach itself to its stump.

Regenerate takes a number of minutes equal to the target's SIZ to reattach a limb, during which time the

caster must maintain concentration on the spell. The Hit Points lost due to the Major Wound are recovered at the end of this period.

(SENSE) PROJECTION

Concentration

Each (Sense) Projection spell is a separate spell. These spells encompass the five base senses but there are also variants for any unusual sensory mechanism appropriate to the game world (such as sonar).

This spell allows the caster to project one of his senses anywhere within the spell's Range. The spell forms an invisible and intangible sensor, some ten centimeters across, which receives the specified type of sensory input and transmits it to the caster. The sensor can move a number of metres per Combat Round equal to the spell's Magnitude at the Sorcerer's direction and allows him to use his Perception skill through the sensor.

Spells can be cast through the sensor of some Projection spells. For instance, ranged spells require Sight Projection, while touch spells require Touch Projection (and likely Sight Projection too, simply so the Sorcerer can find his target efficiently).

Characters using Mystic Vision can see the sensor and attack it if they wish, though it is only vulnerable to magic. Magical weapons and spells employed against the sensor will not destroy it but will instead transfer their damage directly to the caster.

SENSE (SUBSTANCE)

Concentration

Eminently useful for finding valuables from afar, this spell has a variation for every substance imaginable. Sense (Substance) will cause all sources of the substance within range of the spell to glow an appropriate colour visible only to the caster – diamonds will gleam like ice, amber will shine like a camp fire and so on. Each point of this spell's Magnitude allows it to penetrate one metre of rock, wood or dirt. If the source is concealed behind such a material, the surface nearest the caster will glow for a moment. The spell cannot penetrate refined metal, though it can penetrate ore.

SHAPECHANGE (SPECIES) TO (SPECIES)

Resist (Resilience), Touch

Each Shapechange spell is a separate spell. Of all spells with multiple variations, the Shapechange spell has the most, comprising a new spell for almost every combination of creatures imaginable. The spell only works on living things – the dead or inanimate cannot be shapechanged.

The Magnitude of the spell must be equal to or greater than the average SIZ of both specified species. Thus changing a mouse (SIZ 1) into a newt (also SIZ 1) is Magnitude 1. Changing a mouse into a lion (SIZ 19) is Magnitude 19.

If the spell is successful, the target will be biologically changed, gaining the STR, DEX, CON and SIZ of its new form. Its INT, POW and CHA are unchanged, and the target retains its memories and abilities (though it may be unable to use some of those abilities in its new form).



SKIN OF LIFE

Touch

This spell protects the recipient from suffocation by air deprivation, due to such factors as drowning or the Smother spell. Each point of Magnitude will cover three points of SIZ – thus a Magnitude 4 Skin of Life spell would sustain a SIZ 12 creature.

SMOTHER

Concentration, Resist (Resilience Special)

If successful, this spell neutralises the air surrounding the target, making each breath stale and worthless, depriving it of oxygen. The caster must concentrate each round, in order to keep the spell operating. For the duration of the spell, the target will be unable to breathe, essentially drowning on dry land.

When the spell begins, the target's Resilience test determines whether it is able to gasp in one last breath before Smother cuts off the surrounding oxygen supply. If the target succeeds, it may hold its breath as normal. If it fails, it will start drowning in the next Combat Round.

This spell can also be used to extinguish fires, as the flames will be starved of oxygen. At Magnitude 1, it can extinguish a Flame, Magnitude 2 a Large Flame, Magnitude 4 a Small Fire, Magnitude 7 a Large Fire and Magnitude 10 it will put out an Inferno. Smother has no effect on magical fire or on fire-based creatures.

SPELL RESISTANCE

This spell matches its Magnitude against the Magnitude of any incoming spell. If Spell Resistance's Magnitude is greater than the incoming spell's, then the incoming spell has no effect. If the incoming spell's Magnitude is equal to or greater than the Magnitude of Spell Resistance, then the spell affects the target normally.

Unlike many protective spells, Spell Resistance remains in place for the entirety of its Duration – spells that successfully breach the spell do not dispel it. However, it does not discriminate between incoming spells – a comrade attempting to magically heal the recipient of Spell Resistance must overcome it in order to successfully use a healing spell.

SPIRIT RESISTANCE

This spell matches its Magnitude against the POW of any spirit that comes into contact with the recipient. If the recipient of the spell's combined POW + Spirit Resistance's Magnitude is greater than the spirit's POW, the spirit cannot touch the recipient.

A spirit unable to touch a recipient will not be able to personally attack or harm him, including through ranged attacks. A spell cast by a spirit at the recipient is blocked unless its Magnitude exceeds the Spirit Resistance's Magnitude.

SUMMON (OTHER WORLD CREATURE)

Resist (Persistence)

This spell allows the Sorcerer to summon one Other World creature, per casting, to the mundane world. The creature is not automatically under the Sorcerer's control. If the summoned creature succeeds its Persistence test, it

is free of the Sorcerer's command and if so inclined may be hostile to the Sorcerer. Otherwise it acts as if under the influence of a Dominate spell, for the Duration of the spell. The Duration of the summon spell also determines how long the creature is trapped on the mundane world. Example Other World creatures; Demons, Elementals, Spirits and Undead.

TAP (CHARACTERISTIC)

Concentration, Resist (Persistence), Touch

There are actually seven Tap spells, one for each Characteristic. These devastating spells allow the caster to permanently strip a target of Characteristic points, transforming them into Magic Points for his own use.

The caster must make contact with the target, either physically or through Touch Projection, in order to Tap it – therefore the spell cannot be used on incorporeal creatures, such as spirits.

Tap will only work if its Magnitude is equal to, or greater than the target's specified Characteristic. Thus a Magnitude 6 Tap Strength spell would only work on targets with a STR of 6 or lower.

The number of points Tapped by the spell are equal to 1D6 per Combat Round the Spell is applied to the Victim.

Characteristic points lost to Tap are lost permanently, though the victim can raise them again through normal means of increasing a Characteristic. Characteristics may be Tapped to 0, which usually involves the death of the victim. The exception being Charisma.

For each Characteristic point the Sorcerer Taps, he will gain one Magic Point. The Sorcerer is limited in the number of Magic Points he can gain through Tap; the spell can only increase his Magic Points to double his normal limit. A Sorcerer may simply Tap a target and dissipate any gained Magic Points.

If the Sorcerer gains more Magic Points through Tap than his normal maximum, they will disappear at the rate of one Magic Point per minute once the spell finishes.

TELEPORT

Instant, Resist (Dodge)

Teleport allows a Sorcerer to instantaneously move himself, or a target, to anywhere within the range of the spell, as long as the destination can be directly observed (Sense Projection spells allow the Caster to 'see' locations beyond physical line of sight), there is solid footing and no object bars their arrival. If these conditions are not met, the spell automatically fails. The caster is able to teleport objects up to 3 points of SIz per point of Magnitude.

TIME TRAVEL (TIME PERIOD)

Instant

This spell transports the caster and a number of creatures (of SIz 12-18) equal to the Magnitude of the spell to a named Time era via a Time Tunnel that opens up and instantly sucks them through to their destination. The Duration of the spell is the time that the caster and group jumps forward or backwards through time.

Sorcerers usually have some knowledge about the time period they are travelling to, and use an Anchor, a landmark such as a bronze statue, that exists in both the original and destination time period. If they are travelling blind without such an Anchor, the casting roll is at -25% and the effects of a fumbled roll are even more catastrophic than the examples below suggest.

If the spell casting is failed, the caster and group still travels, but they end up in the wrong location (1D10 Km away from the Anchor point) and time (1D10 time units away, the length of the time unit depends on Duration, e.g. if the duration was in days, the time unit is days).

If the spell casting is fumbled catastrophic events occur. Here are some example events; the creative Games Master is encouraged to create more:

- A Guardian creature from an Other World emerges from the portal and attacks the Sorcerer, in an attempt to close the portal.
- The Sorcerer, and all within 10m of him, is sucked through the portal which then promptly closes. The Sorcerer is so befuddled that he cannot remember the spell for D20+D4 hours.
- As above, but the Sorcerer and party arrive in a completely different Time Era or even an Alternative Reality.

Sorcerers with this spell can "change" time freely without having to worry about unintentional "butterfly effect" changes, or any alterations in their own existence or memory from changing "their" past. However, too regular use is likely to lead to the catastrophic effects of a fumble.

TREAT WOUNDS

Instant, Touch

This spell must be cast upon a wounded character. It dramatically accelerates the natural healing rate of the target. For every point of Magnitude of this spell, the caster can repair one hit point per Combat Round, for the Duration of the spell. Treat Wounds cannot reattach or regrow a severed limb and will not work on any Major Wound.

VENOM

Resist (Resilience Special), Touch

This spell infuses the target's body with a magical poison. The Potency of the poison is equal to the spell's Magnitude x 5, takes effect instantly, and does damage equal to the magnitude per combat round for the spell's Duration. The target may resist the poison with a Resilience test,

CHAPTER 11 CREATURES

In OpenQuest, Monsters can be as richly detailed as the characters themselves. As well as characteristics they have skills, weapons and magic spells. They are not mere cannon fodder to be killed and looted. They have their own motives that often bring them into conflict with the player characters, and if sentient can be used to create player characters.

This chapter is split into two lists. The first is the Monster list, which is full of creatures fantastic and magical. The second is the Animals List, a smaller list which details more mundane creatures, which the characters may encounter or commonly use as mounts and beasts of burden.

USING THE MONSTERS LIST

The following characteristics, attributes, skills, and special rules, collectively known as a 'Stat block', for each of the creatures listed on the Monsters List, are the bare bones of a creature. You can use them straight away to give an average non-descript member of that race.

To create creatures that truly fit the adage "Monsters are People too", take the Stat block and use it as a base for a complete character. Think of a concept for the character and then add the skills, characteristics and magic that the character needs. You may want to generate the creature character as if it was a player character. This often creates good opposition for the players, since the creature will be of comparable experience. Use the further experience Optional 'More Experienced Characters' (see Chapter 2) to create Veterans and Masters for really tough opponents on.

Warning: Do not increase encounter difficulty by increasing numbers of monsters. A much better way is to increase the power of individual monsters, by increasing skills and magic use, to be closer to the player character power level. OpenQuest combat works best when there is roughly the same amount of monsters as player characters.

MONSTERS AS PLAYER CHARACTERS

Although in theory many of the monsters in this chapter can be used as player characters the following list are especially suited:

Duck, Dwarf, Elf, Centaur, Goblin, Merman, Orc, Ogre, Lizard Man

THE MONSTER LIST

Each of the following monsters is described in the following format.

CHARACTERISTICS

These are the characteristics that the monster possesses. If a monster is missing a characteristic for any reason the effect of this is noted under the Special rules section for that monster. Two scores are given for each characteristic. Firstly the dice range of that you can roll to randomly determine an individual's characteristics and in brackets the score of an average individual of that species. This average score is used throughout the rest of the stats, so you can just quickly pick-up and use the monsters, so if you randomly roll characteristics you will have to adjust the rest of the skills and other characteristic dependent scores accordingly.

A creature with a randomly determined INT is considered sentient – it is a rational creation capable of logical thought and self-determination. A creature with a fixed INT (any INT listed as a Single number, rather than a die roll) is not sentient. Fixed INT creatures operate solely on instinct rather than logic or intuition.

ATTRIBUTES

Hit Points, Major Wound, Damage Modifier and Magic Points of the creature. Again these are based upon the characteristic scores of an average member of the species. Movement Rate it also notes Movement Rates if the creature can fly or swim. Typical armour worn, including the Armour Points (AP), as well as the creature's Plunder Factor (see "Plunder Factor" on page 174)

SKILLS

Monsters have skills like player characters. This section breaks down into the skills categories and details the significant skills that an average member of this species will have. Combat skills have the damage, including damage modifier, and other details for the weapon used, in brackets next to the weapons name. Unless otherwise noted, a creature with multiple attack forms will only get to use one as its combat attack.

MAGIC

Suggestions of the type of magic spells that an average member of the species will know.

SPECIAL RULES

This section has details of other rules that the monster and uses its abilities are described if necessary.

MONSTER DESCRIPTIONS

BASILISK

Born from the egg of a cockerel acted upon in an Alchemist's or witches cauldron, this magical monster is the product of foul Sorcery. It is a large lizard with multicoloured scales. Its baleful gaze can kill and its blood is poisonous and corrosive. Basilisks are usually employed as guardians of their master's treasure.

Characteristics

STR 2D3 (4)
CON 2D6+6 (13)
DEX 2D6 (7)
SIZ 1D3 (2)
INT 3 (3)
POW 1D6+12 (16)
CHA 3 (3)

Attributes

Hit Points 8
Major Wound 4
Damage Modifier -1D6
Magic Points 16
Movement Rate 15m
Armour Scales (2pt)
Plunder Factor 5

Skills

Resistances
Dodge 30%, Persistence 50%, Resilience 70%
Practical
Athletics 60%, Deception 40%,
Knowledge
Natural lore 40%
Combat
Ranged Combat 100%
Gaze (Death, Range: POW in metres)
Unarmed Combat 30%
Bite (1D6-1D6+poison)

The basilisk can attack with both gaze and bite simultaneously in the same action.

Magic

Poison Blood & Venom

Any non-magical weapon hitting the basilisk corrodes in the creature's blood, completely disintegrating after D4 rounds.

The basilisk's poison and corrosive blood are magical effects, which lose their special properties a few minutes after leaving the basilisk's body, making it virtually impossible to use the creature as a source for making lethal compounds.

Basilisk Venom

Type: Ingested or smeared

Delay: Immediate

Potency: 65

Full Effect: 1D4 Hit Point damage, applies -6 penalty to victim's CON

Duration: 6D10 minutes

Death Gaze

A basilisk can kill with a glance. In combat the basilisk glares at a single opponent each round. If the basilisk overcomes the target in an opposed test of its Persistence against the target's Resilience, the target dies instantly. Using the gaze attack costs no Magic Points, and the basilisk may attack normally in any round in which it uses the gaze attack. This attack penetrates magical defences as if it were a Magnitude 6 Battle Magic spell. If the target successfully resists the gaze attack, he is unharmed, though he may certainly be targeted again.

BEASTLING

Hybrids of animals of beasts and humans, they typically take the form of a human with a beast's head or a human with bestial features such as claws and horns. Tied to the savagery of nature, they react with hostility to man's attempt to clear the wilderness for cultivation.

Characteristics

STR 2D6+6 (13)

DEX 3D6 (11)

CON 1D6+12 (16)

SIZ 1D6+12 (16)

INT 2D6+6 (13)

POW 3D6 (11)

CHA 2D6 (7)

Attributes

Hit Points 16

Major Wound 8

Damage Modifier +1D4

Magic Points 11

Movement Rate 15m

Armour Leather armour (AP 2)

Plunder Factor 2

Skills

Resistances

Dodge 40%, Persistence 30%, Resilience 30%

Knowledge

Nature Lore 70%

Practical

Deception 40%

Combat

Close Combat 50%

Club (1D6+1D4)

Shortspear (1D6+1D4)

Target Shield (1D6+1D4)

Unarmed Combat 60%

Head Butt (1D6+1D4)

Magic

Beastmen are usually members of some Nature cult and learn 3 points of Battle Magic.



CENTAUR

Atop of the body of a well-bred and strong horse, this creature has the body of a strong athletic human where the horse's head should be. The centaur is the raw power and nobility of nature incarnate. Often they act as the self styled protectors of the wilderness, which brings them into conflict with more settled races who encroach on their territory.

Characteristics

STR 3D6+6 (17)
CON 3D6 (11)
DEX 3D6+3 (14)
SIZ 4D6+12(26)
INT 2D6+6 (13)
POW 3D6 (11)
CHA 3D6 (11)

Attributes

Hit Points 19
Major Wound 10
Damage Modifier +1D6
Magic Points 11
Movement Rate 23m
Armour Leather armour (AP 2)
Plunder Factor 2

Skills

Resistances
Dodge 30%, Persistence 45%, Resilience 60%
Knowledge
Natural lore 60%
Practical
Athletics 60%, Performance 50%, Deception 30%,
Perception 40%

Combat

Ranged Combat 70%
Long Bow (2D8+1D6)
Close Combat 40%
Lance (1D10+1D6)
Target Shield (1D6+1D6)
War Sword (1D8+1D6)
Unarmed Combat 40%
Kick (1D6+1D6)
Centaur's get one attack per combat round as their action.

Magic

Centaur's are usually members of Earth and Nature cults and learn Battle Magic and Divine Magic from these.

DEMON

Demons come from Otherworlds of pure evil and are occasionally found in the mundane world as a result of either being summoned or an invasion through a gate from their world.

Bloodweed

Hailing from the Green Hell, these plant demons feed off the blood of their victims, choking the life out of them before sucking them dry. They appear as twisted and shrivelled trees, vile mockeries of natural plant life. Fast moving and agile, they either charge up to their victims, or creep up using plant over growth as cover (+25 if available).

Bloodweed is 'grown' from a pot that contains ritually cursed soil mixed with the blood of a sentient sacrifice. If they are bound by the summoner they take root, otherwise they go running off in search of victims.

Characteristics

STR 2D6+6 (13)
DEX 3D6+6 (17)
CON 3D6+6 (17)
SIZ 3D6+6 (17)
INT 5 (Fixed)
POW 3D6 (11)
CHA NA

Attributes

Hit Points 17
Major Wound 9
Damage Modifier +1D4

Magic Points 11

Movement Rate 20 m

Armour tough 'bark' (4AP)

Plunder Factor 0 (free roaming) 4 (Treasure Guardian)

Skills

Resistances

Dodge 90%, Persistence 80%, Resilience 90%

Practical

Athletics 90%, Deception 90%

Combat

Unarmed Combat 90%

Grapple, then inflict pain (Choke attack)

Blood sucking bite (1D4 + 1D4)+ 1D6 Magic Point drain

Special Rules

Blood sucking bite, the Bloodweed's bite causes blood loss which also drains 1D6 Magic Points.

Blood Wyrms

Soft and fleshy, the Blood Wyrms are a chthonic creature that burrows in the Endless Dark, never seeing sunlight burrowing through the soil hunting and preying on unknown and huge prey. Mad Sorcerers and evil Priests call them forth from their tunnels and burrows, much to the agony and dismay of both the Wyrms and their new prey. Blood Wyrms are some 20 metres long and have a slimy gray segmented body that ends abruptly in a sphincter, from which it defecates earth and bones. At the other end a dirty red maw is ringed by wriggling tentacles, and at the end, of each tentacle is a sucker or a stinger which drips venom.

Blood Wyrms have no eyes and hunt by infrared, able to discern a warm-blooded sentient easily at 100 metres. They then swiftly ambulate, easily able to catch all but the fastest prey. They poison, then bite, and rend their victims and swallow them in pieces, passing the bones some days later, along with the unsettling Blood Jewels. These are heart-sized congealed balls of blood, which over a few days start to harden and develop the consistency of a disturbing ruby. They are magical, and can be used as MP matrices, storing 6MP each. A Wyrms will defecate one of these Jewels for every victim devoured. If one dismembers a Wyrms, it is quite possible, to find a Blood Jewel in its gut. These items have a infamous reputation, their use by mages is well known and yet never mentioned in polite company.

Blood Wyrms hate sunlight and will flee any light source as bright as warm daylight. Any fire based attack does double damage to them. However if a Wyrms is attacked with a slashing weapon (as opposed to blunt or piercing) and takes half its Hit Points in damage in a single blow,

it splits neatly into two smaller Wyrms, both with maws, and poison, but half the Hit Points and a new damage bonus.

Characteristics

STR 12D6 (42)

DEX 3D6 (11)

CON 6D6+21 (42)

SIZ 12D6 (42)

INT 3 (Fixed)

POW 3D6 (11)

CHA 0 (0)

Attributes

Hit Points 42

Major Wound 21

Damage Modifier +4D6 (a typical Half Wyrms would have a Modifier of +1D6)

Magic Points 11

Movement Rate 30m

Armour Rubbery Skin (AP 2)

Plunder Factor 0

Skills

Resistances

Dodge 0%, Persistence 30%, Resilience 30%

Practical

Athletics 30%, Deception 10%,

Combat

Unarmed Combat 60% (Wyrms do not Dodge)

Sting (2D6) Poison POT 30

Bite (2D8+4D6)

Magic

None.

Chreker

The Chreker or 'Hellish Butterfly' takes the form of a grotesque pixie with serpentine tail, cat-like arms and butterfly like wings. The antithesis of the angelic Cherubs, it is rumoured that they are a race of forest folk imprisoned in the Burning Hell when the Demons of that Hell first overran the forests of the mortal world. They are the lowest of the low amongst demons, so it is in their nature to torment and inflict pain. If not found serving higher ranking demons, Chrekers roam about in packs hoping to mob and overwhelm the weak and the sick.

The standard feral rabble do not possess any magic, but Chrekers who are 'valued' may learn a few Battle Magic spells, which are useful in their work, from their master.

Characteristics

STR 2D6 (7)

DEX 4D6+6 (20)

CON 2D6+3(10)

SIZ 2D6+3 (10)

INT 3D6 (11)

POW 3D6 (11)

CHA 2D6 (7)

Attributes

Hit Points 10

Major Wound 5

Damage Modifier 0

Magic Points 11

Movement Rate 23m Fly

Armour None

Plunder Factor 0

Skills

Resistances

Dodge 85%, Persistence 50%, Resilience 50%

Practical

Athletics 90%, Deception 90%,

Combat

Unarmed Combat 50%

Claws (1D4)

Magic

Normally none, but a Chreker who is valued by its master may be taught D6+3 Magnitude of Battle Magic.

Pentaghast

A vile aberration of sickness, the Pentaghast cartwheels its way through the winding corridors of the Lost Hell, screaming at the damned souls that are found there. It loves practical jokes that are deadly in nature and is able to create lifelike mannequins from its own dung to help set up its victims.

It is a highly magical creature. It is able to magically hide its own appearance, usually as a court jester or urbane sophisticated Sorcerer. Its screams can induce uncontrollable vomiting and its mocking laughter can demoralise all who can hear it. It has the Gift of Tongues and is able to mimic anyone it has heard before. In addition, only magic can hurt it.

Its natural form is a lion headed creature, whose body is a short mess that sprouts five muscular horse legs that end in iron hooves.

The summoning ritual involves the death of a 'clown' in a ritually abused manner that the sick and twisted Pentaghast appreciates. This gains one 'favour' from the Pentaghast, and its attention and further service is can be obtained by performing the 'Theatre of the Damned', a foul and debased ritual involving many sacrifices. Often the Pentaghast will trick its way into leading the Theatre, sacrificing the original summoner in the spectacle and running amok on Earth until uncovered and banished.

Characteristics

STR 3D6+6 (17)

DEX 4D6+6 (20)

CON 4D6+6 (20)

SIZ 2D6+6 (13)

INT 6D6 (21)

POW 3D6+6 (20)

CHA 3D6+6 (20)

Attributes

Hit Points 17

Major Wound 9

Damage Modifier +1D4

Magic Points 20

Movement Rate 15m

Armour Fur (2 AP) + immune to non-magical damage.

Plunder Factor 0

Skills

Resistances

Dodge 90%, Persistence 120%, Resilience 120%

Practical

Athletics 120%, Deception 120%

Knowledge

Obscure Practical Jokes 150%

Combat

Unarmed Combat 80%

Kick (1D6+1D4)

Bite (1D8+1D4)

A Pentaghost can attack up to four times a round, once with its bite and then with three legs.

Special Rules

Scream. Anyone in an area of fifty meters who can hear the Pentaghost's scream is subject to nausea and vomiting for D4 rounds on a failed Resilience roll. Once the targets have either successfully or unsuccessfully resisted the scream they are no longer affected by it.

Mocking laughter. Anyone who can hear the Pentaghost's terrible laughter are subject to a Demoralize spell. The demon can laugh once every two combat rounds.

Create Puppet. Once per day a Pentaghost is able to create a humanoid puppet. The puppet is guided by the Pentaghost's will. Use a standard racial template (eg. Human, Dwarf, Elf, Orc, etc.) to provide stats and base skills for the puppet, but the knowledge skills of the Demon. Such puppets tend to be heavily scented with perfume, to hide the smell of the dung, so are only detected on a successful Perception test.

The Gift of Tongues. The Pentaghost is able to speak all languages and mimic flawlessly the speech of any person it has previously heard.

The Pentaghost is only damaged by Magic and is immune to non-magical poisons and disease.

All damage dealt by the Pentaghost is treated as magical.

The Silent Stalking Mantis of Death

In the Ancient Jungle of Yggrss, no creature was more feared than the giant Mantis, an animal more silent than a snake and more deadly than a jaguar. Deadly and silent, the Mantis could hunt in the dense jungle and strike without warning. Mantises are masters of camouflage and most species make use of protective coloration to blend in with the foliage or substrate to, both avoid predators themselves, and to better snare their victims. Various species have evolved to not only blend with the foliage, but to mimic it, appearing as either living or withered leaves, sticks, tree bark, blades of grass, flowers, or even stones. When directly threatened, many mantis species stand tall and spread their forelegs, with their wings fanning out wide. The fanning of the wings evidently makes the mantis seem larger and more threatening, with some species having bright colors and patterns on their hind wings and inner surfaces of their front legs for this purpose. If, harassment persists, a mantis may strike with its forelegs and attempt to pinch or bite. As part of the threat display, some species also may produce a hissing sound by expelling air from the abdominal spiracles.

In some parts of the world it is said that these giant insects still stalk the lands, but in the Savage North they are only summoned forth as Blood Demons by followers of the ophidian Yggrss. A Mantis will hunt within a 1 km of its summoning point, behaving as a normal animal. However at the point of summoning a Blood God cultist may, by feeding the Mantis sentient blood, direct it to stalk and eat one named individual.

Characteristics

STR 2D6+24 (33)

DEX 2D6+14 (21)

CON 2D6+24 (33)

SIZ 2D6+24 (33)

INT 3 (Fixed)

POW 3D6 (11)

CHA 0 (0)

Attributes

Hit Points 33

Major Wound 17

Damage Modifier +3D6

Magic Points 11

Movement Rate 45m

Armour Chitin (AP 5)

DRAGON

These giant reptilian monsters fly through the air using the thermals and, if needed, warm air created by their fiery breath. Dragons are very individual in their temperament. Some are evil cruel beasts. Others are solitary hoarding creatures. Some use their high intelligence to lord it over lesser races.

Characteristics

STR	20D6	(70)
CON	10D6	(35)
DEX	4D6	(14)
SIZ	10D6+30	(65)
INT	6D6	(21)
POW	4D6+12 (26)	
CHA	6D6	(21)

Attributes

Hit Points 50

Major Wound 25

Damage Modifier +7D6

Magic Points 26

Movement Rate 30m on land, 45m when flying



Armour Dragon Scales (AP 12)

Plunder Factor 5 or 6 depending on size of Dragon.

Skills

Resistances

Dodge 30%, Persistence 180%, Resilience 120%

Knowledge

Natural lore 100%, Culture (local) 100%

Practical

Athletics 120%, Influence 150%, Perception 110%

Combat

Unarmed Combat 125%

Bite (1D10+7D6)

Claw (1D8+7D6)

Tail (1D20+7D6)

A dragon can make either a single tail attack or two claw attacks or one bite attack in a single Combat Round.

Magic

Dragons are highly magical creatures and often learn Sorcery and Battle Magic (of which they have a minimum of 10 points of Magnitude of spells)

Breathe Flame: The Dragon may breathe flame over an area as a Combat Action. The flame will cover a cone in front of the Dragon, which stretches for its POW in metres. At its furthest extent, the cone is equal to the creature's POW in width.

Any creature caught in the flame suffers 4D6 fire damage, though on a successful Dodge roll a character may dive for cover to halve this damage and AP counts as normal.

The Dragon may only breathe flame once in a once per hour. Further attempts to breathe flame within this time period require the creature to make a Resilience test, with a cumulative -25% penalty for every attempt.

DUCK

These small humanoids, standing no more than a metre high, are reputedly ducks cursed with flightlessness by the Gods for refusing to participate in some great cosmic war. Either that, or Ducks are the result of some trickster god having a laugh at the Duck's expense. If this is the case, nobody is laughing, least of all the Ducks, who by all accounts are the most quarrelsome, mean-spirited bunch the player characters will have the misfortune to meet.

While Ducks can be found in all marshes, rivers and lakes, as you would expect, duck communities can be found scattered throughout the world, mimicking the local human culture and putting their own peculiar twist on their worship of the local gods. This always goes down well with zealots everywhere, ensuring that as well as being bullied due to their small stature, and subjected to pogroms due to their obnoxious nature, crusades on the grounds of religious differences are also common. Ducks also have a love of foul-smelling cigars, which further endears them to their 'host' culture.

Characteristics

STR 2D6+3 (10)

INT 2D6+6 (13)

CON 2D6+6 (13)

POW 3D6 (10)

DEX 2D6+6 (13)

CHA 2D6 (7)

SIZ 1D6+6 (9)

Attributes

Hit Points 11

Major Wound 6

Damage Modifier

Magic Points 10

Movement Rate 12m

Armour Leather armour (AP 2)

Plunder Factor 2

Skills

Resistances

Dodge 60%, Persistence 50%, Resilience 50%

Knowledge

Nature Lore 70%

Practical

Deception 50%

Combat

Close Combat 50%

Short Sword (1D6)

Buckler (1D4)

Ranged Combat 60%

Sling (1D4)

Magic

Ducks are members of some Nature cult, usually worshipping a River God, and they learn 3 points of Battle Magic.



DWARF

These short, stocky and bearded, human-like creatures, live underground in vast halls, meticulously carved out of the rock by their highly skilled hands. Long lived and proud off their work, Dwarfs are the natural enemies of Orcs and Goblins, who often encroach upon their realms.

Characteristics

STR	4D6	(14)
CON	2D6+12	(19)
DEX	3D6	(11)
SIZ	1D6+6	(10)
INT	2D6+6	(13)
POW	3D6	(11)
CHA	3D6	(11)

Attributes

Hit Points 15

Major Wound 8

Damage Modifier 0

Magic Points 11

Movement Rate 15m

Armour Chainmail (AP 5)

Plunder Factor 3

Skills

Resistances

Dodge 20%, Persistence 40%,
Resilience 55%

Knowledge

Craft 70%,

Practical

Athletics 50%, Engineering 35%,
Trade 60%, Mechanisms 40%,

Combat

Close Combat 65%

War Hammer (1D8)

Battleaxe (1D6)

Target Shield (1D6)

Ranged Combat 45%

Light Crossbow (1D8)

Magic

Dwarfs either join Earth Cults or are practitioners of Sorcery.

Special Rules

Earth Sense

Dwarfs can automatically sense how far they are underground and whether or not the tunnels or chambers they are in are structurally sound.

Dark Sight

Dwarfs see in the dark as if it is day, by detecting heat and cold.



ELEMENTAL

These are magical beings of raw elemental power that come from the Other Worlds. They are usually called or summoned to the mundane world to do the bidding of Priests and Sorcerers.

- Undines are water elementals and look like a featureless humanoid made of water whose legs dissolve into a pillar then pool of water.
- Shades are darkness elementals and are living blobs of darkness.
- Salamanders are fire elementals and look like lizards made of fire.
- Gnomes are earth elementals and look like humanoids made of rock.
- Sylphs are air elementals who take the form of clouds which fly.

The only Stat that an elemental has is SIZ, all its derived attributes and skills are based off this.

*Elementals are immune to disease and poison.

Elementals attack by engulfing their enemies. All opponents within the area of attack are potential targets. Elementals use their Attack percentage, which is equal to their size times five, to hit the target who then resists using the resistance appropriate to the attack.

Elemental	Type of attack	Resistance used	Attribute damage
Undines	Drown	Resilience	Hit Points
Shade	Fear	Persistence	Magic Points
Salamander	Burning	Resilience	Hit Points
Gnome	Crush	Resilience	Hit Points
Sylph	Buffet	Resilience	Hit Points

Other elemental abilities

See Invisible

Elementals have magical senses that allow them to 'see' invisible creatures, such as immaterial spirits. They also gain a +50% when detecting hidden characters.

Almost Invisible against the same Element

All elementals have the equivalent of a 90% Deception when lying next to a environment of the same element as themselves. For example, undines are nearly invisible when lying in a pool of water and Gnomes can curl up and blend into a surrounding rocky area.



Shades attack using Fear; when they reduce their opponent's Magic Point's total to zero they literally die of shock.

Size of Elemental	SIZ	Damage	Hit Points (=SIZ)	Attack (=SIZ x 5)	Area of attack (=SIZ / 3)	Movement Rate	Dodge	Persistence	Resilience*
Small	3	1D6	3	15%	1m	15m	120	30	100
Medium	9	2D6	9	45%	3m	23m	90	60	100
Large	21	3D6	21	105%	7m	30m	60	90	100
Huge	50	4D6	50	250%	16m	45m	30	120	100

ELF

Forest dwellers, these creatures are slender and tall, with ears that end in a point. Haughty and proud, they do not suffer the ravages of time like other mortal races. Tightly bound to their forest realms in ways no human can understand, they often come into conflict with those who despoil their lands.

Characteristics

STR 2D6+3 (10)
 CON 3D6 (11)
 DEX 3D6+6 (17)
 SIZ 2D6+3 (10)
 INT 3D6+6 (17)
 POW 2D6+6 (13)
 CHA 3D6 (11)

Attributes

Hit Points 11
 Major Wound 6
 Damage Modifier 0
 Magic Points 13
 Movement Rate 15m
 Armour Leather (2AP)
 Plunder Factor 1

Skills

Resistances
 Dodge 55%, Persistence 55%, Resilience 20%
 Knowledge
 Natural lore 80%
 Practical
 Athletics 55%, Deception 55%, Perception 30%
 Healing 50%

Combat

Close Combat 60%
 Longspear (1D8)
 Ranged Combat 80%
 Short Bow (1D8)

Magic

Elves are usually at least Initiates in an Earth or Fertility cult. Their leaders tend to be Priests in such cults.



GARGOYLE

Grotesque humanoids with leathery bat-like wings, their faces with exaggerated features, and large fangs that protrude from their lower jaws. Their skin is a dull grey, meaning that they are often mistaken for statues, a fact that a predatory Gargoyle will often use to its advantage, staying still for hours upon end, until prey comes near. It is rumoured that once the Gargoyles had a vast underground Empire, but now they are encountered in small groups of twenty at the most. Often they find themselves drafted into Orc war bands as flying troops.

Characteristics

STR	5D6+12	(29)
CON	3D6	(11)
DEX	3D6	(11)
SIZ	5D6	(17)
INT	1D6	(4)
CHA	1D6	(4)
POW	3D6	(11)

Attributes

Hit Points 14
Major Wound 7
Damage Modifier +2D6
Magic Points 11
Movement Rate 15m, 23m when flying
Armour Tough Hide (AP 6)
Plunder Factor 0

Skills

Resistances
Dodge 25%, Persistence 40%, Resilience 40%
Knowledge
Natural Lore 40%
Practical
Athletics 40%, Deception 30%, Perception 40%

Combat

Unarmed Combat 50%
Claw (1D6+2D6)

Magic

Gargoyles tend not to learn magic unless taught it. If some one is stupid enough to teach them magic, it is usually very low Magnitude Battle Magic (max 3), enough to make them useful as troops, but not enough to give

them the upper hand in any mutiny.

GHOST

Those that have passed beyond the veil, but not found peace, remain to haunt the living as ghosts. Jealous and mean they seek to do harm to the living and often will try to possess a victim, to experience the joys of living once again.

Characteristics

STR	–
CON	–
DEX	–
SIZ	–
INT	3D6 (11)
POW	3D6 (11)
CHA	3D6 (11)

Attributes

Hit Points N/A
Major Wound N/A
Damage Modifier N/A
Magic Points 11
Movement Rate 23m
Armour None
Plunder Factor 0 if a wandering Ghost in the Wilderness, 5 for dead noble in his tomb.

Skills

Resistances
Dodge 40%, Persistence 50%, Resilience NA
Knowledge
Lore (Spirit World) 30%,
Practical
Deception 50%, Perception 40%

Combat

Spirit Combat 40%
Dominant Possession (1D6)

Magic

As in life.

Special Rules

Ghosts can only be affected by magic spells which either dominate or drive them off, or by characters who can engage in Spirit Combat.

GHOUL

Amongst the foulest of the undead, Ghouls survive by eating the flesh of the living in a state of perpetual ravenous hunger. Most Ghouls haunt their old tombs in packs waiting for the living to foolishly enter their lairs. Those Ghouls who are more capable and magically powerful enslave weaker living races, such as orcs and goblins, using these creatures to capture their prey for them. Unlike other undead, the ghoul's flesh has a tight leathery sheen as if it has been tanned at the time of death or transformation. Their eyes are alive and bright and their teeth are sharp and needle-like.

Characteristics

STR	4D6	(14)
CON	3D6	(11)
DEX	3D6	(11)
SIZ	2D6+6	(13)
POW	3D6	(11)
INT	3D6	(11)
CHA	1D6	(4)

Attributes

Hit Points 12
Major Wound 6
Damage Modifier +1D4
Magic Points 11
Movement Rate 15m
Armour None
Plunder Factor 1

Skills

Resistances
Dodge 40%, Persistence 30%, Resilience 40%
Knowledge
Lore (Undead) 75%
Practical
Athletics 40%, Deception 60%, Perception 30%

Combat

Ranged Combat special see below
Howl (Demoralise see below)
Unarmed Combat 60%
Claw (1D4+1D4)
Bite (1D6+1D4+poison)
A Ghoul is able to use its howl once per combat round,

in addition to either a Claw or Bite attack.

Magic

Ghouls learn Battle Magic from each other, with the occasional powerful leader becoming a Shaman or Priest of some Evil Cannibal cult.

Special Rules

Ghoul Venom

Type: Ingested or smeared
Delay: 1D3 Combat Rounds
Potency: 22

Full Effect: Paralysis

Duration: 1D10 hours or until healing is administered that restores at least 1 Hit Point.

Ghoul Howl

Ghouls employ a blood chilling howl in combat. When a ghoul howls, every creature in a radius equal to the ghoul's POW in metres becomes Demoralised (as the Battle Magic spell), unless he can overcome the ghoul's Persistence with his Resilience in an opposed test. The Demoralise effect continues until all howling stops. Any who are able to resist the howling must resist again every round for a total of five successive rounds, after which they are considered immune to the howling's effects for a week. Countermagic, Shield and Spell Resistance offer no protection against the effects of a ghoul's howl.

GIANT

Standing at least six metres high, a Giant is a marvel to behold to the 'little' races that it towers over. It is rumoured that they once had their own civilisation one that challenged that of the Gods, and so they were cast down and scattered. Giants are human-like and tend to take on the cultural aspects of the nearest human culture, which they often trade with. That said, many are primitive barbarians in the wilderness. living outside and beyond human society. Some are master stone masons so are found in the mountains where there is an abundance of stone.

The following Characteristics are for a giant that stands six metres tall. For every additional two metres of height, a giant rolls 3D6+6 for STR, 2D6+6 for CON and 3D6+6 for SIZ.

Characteristics

STR 9D6+18 (49)
 CON 6D6+18 (39)
 DEX 2D6+3 (10)
 SIZ 9D6+18 (49)
 INT 3D6 (11)
 POW 3D6 (11)
 CHA 2D6 (7)

Attributes

Hit Points 44
 Major Wound 22
 Damage Modifier +5D6
 Magic Points 11
 Movement Rate 30m
 Armour Tough Hide (AP 3)
 Plunder Factor 4

Skills

Resistances
 Dodge 10%, Persistence 25%, Resilience 80%
 Knowledge
 Natural lore 20%,
 Practical
 Athletics 50%,
 Deception 5%, Perception 40%

Combat

Close Combat 90%
 Huge Club (2D6+5D6)
 Giants tend to use mighty clubs (and sometimes even tree trunks) in battle.
 Ranged Combat 35%
 Thrown boulder (2D6+5D6)
 Unarmed Combat 75%
 Stomp (1D6+5D6)

Magic

Giants tend to learn the magic of those cultures nearest them. Giants who are isolated in the mountains learn Battle Magic, with more powerful individuals becoming Shamans.

GOBLIN

Sneakier crueller cousins of the Orcs, goblins are a quarrelsome bunch of green-skinned humanoids. They stand as tall as a human child and their smiling faces are dominated by large hooked noses and mouth full of razor-sharp teeth. Constantly in the shadow of the larger humanoid races, often used as slaves or cannon fodder, these diminutive psychopaths take out their frustration on any other creatures unlucky enough to be outnumbered by them or in their power.

Characteristics

STR 2D6+3 (10)
 CON 2D6+3 (10)
 DEX 5D6 (17)
 SIZ 2D6 (7)
 INT 3D6 (11)
 POW 2D6+3 (10)
 CHA 2D6 (7)

Attributes

Hit Points 9
 Major Wound 5
 Damage Modifier 0
 Magic Points 10
 Movement Rate 15m
 Armour Leather (2 AP)
 Plunder Factor 1

Skills

Resistances
 Dodge 50%, Persistence 20%,
 Resilience 35%,
 Knowledge
 Natural lore 50%
 Practical
 Athletics 50%, Perception 35%, Deception 75%,
 Mechanisms 50%

Combat

Close Combat 40%

Shortspear (1D6)

Buckler (1D4)

Ranged Combat 50%

Sling (1D6)

Magic

On their own, Goblins tend to learn Battle Magic and have Shamans. When they are exposed to bigger evil cultures they tend to get press-ganged into the service of Evil Cults.

Special Rules

Night Sight. Goblins can see at night as if it was day, by seeing heat and cold.



GORGON

These giant creatures have the upper body of female humans and the lower body of a giant snake, with metallic scales and leathery wings growing out of their back. To top off their gruesome visage, which can turn other living creatures to stone, is a head that has living writhing serpents for hair. Evil and vicious to the extreme, it is fortunate that Gorgons are solitary creatures, except in the occasional time that they gather to lord it over other evil creatures.

Characteristics

STR 4D6 (14)

CON 3D6+6 (17)

DEX 3D6+6 (17)

SIZ 4D6 (14)

INT 3D6 (11)

POW 1D6+12 (16)

CHA 1D6 (4)

Attributes

Hit Points 16

Major Wound 8

Damage Modifier +1D4

Magic Points 16

Movement Rate 15m on land, 23m when flying

Armour Scales (AP 8)

Plunder Factor 5

Skills

Resistances

Dodge 50%, Persistence 35%, Resilience 45%

Knowledge

Practical

Athletics 65%, Deception 60%, Perception 50%

Combat

Ranged Combat Special see below

Gaze attack (Petrification)

Unarmed Combat 75%

Talons (1D6+1D4)

Serpents (1D4+poison)

Gorgons attack using their Gaze at the beginning of the combat round (see below) and then have one combat attack (either Talon or Serpents) as usual.

Magic

Gorgons have at least 10 Magnitude of Battle Magic or Sorcery or Divine Magic. They are usually Priestesses or Adepts, with a casting skill of 75%.

Special Rules

Gaze Attack

The gorgon's gaze attack is an automatic attack at the beginning of every round. Every susceptible creature must make an opposed Resilience test against the gorgon's Persistence or be turned to stone.

Gorgon Serpent Venom

Type: Ingested or smeared

Delay: 1D3 Combat Rounds

Potency: 34

Full Effect: 1D3 Hit Point damage, applies -3 penalty to victim's CON

Duration: 6D10 minutes

GRIFFIN

With the body of a lion and the head of an eagle and two eagle wings, the mighty Griffin is associated with the nobility, who often hunt it for sport. It lairs in the mountains and is often the lord of its terrain.

Characteristics

STR 8D6 (28)

CON 3D6+12 (22)

DEX 3D6+12 (22)

SIZ 8D6 (28)

INT 6 (6)

POW 2D6+6 (13)

CHA 7 (7)

Attributes

Hit Points 25

Major Wound 13

Damage Modifier +2D6

Magic Points 13

Movement Rate 23m on land, 30m when flying

Armour Tough Hide (AP 3)

Plunder: 0

Skills

Resistances

Dodge 40%, Persistence 80%, Resilience 70%

Knowledge

Natural lore 60%

Practical

Athletics 80%, Deception 28%, Perception 50%

Combat

Unarmed Combat 70%

Bite (1D8+2D6)

Claw (1D6+2D6)

HARPY

A foul foetid creature, the harpy has the body of a human woman and the filth encrusted wings, legs and claws, of a bird. Intimately associated with death, this creature is primarily a scavenger and can be found living in packs of four to forty.

Characteristics

STR 3D6 (11)

CON 3D6 (11)

DEX 5D6 (18)

SIZ 2D6 (7)

INT 3D6 (11)

POW 3D6 (11)

CHA 1D6 (4)

Attributes

Hit Points 9

Major Wound 5

Damage Modifier 0

Magic Points 11

Movement Rate 15m on land, 30m when flying

Armour None

Plunder Factor 3

Skills

Resistances

Dodge 50%, Persistence 25%, Resilience 60%*

*Harpies are immune to disease (see below)

Knowledge

Natural lore 60%

Practical

Athletics 60%, Deception 60%, Perception 75%

Combat

Ranged Combat 40%

Stone (1D6 per 3 metres fallen)

Droppings (Temporary loss of 1D10 CHA)

Unarmed Combat 30%

Claw (1D6+disease)

Magic

Wild Harpies tend to learn Battle Magic (Coordination and Mobility are particular favourites). Harpy nests who have contact with other Evil cultures tend to join Evil Cults.

Special Rules

Dropped Stones

Harpies often fight by dropping stones on their foes. These stones are between 5 and 10 kilograms, and inflict 1D6 damage for every three metres the stone falls (to a maximum of 10D6).

Harpy Dung

A character hit by harpy dung or wounded by a harpy's claw is automatically exposed to a disease. If the harpy has the opportunity, it will often roll a stone in its dung before dropping it, which will also transmit a disease.

A character struck by harpy droppings gains, in addition to a disease, an overpowering stench that causes the temporary loss of 1D10 CHA. The character must bathe for one hour for every CHA point lost, to rid himself of the stink. Cloth and other porous items (leather and wood, for example) must likewise be cleansed to get rid of the smell.

Disease Resistance

Harpies are completely immune to both magical and mundane diseases.

HIPPOGRIFF

With the head and wings of a hawk on a body of a horse, this strange beast is often used as flying cavalry by those cultures that learn how to tame and breed them. In the wild it is a fierce predator that values horse meat above all.

Characteristics

STR	4D6+24	(38)
CON	3D6+6	(17)
DEX	3D6+6	(17)
SIZ	4D6+18	(32)
INT	7	(7)
POW	2D6+6	(13)
CHA	5	(5)

Attributes

Hit Points 25

Major Wound 13

Damage Modifier +3D6

Magic Points 13

Movement Rate 23m on land, 37m when flying

Armour Hide (1 AP)

Plunder Factor 0

Skills

Resistances

Dodge 40%, Persistence 40%, Resilience 50%

Knowledge

Natural lore 60%

Practical

Athletics 50%, Deception 10%, Perception 60%

Combat

Unarmed Combat 60%

Foreclaw (3D6 +3D6)

Bite (1D8 +3D6)

A Hippogriff can make two attacks per combat round. Either two foreclaw attacks or a Foreclaw and a bite.

LAMIA

Highly intelligent and ruthlessly evil, Lamias use their magical abilities to dominate and control other races. They have upper body of an extremely attractive human female, while their lower body is that of a giant snake.

Characteristics

STR	3D6	(11)
CON	3D6	(11)
DEX	4D6	(14)
SIZ	3D6+6	(17)
INT	4D6	(14)
POW	4D6	(14)
CHA	3D6+6	(17)

Attributes

Hit Points 14 Major Wound 7

Damage Modifier +1D4

Magic Points 14

Movement Rate 15m

Armour Scales (3 AP)

Plunder Factor 5

Skills

Resistances

Dodge 60%, Persistence 60%, Resilience 60%

Knowledge

Culture (Local) 80%

Practical

Athletics 60%, Deception 60%, Perception 60%

Combat

Unarmed Combat 50%

Bite (1D6+1D4+Blood Drain, see below)

Kiss (POW drain, see below)

Tail (1D6+1D4)

Magic

Lamia's either learn Sorcery, with a minimum Sorcery Casting of 75%, or Divine magic, with a minimum of ten Magnitude worth of spells.

Special Rules

Illusory Appearance

As Lamia is able to project an illusion that covers her lower half and makes her look like a human woman. The illusion only contains visual components – while it may look like the Lamia has legs, anyone brave enough to touch her will feel the hard, cold scales of her serpent half, rather than a pair of shapely legs. This illusion lasts as long as the Lamia wishes and costs her two Magic Points per day to maintain. Her chance to create the illusion is 100%. This illusion can be dispelled as though it were a Magnitude 4 spell.

Gaze Attack

Each combat round, as a Combat Action, a Lamia may make a gaze attack to try to overcome a male humanoid (including humans, dwarfs, elves, and orcs) in an opposed test of her Persistence against the male's Resilience. This attack costs the Lamia no Magic Points. If the Lamia wins, the man immediately falls hopelessly in love with her for as long as she is present. The first time he sees her in her true form, rather than cloaked in an illusion, he may attempt to break her hold by making another opposed test. If he succeeds, he breaks free, but if he fails, he remains entranced as long as he is in her presence. If a character is able to resist the Lamia's gaze attack, he will be immune to it for a full 24 hours. The surest way to break someone of a Lamia's influence is to remove him from her presence. Even then, the victim will remain in love with the Lamia for a number of days equal to her CHA. The Lamia uses this ability to keep a handful of strong warriors as her willing slaves and bodyguards for extended periods of time. Eventually, her gnawing hunger leads her to drain them of their blood, but such men may live for weeks or even months as a Lamia's servant. A man in thrall to a Lamia will do virtually anything she asks, including attacking friends and comrades.

Blood Drain

A Lamia loses 1D6 Hit Point per day to sustain her supernatural life, and does not regenerate Hit Points normally. Instead, she must take them from other beings by draining their blood. On a successful bite attack, the Lamia will hang on and drain one point of STR from the victim every round. Each point of drained STR gives the Lamia 1D6 Hit Points. When the Lamia drains the victim's STR to 0, he dies. This attack costs the Lamia no Magic Points.

POW Drain

A Lamia's kiss drains POW from the victim. When she kisses a victim, she must match her Persistence against the victim's Persistence in a standard opposed test. If she succeeds, she drains 1D6 POW from the victim, granting her an equal number of Magic Points. This POW loss is permanent for the victim, though the Lamia cannot drain a victim below POW 1. This attack costs the Lamia no Magic Points.

LIZARDMAN

Lizardmen are bipedal Lizards that walk upright, use tools and magic, and would threaten mankind, if they didn't prefer very hot climates, such as arid deserts and steamy swamps. They can be found in anything from small primitive groups to large civilisations which enslave humans to build their awesome monuments.

Characteristics

STR 3D6+6 (17)
 CON 3D6 (11)
 DEX 2D6+3 (10)
 SIZ 3D6 (11)
 INT 2D6+6 (13)
 POW 3D6 (11)
 CHA 2D6 (7)

Attributes

Hit Points 11
 Major Wound 6
 Damage Modifier +1D4
 Magic Points 11
 Movement Rate 15m
 Armour Scales (2 AP)

Plunder Factor 3

Skills

Resistances

Dodge 45% Persistence 25% Resilience 30%

Knowledge

Natural lore 45%

Practical

Athletics 45%, Deception 35%, Perception 35%

Combat

Close Combat 45%

Battleaxe (1D8+1D4)

Ranged Combat 35%

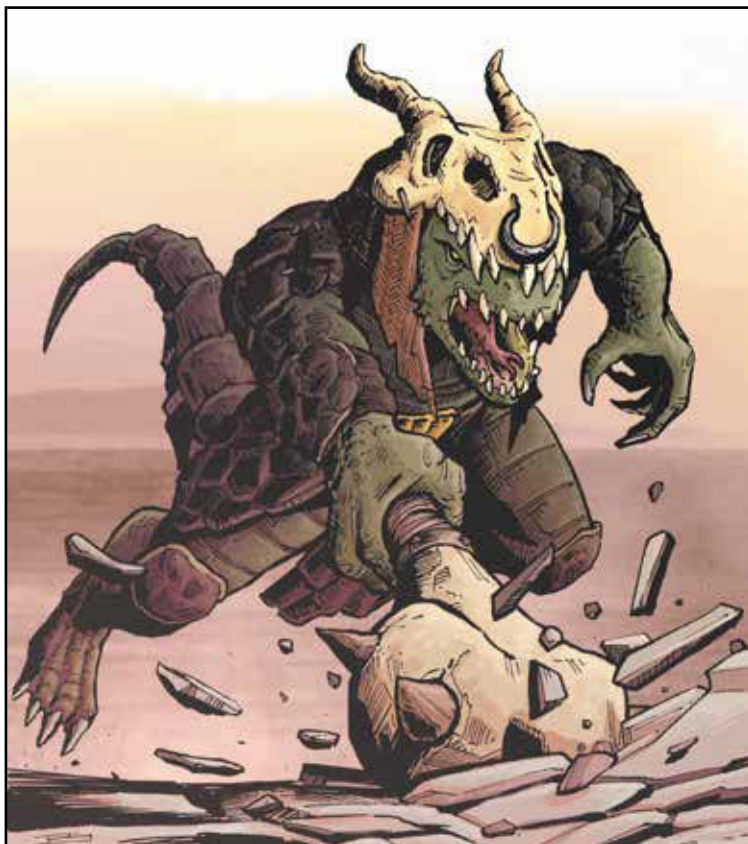
Sling (1D6+1D4, Range 50m)

Unarmed Combat 25%

Bite (1D6+1D4)

Magic

Typically 5 points of offensive Battle Magic.



MANTICORE

This monster has the face of a man, the body of lion and the tail of a scorpion. It wishes nothing but ill will towards other races. It skulks in the wilderness a lone predator feeding on sentient creatures unlucky enough to encounter it.

Characteristics

STR 4D6+12 (26)
CON 4D6+6 (20)
DEX 3D6 (11)
SIZ 4D6+12 (26)
INT 3D6 (11)
POW 3D6 (11)
CHA 7 (7)

Attributes

Hit Points 23
Major Wound 12
Damage Modifier +2D6
Magic Points 11
Movement Rate 23m
Armour Tough hide (3 AP)
Plunder Factor 3

Skills

Resistances
Dodge 25%, Persistence 65%, Resilience 45%
Practical
Athletics 25%, Deception 50%, Perception 60%

Combat

Unarmed Combat 75%
Claw (1D6+2D6)
Gore (1D8+2D6)
Poison Sting (1D6+2D6+poison)

Manticore poison

Type: Ingested
Delay: 1D3 Combat Rounds
Potency: 50
Full Effect: 1D4 Hit Point damage, applies -3 penalty to victim's CON
Duration: 5D10 minutes

Magic

Only if someone has been stupid enough to teach it some. It will take to it like a duck to water, usually learning at least 5 points of Magnitude of which ever approach.

MINOTAUR

One of the most powerful of all the Beastmen races, with the body of a well-proportioned powerful human and the head of a bull or cow. As well as mazes, this race lives in the forests and hills of the wilderness, in family groups and alongside its Beastman peers.

Characteristics

STR 3D6+12 (23)
CON 1D6+12 (16)
DEX 3D6 (11)
SIZ 3D6+12 (23)
INT 2D6 (7)
POW 3D6 (11)
CHA 2D6 (7)

Attributes

Hit Points 20
Major Wound 10
Damage Modifier +2D6
Magic Points 11
Movement Rate 15m
Armour Tough hide (3AP)
Plunder Factor 3

Skills

Resistances
Dodge 60% Persistence 40% Resilience 75%
Knowledge
Natural Lore 65%
Practical
Athletics 60%, Deception 10%, Perception 40%

Combat

Close Combat 60%

Great Axe (2D8+2D6)

Unarmed Combat 60%

Gore (1D6+2D6)

Head Butt (1D6+2D6)

Magic

Minotaurs tend to join Earth or Nature cults and learn Battle and Divine magic from them.

MUMMY

The preserved remains of nobility, whose death rituals are deliberately designed to turn them into this form of undead.

Often bandaged from head to toe as part of this process, they tend to be found in their original tomb. Being nobility, they are of course found as the leader of other lesser undead types, who were often their servants during life as well.

Characteristics

STR 3D6+12 (23)

CON 3D6+12 (23)

DEX 2D6 (7)

SIZ 2D6+6 (13)

INT 2D6+6 (13)

POW 0 (0)

CHA 1 (1)

Attributes

Hit Points 18

Major Wound 9

Damage Modifier +1D6

Magic Points 0 (See below)

Movement Rate 15m

Armour Tough Skin (2AP)

Plunder Factor 4

Skills

Resistances

Dodge 30%, Persistence 80% (+Immune to Mind control magics), Resilience 50% (+ Mummies are immune to natural Disease and Poison)

Knowledge

Lore (Undead) 65%

Practical

Athletics 10%, Deception 10%, Perception 40%

Combat

Close Combat 80%

War Maul (2D8+1D6)

Unarmed Combat 60%

Fist (1D6+1D6)

Magic

Since Mummies are POW-less, they never have Battle Magic. Mummies who were Priests in their previous lives may have Divine Magic, and Mummies who know Sorcery will always know at least one Tap spell to gain Magic Points to fuel their spells.

Special Rules

An Ignite spell will work on a mummy's body. A strike with a fiery weapon, such as a sword with a Fireblade spell on it, or even a torch, will ignite the mummy if the hit causes damage. The damage done by the initial hit is taken each combat round as fire damage, unless the fire is put out. To put out a fire the Mummy must take 1 combat round to roll on the ground or immerse itself in water. During this time it may not make any other actions or reactions.

Healing spells are ineffective on Mummies, though a Repair spell will fix any damage done (in 1D10 Hit Point increments).

When a creature becomes a mummy, its STR and CON are doubled. The statistics above represent a human mummy, though any sentient creature willing to undergo the process may become a mummy.

MERMAN

These humanoids have a human upper body and a fish body from the waist down live in large undersea colonies which mirror the human kingdoms of dry land above. They are quite territorial and they have been known to lure sailors to their death not paid them the proper respect.

Characteristics

STR	3D6+3	(14)
CON	3D6	(11)
DEX	2D6+6	(13)
SIZ	3D6+6	(17)
INT	3D6	(11)
POW	3D6	(11)
CHA	3D6	(11)

Attributes

Hit Points 14

Major Wound 7

Damage Modifier +1D6

Magic Points 11

Movement Rate 23m Swimming, 7m on land as it crawls along.

Armour None

Plunder Factor 1

Skills

Resistances

Dodge 30%, Persistence 30%, Resilience 30%

Knowledge

Natural Lore 80%

Practical

Athletics (Swimming) 60%, Deception 30%, Perception 50%

Combat

Close Combat 35%

Longspear (1D8+1D6)

Dagger (1D4+1+1D6)

Magic

Mermen typically join the cults of the Sea God.

Special Rules

Mermen can hold their breath and swim underwater for their CON in minutes.

NYMPHS

Nymphs are spirits embodying a particular place or natural feature. They take the form of humanoid women, though the precise details and powers vary according to the type of nymph.

Killing a nymph's physical body sends her to the Spirit World. The nymph, if unmolested in the Spirit World, will form a new body in her special place after 2D6 days, provided it remains intact.

Dryad

A dryad is a nymph of a particular area of woodland, a grove of a radius in metres equal to twice her Power score. She cannot leave this territory; if she tries to do so, her physical body disintegrates into leaves and flowers. Within a dryad's grove is a particular tree she is mystically linked to; she will endure for as long as her personal tree endures, and no longer.

A dryad can form or dissolve her body by stepping out of or into this tree, though if a dryad's body is destroyed, it takes her time (as for any nymph) to form another.

Characteristics

STR	2D6	(7)
CON	3D6	(11)
DEX	4D6	(14)
SIZ	2D6+3	(10)
INT	3D6+6	(17)
POW	2D6+15	(22)
CHA	2D6+12	(19)

Attributes

Hit Points 11

Major Wound 6

Damage Modifier 0

Magic Points 22

Movement Rate 15m

Armour 0

Plunder Factor 1

Skills

Resistances

Dodge 50%, Persistence 60%, Resilience 40%

Knowledge

Natural Lore 60%

Practical

Perception 50%, Performance 50%, Deception 50%

Combat

Close Combat 40%: Quarterstaff D8

Magic

Battle Magic 60%.

A dryad has 8 points of magic from the following spells: Befuddle, Clear Path, Countermagic, Darkwall, Detect Magic, Enhance Performance, Enhance Deception, Light, Shroud of Silence.

Some dryads learn divine magic. Such a dryad has a Glamourweaving skill of 50%, and can spend some of the above points on divine spells.

Further, a dryad controls all of the plants within her grove. She can cause them to move slowly, grow surprisingly rapidly, or blossom or bear fruit out of season. This power cannot be used as a direct attack, however.

Hag

Hags embody darkness and shadows. Hags are associated with caves and other dark areas seldom exposed to direct sunlight. A Hag can only leave her domain when it is night, and must return there before dawn; if she does not, her physical body is destroyed.

A hag's body is also destroyed if she is struck by direct sunlight. A hag may form and dissolve her body at will, although if her body is destroyed it takes a hag time (as for any nymph) to form another.

Characteristics

STR 6D6	(21)
CON 3D6	(11)
DEX 3D6	(11)
SIZ 3D6	(11)
INT 2D6+12	(19)
POW 2D6+21	(28)
CHA 1D6	(3)

Attributes

Hit Points 11
Major Wound 6
Damage Modifier +D6
Magic Points 28
Movement Rate 15m
Armour 0
Plunder Factor 3

Skills

Resistances
Dodge 50%, Persistence 60%, Resilience 40%
Knowledge

Lore (Magic) 40%, Lore (Undead) 40%, Natural Lore 40%

Practical

Perception 50%, Deception 110%

Combat

Close Combat 55%: Claw 2D6

Magic

Battle Magic 75%.

A hag has 12 points of magic from the following spells: Befuddle, Countermagic, Darkwall, Death Speech, Detect Magic, Disruption, Enhance Deception, Extinguish, Hinder Perception, Shroud of Silence.

Some hags learn Sorcery; hag sorceresses have a Sorcery skill of 60%, and spend some of the above points on Sorcery spells, usually spells involving darkness, shadows, and death.

Further, a hag can create a shade out of the darkness of her lair. Doing this costs 1 Magic Point per point of SIZ the shade has. A hag can only manifest one shade at a time, though if it is destroyed she can create another.

Naiad

Naiads are nymphs of the water, whether a particular stream, stretch of river, lake, swamp, or occasionally a part of the coastline.

For every ten metres a naiad moves from her body of water, she loses a Magic Point. If she reaches zero Magic Points, her body collapses into a pool of water, and her spirit returns to her domain. A naiad can only regain Magic Points when completely submerged in water.

Characteristics

STR 4D6	(14)
CON 3D6	(11)
DEX 4D6	(14)
SIZ 2D6+3	(9)
INT 3D6+6	(17)
POW 2D6+18	(25)
CHA 2D6+12	(19)

Attributes

Hit Points 10
Major Wound 5
Damage Modifier 0
Magic Points 25
Movement Rate 15m
Armour 0

Plunder Factor 1

Skills

Resistances

Dodge 80%

Persistence 70%

Resilience 60%

Knowledge

Natural Lore 40%

Practical

Perception 40%

Performance 40%

Stealth 65%

Combat

Close Combat 40%: Shortspear 1D6

Ranged Combat 40%: Javelin 1D6

Magic

Battle Magic 60%.

A naiad has 10 points of magic from the following spells: Befuddle, Countermagic, Dull Weapon, Detect Magic, Enhance Performance, Extinguish, Heal, Protection, Slow, Water Breath.

Some naiads learn Divine Magic. Such a naiad has a Religion skill of 50%, and can spend some of the above points on divine spells.

Finally, a naiad can transform herself into an undine. Doing this takes a round, and costs 1 Magic Point per point of SIZ the undine has. If the undine is destroyed, the naiad is unharmed, but is immediately forced back to her own body of water.

Oread

An oread is a nymph associated with a particular hill, mountain, or valley. For every ten metres an oread moves from her domain, she loses a Magic Point. If she reaches zero Magic Points, her body turns to stone, and her spirit returns home.

Characteristics

STR 2D6 (7)

CON 3D6+3 (12)

DEX 3D6+6 (17)

SIZ 2D6+3 (9)

INT 3D6+3 (14)

POW 2D6+15 (22)

CHA 2D6+9 (15)

Attributes

Hit Points 11

Major Wound 6

Damage Modifier 0

Magic Points 25

Movement Rate 15m

Armour 0

Plunder Factor 1



Skills

Resistances

Dodge 40%, Persistence 30%, Resilience 50%

Knowledge

Lore (Marn) 40%, Natural Lore 40%

Practical

Perception 50%, Performance 50%, Deception 80%

Combat

Close Combat 35%: Unarmed 1D6

Ranged Combat 40%: Rock 1D4

Magic

Battle Magic 70%.

An oread has 12 points of magic from the following spells: Countermagic, Darkwall, Dull Weapon, Detect Magic, Extinguish, Pierce, Protection, Repair, Slow, Vigour, Weapon Enhance.

Finally, an oread can transform herself into a gnome. Doing this takes a round, and costs 1 Magic Point per point of SIZ the gnome has. If the gnome is destroyed, the naiad is unharmed, but is immediately forced back to her own body of water.

OGRE

On first glance ogres look like tall, handsome humans. But their mouth full of sharp canines soon betrays their true nature. They live as small family groups, or as leaders of orc and goblin war bands, and are fierce some carnivores, preferring the sweet flesh of intelligent creatures.

Characteristics

STR 2D6+12 (19)

CON 2D6+6 (13)

DEX 3D6 (11)

SIZ 2D6+6 (13)

INT 2D6+6 (13)

POW 2D6+6 (13)

CHA 3D6+3 (14)

Attributes

Hit Points 13

Major Wound 7

Damage Modifier +1D6

Magic Points 13

Movement Rate 15m

Armour Typically Leather (2AP)

Plunder Factor 3

Skills

Resistances

Dodge 35%, Persistence 55%, Resilience 35%

Knowledge

Culture (local human) 60%

Practical

Athletics 35%, Deception 50%, Perception 50%

Combat

Close Combat 60%

Longsword (1D8+1D6)

Target Shield (1D6+1D6)

Ranged Combat 40%

Short Now (1D6)

Unarmed Combat 60%

Fist (1D3+1D6)

Bite(1D4+1D6)

Magic

Ogres typically learn the magic of the culture they are 'part' of although they do tend to gravitate towards evil cannibal cults.

ORC

Foul green-skinned humanoids with pig-like snouts and a foul temper. Orcs live for violence and have a society where the strong dominate the weak. Orc clans, known as warbands, regularly war on each other and other races that they come across.

Characteristics

STR 4D6 (14)

CON 3D6 (11)

DEX 4D6 (14)

SIZ 2D6+3 (10)

INT 3D6 (11)

POW 2D6+3 (10)

CHA 2D6 (7)

Attributes

Hit Points 11

Major Wound 6

Damage Modifier 0

Magic Points 10

Movement Rate 15m

Armour Leather (2 AP)

Plunder Factor 2

Skills

Resistances

Dodge 35%, Persistence 35%, Resilience 35%

Knowledge

Craft 40%

Practical

Athletics 35%, Deception 45%, Perception 45%

Combat

Close Combat 40% ,

Scimitar (1D8)

Target Shield (1D6)

Ranged Combat 50%

Short Bow (1D8)

Magic

Orcs usually worship evil or warlike deities and are members of their cults.



PIXIE

Diminutive humanoids with butterfly wings, these mischievous beings live close to nature in forests and woods. They are quite friendly with elves, and other races quite often mistake them as a subspecies of elf.

Characteristics

STR 2D3 (4)

CON 3D6 (11)

DEX 4D6 (14)

SIZ 1D6 (4)

INT 3D6 (11)

POW 2D6+6 (13)

CHA 3D6 (11)

Attributes

Hit Points 8

Major Wound 4

Damage Modifier -1D6

Magic Points 13

Movement Rate 15m, 30m when flying

Armour None

Plunder Factor 0

Skills

Resistances

Dodge 60%, Persistence 60%, Resilience 20%

Knowledge

Natural lore 80%

Practical

Athletics 60%, Deception 60%, Perception 60%

Combat

Close Combat 10%

Dagger (1D4+1-1D6)

Ranged Combat 25%

Sling (1D6)

Magic

Pixies are highly magical and know at least ten Magnitude points of Battle Magic.

SATYR

These beastmen have the lower quarters of a goat, and the upper torso of a man. Their hair tends to be thick and curly, like a goat's, and they also have goat horns on their heads.

Characteristics

STR	5D6	(18)
CON	4D6	(14)
DEX	3D6+6	(17)
SIZ	2D6+6	(13)
INT	2D6+6	(13)
POW	4D6	(14)
CHA	2D6	(7)

Attributes

Hit Points 14
Major Wound 7
Damage Modifier +1D6
Magic Points 14
Movement Rate 15m
Armour None
Plunder Factor 1

Skills

Resistances
Dodge 35%, Persistence 50%, Resilience 50%
Knowledge
Natural lore 75%
Practical
Athletics 45%, Deception 60%, Perception 60%

Combat

Close Combat 35%
Club (1D6+1D6)
Unarmed Combat 55%
Head Butt (1D6+1D6)

Magic

Satyrs are naturally magical and know at least five points of Battle Magic. They also tend to join Earth or Nature cults, and the wise amongst them become Shamans.

SEA SERPENT

These long serpentine sea monsters are distantly related to Dragons. They lair in caves at the bottom of the sea and this is where they drag their victims to be devoured.

Characteristics

STR	8D6+30	(58)
CON	4D6+21	(35)
DEX	2D6	(7)
SIZ	6D6+15	(36)
INT	3	(3)
POW	6D6	(21)
CHA	3	(3)

Attributes

Hit Points 36
Major Wound 18
Damage Modifier +5D6
Magic Points 21
Movement Rate 23m swimming 0 on land
Armour Scales (AP 5)
Plunder Factor 3

Skills

Resistances
Dodge 40%, Persistence 40%, Resilience 80%
Practical
Athletics 60%, Stealth 25%

Combat

Unarmed Combat 60%
Bite (1D6+5D6)

SKELETON

The animated bones of a human, these are the products of Sorcery and Divine magic. Skeletons are the lowest type of undead which are often created to, act as disposable warriors and tomb guards.

Characteristics

STR	2D6+6	(13)
CON	1D6	(4)
DEX	3D6	(11)
SIZ	3D6	(11)
INT	0	(0)
POW	0	(0)
CHA	0	(0)

Attributes

Hit Points 8

Major Wound 4

Damage Modifier 0

Magic Points 0

Movement Rate 15m

Armour Typically Leather (2AP)

Plunder Factor 0

Skills

Resistances

Dodge 10% ,Persistence 100%, Resilience 100%

Immune to all diseases, poisons and mind control magics.

Combat

Close Combat 35%

Sword (1D8)

Medium Shield (1D6)

Magic

None

Special Rules

Skeletons have a score of 0 for INT, POW and CHA, as they have no intelligence, will or personalities of their own. Skeletons are also immune to disease, fatigue, poisons and mind control magics.

A skeleton has the same Movement Rate, the creature had in life, but as a skeleton it cannot fly or swim (if the creature had those abilities while alive). Skeletons never suffer Fatigue.



SLIME

This creature lives up to its name, being an amorphous blob of indeterminate colour that oozes around, dripping highly corrosive acid. They are carnivorous, engulfing their victims and dissolving them with their acid secretion.

Characteristics

STR	1D6	(4)
CON	3D6	(11)
DEX	1D6	(4)
SIZ	6D6	(21)
INT	1	(12)
POW	3D6	(11)
CHA	1	(1)

Attributes

Hit Points 16

Major Wound 8

Damage Modifier 0

Magic Points 11

Movement Rate 7m can also crawl up walls and hang from ceilings.

Armour None

Plunder Factor 1

Skills

Resistances

Dodge 10%, Persistence 40%*, Resilience 85%

*Immune to all mind control magics, poison and disease.

Practical

Athletics 30%, Perception 75%, Deception 75%

Combat

Unarmed Combat 75%

Envelop (Acid damage equal to the Slime's SIZ)

Magic

Slimes do not learn magic (under normal sane conditions).

Special Rules

A Slime can only be killed by fire or magic. Normal weapons merely pass through the Slime's rancid tissue, without causing damage. Because of a Slime's caustic nature, neither acid nor poison has any effect on it. Non-fiery weapon enhancement spells do no damage to a Slime. Disruption and similar spells have their normal effect.

A Slime's body retains its full acidic properties for a number of days after death equal to the creature's CON.

A Slime attacks by moving next to its intended victim and attempting to envelop him. This attack has a base 75% chance of success, though the victim may use his Dodge skill or his Athletics skill to jump out of the way. Using Athletics rather than Dodge incurs a -40% penalty. A Slime's attack may not be parried – the creature will simply slide around the parrying weapon to engulf its foe.

Every round a creature is enmeshed by a Slime, that creature will take acid damage equal to the SIZ of the Slime. Armour will protect against this damage for the first round, after which it is dissolved by the Slime's acid, unless it is enchanted in some way or another. A character caught by a Slime may attempt to escape by making another Dodge or Athletics skill test.

SPIRIT

Spirits are magical creatures that exist in the Spirit World, which exists invisibly alongside the mundane world of the player characters. Most of the time spirits are invisible to characters in the mundane world, but when they are revealed they are nebulous forms that reflect their type.

Spirits can engage in Spirit Combat with living creatures that have a POW characteristic. If they win the combat they possess the loser, since spirits crave a physical body for a variety of reasons, depending on their type. For example, Disease spirits possess their victims and riddle their bodies with foul disease. See "Spirit Possession" on page 101 for more information.

Spirits lack a physical presence, due to lack of STR, CON and DEX.

Disease Spirit

Disease spirits are the source of misery and illness. They appear in a sickly green humanoid form, with a skull or sunken plaid face for a head.

They are commonly encountered in wilderness areas, where there are no Shamans to banish them, and around evil monster groups whose evil Shaman's bind them to protect their treasure and lair.

Characteristics

STR	–
CON	–
DEX	–
SIZ	–
INT	2D6 (7)
POW	3D6+6 (17)
CHA	3D6 (11)

Attributes

Magic Points 17

Movement Rate 30m

Plunder Factor 0

Skills

Resistances

Dodge 40%, Persistence 50%

Knowledges

Lore (Disease) 100%, Lore (Spirit World) 40%

Practical

Deception 30%

Spirit Combat 50%

Spectral Claw 1D6

Special Rules

A disease spirit is in essence a disease, either mundane or magical. After covertly possessing its victim, the possessed will be forced to make Resilience tests to resist the effects of the disease. However, the disease cannot be thrown off until the disease spirit is ousted. Also, the spirit will nearly always choose to apply its POW as a penalty to the possessed's Resilience tests.

If the possessed dies while being possessed by a disease spirit, there is a percentage chance equal to the spirit's POW that it will arise as a new disease spirit in 2D6 hours.

See "Disease" on page 68 for example Diseases.

Healing Spirit

The nemesis of the disease spirit this spirit appears as a bright happily glowing orb. They are typically summoned to help heal the sick and wounded.

Characteristics

STR –

CON –

DEX –

SIZ –

INT 2D6 (7)

POW 4D6 (14)

CHA 3D6 (11)

Attributes

Magic Points 14

Movement Rate 30m

Plunder Factor 0

Magic

Battle Magic 100%

Heal 6

Skills

Resistances

Dodge 40%, Persistence 50%

Knowledge

Lore (Disease) 100%, Lore (Spirit World) 60%

Spirit Combat 50%

Spiritual Blast 1D6

Special Rules

The natural enemy of a disease spirit, a healing spirit is only capable of entering Spirit Combat with a disease spirit already covertly possessing a creature. If the healing spirit can bring the disease spirit to zero Hit Points, it will force it to leave its host. The healing spirit will then depart as well, for it cannot permanently possess any creature.

If a healing spirit is used on an individual who is sick from a mundane illness (rather than from a disease spirit), it will add its POW as a percentage bonus to the individual's chance of success on his next Resilience test to throw off the effects of the disease.

Magic Spirit

Magic spirits are spirits that have mastery of one or more spells. If bound, the holder of the spirit may use the spirit's Magic Points for casting spells.

Magic spirits may not initiate Spirit Combat, but may use the spells it knows to attack or defend itself.

They appear as a series of multi-coloured orbs equal in number to the number of spells they know.

Characteristics

STR –

CON –

DEX –

SIZ –

INT 3D6 (11)

POW 3D6+3 (14)

CHA 1D6 (4)

Attributes

Magic Points 14

Movement Rate 30m

Plunder Factor 0

Magic

A magic spirit knows 1D6 Battle Magic, Divine Magic or Sorcery spells. These spirits will only know one spell type – for example, a magic spirit will not have both divine and Sorcery spells, nor may it ever learn spells of another type. If the spirit casts Divine Magic, it must regain the use of spent spells in the same way a Priest does. If casting Sorcery or battle magic it has a casting skill equal to its POW x 5.

Skills

Resistances

Dodge 40%, Persistence 50%

Knowledge

Lore (Spirit World) 60%

Spirit Combat 50%

Spiritual Blast 1D6

Passion Spirits (Fear, Madness, Pain)

This group of spirits embody negative and harmful feelings and emotions. If they successfully defeat a living creature in Spirit Combat, they will covertly possess that creature. The results of this possession depend upon the particular passion spirit. They are normally invisible, but fear spirits appear as an inky black form with a skull head, madness spirits are ghost like with faces quickly changing from one expression to another while pain spirits take on an angry red form with a face twisted in agony.

Fear Spirit

If a fear spirit covertly possesses a host, the host becomes permanently Demoralised (as the spell), until the spirit is cast out.

Madness Spirit

If a madness spirit succeeds in covertly possessing a victim, it will manifest itself in daily bouts of insanity. At least once per day, the madness spirit will attempt to cause an insane fit in its host. It matches its Persistence against the host's Resilience in a standard opposed test. If the host succeeds, the madness spirit will be quiescent for at least a number of hours equal to the host's POW. If the host fails, he becomes incapacitated for 1D20 hours – screaming madly, giggling incoherently or simply becoming catatonic for the duration of the effect. The madness spirit chooses the manner of madness, though most are partial to a single effect. The madness spirit will also attempt to assert itself whenever its host is in a stressful situation. Combat is an obvious example, but these spirits also delight in affecting their hosts in a variety of other stressful, important situations – collapsing into a fit of mad giggling while petitioning an unfriendly king for a boon is exactly the kind of thing madness spirits enjoy. Note that if the stressful situation occurs during a period of forced quiescence on the part of the spirit, it will be unable to manifest itself.

Pain Spirit

If a pain spirit manages to covertly possess its target, the victim will be overcome with a sudden burst of pain. From that point on, until the spirit is cast out, the victim will always be conscious of a dull ache in his joints or a twinge in his muscles. Whenever the host acts quickly (as in combat) or concentrates (as in spell casting), and sometimes purely at random intervals, he is struck by a sudden spasm of pain. This pain reduces all the host's skill tests by a penalty equal to the spirit's POW.

For example, if a pain spirit with a POW of 17 possesses a victim, that victim loses 17% from all skill tests so long as the spirit possesses him. If he had an Athletics skill of 90%, was attempting to climb a cliff and rolled an 80, the test would be a failure as the pain spirit effectively reduces his skill to 73%.

Characteristics

STR –

CON –

DEX –

SIZ –

INT 2D6+3 (10)

POW 3D6+6 (17)

CHA 4D6 (14)

Attributes

Magic Points 17

Movement Rate 30m

Plunder Factor 0

Skills

Spirit Combat 55%

Spectral Claw 1D6

Resistances

Dodge 40%, Persistence 50%

Knowledge

Lore (Spirit World) 60%

TROLL

Standing over two metres tall, the troll is a fearsome humanoid monster with grey-green slimy skin. Its bulging bloodshot eyes, clawed hands and a stooped posture finishes off the grim countenance of this terrifying creature. Its appearance is not only the reason for its evil reputation. The troll has the ability to literally regrow severed limbs, bashed bones and to mend slashed skin, before the eyes of its attackers. Fortunately such creatures are solitary, unless enslaved by other evil humanoids, and of incredibly low intelligence.

Characteristics

STR 4D6+12 (26)
CON 3D6+9 (20)
DEX 2D6 (7)
SIZ 4D6+12 (26)
INT 1D6+3 (6)
POW 3D6 (11)
CHA 2D6 (7)

Attributes

Hit Points 23
Major Wound 12
Damage Modifier +2D6
Magic Points 11
Movement Rate 23m
Armour Tough hide (3AP)
Plunder Factor 1

Skills

Resistances
Dodge 25%, Persistence 25%, Resilience 60%
Knowledge
Nature Lore 40%
Practical
Athletics 20%, Deception 20%, Perception 20%

Combat

Close Combat 40%

Club (1D6+2D6)

Unarmed Combat 40%

Claw(1D6+2D6)

The troll may attack with either club or claw as its action during a combat round, but not both.

Magic

None

Special Rules

Trolls regenerate damage done to them quite quickly, healing 1D6 Hit Points per Combat Round. This regeneration will not work on damage caused by fire.

Trolls also have Night Vision so are able to see in the Dark as if it was day.



UNICORN

Pure white magical horses with a single foot long horn that grows from their forehead and is the source of their healing powers. Unfortunately this makes them the target of those that see profit in selling it as a magic item.

Characteristics

STR 2D6+12 (19)
CON 3D6+12 (22)
DEX 3D6+3 (13)
SIZ 2D6+12 (19)
INT 2D6+6 (13)
POW 2D6+12 (19)
CHA 3D6+6 (17)

Attributes

Hit Points 21
Major Wound 11
Damage Modifier +1D6
Magic Points 19
Movement Rate 30m
Armour Hide (1 AP)
Plunder Factor 0

Skills

Resistances
Dodge 40%, Persistence 60%, Resilience 60%
Knowledge
Nature Lore 40%
Practical
Athletics 60%, Deception 30%, Perception 60%

Combat

Unarmed Combat 60%
Horn (1D8+1D6)
Kick (2D6+1D6)

Magic

Unicorns rarely learn magic.

Special Rule

A unicorn can heal wounds by touching them exactly as the Heal 8 spell, save that it costs the unicorn only 6 Magic Points and any requisite casting tests automatically succeed.

VAMPIRE

Dark overlords of the undead, Vampires feed off the blood and life-force of the living. They appear as normal humans, but their pallid complexion and over large canines give them away. Vampires are either solitary hunters, or form societies where weaker members of the brood must bring victims to the more powerful leaders.

Characteristics

STR 3D6+12 (23)
CON 3D6+12 (23)
DEX 3D6 (11)
SIZ 2D6+6 (13)
INT 2D6+6 (13)
POW 0
CHA 3D6 (11)

Attributes

Hit Points 18
Major Wound 9
Damage Modifier +1D6
Magic Points 0 (see below)
Movement Rate 15m

Armour Typically chainmail (5AP) if prepared for combat. Possibly Plate (6AP) for High Vampires.

Plunder Factor 4

Skills

Resistances
Dodge 40%, Persistence 80%, Resilience 80%
Knowledge
Culture (Local) 80%
Practical
Athletics 50%, Deception 80%, Perception 80%

Combat

Close Combat 50%
Longsword (1D8+1D6)
Target Shield (1D6+1D6)
Unarmed Combat 60%
Bite (1D6 + Magic Point drain, see below)

Magic

Vampires are highly magical and will either be a Priest of an appropriate Death Cult or a Sorcery Wizard. They have at least 10 points of Magnitude of spells.

Special rules

Night vision

Vampires can see in the dark and at night as if it was day by sensing life energy.

Magic Point Drain

A vampire does not regenerate Hit Points or Magic Points normally. Instead, he must take them from other beings by draining their blood. On a successful bite attack, the vampire will hang on and drain D6 Magic Points from the victim every round. Each drained Magic Point gives the vampire one Hit Point or Magic Point (vampires' choice). When the Vampire drains the victim's Magic Points to 0, the victim fails unconscious, as normal, and the vampire can choose to carry on draining blood, except now it's the victim's permanent POW that is drained.

Shape Shifting

Vampires have the ability to shape shift into mist at will. As a single Combat Action, the vampire (and every non-living item on his person) dissolves into a thin, greenish fog approximately the same SIZ as he was in the flesh. As a mist, the vampire is immune to all types of physical damage, but cannot take any action except Movement Rate. In mist form, a vampire moves at the same speed as he would normally and is unaffected by strong winds. Additionally, vampires still take damage from sunlight, as normal.

As well as the ability to transform into mist, some vampires manifest the ability to shape shift into wolves and bats as well. As with the mist transformation, such changes take a Combat Action to perform.

Upon death, the vampire collapses to the ground and turns to mist at the beginning of the next Combat Round. Before then, it can be destroyed permanently by driving a stake through its heart (the only way to prevent it turning to mist) and decapitating it.

Vampires and Sunlight

As creatures of the night Vampires cannot stand the touch of natural sunlight. They take one point of damage to every hit location per round that they are exposed to the sun, though some will risk travelling in the daylight hours by wearing layers of clothing and a hood to cover as much of their body as possible.

Holy symbols

In the past the holy icons of some cults have proved effective against vampires. Those that focus their energies against the undead are the most likely to be effective. But it is down to the Games Master to decide what supernaturally offends any particular vampire. An elven vampire, for example, might be repelled by symbols of nature gods, rather than by human symbols of holiness. Any character presenting a holy symbol to a vampire as a Combat Action matches their Persistence against the vampire's Resilience in an opposed check. They will

receive bonuses or penalties at the Games Master's discretion, based on the appropriateness of the symbol being displayed. On a successful test, the vampire loses 1D4 Hit Points (unaffected by armour or any of the vampire's magic) and may not attack that character or any other character under the protection of Holy Symbol.



WEREWOLF

Human by day, when the rage takes them, or under a full moon, they transform into a giant savage wolf. The very embodiment of nature or the bane of mankind, depending on your viewpoint.

Characteristics

STR	3D6 (x2)	(11) (22)
CON	3D6	(11)
DEX	3D6	(11)
SIZ	2D6+6	(13)
INT	2D6+6 (x0.5)	(13) (6)
POW	3D6	(11)
CHA	3D6	(11)

Attributes

Hit Points 12

Major Wound 6

Damage Modifier +1D6 in wolf form

Magic Points 11

Movement Rate 15m as man, 30m in wolf form

Armour Hide (1 AP)

Plunder Factor 0

Skills

Resistances

Dodge 60%, Persistence 60%, Resilience 60%

Knowledge

Nature Lore 80%

Practical

Athletics 60%, Deception 60%, Perception 60%

Combat

Close Combat 35% (as human)

Longsword (1D8/)

Ranged Combat 25% (as human)

Short Bow (1D8)

Unarmed Combat 60% (as wolf)

Bite (1D8+1D4)

Claw (1D6+1D4)

Magic

Werewolves either learn Battle Magic handed down from their ancestors their family, a grouping known as the pack, or join Earth cults of a particularly rough and savage nature.

Special Rules

Night Vision

Werewolves have night vision, and at night they can see as well as they can during the day.

Shape Shifting

Werewolves can change form at will, an act that requires two Combat Actions to complete. On nights of a full moon, werewolves have no choice but to assume beast form.

While in wolf form, werewolves are immune to most damage. Only magic, fire or weapons made of pure silver will harm them – all other blows simply bounce off harmlessly. If a normal sword with a Weapon Enhance 3 spell cast on it is used against a werewolf, only the three points of damage from the spell will affect the creature; the weapon's normal damage, as well as the attacker's Damage Modifier, do not count. The werewolf's thick skin, which grants the beast one point of armour, would reduce the Weapon Enhance spell's damage to two. If the entire weapon is enchanted, such as with a Fireblade spell, the entire damage rolled will count, though the wielder's Damage Modifier will still be ignored.

Werewolves can be poisoned, so long as the poison can be introduced to the creature's body. They are living entities who require oxygen, and thus may be asphyxiated or drowned.



WYVERN

These giant slender green reptiles are akin to dragons but with no forelegs and animal intelligence.

Characteristics

STR 4D6+12 (26)
CON 2D6+12 (19)
DEX 2D6+6 (13)
SIZ 4D6+12 (26)
INT 7 (7)
POW 3D6 (11)
CHA 6 (6)

Attributes

Hit Points 23
Major Wound 12
Damage Modifier +2D6
Magic Points 10
Movement Rate 23m on land, 30m when flying
Armour Scales (5 AP)
Plunder Factor 1

Skills

Resistances
Dodge 50%, Persistence 35%, Resilience 50%
Practical
Athletics 50%, Deception 10%, Perception 60%

Combat

Unarmed Combat 60%
Bite (1D10+2D6)
Sting (1D6+2D6+poison)
Claw (1D6+2D6)
In one combat round the Wyvern can use all three attacks.

Magic

None.

Special Rules

Wyvern Sting Poison

Type: Ingested
Delay: 1D2 Combat Rounds
Potency: 60

Full Effect: 1D6 Hit Point damage applies -4 penalty to victim's CON

Duration: 6D10 minutes

ZOMBIE

The restless dead, rotting corpses animated by dark magic that shamble the world serving their masters or wandering lost, randomly attacking the living.

Characteristics

STR 3D6+12 (23)
CON 1D6 (4)
DEX 1D6+3 (7)
SIZ 3D6 (10)
INT 1D3 (2)
POW 0 (0)
CHA 1D3 (2)

Attributes

Hit Points 7
Major Wound 4
Damage Modifier +1D6
Magic Points 0
Movement Rate 7m
Armour None
Plunder Factor 0

Skills

Resistances
Dodge 0%, Persistence See Special Rules below %, Resilience See Special Rules below %

Combat

Unarmed Combat 50%
Fist (1D3+1D6)

Magic

None

Special Rules

Zombies are immune to fatigue, disease, poisons and mind control.

THE ANIMAL LIST

This list describes more mundane animals. It lists domestic animals (such as horses and cattle), as well as wild beasts. Some of the animals are in their 'Giant' form, which are more threatening opponents than their normal size.

None of the animals listed here have any treasure by design. They may have some as determined by the Games Master as fits the needs of the story. For example a carnivore may have a few trinkets in the remains of its previous meals.

All the Animals listed here are of FIXED INT and therefore not sentient. None of them know any magic are by their nature magical.

Poisons

Spider venom

Type: Ingested or smeared

Delay: 1D3 Combat Rounds

Potency: Spider's CON \times 3

Full Effect: 1D3 Hit Points per minute and applies -6 penalty to victim's DEX (upon reaching 0 DEX victim becomes paralysed)

Duration: 6D10 minutes

Viper venom

Type: Ingested or smeared

Delay: 1 Combat Round

Potency: 48

Full Effect: 1D4 Hit Point damage for each minutes -6 penalty to victim's CON

Duration: 6D10 minutes



CREATURES

Animal	STR	CON	DEX	SIZ	INT	POW	CHA	Hit Points	Major Wound	Damage Modifier	Move	Armour type	Combat
Giant Ant	4D6 (14)	3D6+6 (17)	2D6+6 (13)	2D6 (7)	2	ID6+3 (6)	5	12	6	0	15m	Chitin (5AP)	
Bear	3D6+15 (25)	2D6+6 (13)	3D6 (11)	3D6+15 (25)	5	3D6 (11)	5	19	10	+2D6	23m	Tough hide (3AP)	60% Bite ID8, Claw ID6
Big Cat (Lion, Tiger etc)	3D6+12 (24)	3D6 (11)	3D6+6 (17)	2D6+12 (19)	5	3D6 (11)	5	15	8	+1D6	23m	Hide (2AP)	60% Bite ID8, Claw ID6
Giant Beetle	2D6+12 (19)	3D6+6 (17)	2D6+6 (13)	3D6+6 (17)	2	ID6+6 (9)	2	17	9	+1D6	15m	Chitin (5AP)	50% Bite ID8
Cattle	4D6+6 (20)	2D6+9 (15)	2D6 (7)	2D6+9 (15)	4	2D6 (7)	4	15	8	+1D6	15m	Hide (2AP)	40% Charge ID8, Trample ID8
Giant Crab	3D6+24 (35)	3D6+6 (17)	2D6 (7)	3D6+24 (35)	2	3D6 (11)	2	26	13	+3D6	15m on land, 2 in Water	Thick Shell (6AP)	50% Claw ID10
Giant Crocodile	5D6+12 (30)	3D6+12 (19)	3D6 (11)	4D6 (14)	3	3D6 (11)	3	15	6	+1D6	7m on land, 2 in Water	Thick Hide (5AP)	50% Bite ID8
Flightless bird	4D6+18 (32)	2D6+6 (13)	3D6+6 (17)	4D6+12 (26)	3	3D6 (11)	3	18	9	+2D6	23m	Thick feathers (3AP)	45% Peck ID8, Kick ID6
Dog	2D6+6 (13)	3D6 (11)	2D6+6 (13)	ID6 (3)	5	ID6+6 (9)	5	7	4	0	23m	None	40% Bite ID6
Elephant	6D6+24 (45)	3D6+15 (24)	3D6 (11)	6D6+30 (48)	6	2D6+6 (13)	5	36	18	+5D6	23m	Thick hide (3 AP)	45% Trample ID12, Tusk ID10, Trunk Grapple
Hawk	ID3 (2)	2D3 (4)	3D6+18 (27)	1d2 (2)	4	2D6 (7)	4	3	2	-1D6	15m, 30m Flying	None	50% Claw ID6, Bite ID4
Giant Hawk	6D6+21 (39)	5D6+15 (33)	3D6+9 (18)	6D6+21 (39)	4	3D6 (11)	4	36	18	+4D6	23m, 30m Flying	thick feathers (3 AP)	80% Claw ID8, Bite ID6
Horse	2D6+18 (25)	3D6+6 (17)	2D6+3 (10)	2D6+18 (25)	4	3D6 (11)	5	21	11	+2D6	30m	Hide (2AP)	40% Kick ID6
Giant Lizard	2D6+12 (19)	3D6 (11)	ID6+12 (15)	2D6+12 (19)	3	3D6 (11)	3	15	8	+1D6	15m	Hide (2AP)	25% Bite ID6, Kick ID8
Giant Octopus	12D6 (42)	4D6+6 (20)	3D6+12 (23)	12D6 (42)	4	3D6 (11)	4	31	16	+4D6	7m land, 30m swimming	Tough skin (4 AP)	50% Bite ID8, Arm ID4

Animal	STR	CON	DEX	SIZ	INT	POW	CHA	Hit Points	Major Wound	Damage Modifier	Move	Armour type	Combat
Pteranodon	4D6+6 (20)	3D6+3 (14)	2D6 +12 (17)	4D6+12 (26)	3	3D6 (11)	3	20	10	+2D6	15m on land, ground, 30m flying	Tough hide (3 AP)	50% Bite ID8, Claw ID6
Giant Python	3D6+24 (35)	3D6 (11)	2D6+6 (13)	3D6 (11)	3	3D6 (11)	3	11	6	+2D6	15m	Scales (3 AP)	50% Bite ID4, Constrict ID8
Rhinoceros	2D6+21 (26)	3D6 (11)	2D6 (7)	2D6+21 (26)	3	3D6 (11)	3	19	10	+2D6	23m	Thick hide (5 AP)	50% Bite ID6, Gore ID8, Trample ID12
Giant Spider	2D6+12 (19)	3D6+6 (17)	2D6+9 (16)	4D6+12 (26)	8	3D6 (11)	2	22	11	+1D6	15m on land, 23m in web	Chitin (4 AP)	50% Bite ID6+ Venom see below. Webbing (Entangles Athletics vs rolled attack to escape or Spiders POW x2 as Hit Points to destroy)
Triceratops	6D6+30 (51)	3D10+12 (28)	2D6+3 (10)	6D6+30 (48)	3	3D6 (11)	3	38	19	+5D6	30m	Scales (10 AP)	50% Tail lash ID12, Gore ID10
Tyrannosaurus	4D6+40 (52)	5D6+30 (47)	2D6+3 (10)	4D6+30 (42)	3	2D6+6 (13)	3	45	23	+5D6	30m	Thick Hide (10 AP)	60% Bite ID10, Stomp ID10
Velociraptor	4D6+12 (26)	3D6+3 (14)	4D6 (14)	3D6+6 (17)	4	2D6+6 (13)	3	16	8	+1D6	30m	Scales (5 AP)	50% Bite ID8, Claw ID6, Foreclaw ID4
Viper	2D6+6 (13)	2D6 (6)	3D6+18 (27)	2D6 (7)	3	2D6+6 (13)	3	7	4	0	30m	Scales (1 AP)	60% Bite + Venom (see below)
Wolf	3D6 (11)	3D6+3 (14)	3D6+3 (13)	2D6+3 (10)	5	3D6 (11)	5	12	6	0	23m	None	50% Bite ID8, Claw ID6

CHAPTER 12 PLUNDER

Although OpenQuest is not a game of 'Killing Things and Taking their Stuff', it is sometimes useful and expected that creatures that the Player Characters meet upon their Quests will have treasure, both mundane and magical.

WHERE DO MAGIC ITEMS COME FROM?

Most Magic Items in OpenQuest come from the player characters themselves. As they increase in competence through play they will inevitably learn the various spells that allow them to create Magic Items (see the list below) and in quiet moments between adventures create new items. Non-player characters behave similarly, and so often provide further sources of items for the marauding player characters.

Other items that are placed by the Games Master in the setting in comparison are quite rare. They are often quite powerful and have a background and history that is unique and important to the setting. These items are the Excalibur, Spear of Destiny, and Holy Grail of your setting.

PLUNDER FACTOR

Normally the needs of the story can dictate what treasure and magical items a creature possesses, but if a quick random roll is necessary the following guidelines can be consulted.

Each creature has a 'Plunder Factor' which is a rating of how much treasure the creature is likely to be carrying. For creatures that form groups, increase the Plunder Factor by at least one, for groups of up to 20 creatures, by two for larger groups of up to a hundred creatures, and by 3 for groups of over a hundred. In this case the Plunder will be held in a defended and guarded treasure room which the leader of the creatures will have access to.

Magic Items will usually involve magic of the type used by the creature. In cases where the creature does not use magic, but has the item in its hoard due to its value and beauty, roll on the Magic Type table on the next page.

Plunder table

Plunder factor	Treasure found
0.	Not a hoarder. No treasure whatsoever.
1.	Chance hoarder. A couple of coppers, loose change (1D6 CP). Very remote (05%) chance of a minor magical item, which is either used by accident (my lucky talisman) or which the creature is completely oblivious to.
2.	Hoards enough for a rainy day. About 5D20 in SP, 1D10 GD. If the creature uses magic, there is a POW % chance of 1D4 Minor Magic Items appropriate to the type.
3.	Hoards for a better future. Collects treasure for its worth and appreciates its value. 5D100 in SP, 3D20 in GD. If the creature uses magic, there is a POW X 2% chance of 1D4 appropriate Minor Magic Items.
4.	Significant hoard. Hoards for hoarding's sake. 10D100 SP, 1D100 GD. POW X 3% of 1D6 Minor Magic Items and POW % chance of 1D4 Major Magic Items regardless of whether the creature uses magic.
5.	Treasure trove. The wealth of a minor Lord. Examples: Grave goods of a dead noble worth about 1D6 thousand Silver Pieces, with 1D6 Minor Magic Items and POW X 3% chance of 1D6 Major Magic Items.
6.	Wealth of Kings. eg. Dragon's Hoard, a hoard almost beyond comprehension 1D4 Million Silver pieces, 2D10 Minor Magical items, 1D8 Major Magic Items and one Relic or Artefact.

Magic type

Roll D6	Type of magic in item
1-4	Battle Magic
5	Divine Magic
6	Sorcery

Minor Magic Items: One spell of 1D4+1 magnitude.

Major Magic Items: 1D3+1 Spells of 1D6+2 magnitude.

Artefacts/Relics: Artefacts and Relics are the stuff of legend, mighty Magic Items created by the gods (Relic) or the greatest magicians of the Age (Artefact). They are always one-of-a-kind, and have powers beyond normal magic spells.

CREATING MAGIC ITEMS

Most Magic Items found in play in a game of OpenQuest will have been created by the characters or Non Player Character magicians.

Although the spells that they characters use to create Magic Items are detailed in their respective spell lists, its worth going through them briefly remind yourself what spell does what and how it is used.

BATTLE MAGIC

Call Spirit. Using this spell it is possible to bind a spirit into an item. This is the spell that you use to bind your dead Uncle Argebor into his skull, so he can continue dishing out wise advice to his descendants long after his death.

Create Charms. This is the basic spell for creating Battle Magic Items. Use this spell to create rune-inscribed swords, paper talismans that protect against sprits, and dragon skin armour that is resistant to fire (via a Resist Fire spell).

Create Magic Point Store. If you want to create a magic item that has Magic Points ready stored, so the user doesn't have to use their own, this is the spell to use.

Note: Remember Player characters must spend improvement points to use any of the above spells to create permanent and reusable Magic Items.

Create Potions. This is a quick way of making non-reusable spell stores where you've already spent the magic points, for your or your allies to gulp down for instant effect during a combat. Think Healing + Create Potions and you have the classic Healing Potion.



GAMES MASTER'S ADVICE USING BATTLE MAGIC ITEMS IN PLAY

Battle Magic Items are probably the least powerful and disruptive method of making additional magic available to the players.

They are a great way of getting Battle Magic spells that no player ever bothers getting into play and as one shot non-reusable items to give starting characters a boost.

Avoid over use, otherwise magic becomes a bland commodity.

SORCERY

Sorcerers quite frequently use the Battle Magic spells of Create Magic Point Store, in addition to the spells outlined here, to create the reservoir of magic points needed to fuel manipulated Sorcery Spells.

Create Spell Matrix. This is the basic method of inserting a Sorcery spell in an item.

Create Scroll. This spell is a quick way for Sorcerers to transmit knowledge to each other and to create quick one shot spells for their followers that once cast, fire off at the full power that the Sorcerer put in beforehand.

GAMES MASTER'S ADVICE USING SORCERY ITEMS IN PLAY

Sorcerous Magic Items fall into the category of 'place/handle with care', since most of their effects take place at the power level of the Sorcerer who originally created them.

Sorcerous items more than any other type of items are usually found in or near concentrations of Sorcerous activity. Sorcerers, or their Orders, like to hold on to their items, and Sorcerous items tend not to travel as well since you need a high Sorcery casting skill to trigger or understand them.

DIVINE MAGIC

Divine Magic users are usually less interested in creating Magic Items and more interested in spreading the word of their Deity. However, there are exceptions.

Create Blessed Item. This is the only way of Divine Magic users creating Magic Items. This spell is usually used to create a magical item for the use of a particularly important champion of the faith, such as a King, who can carry the item as a living example of the power of the Deity.

Other types of Divine Magic Items, such as Relics and the arms and armour of the Holy Warrior, come directly from the Deity themselves. Arms and Armour of a Holy Warrior can survive the death of their original owner, especially if they were powerful, but tend to be passed on within the cult or buried with the owner. Their effects do not work for someone who is not a member of the cult.

FINDING OUT WHAT A MAGIC ITEM DOES

There is no catch all "Detect Magical Properties" or "Know Magic item" skill in OpenQuest. This is quite deliberate, keeping with the general policy that such items are not the equivalent of Magical shotguns. Some options are:

Consult a Sage or other magical expert. This option will cost the characters lots of money. Take a baseline of one hundred silvers per point of spell magnitude OR some perilous quest that the character must do in return. Such experts are rare, because most high ranking Magicians have little time for magical research for others, and would be more interested in their own schemes. This really should be the last option, since it is the least mega gaming fun. In my campaign I do not allow this.

Detect Magic spells. This merely tells you the item is magical. A critical casting may tell the caster how powerful the item is.

Trial and error. The character tries to find out the item's use by experiment. Allow creative and imaginative plans to reveal partially what the item does.

Researching the myths and legends around the item. This is the most certain way of finding out what a magic item does. Of course such myths may be obscure themselves, requiring a dangerous Quest to a long hidden repository of knowledge to find.

AD HOC MAGICAL POWERS

Not all Magic Items have to have powers that directly mimic spells from the spell lists. Having Magic Items do this is an in game contrivance, and reflects the fact that most Magic Items are created by magicians who effectively store their magic spells in the items.

PLUNDER ITEMS FORMAT

Plunder item write-ups have the following format. This is to give a concise description of the item and some background information which prevents the item from being bland and colourless.

Background: Details of who and why it was created it and significant owners and events in its history

Description: This is a physical description of the item.

Creation: How the item was created. Usually this section details the spells that were used and any special rituals that the creators used.

Magic Powers: This section lists the relevant spells stored in the item. It is also noted here if any spirits are bound into the item, or if the item acts as a Magic Store.

Finally, any special magic powers unique to the item are recorded here.

Cult affiliations: This section lists the cults which are friendly to the item, who will try especially hard to obtain the item. This ranges from paying extra silver to get hold of it to (if so inclined) resorting to violence or underhand methods. Enemies are cults who, for old reasons, hate the item and will either go out of their way to avoid the user or try to destroy the item.

Price: If listed this is the price that a collector would pay for the item. As a rough guide, the price of an item is 100 Silvers per Magnitude of spell stored in it. However, very rarely will a magic item be available on the open market and in most fantasy worlds there is no such thing as 'Ye Olde Magic Shop'.

EXAMPLE MAGIC ITEMS

MINOR MAGICAL ITEMS

The Dice of Desto

Background: Created to aid some hapless unlucky noble with a taste for gambling, these dice have changed hands throughout the ages, giving good fortune to their owners but deserting them in their moment of need.

Description: A pair of blue crystal dice, that flash when rolled.

Creation: Create Charm 6 with Enhance Any Skill 6 cast on it.

Magic Powers: Enhance Any Skill 6. On a Fumbled Battle Magic Casting roll the dice will disappear and reappear somewhere else far from the present owner.

Cult affiliations: None.

Price: If sold to someone who knows of their magical powers, 600 Silvers.

Flying Disc of Tashk

Background: The Seven Sorcerers of Tashk played their games in Ancient Yulp. They flew upon these discs from ancient strongholds to meet in the clouds, free from the prying minds of the earth-bound.

Description: A black disc with a multi-coloured spiral running from the edge to the centre.

Creation: The sorcerers used a simple Create Matrix spell to enchant the disc.

Magic Powers: Fly at 90%

Cult affiliations: None, the Flying Sorcerers of Tashk are long forgotten by the world, and have no successors.

Price: 500 Silvers to a Sorcerer who recognises it.

Imperial Exhalations

Background: There is a monastery in the hills next to

the city of Sotan who are responsible for mass producing these prayer papers, to give aid to Imperial agents in their struggles against the Dark Lander. These are Words that Heal the body and Soothe the mind.

Description: A folded scroll, bound by a gold ribbon with the Abbot of Sotan's holy seal in wax.

Creation: The monks use Create Charm to make these scrolls.

Magic Powers: Roll D6 for the spell inscribed on the scroll and, where applicable, D4+1 for the magnitude:

Roll 1D6	Magic spell inscribed
1	Counter Magic
2	Light
3	Protection
4	Strength
5	Vigour
6	Weapon Enhance

Cult affiliations: These are treasured items of the Imperial Cult of Gatan.

Price: These scrolls are usually given out free to the faithful, but where they appear on the black market they usually sell for around 400 sp.

Jade Sword of the Dancers

Background: An enigmatic Other World race known only as The Dancers created these long swords for their warriors to fight a war against an a winged race of Hawkmen. The war was fought in mythological times, and it was devastating (Hawkmen are unknown in the world now). Several Jade Swords fell to Earth from the hands of dead warriors.

Description: Finely balanced long swords of green jade, inscribed with the sigils of power.

Creation: The Dancers meditated long and hard with a purity of mind equivalent to Create Charm and Coordination 5 spells.

Magic Powers: The sword contains the Battle Magic spell Coordination 5.

Cult affiliations: None, although several Thieves' Gods falsely claim the sword.

Price: Those who value the powers of the sword would easily pay 1000 Silvers. Unknowing eyes would pay about 200 silvers for the jade value.

Stick Pick of Rat Catchers

Background: Magic appears in the oddest of places sometimes. Once upon a time, Sotan was beset by a plague of rats. The city's rat catchers teamed up and

instinctively created magical weapons to fight the rodent horde. Stick picks are the rusty swords or daggers of these heroic vermin killers. After the 'Rat War' was over the secret of these weapons was lost.

Description: A rusty sword or dagger, encrusted with sewer filth, with the words "Hey it's SHARP!" crudely scratched into the blade.

Creation: The rat catchers instinctively learnt how to make these weapons in their hour of need, their passion being an equivalent to a Create Charm spell and the spells stored within it.

Magic Powers: Each weapon contains Detect Rats 3 and Weapon Enhance 2.

Cult affiliations: The Rat Catchers Guild of Sotan, claims ownership of these items. But it's loosely enforced.

Price: Due to their appearance, these items are probably of zero worth to most unknowing buyers. But they are priceless to a Head Rat Catcher with an explosion of vermin.

Thorn Bundles

Background: History, amongst the isolated peoples who live in the areas where Thorn Bundles are found, tell of a great battle of the wastes, where the spirits of the losing fighters were bound into bundles of thorns by shamans. Cast onto the wind, they act as a moving minefield preventing another invasion of the land.

Description: Found in desolate areas, these items are bundles of thorny tumbleweed, ten centimeters or so across, that gives off a ghostly glow.

Magic Powers: Each bundle contains an aggressive active possessive spirit (INT 18 POW 16) which attacks any living creature within ten metres of it. If the victim defeats the spirit it remains passive in the bundle, and the recipient can use it as a thrown weapon, with the vicious thorns doing 1D4 damage and the spirit attacking any creature it hits.

Creation: Ancient shamans used spirit binding to create the Thorn Bundles.

Cult affiliation: None

Price: Not applicable

Ringmail of the Wind

Background: Swift of foot was Eldiss the Silverwind, but the fastest man in all Gatan he sought to be. Fortunately he was a Count of a rich county, and was able to commission wizards to create this armour for him, which greatly enhanced his speed. He was renowned for being the first into battle. Great was his glory until the day that he arrived several minutes before his comrades, and he was met by orcs who had been waiting in ambush.

Description: A coat of ringmail of almost negligible weight.

Creation: Using Create Charm, the Imperial College of Wizardry made this armour at great expense.

Magical powers: Mobility 6

Cult affiliations: None

Price: 600 Silvers.

MAJOR MAGICAL ITEMS

Armour of Shadows

Background: This item was the product of a temporary alliance of the Thieves Guild of Sotan and the Cult of the Fool, intended to make the thieves' jobs more successful and profitable. The alliance quickly floundered when thieves started raiding their allies, Temples, and many suits came into general circulation as their owners met their demise at the hands of the revengeful priests.

Description: A jet black set of leather armour.

Creation: Made in the pitch black stitchery of the Old Women's Armour Making Guild.

Magical Powers: Darkwall, Enhance Deception 4

Cult Affiliations: Officially the property of the Cult of the Fool, who will 'repossess' the armour if they see a non-member wearing it.

Price: 500 Silvers on the open market, although worshippers of the Fool are likely to try and steal it back.

Armour of the Solar Ray

Background: From the time of the Ancients, this truly wonderful scale mail armour is emblazoned with a golden Sun design. Who were the owners of the armour? Sages can only wonder; perhaps some form of warrior elite or perhaps a flying squad of a city guard?

Description: Scale mail armour with a golden sun on the breast plate.

Creation: This armour was created in the Chamber of Rays by some lost group of magicians.

Magical powers: Protection, Light, Fly (Sorcery 90%).

Cult affiliations: None

Price: Given the mystery surrounding its origins, armour of this type fetches from 1000 to 1500 silvers.

Borgenstein's Armour of Magnificence

Background: Duke Borgenstein the Great was an early pretender to the throne of Gatan after the death of Sotan I. His Court Wizard and Master Craftsman between them created this marvellous gold emblazoned set of full plate mail. Alas the poor Duke, an obvious target, was cut down by archers while leading his army into the first battle of what would have been his campaign to unite Gatan under his rule. In the confusion and chaos of that battle, the golden armour and the Duke's body went missing, assumed looted by some peasant footman.

Description: A brilliant gold plated set of plate mail,

engraved with intricate pictures of song birds and swirling patterns.

Creation: The Court Wizard used a standard Create Charm spell inspired by the awesome artistry of the master craftsman.

Magical powers: Enhance Influence 6, Protection 2

Cult Affiliations: None

Price: 100 Gold Ducats to any Imperial Nobleman with ambitions of advancement.

Eye of Iton

Background: A crystal ball that may or may not have been created by Iton, the first and greatest Archmage the Gatanese Empire has known, or some unnamed Sorcerer from the Old Empire.

Creation: Who ever created the Eye used a Create Matrix spell combined with the Sorcery spells that the Eye holds.

Magic Powers: Sorcery 250% (Project Vision & Project Hearing)

Cult Affiliations: None

Price: 100 Gold Ducats to any Imperial Wizard with ambitions of advancement.

The Shield of the Righteous

These shields were created for the Missionary Zealots of the Imperial Crusade against the Black Heart Orc Tribe, a vicious horde of orcs which met with a particularly brutal response from the Imperial army that it met as it came down from the Brightspire Mountains. The fact that many of the hordes' early victims were the more remote monasteries of the Order of the Mace prompted many monks of that order to take arms and led to the creation of these shields.

Description: A target shield with the symbol of a black heart within a black circle, with a black line going through the heart diagonally from right to left.

Creation: These shields were created in a moment of anger by the Priests of the Order of the Mace, using Create Charm.

Magical powers: Protection 3 and Detect Evil.

Cult Affiliations: The Order of the Mace, a particularly warlike order of the Imperial Cult whose Monastery is in the Brightspire Mountains.

Price: 500 silvers.

The Holy Sword of Zunder

Background: Forged during the time of the Old Empire, this solid iron sword was the property of General Zunder, a now forgotten hero who successfully led the Empire's Legions against the Burning Heart.

Description: A solid razor-sharp iron long sword, with a large crystal at the hilt, which glows with a purple light when it has magic points in it. It also has the word 'Zunder' engraved in Imperial down the length of the blade.

Creation: This item was created specially by the Imperial Academy of Magic, using the Create Charm and Create Magic Store Battle Magic spells.

Magic Powers: Weapon Enhancement 4, Protection 4. The hilt of the sword is a magic point Store which holds 16 Magic Points, which may be regenerated by the user transferring their own into it.

Cult affiliations: The sword is invaluable to anyone who is a member of the Imperial Cult. Any member of the Burning Heart will be quick to throw this sword into the burning forges of the Orc Mages to destroy it.

CURSED ITEMS?

Cursed items work against the wearer, the full effect of their spells immediately taking effect as soon as they are put on. Often these effects are the opposite of what they should be.

Once donned, a cursed item cannot be removed, except by casting a Dispel Magic of higher magnitude of than the most powerful spell contained by the item. Cursed items are typically created as the result of a fumbled Casting skill roll.

For Example: A cursed version of Borgenstein's Armour would give Influence – 6 (ie. -60%) and –2 Armour Points, and would require a Dispel Magic of at least six points to allow the victim to remove it.

ARTEFACTS

The Sword of Imperial Will

Background: The very symbol of the Empire handed to the first Emperor, Sontan, by the Celestial Emperor himself. Only a True Emperor of Gatan may wield it. It calms the citizens and smites the heathens.

Description: A silver great sword with a large ruby in its hilt.

Creation: From the divine will of the Celestial Emperor himself.

Magic Powers: Imperial Harmony. The sword when wielded by the Emperor stops any dissent, rioting and civil war in a fifty kilometre radius.

Smite the Heathen. When the sword successfully hits an avowed enemy of the Empire, the target must make a Persistence test at -50% or be instantly slain.

Slay non-True Emperor. Anyone picking up the sword who is not the True Emperor of Gatan must make a Persistence test at -50% or be instantly slain.

Cult affiliations: Imperial Cult of Gatan

Price: Beyond measure.

RELICS

Holy Bones of Abner Tweantor

Background: A fanatical Cleric of the Imperial Cult, Abner was martyred by a particularly foul Orc Warlord of the Burning Heart when they overran his diocese after the death of Emperor Sontan. After the Orcs were repelled, his bones, still in a pose of defiance, were recovered by his followers and interred in the Imperial Cathedral in Sontan.

Description: A set of iron hard bones, burnt black by the orcish fires of his martyrdom.

Creation: Abner's bones are a holy relic created by the Divine will of the Celestial Emperor at the time of his death.

Magic Powers: The skull provides Mind Link 5, the ribcage provides Shield 4 and the hip bone provides Heal 5.

Cult affiliations: Any member of the Imperial Cult will revere these bones, while any member of the Burning Heart will revile them.

Price: If the bones go missing from the Imperial Cathedral, the Imperial Cult will pay 1000 GD to have them safely returned.



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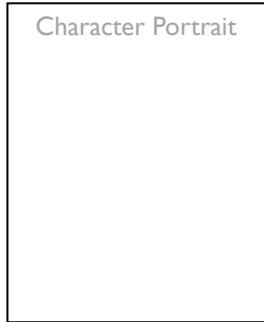
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OPENQUEST

Name:
Player:
Race:
Culture:
Age:
Gender: Male/Female

Character Portrait



CHARACTERISTICS

STR	CON	DEX	SIZ	INT	POW	CHA

ATTRIBUTES

Damage Modifier
Movement Rate

Fatigue

Hit Points Total (.....)
Current

Hero Points

Major Wound Level =

Magic Points

ARMS & ARMOUR

Close Combat Weapon	Damage	Size

Ranged Weapon	Damage	Range	Rate

Unarmed Weapon	Damage
Fist	1D3
Kick	1D3

Armour	AP

SKILLS

RESISTANCES

Dodge (DEX+10)
Persistence (POW+10)
Resilience (CON + POW)

COMBAT

Close Combat (DEX + STR)
Ranged Combat (DEX + INT)
Unarmed Combat (DEX + STR)

KNOWLEDGE

Culture (Own) (INT+10)
Language (Own) (INT+50)
Natural Lore (INT+10)
Culture () (INT)
Language () (INT)
Lore (Type) INT

PRACTICAL

Athletics (DEX+STR)
Craft (INT+10)
Deception (DEX+INT)
Driving (DEX+INT)
Engineering (INT+10)
Healing (INT+10)
Influence (CHA +10)
Mechanisms (DEX+INT)
Perception (INT+POW)
Performance (CHA+10)
Riding (DEX+POW)
Sailing (DEX+INT)
Streetwise (CHA+POW)
Trade (INT+10)
Wealth (INT + CHA)

MAGIC

Battle Magic Casting (POW x 3)

Sorcery (INT)

Cult:

Rank:

SPILLS

Spell

Magnitude

EQUIPMENT

Item

ENC

Total ENC

NOTES

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VERSION 1.0A

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