

Overland Travel

Though it is possible for all of your adventures to take place in the confines of a city or castle, it is just as likely for your PCs to travel from place to place, doing good deeds along the way. Overland travel is a common event in fantasy fiction and games. Generally though, it is not the main event of a gaming session. It is usually a sidelight, or a quick paragraph of description before the characters get to their destination. This section provides some quick rules for travel times.

Movement Rates

The daily movement rate for a character is based on their TOU score. A character with a high TOU can move faster for longer while his less durable companions falter and take rests. Characters in a group travel at the speed of the slowest character.

Movement Rates

TOU Score	Movement Rate/Day
0-	4 mi/6/5 km
1-2	6 mi/9.7 km
3-4	8 mi/13.0 km
5-7	11 mi/17.8 km
8-12	14 mi/22.7 km
13-16	17 mi/27.5 km
17-19	20 mi/32.4 km
20-22	24 mi/38.8 km
23-24	32 mi/51.8 km
25+	36 mi/58.3 km

Encumbrance Penalties to Movement

If a character is encumbered, the Encumbrance Action Penalty is subtracted from the character's TOU score to determine his or her final movement rate.

Borntraeger the Sheriff has a TOU of 14, which would normally allow him to travel 17 miles per day. However, he carries a large pack, giving him an action penalty of -2. This reduces his effective TOU score to 12. As long as he carries around this heavy pack, he can only travel 14 miles per day.

Effects of Terrain on Movement

The movement rates listed assume generally flat and mostly clear terrain. Roads, swamps, forests and hills will affect the rate at which the characters travel.

Terrain Effects

Terrain	Movement
Road	+20-50% Move
Light Woods, Grasslands, Plains	Normal Move
Dense Woods, Swamp	-20-40% Move
Hills	-20% Move
Mountains	-50-75% Move

Pack Animals and Carts

Traveling with a pack animal or an animal -pulled cart can greatly increase the amount of goods the party can carry with them.

Pack animals can travel virtually anywhere humans can, with much the same restrictions.

Animal	Average Capacity	Movement Rate/Day
Pack Dog	50 lb / 22.6 kg	14 mi/22.7 km
Donkey	150 lb / 68 kg	14 mi/22.7 km
Pack Mule	250 lb / 113.4 kg	17 mi/27.5 km
Pack Horse	250 lb / 113.4 kg	20 mi/32.4 km
Warhorse	250 lb / 113.4 kg	32 mi/51.8 km

Carts travel primarily on roads, their movement bonuses are taken into account in this table. They can travel over plains or grasslands at -20% of their normal move, but this greatly increases the chances of getting stuck or damaged.

Vehicle	Average Capacity	Movement Rate/Day
Hand cart	200 lb / 90.7 kg	11 mi/17.8 km
Donkey cart	500 lb / 226.8 kg	14 mi/22.7 km
Mule cart	1000 lb / 453.6 kg	17 mi/27.5 km
2-Mule cart	2500 lb / 1134 kg	20 mi/32.4 km
2-Oxen cart	1000 lb / 453.6 kg	11 mi/17.8 km

Runebearer

New Ritual Spells

Control Undead

Casting Time: Very Short
Range: 100 Hexes
Area of Effect: 1-3 Undead
Initiative: ---
Delivery: Direct
Difficulty: 14
Duration: 1 Night
Save: SPI vs. DL 10
Maintain: None
Skill: WIL/WIL/SPI
Cost: 75 p
Components: Deadman's Breath, Skull

This spell gives the caster control of 1-3 undead creatures. The undead will respond to spoken commands. They need to be able to hear the commands, but they do not need to understand them.

Control Major Undead

Casting Time: Combat
Range: 10 Hexes
Area of Effect: 1 Undead
Initiative: -1
Delivery: Direct
Difficulty: 22
Duration: 1 Night
Save: SPI vs. DL 22
Maintain: 20
Skill: WIL/WIL/SPI
Cost: 200p
Components: Deadman's Breath, Skull, Small Diamond

This is a more powerful version of control undead. Only one creature may be controlled, but the DL of the saving throw is much higher and thus more powerful creatures can be ensorcelled.

In addition, this spell can be maintained. Each night, the mage must roll to maintain the spell. In addition, the target creature gets another save.

Messenger

Casting Time: Short
Range: Touch, 100 km
Area of Effect: 1 Bird
Initiative: ---
Delivery: ---
Difficulty: 14
Duration: 1 Message
Save: None
Maintain: None
Skill: SPI/CHA/WIL
Cost: 3 Buy Points
Components: Gold Cage (400p)

The caster whispers the name of a person to a bird and the bird will find that person if he is within 100 km of the caster. If the person is found, the bird is free and flies away. If the person is dead, or not within range, the bird will search for 1d4 days, and then returns to the caster.

A bird used for this spell has to be kept in a golden cage for at least 3 days prior to casting.

Sense Magic

Casting Time: Short
Range: Self
Area of Effect: 6 hexes (12 meters)
Initiative: ---
Delivery: ---
Difficulty: 16
Duration: 10 Minutes
Save: None
Maintain: 14/7
Skill: INT/PER/SPI
Cost: 4 Buy Points
Components: Ground Lens (100p)

The caster of this spell grinds a lens and then consumes the powdered glass. He can then see a glow around magical objects within 12 meters of him. If his line of sight is blocked, then he can feel "something" in that direction, but cannot determine its nature or distance from him.

Magic Pocket

Casting Time: Combat
Range: Touch
Area of Effect: 1 Object
Initiative: +3
Delivery: Touch
Difficulty: 12
Duration: Instant
Save: None
Maintain: None
Skill: INT/SPI/SPD
Cost: 2 Buy Points
Components: None

This spell takes an item small enough to be held in the caster's palm and instantly teleports it to one of the caster's pockets. This ritual requires no gestures and only a whispered, one word incantation.

Runebearer

Components: 8 Candles (16 p)

Spice

Casting Time: Short
Range: Touch
Area of Effect: 1 Plate
Initiative: ---
Delivery: ---
Difficulty: 8
Duration: Instant
Save: None
Maintain: None
Skill: PER/PER/INT
Cost: 1 Buy Point
Components: None

This spell spices a dish to perfection based on the diner's preferences. It makes otherwise inedible slop edible, and gives a +3 to any cooking skill roll used to make the spiced dish.

Animate Rope

Casting Time: Very Short
Range: 6 Hexes (12 meters)
Area of Effect: 1 Rope
Initiative: ---
Delivery: ---
Difficulty: 13
Duration: 10 Minutes
Save: SPD vs. DL 14
Maintain: 11/6
Skill: WIL/WIL/SPI
Cost: 3 Buy Points
Components: None

This spell animates a coil of rope up to 20 meters long. The rope can move horizontally 6 meters every 5 seconds, or 72 meters a minute. Vertically, the rope can move one third of that speed.

An animated rope can slink along the ground, shimmy up a wall, hold itself taut (so as to hold climbers, or trip people), tie, and untie itself. The rope is not fast, or nimble enough to be used in a combat situation, but might be used to tie a sleeping, or surprised person. A surprised person can make a SPD save vs. DL 14 to avoid being bound.

Harmonious Candles

Casting Time: Long (6 hours)
Range: 0 Hexes
Area of Effect: 1 Room
Initiative: ---
Delivery: ---
Difficulty: 15
Duration: 4 Hours
Save: None
Maintain: None
Skill: CHA/INT/SPI
Cost: 2 Buy Points

This spell enchants a set of candles such that when they are placed at a table and lit, everyone in the room feels a sense of calm and contentment. This makes everyone in the room more likely to listen and compromise, giving the caster a +3 to his diplomacy, orate, and persuade skills.

The candles can be created and then stored for up to 1 week before they are actually used.

Discordant Candles

Casting Time: Long (6 hours)
Range: 0 Hexes
Area of Effect: 1 Room
Initiative: ---
Delivery: ---
Difficulty: 15
Duration: 4 Hours
Save: SPI vs. DL 20
Maintain: None
Skill: CHA/INT/SPI
Cost: 2 Buy Points
Components: 8 Candles (16 p)

This spell enchants a set of candles such that when they are placed at a table and lit, everyone in the room feels becomes agitated, nervous, and paranoid. Insults will be hurled, fights will break out, and no one will listen to any arguments other than their own. This insures that no deals of any sort will be made in the room where the candles are lit.

Anyone under the spell of the candles can make a SPI save vs. DL 20. A successful save means that the character notices that something is unnatural about the situation. However, unless he knows of this spell, he will not look to the candles as the cause. The candles can be created and then stored for up to 1 week before they are actually used.

New Magic Items

Amulet of Leprosy

Analyze DL: 17

The amulet of leprosy gives its wearer the ability to inflict anyone he touches with a curse of rotting flesh. The wearer must touch the victim on bare flesh, or thin cloth. The amulet does not work through armor. The target's flesh rots away, doing 5-30 points of persistent damage. The amulet wearer can cause the damage to occur over the course of a single combat round, or over the course of a few hours.

The amulet is not charged, but it gives the wearer a lesser form of the rot, reducing his charisma by 2 and giving him the ugly disadvantage. In addition, for each point of damage the wearer inflicts with the amulet, the disease shortens his own life by one week.

The Black Hand

Analyze DL: 15

The Black Hand is a powerful necromantic artifact of unknown origin. It is an ebony wand with a skull carving on one end and a bony hand on the other.

The Black Hand has two powers that are always in effect, regardless of how many charges the wand holds.

- Gives a +3 to all Necromantic Spells
- Gives a -3 to all Turn Undead/Priest Powers/Sacred Falls spells (Both within 100 hex radius)

In addition, the wand has a number of powers that can only be activated by their command words.

- Paralyze a target who must make a WIL save vs. DL 20 or be paralyzed for 10-60 minutes. (2 charges/use)
- Control all undead within 100 hex radius. (30 minutes/charge)
- Transfers 2d4 hit points from a touched target to wielder. Use unarmed combat, or staff to resolve attack. (1 charge/use)
- Amplifies summoning spells. They attract 10x times the creatures normally summoned. (3 charges/use)

The Black Hand recharges by consuming 100 pennies worth of silver and the bones of a living target. The target must be restrained and the recharge process takes 10 minutes. The process returns 2d4 charges.

Duplicator Amulet

Analyze DL: 22

The duplicator amulet is a lead necklace with gold plating. It is set with a number of ornamental onyx and topaz. Symbols of multiplicity are delicately carved in the gold.

When activated, the duplicator creates a perfect duplicate of the wearer. The duplicate has the same stats, skills, equipment, condition, and hit points as the wearer. If the wearer is wounded, poisoned or diseased, then the duplicate will be identically afflicted. In addition, the memories, thoughts and state of mind of the newly created duplicate are that of the wearer at the moment of activation.

The duplicate is a living, thinking being and has the same attitude and personality as the original. However, the wearer does not control him and he will act of his own will. Generally speaking, the duplicate will be favorably disposed to the wearer's point of view. Nonetheless, obviously suicidal behavior will usually be avoided.

The duplicate will remain with the wearer for 5-60 minutes, after which he will disappear. After a duplicate is created, the amulet has to recharge for at least 24 hours before being used again.

The duplicator amulet has no charges and thus can be used indefinitely. However, each time it is activated, there is a 10% chance that the duplicate created will be deranged and evil. He will try to kill his creator and if he succeeds, he will not disappear after the normal time. Instead, he will take the original wearer's place.

After such an incident, the amulet will disappear never to be seen again by the wearer or his evil twin.

Everlit Lantern

Analyze DL: 13

These lanterns are of ancient manufacture and look like regular lanterns, but for the lack of a wick. When activated, they produce as much light as a normal lantern, but without smoke, heat or fuel.

These lanterns are breakable and if the wielder falls while holding one, there is a 10% chance it will be broken and thus, useless.

Runebearer

Mage Chime

Analyze DL: 16

The mage chime is a small, cylindrical, silver chime attached to a leather strap, or silver chain. The chime has runes carved up and down the length of it. When held in the air by its chain, the mage chime will start to ring when a magic spell or device is used within 100 meters. The range of the chime's detection power can be altered by holding the chain at longer or shorter lengths, thus allowing for more exact detection. The detection power includes spells and powers that are cast, or are active within the chime's radius. Magic items that are not being used are not detected.

If the chime is struck and the proper words of power are spoken, the chime sounds a loud note that disrupts spell casting. All spell casters within 50 meters of the chime get a -4 to all spell casting attempts for 3-12 rounds. The chime automatically disrupts spells that cannot be cast in combat. The chime can only be rung in this fashion 2 times each week.

Ring of the Populist

Analyze DL: 18

The Ring of the Populist is a small copper band etched with delicate carvings of a snapping chain. The ring gives the wearer an aura of confidence, competence and trust, making him a natural leader. If the wearer of the ring is in a position of power over others, he gets a +5 to his orate and persuade skills (or gets the skills at a level of 13, whichever is better) when dealing with his underlings. In general, people so affected by the ring will like its wearer and attempt to please him if possible.

Note, the ring's concept of a position of power is somewhat flexible and includes kings, noblemen, leaders of troops, innkeepers (who lord over their staff), factory foremen, and so on.

However, the ring also makes the wearer extremely unpopular with his peers and rivals. Others on the same level as the character will envy him. The wearer of the ring gets a -4 to all social skills involving his peers. Worse, they will be driven by their jealousy to try to plot against the ring's owner, and foil his plans at every turn.

Spider Ring

Analyze DL: 21

This ring will cause its wearer to gain the powers of a spider. He can effortlessly climb up walls and in webs; he gains the poison bite of a giant spider and he can shoot a web that covers a single character unless he makes a SPD or STR save vs. DL 14. If a character fails his save, he is trapped for 2 hours.

The ring wearer will gain a taste for blood and insects and over the course of 3 months; he will become unable to consume regular food. In addition, the wearer will take 1d4 points of damage anytime a spider is killed in his presence.

Wand of Whipping

Analyze DL: 14

The wand of whipping creates a cone of force that picks up small, loose objects and sprays them in front of the caster at a dangerous velocity. The wand has two uses.

The first use is to create a cone of debris that will damage anyone within a 5 hex cone in front of the wielder. The debris will do between 3d3 and 3d6 to those in the area of effect. The amount of damage depends on the size and type of debris available.

The second use is to create a cone of dust in a 5 hex cone. This dust cloud will blind and choke everyone in it who fails a TOU or SPD save vs. DL 11. Anyone who fails the check will be blind for 2-4 rounds. Anyone who fails by more than 3 will be blind and choke in addition, being incapacitated for 2-12 rounds (cannot attack; can defend at -2 only).

The wand of whipping eats several types of clear gems. Approximately 30 p will replenish 1 charge.

New Creatures

Necroworm

Physical	8	Attack	13
Swiftness	20	Defense	15 / 13
Mental	0	Damage	2d6 + poison
• SPI	14	Armor	
Perception	15	Loc	AV
Hit Points	34	1	0
Initiative	+3	2-4	0
Move	8"	5-7	0
		8-9	0
		10-12	0

Special Abilities

No Flesh: Slashing and thrusting weapons do 1/2 damage. Arrows and thrown piercing weapons do nothing. Axes, maces and hammers do full damage.

No Mind: This creature is so dumb, that it has immunity to spells based on illusion or fear. In general, most spells affecting the mind of the creature, or spells requiring an INT save will not affect this creature. The GM is the final arbiter as to whether a given mind-based spell will affect this creature.

Undead: Necroworms take no penalty for wounds sustained, as they feel no pain. In addition, they do not have to roll for unconsciousness. Their SPI score of 14 is their resistance to being turned by a priest. Undead also take damage from water blessed by Stratus. Such water does 2d6 damage for each vial poured on them.

Poison: Anyone bitten by a Necroworm must make a SPI save vs. DL 12 or the location hit becomes numb. In the case of an arm or a leg, the limb becomes useless. In the case of the head or chest being hit, the victim falls unconscious. The effects last for 10-120 minutes.

Description

The Necroworm is an undead construct created by a powerful necromancer or demon. It has what looks to be a 8-10' long human spine upon which sets a ribcage and a human skull. It slithers along the ground like a snake and strikes by biting its opponents.

Shambling Corpse

Physical	22	Attack	14
Swiftness	9	Defense	12 / 10 / 8
Mental	6	Damage	1d12+1d4
• SPI	19	Armor	
Perception	9	Loc	AV
Hit Points	50	1	0
Initiative	-1	2-4	0
Move	6"	5-7	0
		8-9	0
		10-12	0

Special Abilities

Undead: Shambling Corpses take no penalty for wounds sustained, as they feel no pain. In addition, they do not have to roll for unconsciousness. Their SPI score of 19 is their resistance to being turned by priests. Undead take damage from water blessed by Stratus. Such water does 2d6 damage.

No Bones: Shambling Corpses take 1/2 damage from blunt weapons.

No Mind: This creature is so dumb, that it has immunity to spells based on illusion or fear. In general, most spells affecting the mind of the creature, or spells requiring an INT save will not affect this creature. The GM is the final arbiter as to whether a given mind-based spell will affect this creature.

Bleeds Bugs: Each successful hit on the Shambling Corpse by a cutting or piercing weapon causes its skin to split and a horde of bugs pour into the attacker's hex. These bugs move 2 hexes/round and will try to attack by crawling on an opponent.

If they are ever in the same hex as an opponent, the victim must make an AGI save vs. DL 14 or be covered in bugs. The bugs do 2d4 damage on the first round of their attack, and armor DOES protect the victim. On subsequent rounds, the bugs automatically succeed in their attack (no save allowed) and armor does not apply.

These bugs can be killed by a large crushing attack (such as rolling a barrel or body over them), or by the application of at least a torches-worth of flame. It takes a full round of crushing or flame will kill one "hex" of bugs.

Crawling Kiss: If the Shambling Corpse hits a character in the head, it has grabbed the head of its victim. This does no damage, but on the next round, the creature will kiss its opponent. As their lips touch, bugs pour from the creature into the mouth of the victim, choking him.

The victim of such a kiss must make a SPI save vs. DL 12 or die. A successful save still leaves the victim nauseated for 2d4 rounds. During this time, he cannot attack, can only make 1/2 moves, and can defend at a -2.

Description

The Shambling Corpse looks like a slightly decomposed corpse. Closer inspection will reveal the ever-crawling skin, and a jerky gait reminiscent of a puppet on a string. Beetles and centipedes crawl in and out of the eye sockets, nose, and ears.