

Adventures in the world of BOSTONIA

RUNEBEARER

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INTRODUCTION

Warren dug at the slime covering the wall until a smooth white patch could be seen.

"Good," said Jules. "Now bring the light in closer. That's it."

Jules reached for his belt and retrieved a tiny claw hammer and a vial.

"Now," he said. "Let's see where we have gotten ourselves."

Jules struck at the white stone, filling the hallway with noise. Finally, after several attempts, a chip of stone fell into the vial.

Pritchard glanced over and shook his head. The mud caked on his arms and face formed a cracked crust. He stood in the canal, waste deep in filthy water and crawling with any number of biting and stinging creatures. His demeanor had been businesslike, almost cheerful the entire trip – as though the sewers were his home and the leeches his pets. Now however, he scanned his surroundings nervously, cocking his head at the slightest noise. He gripped his spear tightly, flexing his wiry arms. He had never been this deep before.

"Good to know that if something is down here, it will know we are coming," he said. Jules managed to scowl back amidst searching a bottle in his pack.

"Nothing is here," Luther, the old mercenary, stood a few feet away, peering at the floor. "Except maybe for some rats."

"I'm not so sure," Pritchard said.

Luther huffed and watched down the corridor. A veteran of dozens of battles, he had found himself in the middle of melees, ambushes and plans gone wrong. He bore many scars and a slight limp where a goblin shattered his leg years ago. Extensive campaigning gave him an eye for trouble. Being lost in Boston's sewers, trying to root an unknown creature out of its lair. Trouble.

"Well alchemist, where are we?" Luther looked to Jules, who busily mixed the contents of several bottles.

"A minute, please. The master needs to work," Warren said.

Pritchard put a pair of thick goggles over his eyes and dove under the water. Luther cringed at the thought of anything but his boots touching the foul river. Pritchard had been down in the sewers too long, he thought.

Jules walked to Luther clutching a vial in his hand. He waved for Luther.

"Look here," he said. "This is amazing."

He held a vial containing a blue liquid with some white powder settled on the bottom. Luther shrugged. Pritchard surfaced and stood listening to the exchange.

"It's blue," Jules said. "The reagents I added turn blue when mixed with ancient stone."

Luther knew what he was getting at. But he also knew the alchemist would explain it to him regardless.

"That chip from the wall is ancient stone. I would bet the entire tunnel is made of it." The alchemist grinned child-like as he surveyed the waste-covered hallway. "If we could mine this, we would make a fortune, you realize."

"Uh huh," Luther said. "But where are we?"

"The Old Sewers of course," Warren spoke up as he put away his master's tools. He looked up, his face flushed as he saw both men looking at him. "Umm... sorry master."

"No problem, Warren," Jules said. "I cannot fault you for your youthful exuberance. Especially considering our present circumstance."

"Our present circumstance," Pritchard said. "Is that we need to get what we came for."

He meant the creature that had killed two engineers and several beggars in the Dregs. Both the Engineers' Guild and the Sandalfeet had placed hefty bounties on its hide.

"Find any sign of it?" Luther asked.

Pritchard shook his head. On the upper levels, Pritchard had found ample evidence of the thing's passing. Fur, bones, spoor and remnants of old meals led them through the tunnels. Since entering deeper corridors, they had found nothing.

"Then we've lost the trail," Luther said. "And we are lost. So the mission changes."

He continued, "First thing we need to do, before we hunt or mine stone, is get out of here."

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They followed the canal, hoping it would lead them to the sea. However, after an hour of twists and turns, they remained lost. Jules fumbled with his belt and produced a small flask. With a vigorous shake, the potion glowed and the corridor was bathed in a red light.

"Here," he said. "This should last a couple of hours and allow us to conserve torches."

"Good," said Luther. "Anything that allows us to conserve our resources."

Luther shuddered at the thought of sleeping in the wet and the stink. He looked at Pritchard who studied the floor of the corridor a few yards ahead of them. Perhaps the ratcatcher had found a landmark.

"Mushrooms," he said. "All along this corridor. Edible, too."

Jules looked to Warren. "Get some samples," he said.

They spent several minutes digging through the muck and filling their packs with mushrooms.

"Fresh water will be a problem," Luther said.

Pritchard nodded. "In the upper sewers you can often find rain water dripping from grates."

"But not here," Luther continued.

Pritchard shook his head. "Not here," he said.

"Master, look. I have found something," Warren said.

Jules walked over to his apprentice. "What is it, my boy?"

"A sign of some sort, buried in the slime."

"Careful now," Jules said. "Do not disturb it."

The alchemist leaned down and considered the small bronze plaque. Luther and Pritchard watched over Jules' shoulder as he meticulously scraped away the slime, uncovering alien writing underneath.

"Should never touch the symbols," he said. "You can never tell what will happen."

Jules set his light on the floor next to him and muttered as he studied the writing. Every few minutes, he would get up and change positions, looking at the plaque from various angles. Some times he leaned in so close Luther thought he was trying to smell its meaning. Other times he stood almost a yard away, framing the plaque with his hands like a painter might frame a subject.

Pritchard grew impatient. "Well, what does it say?" he asked.

"I believe it says we are near a temple of some sort," Jules said.

"A temple?" Luther asked.

"Yes," said Jules. "Odd, I know. Nonetheless, the ancients worshipped many gods and spirits. Perhaps they enlisted a spirit to build or maintain this place."

"Whatever," Luther said. "We should move on."

"Wait," Jules said. "You have no desire to find this temple? There is probably a portal somewhere near."

Luther shook his head.

"Got no use for spirits," he said.

"Ah," the alchemist raised a finger. "But what about information, a map, maybe even a way out? We cannot say what wonders might be waiting."

Luther frowned. Exploring ancient temples and consorting with spirits tended to shorten mercenary life spans. On the other hand, they had no clues and no way out. Luther sniffed at the filth and slime around him, and in the war between his common sense and his nose, his nose won.

"Let's do it," Luther said.

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The door rumbled as Luther and Pritchard muscled it open. A corridor lay beyond lined in white ancient stone.

"It is clean at least," Jules said.

"And sloping upwards," added Pritchard.

Luther nodded and pointed to Jules' glowing vial. "How much more of that do you have?" he asked.

"I am afraid this is the last one," Jules replied.

"Let's make good use of it then," Luther said.

They walked quickly up the smooth stone hallway. All the men were tired, but the fresh, dry air gave them hope and they pushed on. After several minutes they arrived at another canal spanned by a bridge twenty feet long. Luther tapped it with his boot.

"Worked metal," he said.

"Many of these ancient bridges exist in the upper levels," Pritchard said. "It should hold."

Luther nodded and started across. The condition of the bridge did not worry him, but its presence reminded Luther of the ancient taint here. Places like this reeked of ancient magic. Luther had heard many stories of malicious spirits and things old, twisted and sinister feeding on that residual energy. He readied his axe.

When he arrived at the other side of the canal, Luther looked back to see Pritchard lying on the bridge reaching into the water with cupped hands. He then raised his hands to his face, sniffed at and then dipped his tongue into their contents.

"Clean," he said grinning.

Jules, Warren and Pritchard started drinking and filling their skins with the canal water. Luther had conserved his water and still had at least half his reserve. If he needed to drink later, he would return here. Right now, his thirst could wait. He did not trust Pritchard's definition of clean.

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They continued past the bridge and soon after came to an archway emptying into a large, circular chamber. A thick carpet covered the floor and chairs lined the wall. In the center of the room the rug had been cut away to expose a ten-foot wide section of floor carved into a shallow pit. Along the far portion of wall stood a monolith – a square stone structure, the size of a man, covered in protrusions, knobs and levers.

"Amazing," the alchemist muttered. While Luther eyed up a chair, he and his apprentice immediately moved to investigate the monolith.

Suddenly, Warren collapsed.

Jules reached out to help his fallen apprentice. Luther and Pritchard stood beside them.

"Warren," Jules asked. "Are you alright? What happened?"

"I am so sorry, master," Warren said. "I am fine. I suddenly felt faint. A tingle came over me. A rush of energy. And then I could not stand."

Luther held his weapon ready and scanned the room for any motion; he listened for any sound. Nothing. Pritchard sniffed the air beside him.

"Do you smell that burning?" he asked.

"I do," Jules replied. "To your feet, boy."

The alchemist hoisted Warren to his feet and then kneeled close to the floor and peered at the carpet. As he got close, he wrinkled his nose.

"It seems to be the rug," he said. "In fact..."

Instead of finishing his thought, Jules pulled an obsidian knife from his belt and sawed at the floor covering. He cut and ripped, exposing a section of floor. Etched in the stone was a twisting, swirling symbol, carpet ashes still smoldering nearby.

"A rune," said Jules. "And I do believe you activated it."

"What's this one say?" Luther asked.

But the alchemist had no time to compose his answer. From down the hallway came the grinding and shrieking of strained metal and crushed stone.

"Did something collapse?" Pritchard asked.

"We need to check," said Luther. "Come on."

Luther and Pritchard headed for the doorway, followed by Jules and Warren. Before they could enter the hallway, they heard a rhythmic clanging, crashing and scraping. In the distance, sparks flew from the walls, ceiling and floor of the corridor.

"By the Father," Luther muttered.

As the sparks closed in on them, they could see the shadow of a snake nearly filling the corridor. The creature corkscrewed down the hall, slamming itself into the walls and ceiling, sending sparks flying.

"Back into the room," Luther said. "Hurry now."

Luther and Pritchard stood next to the doorway, weapons ready. Jules and his apprentice stood back several yards. When the creature's head appeared in the doorway, Pritchard paused. The snake had no flesh, but seemed to be made of bones linked together in a series of long, twisting chains.

"Pritchard," Luther said. "Quit gawking."

The old mercenary had stepped in front of the rampaging beast. He stepped aside a jagged tentacle and brought his axe down. Sparks flew where the axe blade clanged against the side of the beast. Another blow, more sparks. Pritchard moved to the side of the beast and thrust his spear deep into the thing, hoping to find a piece of flesh or a vital spot. His spear lodged in the creature. Then the massive snake swung its head furiously from side to side. Luther tried to step out of reach, but the attack caught him in the arm, knocking him aside.

The snake caught Pritchard off guard as well and he was thrown clear by the beast's powerful blow. With its way clear, the snake began flailing again, moving into the room. This time it headed straight for Jules and Warren.

"Stand clear, my boy," Jules said. He raised his arms in a threatening gesture and tried to speak, but the creature was upon him before he could even begin. The snake barreled into Jules, slamming him onto the floor. A huge flash of lightning arced between the alchemist and the snake. Jules dropped his glowing vial. It shattered and the room grew dark.

Luther and Pritchard stood, but could not see.

"Where are you?" Luther called. The screeching noise from the creature almost drowned out his words.

"I am behind the monolith," said Warren.

"Get some light," Pritchard said. A crash came from the center of the room and Pritchard could see sparks fly where the creature had struck.

"Master," Warren yelled.

Luther heard Jules' unnaturally calm voice from the middle of the chamber.

"Candeo," said Jules.

Suddenly, the alchemist's body sparked and crackled. Blue energy coursed over the surface of his skin casting just enough light by which to see. The creature reared back, preparing to strike.

Luther charged, swinging wildly at the snake's back. He struck three times, driving his axe through one of the creature's bones. Luther retreated a step and prepared for another onslaught. The thing turned from Jules' glowing form to the warrior.

"Mico retineo," Jules said. The energy around him burned brighter. Flashes of yellow and white illuminated his hands. As the snake lunged at Luther, Jules leapt upon it. The energy flowed from his body and wrapped around the frame of the creature. The thing stiffened and came crashing down to the floor, Luther rolling out of its way.

Jules sat, breathing heavily. His apprentice rushed to his side and examined his shirt.

"You are bleeding," he said. Jules could not catch his breath and so only nodded.

As Warren began working to heal his master's injuries, Luther and Pritchard considered the beast lying stiff on the floor.

"What was that?" Pritchard asked as he moved in for a closer look.

Luther prodded it with his axe and gave it a solid kick.

"Worked metal," he said and shook his head. "This was no snake."

Warren and Jules looked up at the mercenary as he chuckled softly.

"We were just attacked by the bridge..."

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CHARACTER CREATION

CHARACTER CREATION OVERVIEW

Characters are the focus of role-playing games. Each player takes on the persona of one or more characters in the fantasy world. The players control their characters by telling the referee (otherwise known as the game master, or GM) what the characters do. The GM causes the players to experience the game world by telling them what they see, smell, hear and feel. By this wordplay and the imaginations of the players and GM, a story is told. The player characters (PCs) are the focus of this story and so, creating your character is the first step to entering the game world.

Before you begin, talk to your GM. See what types of character the GM would like to see and what kind of campaign he is planning to run. Ask if there are any limitations on the types of characters permitted in the game, or if any other player has a character that is filling a particular role. Your GM might have a theme or story in mind and it is best if your character fits into that theme. A swashbuckling swordsman is great in a "Three Musketeers" type game, but not in a gothic horror story.

In addition, the other players might be able to help you with your character concept. Talk to them and see if any of their characters is already filling a particular niche in the group. One brooding priest makes a unique and interesting character. Having two of them in the same adventuring party blunts their dramatic impact. In addition, try to choose characters with a broad range of skills. Some skill overlap is good. You can never have too many medics. However, if every character has diplomacy, then someone is going to feel as though their skill is wasted.

To make a character, follow these steps:

1. **Description:** Who are you and what do you look like?

2. **Roll primary attributes:** Attributes define your character's raw ability. Strength, dexterity and intelligence are measured by a number ranging from 0-20. To determine the character's starting attributes, roll 4d6-4 ten times. Take these numbers and assign them to the ten attributes. Some GMs may allow players to roll more than once to get a set of scores that are above average. Other GMs force the players to create characters with the first set of scores rolled. Characters with 3-5 decent rolls (above 11) will make a fine character. However, realize that interesting characters can be made from almost ANY set of statistics.

† PROFILE †		RUNEBEARER		† SKILLS †	
NAME		SKILL		RANK	EXPERIENCE
RACE	1				
AGE					
HEIGHT					
EYES					
† ATTRIBUTES †		RANK	EXPERIENCE		
STRENGTH					
AGILITY					
DEXTERITY					
SPEED					
TOUGHNESS					
INTELLIGENCE	2				
WILLPOWER					
CHARISMA					
SPRIT					
PERCEPTION					
† FIGURED ATTRIBUTES †					
Hit Points					
BASE DEFENSE	3				
DOODGE					
INITIATIVE					
BASE MOVE					
† ADVANTAGES & LIMITATIONS †					
6					
† ARMOR & ENCUMBRANCE †		ARMOR PIECE	ENC		
9					
SUBTOTAL					
STRENGTH MULTIPLIER					
TOTAL ENCUMBRANCE					
PACK WEIGHT					
Gold Crowns				SILVER PENNIES	
					COPPER BITS
Adventures in the world of BOSTONIA					

RUNEBEARER

3. **Figure secondary attributes:** A second set of attributes represents the characters defensive and movement abilities. These secondary (or figured) attributes are calculated using a set of tables. Figure these scores and mark them on your sheet.
4. **Choose a template:** A template represents a character's previous training. They provide the character with a basic set of skills and unique abilities. Templates are a means of specializing your character and making him different than the other characters in the group. All characters **MUST** have a template unless the GM agrees otherwise. Choose a template from the list and write the skills and abilities onto your character sheet.
5. **Buy skills with remaining points:** In addition to choosing a template, every character gets a number of buy points with which to purchase new skills, or increase his proficiency in the skills provided with his template. There are no restrictions to the skills a character can purchase. Mages can buy combat skills;

fighters can buy spells or runes and so on. Spend your buy points and customize your character.

6. **Choose limitations and advantages:** In addition to special abilities and skills, each character has a number of quirks, faults and gifts that make him unique. He may be overly curious, greedy, have a meddling family or he may have keen eyesight, a knack for getting out of (or into) trouble, or even able to sniff out gold and silver. Choose a couple limitations for your character and use the points to buy advantages, or more skills.

7. **Determine starting money and equipment:** Generally, your character will start his adventuring career with a few possessions and cash for traveling expenses. However, different campaigns and GMs will allow different amounts of wealth for starting characters. Your GM might be running a game where the PCs start as prisoners, street urchins or wealthy noblemen. Talk to your GM to see what starting equipment is permitted. Then choose your equipment.

and money and mark it on your sheet.

8. **Weapons:** Depending on your starting equipment, your character might start the game owning one or more weapons. Choose your starting weapons and record their statistics on your sheet.

9. **Armor:** Not all adventurers wear armor, but many do. Depending on your starting equipment, you may own one or more pieces of armor. Write your armor on your sheet. When you are finished, calculate the total encumbrance value of your armor and note any penalties you take from being encumbered.

10. **Quick Reference:** What? You don't want to endlessly refer to the book during tense action scenes? Many sections on the sheet are not necessary, but are there for your reference during play.

ATTRIBUTES AND ATTRIBUTE CHECKS

Each character is defined by a set of 10 primary attributes and 5 secondary attributes. Each basic attribute is obtained by rolling 4d6-4. This produces a bell curve from 0-20. A zero would indicate that a character is severely handicapped in that attribute. A twenty would mean that the character is one of the best specimens of his species. A ten is average.

Attributes do a number of things in the game. First, they form the most basic definition of the character and give players a means of describing their characters. Thus, a character with a 15 strength score might be described as strong while one with a 6 might be considered weak. Second, the attribute scores affect the character's starting skill levels. A strong and fast character will probably start with a higher sword skill than a slow and clumsy one. Finally, a situation may occur in the game that tests one of the character's attributes.

For instance, a character may find that he must lift a boulder from a doorway. This would be a test against the character's strength attribute. A character having to dive out of the way of an oncoming monster will have to pass a test against his agility.

An attribute check is made by taking the relevant attribute and comparing it to a difficulty determined by the GM. The GM will set a difficulty level (DL) for the attribute check. This DL will be based on the conditions of the test and the GM's discretion.

SUGGESTED DIFFICULTY LEVELS

Description of Task	DL
Yawn! Everyone does this every day with little or no trouble. In general, a roll is not even needed.	3-
Simple. This task might pose some difficulty for the clumsy or dumb, but not for most.	5
Pretty easy. Though simple, you could still mess this up if you are not careful.	7
Moderate. A normal task that will take some time and care to perform.	9-11
Pretty Tough. This task gives most people a fair bit of difficulty. Only the clever or strong will get it the first time.	14
Hard. Difficult for all but the best.	18
Nasty. Even the strongest, smartest and fastest will fail more often than not.	24
Impossible. It would take superhuman talent to perform this task.	27+

To determine the success of an attribute check, both the player and GM roll 1d12. The player adds his attribute and the GM adds the DL of the test. If the player equals or exceeds the GM's total the check is successful, otherwise it fails. Players that are familiar with other game systems might be interested in alternate methods for resolving skill and attribute checks.

In the case of a test that is being opposed by another character (say a chess game, or arm wrestling contest), then each character rolls a d12 and adds their relevant statistic to determine a winner.

Based on the situation and the numbers rolled, the GM may rule that the character can try a test again immediately, after some time has passed, or he may rule that no further attempts are possible. If the roll is missed by a significant amount, or the situation is grave, the character might be the victim of dire consequences from his failure.

In some cases, a character performing a task that requires an attribute check might have a skill that also seems to apply. If the GM rules that a skill or attribute might be appropriate for a particular task, the player may choose the higher of the two to determine his chance of success. Please note that the system for skill checks is similar to the system for attribute checks just described. Also realize that nearly all the actions that take place in the game use this d12 system. Thus, if you understand how to perform attribute checks, you know how to play the rest of the game.

Attribute Check Example: Vorlund is trying to lift a small boulder to clear a blocked doorway. This is a strength test. The GM rules that the boulder is pretty heavy and so the DL is 14. Vorlund has a strength score of 12. His player rolls a d12 and gets an 8. Adding this roll to his strength score results in a 20 for Vorlund. The GM rolls a 5 and adds the DL of 14, for a total of 19. Vorlund strains a bit, but moves the boulder.

Another Example: Max the Monk is in an ancient temple when he comes across a rolling boulder trap (by setting it off). The GM's adventure notes indicate that PCs will have to make an agility check at a DL 9 to avoid the boulder. Max has an AGI of 13, but due to his years of training, his acrobatics skill is a 15. The GM decides that acrobatics is an appropriate skill in this case and allows Max to test against his acrobatics skill instead of his agility. Max rolls a 7 and adds his skill level for a total of 22. The GM rolls a 6 and gets a total of 15. Max easily sidesteps the rumbling rock.

Another Example: Davross the Scholar is trying to figure out a puzzle box he picked up from an exotic bazaar. The box is quite complex. The GM rules that deciphering the box will take an intelligence test against a DL of 23. Luckily, Davross has an intelligence score of 19. He rolls a 7 and adds his 19 intelligence for a total of 26. The GM rolls a 5 for a total of 28. Davross has failed to open the box. However, the GM rules that since Davross only failed by a small amount, he may try again after a day or so of reflection. On his second attempt, Davross gets a total of 21 (he rolled a 2) and the GM gets a total of 32. This is a significant failure and the GM rules that Davross may not make another attempt until he "gets a fresh set of eyes" and consults someone else about the nature of the box.

STRENGTH (STR)

Strength measures the physical prowess of the character. It has to do with the mass of the character as well as how efficiently that mass is brought to bear. Large, muscle-bound characters have a high strength. However, a thin and wiry fighter might also have an impressive strength score.

Strength affects many weapon skills, as well as physical skills like jumping, climbing and swimming. In combat, strength helps determine the damage done when striking with a melee weapon. Also, characters with a high strength can wear heavier armor without suffering penalties to their ability to dodge.

STRENGTH CHART

STR	Damage Die	Enc. Mod
0-1	0-1	X 2.5
2-3	1d2	X 2.0
4-5	1d3	X 1.5
6-8	1d4	X 1.0
9-12	1d6	X 1.0
13-16	1d8	X 0.9
17-20	1d10	X 0.8
21-22	1d12	X 0.7
23-24	1d14	X 0.6
25-26	1d16	X 0.5

The strength chart shows the damage die rolled when striking with a melee weapon. This damage is added to the leverage damage done by the weapon. The encumbrance modifier is used when calculating encumbrance due to wearing heavy armor, or carrying lots of equipment. See the section on encumbrance for more details.

Strength tests would be needed when the character is using his muscles to power his way through a situation. Opening a stuck door, or breaking through the strands of a giant spider's web would require such a test.

Strength Test Example: Ferd the Clumsy is in an arm wrestling contest with the goblin warrior Brugg. Ferd has a STR of 16 and Brugg has an 18. This is an opposed test and so the GM has each player roll a d12 and add their STR. Ferd rolls a 7 for a total of 23. Brugg rolls a 10 for a total of 28. Brugg is off to an early advantage, nearly pinning Ferd. The GM rules that Ferd is not defeated yet and has the players roll another round. This time however, Brugg gets a +3 due to leverage...

SUGGESTED STRENGTH DIFFICULTIES

Situation	DL
Opening a stuck door	6
Opening a locked door (weak)	12
Opening a locked door (strong)	18
Breaking giant spider webs	16
Bending a bar (soft metal)	6
Bending a bar (hard metal)	14
Bending a bar (tempered metal)	24
Lifting a small boulder	14
Lifting a large boulder	24

AGILITY (AGI)

Agility is a measure of how light the character is on his feet. Agility determines if the character is a good dancer, able to walk a tightrope, or keep his feet on a slippery floor. Agility affects many combat skills, including the ability to dodge blows. Also, certain physical skills like jumping, climbing and stealth require agility.

Agility tests might be required when the character is trying to fight on bad footing, sidestep a trap or keep his balance while standing on a moving cart.

Example Agility Test: To gain access to the Demon's Lair, Vorlund and his companions have to cross a rope bridge. This bridge spans a windy gorge and the continuous howling wind causes the bridge to sway and buck dangerously. The GM indicates that an agility test against a DL of 14 will be required to cross the bridge safely. Climbing could be substituted for this test, but Vorlund does not have the skill. His agility is 13. He rolls a 6 on his d12 and scores a total of 19. The GM rolls an 8 for a total of 22. The bridge bucks wildly under the adventurer and he loses his footing. Vorlund's player asks if he may make a dexterity check to catch hold of the bridge before he is thrown into the gorge.

SUGGESTED AGILITY DIFFICULTIES

Situation	DL
Dodging a rolling boulder trap	6-12
Walking a wide balance beam	8
Walking a narrow balance beam	11
Skipping rope (simple moves)	6
Skipping rope (complex moves)	13
Crossing a still rope bridge	7
Crossing a swaying rope bridge	14

DEXTERITY (DEX)

Dexterity measures the hand-eye coordination of a character, as well as his ability to do fine work with his hands. This skill would be critical for lockpicks, street magicians and fencers. Dexterity affects a character's ability to hit with a weapon and many of the skills that make a good thief.

Dexterity checks are called for when a character must tie a knot quickly, or when he must catch something that has been thrown to him. If fine manipulation is required and no skill applies to the situation, a DEX check can determine success.

Dexterity Test Example: *Ferd the Clumsy is captured by the nefarious Seamstress' Guild. If he can pass a simple test, they will allow Ferd to live. He must extend his arms and thread a needle on the first try. Since no other skill seems to apply, the GM rules Ferd will need to make a dexterity check against DL 12 to perform the task. (Note: If the character had Craft: sewing, this could be substituted)*

Another Example: *Vorlund is falling from a swaying rope bridge and must catch the bridge to save himself. He has a DEX of 13 and the GM has decided that a DL of 10 is appropriate. Vorlund rolls a 9 for a total of 22. The GM rolls an 11 for a total of 21. Vorlund just catches the rope and now hangs from the bridge.*

SUGGESTED DEXTERITY DIFFICULTIES

Situation	DL
Threading a needle (first try)	5-8
Threading a needle with arms extended	12
Holding on to a slick, oily object	9-13
Catching a swaying rope bridge	10
Getting keys from a key ring (under duress)	8
Typing without error (under duress)	8

SPEED (SPD)

Speed measures the reaction time of a character and to a lesser degree, his foot speed. Some combat skills (knife, for example) rely on speed more than coordination. In addition, speed helps determine if a trap surprises a character, or whether he can react in time to dodge. Speed also helps a character dodge blows in combat.

Speed tests occur when a character must react to a surprising situation. An arrow trap going off in front of him is a good example. Note that speed differs from dexterity and agility in that it measures pure reaction time and reflexes whereas the other two are more refined indicators of ability. A character might be a great dancer (high AGI) but not be particularly fast (low SPD). Another example would be a character that was very accurate at using his weapons (high DEX), but tended to panic and freeze in a live combat situation (low SPD).

Speed Test Example: *Max the Monk is traveling through a dank dungeon when he sees a comely lass. Not stopping to wonder what a comely lass was doing in a sewer, he approaches, calling to her. When he gets close, the woman turns around and her true nature becomes apparent, she is a Medusa... Max is toast (stone toast) unless he can make a Speed roll to cover his eyes. The GM is generous and gives Max a DL of 8 to avoid becoming a statue. Max's Speed score is 14. The GM rolls a d12 and gets an 8 for a total of 16. Max needs 2 or better to avoid turning to stone.*

Another Example: *Young Grasshopper is about to embark on his quest. His master has one final test for him. "Pluck this pebble from my hand, and prove that you are ready for the journey ahead." This is a contest of speed between Grasshopper and his master. Grasshopper is quite fast, having a speed of 17. However, his master is even faster and has a speed score of 20. It may be a while before Grasshopper is truly ready to start adventuring.*

SUGGESTED SPEED DIFFICULTIES

Situation	DL
Avoiding a medusa's gaze	8-12
Dodging an arrow trap	14

TOUGHNESS (TOU)

Toughness measures the ability of the character to take damage and resist the effects of poison and diseases. Toughness is the most important element in determining a character's starting hit points. Toughness also plays a part in skills that take a high level of endurance. Fighting characters should consider the benefits of a high toughness score when they are assigning rolls.

Toughness checks are used whenever the character encounters a substance that will cause him harm. A successful toughness test might allow the character to ignore the effects of the substance, or at least take less damage. Depending on the situation, one check might be enough, or several periodic checks might have to be made before the character is out of danger.

Examples of places where toughness checks would be appropriate are a character walking into a smoke or poison gas filled room. A character bitten by a poisonous spider, or touched by a diseased ghoul would need a check to avoid the effects of the poison or disease. A character sprayed by weak acid may make a toughness check to avoid damage, while a stronger acid would do half damage, even if the check were made.

Toughness Test Example: *A group of characters walks into a room filled with a colorless, odorless sleeping gas. The GM secretly rolls toughness checks for the characters, to see if they succumb to the gas. As the gas is only a DL 6 roll, most of the characters will make the check, but until they leave the room, they will need to make the check every minute.*

Another Example: *A goblin alchemist tosses a vial of strong acid on Max the monk. The acid hits Max and will do 3d10 damage to him (quite a bit of damage) unless he can make a TOU save against a DL of 12. Max's TOU score is 14 and he rolls a 7. This gives Max a 21 total. The GM rolls a 4 for a total of 16. Max saves. However, the acid is so strong, that Max still takes half damage from the caustic vial.*

INTELLIGENCE (INT)

Intelligence is the reasoning and learning ability of the character. Intelligence is an important statistic for mages, sages, alchemists and healers, since it is a requirement for many of their skills. Almost all knowledge skills are based on intelligence. In addition, skills with a technical or magical aspect have intelligence as an important attribute.

Intelligence checks are made when the character is learning new skills or solving a puzzle. A hobbit and gollum engaging in a riddle game could be a contest of intelligence, as could a game of chess. If a player forgets a name, or a critical piece of information and you are pretty certain that his character would remember (and you are feeling generous), a check could be made to prod his memory.

Intelligence Contest Example: *Two characters decide to settle their differences by playing a game of chess. Since neither of them have a skill in chess, the GM decides that the contest will be decided by intelligence. In this case he instructs both players to roll 1d12 and add their intelligence score; high total wins the game.*

SUGGESTED INTELLIGENCE DIFFICULTIES

Situation	DL
Solving a find-a-word puzzle	3-5
Solving a simple logic puzzle	8-12
Solving a complex logic puzzle	14+
Recalling the names of the people in a room (about a dozen or so)	9-11

WILL (WIL)

Will measures the character's willpower. It is the ability to overcome fear and temptation. Many spells dealing with charm and illusion can be resisted through a high will. Mages require a high willpower to harness the power of their runes. Finally, the will to survive gives a character more hit points – something required by anyone desiring a long and prosperous adventuring career.

Will tests are hard to quantify and are generally the result of a spell. However, a character resisting torture, or powerful temptation might need a will check to successfully resist. The difficulty of this test will be up to the GM.

Will Test Example: *Vorlund has been captured by the Spanish Inquisition and is being interrogated. He has resisted their torture up until this point, so the Inquisitor brings out the Comfy Chair. Vorlund breaks out in a cold sweat and the GM rules that he must make a Will roll to not confess to all manner of heresy. However, the DL on the roll is only 6... the chair is pretty comfy after all.*

CHARISMA (CHA)

This is a mixture of a character's appearance and their personality. Characters with a high charisma score are natural leaders, speakers and performers. Many interpersonal and information gathering skills are based on this attribute. At least one character in the group should have a good charisma and some charisma-based skills. Charisma is important to traders and confidence men, as well as public officials and generals.

Charisma tests are hard to quantify and there are probably few times in a game where such a test would be made. Often, situations where success would be determined by a character's charisma can be resolved with a skill test, or by simply role-playing the event. If the GM had absolutely no idea how an NPC would react to the characters and needed a general guideline, then perhaps a charisma check might be in order.

Please refer to the companion article "Conversation-Based Skills in an Action Game" for more information on resolving charisma-based skill tests.

SPIRIT (SPI)

Spirit measures the character's ability to mold magical forces to his advantage. In a mage, this attribute would contribute to his magic skill and thus, his chance to cast more difficult spells. In a character that does not use magic, it would act as a measure of luck and the ability to resist harmful magic.

Spirit tests occur as a result of many types of spells. Skills like survival and pickpocket that depend on a fair bit of luck also are affected by spirit. Also, if a situation calls for an attribute check that just does not fit into any other attribute, it is a matter of luck, and a spirit check should be made.

Spirit Test Example: *Ferd the Clumsy is ambushed by members of the wicked Seamstress' Guild. One of them is an accomplished mage and she casts the spell "Urge to Quilt" on the hapless Ferd. The spell description says that Ferd gets a saving throw DL 10 against spirit. Ferd's spirit is only 4. The GM rolls his d12 and gets a 2 for a total of 12. Even so, Ferd needs an 8 or better to resist the nefarious spell, and he left his yarn at home!*

PERCEPTION (PER)

Perception is the ability to see and hear the world around you and recognize important items. It helps determine a character's defensive scores and figures into skills such as detect traps and tracking. It is a good attribute for rangers and thieves.

Perception checks are made any time the character is searching for a hidden object or if they are just looking for "something", a test can determine whether they recognize an item that is important or out of the ordinary. If someone is sneaking up on the characters, a perception check can be made to detect the danger. Some traps require a perception check to see if their effects can be avoided or reduced.

Perception Test Example: *Vorlund is searching for a treasure cache left behind by the Dread Pirate Roberts. Roberts was a smuggler and often needed to hide cargo from prying eyes. When he hid the treasure, his concealment skill level was 12. The GM rules that this will be the DL for the Perception roll to find the cache.*

Another Example: *Davross the Scholar is searching through an old library, looking for clues to deciphering his puzzle box. There are a few pieces of information here, but there are quite a few books and the information is not obviously pertinent. The GM rules that a PER test is in order to determine whether Davross can find the material and realize its relevance to his quest. The DL of this test is 15. Davross has a PER of 17 and should have little trouble finding what he seeks.*

FIGURED ATTRIBUTES

Figured attributes are mainly used in combat situations and determine how well a character can defend himself against attack, how quickly he can act in a combat situation and how far he can move on the tactical map. Figured attributes are not rolled. Instead, they are calculated from the 10 main attributes. Hit points and dodge are figured using a simple formula. The other three scores are determined by adding three primary attributes together and then referencing a simple chart.

HIT POINTS (HIT)

Hit points indicate how much damage a character can take before being wounded, knocked unconscious and killed. In a game where combat is a common occurrence, having a lot of hit points is a good thing. In other games, having lots of hit points cannot hurt.

Hit points are figured using the following formula:

$$\text{HIT} = \text{TOU} + \frac{1}{2} \text{STR} + \frac{1}{2} \text{WIL} + 8$$

When using this formula, a half point of STR or WIL round up. Thus a character with 10 STR will get 5 hit points for his attribute, but a character with 11 STR gets 6 hit points. The same goes for WIL.

Figuring Hit Points Example: *Ferd the Clumsy has a STR of 17, a TOU of 14 and a WIL of 7. His hit points are calculated as $14 + (17/2) + (7/2) + 8 = 14 + 9 + 4 + 8 = 35$.*

After figuring a character's hit points, you should figure out his "wound categories" by determining $\frac{1}{4}$, $\frac{1}{2}$ and $\frac{3}{4}$ the character's hit points (round to the nearest integer) and writing this information on his sheet. The effects of damage, wounds and going unconscious are discussed in the next section of these rules.

Figuring Categories Example: *Ferd has 35 hit points. This breaks up into categories of 9, 18 and 27.*

BASE DEFENSE/PARRY MODIFIER (BD)

This score represents the character's ability to defend himself from harm by dodging or blocking attacks. Base defense represents the lowest that a character's defense can ever be, regardless of negative modifiers, or how many attackers he is facing.

Base defense directly affects a character's starting dodge score (see below). In addition, it modifies the character's starting parry values. This modifier is called the parry modifier and it is calculated and listed alongside the base defense.

Calculate base defense by adding **agility**, **perception** and **speed** and consulting the table below. In the table, the number before the slash is the base defense score and the number after the slash is the parry modifier.

Base Defense Calculation Example: Max has an AGI of 13, PER of 11 and SPD of 14. The total of these scores is 38. Consulting the chart below, we see that Max has a base defense of 8. His current parry modifier is 0.

DODGE (DOD)

Characters dodging arrows and spells use this statistic to defend. In addition, a character may choose to use this statistic to defend in lieu of his parry or shield block. This may be necessary when a character is facing multiple opponents. Blocking and dodging attacks will be discussed in the combat section.

The formula for dodge is:

$$\text{DOD} = \text{BD} + (\text{SPD}/5) + 1$$

Dodge Calculation Example: After figuring Max's BD, we can easily find his dodge. His speed is 14. Divide this by 5 and we get 2.8, which rounds to 3. His dodge score is thus $8+3+1 = 12$.

INITIATIVE (INI)

In combat, it is sometimes critical who strikes first. A character's initiative score helps determine the order of attacks in a combat situation. Calculate initiative by adding **speed**, **perception** and **spirit** and consulting the table below.

Initiative Calculation Example: Max has a SPD of 14, a PER of 8 and a SPI of 11. His total is 33 and his INI is +1.

BASE MOVE (BMV)

In a combat round, a character may move his base move in hexes and still keep his ability to parry, dodge and shield block attacks directed against him. Characters may move up to $\frac{1}{2}$ this score in hexes and attack. Characters moving more than their base move in hexes will take severe penalties to defense. Calculate base move by adding **speed**, **agility** and **strength** and consulting the table below.

Calculate Base Move Example: Max has a SPD 14, AGI 13 and STR 11. His total is 38 and so his base move is 7 hexes each combat round.

TABLES

BASE DEFENSE

Total	0-2	3-7	8-12	13-17	18-22	23-27	28-32	33-37	38-42	43-47	48-52	53-57	58-62	63-67	68-72
BD	0/-3	1/-3	2/-2	3/-2	4/-1	5/0	6/0	7/0	8/0	9/+1	10/+2	11/+2	12/+3	13/+3	14/+4

INITIATIVE

Total	0-2	3-7	8-12	13-17	18-22	23-27	28-32	33-37	38-42	43-47	48-52	53-57	58-62	63-67	68-72
INI	-6	-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5	+6		

BASE MOVE

Total	0-2	3-7	8-17	18-27	28-37	38-42	43-47	48-52	53-57	58-62	63-67	68-72
BM	2"	3"	4"	5"	6"	7"	8"	9"	10"	11"	12"	13"

TEMPLATES

Templates are packages of skills and special abilities that a character will use in his adventuring career. Templates give a character a distinctive focus, specialty and role within the adventuring fellowship. However, once characters choose a template, they are able to spend points to buy skills and abilities that do not belong in their template. This allows warriors to have scholarly skills, and priests to swing swords if it is appropriate for their character.

After determining the attributes of the PC, he MUST choose a template. These represent the training of the character up until the time he started his current profession. The templates give skills to the PC, but also include special bonuses that cannot be purchased otherwise. The buy points are used to purchase skills, or increase skills in the template. Without special permission from the GM players cannot sell back skills from the template. They must take all the skills, increases and abilities.

Each character should take a template that defines a basic set of skills and abilities with which he will begin play. A player should choose a template for his character, record the skills and abilities the template provides, and the buy points that remain. The suggested attributes and limitations are just that: **suggestions**. There is no reason you cannot have a weak warrior, or a peasant militiaman with etiquette skill. The suggestions are there to get you started thinking about your character's background and personality.

CHURCH TEMPLATES

According to Bostonian knowledge, there are two benign gods: the Father Stratus and the Mother Aestra. Both gods have guided mankind since the time of the Ancients. When the Ancients strayed from the faith to join the Cult of the Deceiver, the Father punished them, destroying their civilization. The Mother saved the world and a handful of faithful people so that hundreds of years later, they could return to the land.

The Bostonian Church is the most powerful organization in the land. All right-minded people belong to the Church and observe its rights. Priests and priestesses are accorded a great deal of respect. The Church touches the people as a spiritual, religious and social entity. Priests and priestesses offer theological wisdom, guidance, healing magic and blessings to their flock. In addition, the clergy oversee weddings, funerals and other rituals.

The Church also has a hand in politics. Church Law dictates the responsibilities of nobles to their people as well as punishments for all kinds of crimes. Priests act as judges and oversee disputes among barons to make sure that the nation is not jeopardized by civil war. The Church has the final authority to crown a monarch and provides him with a divine mandate to rule. To back up that mandate and deal with all threats to the Church, its beliefs and members, the Church maintains several fighting orders of templars and monks.

The Church is divided into two major factions: the Church of Aestra, the Mother and Stratus, the Father.

THE CHURCH OF AESTRA, THE MOTHER

Aestra is the Bostonian Sea Mother. She represents the feminine ideal and is patron of mothers, sailors and those in need of healing. She controls the sea and weather and provides mercy, charity and healing to the sick. Schools dedicated to the teachings of this goddess exist all over Bostonia. Young girls from all walks of life attend these schools and the most gifted are chosen at age 12-14 to begin training as priestesses of the Church.

At this stage, the girls are called lay sisters. They are trained in theology, sailing and the healing arts. Their teachers watch them closely to determine which of the sisters has the magical talent to take the priestess' rune, the Sacred Falls of Aestra. Not all of the sisters will have the aptitude to take the rune. Those that do not, will graduate and become Initiates. Those that excel and show the proper will and spirit will finish their training by making the same sacrifice their ancestors did when the Father destroyed the world, namely drowning themselves in the ocean. They will rise, saved by Aestra and marked by her rune.

Priestesses rarely deal with the complex political landscape of Bostonia. Instead, they work directly with the commoners, healing and educating Bostonia's destitute and working class. This fact, and the common knowledge of their magical abilities make them the focus of great awe and reverence for most.

Initiate

Administrate
Cr: Sailing
Herbalism
Physician or (+1 Cr: Sailing and Cr: Carpentry +2)
Medical
Kn: Visions, Symbols and Omens +1
Kn: Church of Aestra +2
Kn: Church of Stratus
Literate
Oratory
Swimming
Theology +1
+30 Buy Points

Description

Initiates are women who have finished their training to enter the clergy, but lack the will, spirit or magical aptitude to take the Sacred Falls of Aestra. These women are given additional training in administration or healing and given a place in the Church. They can often be found in charge of the day-to-day affairs of a temple or providing assistance to a master healer.

Suggested Attributes: INT, SPI

Suggested Limitations

- Loyal to the Church or Boss: Church (3 points)
- Always feels need to help the weak or needy: This includes giving money, goods and healing and/or embarking on an adventure to aid those in need. (3-4 points)
- Slight dislike of full priestesses: Her failure to become a full priestess has left her a bit jealous. (1 point)

LEARNED SISTER (PRIESTESS OF AESTRA)

Ancient Knowledge
Cr: Sailing
Literate
Magic: Sacred Falls of Aestra +1
Medical
Kn: Visions, Symbols and Omens +1
Kn: Church of Aestra +2
Kn: Church of Stratus
Oratory
Swimming
Theology +1
+23 Buy Points

Description

The title of Learned Sister goes to those women who complete the priestess training and take Aestra's rune. Once they become a priestess, they are given additional magical instruction and taught much of the Ancients' ways. These women form the backbone of Aestra's church. They can heal the sick, minister to the poor, aid ships in trouble and even hold their own in a battle. Though it is not standard training, many sisters who will have duties involving travel learn how to wield a short sword.

Suggested Attributes: INT, SPI

Suggested Limitations

- Loyal to the Church or Boss: Church (3 points)
- Always feels the need to help weak or needy: This includes giving money, goods and healing and/or embarking on an adventure to aid those in need. (3-4 points)

ARCHER PRIESTESS (AELTHARZE)

Climbing
Combat: Bows +1
Combat: Aeltharze Maneuvers
Combat: Swords
Cr: Sailing
Literate
Magic: Sacred Falls of Aestra (optional)
Medical
Kn: Visions, Symbols and Omens +1
Kn: Church of Aestra +2
Kn: Church of Stratus
Oratory
Swimming
Theology
+17 Buy Points (or 24 without Magic)

Description

The Aeltharze (or "Divine Whisper") is a militant order that protects the temples of the Mother. They are deadly with bows and are often found in small military units backing up templars in battle. The warrior sect consists of initiates as well as learned sisters who feel called to protect their sisters from harm. The archer priestesses are given military training that precludes extra study of magic or theology.

Suggested Attributes: DEX, INT, SPI

Suggested Limitations

- Loyalty to the Church or Boss: Church (3 points)
- Will always protect a priestess from harm. (4 points)

MASTER HEALERS

Cr: Sailing
Herbalism
Magic: Sacred Falls of Aestra
Medical
Kn: Church of Aestra +2
Kn: Church of Stratus
Kn: Diseases +1
Kn: Poisons +1
Literate
Oratory
Physician
Swimming
Theology
+20 Buy Points

Description

Master healers are priestesses who have devoted their life to healing the sick. They forego some of the magical training given their sisters to learn the arts of the physician. They are skilled doctors and herbalists with an understanding of the ills that plague the land. It takes several years before a priestess can learn enough to become a master healer, so they are quite rare. Often, a master healer will travel from town to town with an initiate and a couple templars or aeltharze in tow.

Suggested Attributes: DEX, INT, SPI

Suggested Limitations

- Loyalty to the Church or Boss: Church (3 points)
- Must help weak or needy or anyone needing medical attention – including enemies: This includes dangerous situations. (4-5 points)
- Disdains violence: Avoids violence whenever possible and will encourage others to do the same. (2 points)

THE CHURCH OF STRATUS THE FATHER

Stratus is the Sun God of Bostonia. He is the Father of All Things. He represents all masculine aspects of mankind and the world in general. He is a stern god, intent on increasing his worship, maintaining order and seeing justice done. When the Ancients strayed from the Church and began following the Deceiver's Cult of Immortality, Stratus destroyed the world, killing all but a handful of faithful followers who were saved by Aestra.

Priests of Stratus exert the will of the Father in Bostonia. They run his churches, see to the spiritual needs of the people, and play a large role in Bostonian politics. The Church is probably the single most powerful organization in the land and the priests are respected wherever they go. Young men usually enter the seminary at age 16. Training takes 4-6 years, after which, the student becomes a full-fledged Ilpader and is given charge of a parish somewhere in Bostonia. Dedicated service will bring a slow increase in influence and access to more wealthy and influential parishes. At some point, this will bring the priest into the political sphere, where he will have to gain the trust of, monitor and influence nobility. If he does well here, the priest can have significant impact on the lives of the people, bringing peace and a measure of prosperity to the commoners, as well as wealth and power to the Church.

ILPADER (PRIEST)

Administristrate +1
 Kn: Church Hierarchy +2
 Kn: Enemies of the Church
 Kn: Other Religions
 Literate
 Orator
 Persuasion
 Theology +1
 Turn Undead
 Priest Powers
 +26 Buy Points

Description

The word Ilpader means “small father.” Men that graduate the seminary become priests. Priests wield considerable power in Bostonia. They minister to the people and command great respect among the commoners and nobility alike. In addition, they have use of the powerful orders of templars. Priests can be found running small chapels in the rural lands, administering huge congregations in a city, traveling between villages ministering to the poor or playing politics in a noble’s court.

Suggested Attributes: INT, SPI, CHA

Suggested Limitations

- Loyalty to Church or Boss: Church (3 points)
- Dislike of magic and mages: Avoids mages, won’t generally allow spells to be cast on him. (3-4 points)

SUNBRINGER

Base Move +1 hex
 Combat: Mace +1
 Hit Points +2
 Kn: Church Hierarchy +1
 Kn: Enemies of the Church
 Kn: Other Religions
 Kn: Undead
 Literate
 Survival: Marsh/ Swamp
 Theology
 Turn Undead +1
 Priest Powers
 +22 Buy Points

Description

South of Boston, there is a large, dark marsh called the Bloodpools. It is so named because of a massive battle that occurred between men and goblins years ago. The blood of the thousands of men killed seeped into the ground caused the area to turn to fetid swamp. Periodically, undead rise from the pools and sometimes wander into the human settlements nearby.

The Sunbringer Temple sits in the middle of the swamp. Here, young priests train to patrol the marsh and fight the undead. They receive less theology and administrative training, but hone their combat skills and learn about the undead. They are considered some of the best the Church has to offer.

Suggested Attributes: INT, SPI, STR, DEX

Suggested Limitations

- Loyalty to Church or Boss: Church (3 points)
- Dislike of magic and mages: Avoids mages, won't generally allow spells to be cast on him. (3-4 points)
- Overconfidence: Feels he is the best of the priesthood. (2-4 points)
- Enemy: Undead and Necromancers (1-2 points)

RIGHT HAND OF JUSTICE

Administratate
Conversation
Craft: Law
Diplomat
Etiquette
Investigate +1
Kn: Bostonian Law +2
Kn: Church Hierarchy
Kn: Enemies of the Church
Kn: Other Religions
Literate
Orate
Persuasion
Theology +1
+24 Buy Points

Description

Justices are traveling judges. By Bostonian law, the Barons are permitted to set up courts in their lands to settle disputes. These secular courts generally hear claims from commoners, farmers, small merchants and the like. Major crimes, crimes against the Church or disputes between nobles are often heard by a Justice. Justices are trained in hearing cases and investigating claims and crimes.

Suggested Attributes: INT, SPI, CHA, PER

Suggested Limitations

- Loyalty to Church or Boss: Church (3 points)
- Dislike of magic and mages: Avoids mages, won't generally allow spells to be cast on him. (3-4 points)
- Stickler for law and order: Will not break the law and will not allow others to do so either. (3-4 points)
- Slight Rivalry with the Order of St. Dovid: Many of the Priests of the Right Hand see these monks as upstarts who are performing their historical duties and lack the authority to do so. (1 points)

THE LEFT HAND OF THE FATHER (SANCTIONER)

Backstab
Combat (Choose) +1
Combat (Choose)
Concealment
Conversation
Disguise
Etiquette
Interrogate
Investigate
Kn: Church Hierarchy
Kn: Enemies of the Church
Kn: Other Religions
Literate
Stealth
Theology
+18 Buy Points

Description

Sanctioners are the secret police of the Church. They are a cross between investigators and assassins. They enforce the will of the Church in cases of heresy, defiance of Church edicts, or outright rebellion. Often, someone who interferes with a Justice simply disappears in the night, likely the result of a "sanction." Similarly, outspoken critics of the Church are warned to "beware the Left Hand of the Father."

Suggested Attributes: STR, DEX, AGI, INT, CHA, PER

Suggested Limitations

- Loyalty to Church or Boss: Church (3-5 points)
- Religious Zealot: Will violently oppose any perceived enemies of the Church. (4-5 points)
- Loner: Sanctioners work alone and rarely see fit to involve other people in their lives. (1 point)
- Dislike of magic and mages: Avoids mages, won't generally allow spells to be cast on him. (3-4 points)

MONASTIC ORDERS

In addition to its temples, schools and rectories, the Church of the Father also maintains several monasteries across Bostonia. The monks at these establishments lead lives of study, prayer and introspection. Each cloister has its own philosophy, focus and patron saint. Some only study obscure pieces of Bostonian lore. Others discipline the mind and body, perfecting powerful fighting techniques. Many specialize in a craft such as carpentry or winemaking, selling their products to fund the monastery's projects.

ORDER OF ST. JAMES

Ancient Knowledge
 Craft: Barrel Making +1
 Craft: Brewing +2
 Craft: Scribe
 Herbalist
 Kn: Spices
 Kn: St. James +2
 Literate
 Orate
 Theology +2
 +26 Buy Points

Description

The Order of St. James is a scholarly order. They study the lore of the tribal times and are especially interested in the various crafts practiced by the tribes as they emerged. The Order believes that the Mother taught the emerging tribesmen their first crafts. Additionally, they think several of the tribes disappeared before the unification and that these tribes may have remnants of crafts undiscovered by Bostonians. They seek these lost tribes and study them.

Suggested Attributes: INT, SPI

Suggested Limitations:

- Boss: Order of St. James (2-3 points)
- Seeking Ancient Knowledge: The Order is always seeking information that will lead them to the lost tribes. (1-2 points)

ORDER OF ST. DOVID

Armor Restriction: AV 1
 +2 Base Defense
 Combat: Unarmed +2
 Diplomacy
 Etiquette
 Hand Damage
 +2 Hit Points
 Kn: St. Dovid
 Literate
 Medical
 Tactics, Personal
 Theology
 +20 Buy Points

Description

The Order of St. Dovid is a warrior sect, specializing in unarmed combat. They study combat as a means of learning discipline. In addition, they study the writings of the saint and strive to uphold his laws. To this end, they travel to noble courts and teach the ruling class of their rights and obligations. Many of these monks can be found as mediators and advisers to noble houses.

Suggested Attributes: STR, DEX, AGI, INT, SPI

Suggested Limitations

- Boss: Order of St. Dovid (2-4 points)
- Slight Rivalry with the Right Hand: Many of the Priests of the Right Hand see these monks as upstarts who are performing their historical duties and lack the authority to do so. (1 points)
- Stickler for law and order: Will not break the law and will not allow others to do so either. (3-4 points)

ORDER OF THE SCYTHE

Acrobatics
 Armor Restriction: AV 1
 +2 Base Defense
 Blessed
 Climb
 Combat: Scythe +2
 Kn: Demon Cults +1
 Kn: Pagan Cults
 Survival: Arctic Cold
 Theology
 Weapon Specialization: Scythe
 +16 Buy Points

Description

The Order of the Scythe is an order of warrior monks that dwell to the far north of Boston, near the Borakki lands. They train and study endlessly, honing their fighting skills. Their mission is to battle pagans and demons wherever they find them. They particularly hate the various cults of the Five Demons that still exist in Bostonia. They study the lore of the false gods so that they may seek them out and destroy them.

Suggested Attributes: STR, DEX, AGI, INT, SPI

Suggested Limitations

- Code of the Order: Members of the Order always look to perfect their combat skills. They obey the Father and his Church in all things. They will always follow the instructions of a priest or priestess. (3 points)
- Distrustful of magic and mages: They are wary of magic and will not allow magic to be cast on them, unless it comes from a priestess, or to a lesser degree, a Mathematician. (3-4 points)
- Religious Zealots: The Order is intolerant of anything that offends the Father. They are quick to violence when they see such an affront. (4-5 points)

TEMPLAR TEMPLATES

The Templar Orders are the official military arm of the Church. Their job is to protect the temples, churches, priests and priestesses from harm. In addition, they are charged with protecting the faithful and defending the King from all threats. On rare occasions they may be mobilized to put down a group of pagans, or a noble who is disregarding the will of the Church.

There are currently two orders of Holy Warriors: The Sword of St. Sorthan and The Sail of St. Gilla. The Sword follows the directives of the Grand Father of Boston and The Sail is under the direct order of the Mother Superior in Ismoth (though the Mother Superior takes orders from the Grand Mother in Boston).

THE SAIL OF St. GILLA

+1 Base Defense
 Blessed
 Climb
 Combat (choose) +1
 Combat (choose)
 Craft: Sailor + 1
 +5 Hit Points
 Kn: Bostonian Church
 Kn: Sea Lanes
 Swim
 Theology
 +20 Buy Points

Description

The Sail of St. Gilla is dedicated to the Church of The Mother. They are excellent sailors and patrol the sea-lanes aiding sailors and hunting down pirates.

Suggested Attributes: STR, DEX, AGI, TOU

Suggested Limitations

- Code of the Order: Members of the Order always look to perfect their combat skills. They obey the Mother and her Church in all things. They will always follow the instructions of a priest or priestess. (3 points)
- Distrustful of magic and mages: They are wary of magic and will not allow magic to be cast on them, unless it comes from a priestess, or to a lesser degree, a Mathematician. (3-4 points)
- Religious Zealots: The Order is intolerant of anything that offends the Father. They are quick to violence when they see such an affront. (4-5 points)
- Boss: Church (3 points)

THE SWORD OF St. SORTHAN

Blessed
 Combat (choose) +2
 Combat Shield +1
 +5 Hit Points
 Iron Will
 Kn: Bostonian Church
 Repair
 Tactics, Personal
 Theology
 +19 Buy Points

Description

The Sword of Sorthan is a heavy infantry unit consisting of some of the best warriors in Bostonia. They are well trained, professional and devoted to the Church and Crown. Their loyalty to the King and devotion to the Father make them a valuable force. Their fighting prowess strikes fear into the hearts of Bostonia's enemies.

Suggested Attributes: STR, DEX, AGI, TOU

Suggested Limitations

- Code of the Order: Members of the Order always look to perfect their combat skills. They obey the Father and his Church in all things. They will always follow the instructions of a priest or priestess. (3 points)
- Distrustful of magic and mages: They are wary of magic and will not allow magic to be cast on them, unless it comes from a priestess, or to a lesser degree, a Mathematician. (3-4 points)
- Religious Zealots: The Order is intolerant of anything that offends the Father. They are quick to violence when they see such an affront. (4-5 points)
- Boss: Church (3 points)

Guild TEMPLATES

Bostonia's cities are the home of several powerful trade and craft guilds. These guilds regulate trade and pricing, provide training to apprentices, loans and generally look out for the interests of their paying members. Most of these guilds are not terribly interesting to the average adventuring type. Few PCs will have a history featuring the Candle Makers' Guild. However, some of these guilds offer great opportunities for aspiring warriors and mages.

MATHEMATICIANS' GUILD

The Guild of Mathematicians believes that all things in the universe can be understood in simple, rational, mathematical terms. More importantly, they believe that understanding the mathematical terms that drive the universe gives a person power. The mathematicians have their origins in the more practical Engineers' Guild. During a routine lecture dealing with the forces on bridges, the Founder, Christo Meridian, had a revelation. With a few non-trivial alterations of fundamental equations, Meridian realized that he could greatly increase his understanding of forces. Extrapolating his process to the basic equations of time and space, he could begin manipulating the world around him.

The Mathematician's Guild has several functions in Bostonia. First, they run the three universities, educating students in accounting, navigation, physics, and of course, mathematics. They also manage the economy of Bostonia by studying the supply, demand and price of goods and manipulating markets to keep the economy strong. They set standards of weights, measures and purity of goods and precious metals. Finally, they perform esoteric research in using mathematical understanding to alter time and space.

LAYPERSON

Administrant +2
 Ritual Spells (5 points)
 Craft: Accounting +1
 Craft: Mathematics +2
 Kn: Boston +1
 Kn: Trade Houses and Routes
 Kn: Weights and Measures
 Literate
 Navigation
 Trading +1
 +28 Buy Points

Description

Laypeople are mathematicians who have mastered the mundane aspects of the studies, but cannot take the First Equation. They form the bulk of the administrative staff and do much of the fieldwork, collecting data, performing checks of trading houses to ensure they are following Guild standards. Laypeople do a lot of traveling, so they know the routes. In addition, they are required to know the businesses of the people they monitor.

Suggested Attributes: INT

Suggested Limitations

- Boss: Mathematicians Guild (2 points)
- Seeking Magic: Trying to prove himself by attaining a rune (2-4 points)
- Feels Inadequate: Failure to take First Equation left him with a self-esteem problem. (1-3 points)
- Logical Mind: Needs to fit everything into a pattern (1 point)

MATHEMATICIAN

Administrant +1
 Ritual Spells (7 points)
 Craft: Accounting
 Craft: Mathematics +2
 Kn: Boston +1
 Kn: Trade Houses and Routes
 Kn: Weights and Measures
 Literate
 Magic: First Equation +1
 Trading
 +22 Buy Points

Description

This package represents a full-fledged mathematician who has taken the First Equation rune. A member with this standing would spend time on the road, teaching and enforcing guild standards as well as researching at a university. Some of this research might force a mathematician to adventure, seeking ancient tomes, or other magical knowledge.

Suggested Attributes: INT, WIL, SPI

Suggested Limitations

- Boss: Mathematicians Guild (2 points)
- Logical Mind: Needs to fit everything into a pattern. (1 point)
- Dislike of Engineers: The historical rivalry of the two guilds has shaped his view of the Engineers. (1-2 points)

ENGINEERS' GUILD

The Engineers are charged with building new structures and maintaining existing ones. In addition, the system of roads and dams that facilitate travel between cities is the responsibility of this guild. Aspiring engineers often come from the ranks of talented tradesmen. When they apply to the guild (usually at age 18-22), they are subjected to a series of tests. If they pass, they enter the guild as a junior foreman. As they complete projects, they gain rank, becoming senior foremen and then Bonded Engineers.

The Engineers' Guild has a bitter rivalry with the Mathematicians. The Engineers feel that the Mathematicians have usurped some of their historical duties such as teaching and weights and measures standardizing. Furthermore, they feel that the discovery of the First Equation should rightfully be credited to one of their own guildsmen, Padaris Tumult, who had written a treatise on the subject of "Statistical Aberrations in Nature," long before Cristo made his discovery. The mathematicians disagree and the two groups disparage and thwart one another whenever possible.

GUILD ENGINEER

Administrant
 Craft: Architect
 Craft: Bricklayer, Carpentry, Masonry (choose one) +1
 Craft: Mathematics
 Engineering +2
 Kn: Building Techniques
 Kn: Project Area
 Literate
 Navigate
 Trading
 +31 Buy Points

Description

Engineers are adept at designing and overseeing the construction of a structure. A guild engineer will often be in charge of a building or maintenance project. This includes several pieces of equipment and anywhere from 10-50 men. Some of these will be from the guild. Others will be teamsters, or local hires.

Suggested Attributes: INT, PER

Suggested Limitations

- Dislike of Mathematicians: The historical rivalry of the two guilds has shaped his view of the Mathematicians. (1-2 points)
- Stickler for Details: Engineers tend to pour over the mundane details of their projects. This can be an asset, but it can cause them to miss the “big picture” as well as slow their decision-making and annoy their companions. (1 point)
- Boss: Engineers’ Guild (2 points)

SPICE GUILD

The Spice Guild is the foremost trade guild in Bostonia. It maintains shipyards in Boston and Ismoth and offices in every major city in the land. The mission of the guild is to provide personnel and services to member merchants for a share in their profits. To this end, the guild employs hundreds of sailors, navigators, guardsmen, packers, teamsters and traders. The guild is a common starting point for adventuring careers.

SPICE GUILD TRADER

Administratate
Carousing
Conversation
Craft: Sailor
Etiquette
Kn: Cobrat or Borakki +2 (choose one)
Kn: Cobrat or Borakki goods (choose one)
Lang: Cobrat or Borakki (fluent)
Literate
Persuasion
Swim
Trading +2
+24 Buy Points

Description

These characters would lead a trading expedition and be responsible for negotiating deals with members of the Cobrat and Borakki races. In general, the trader makes all the decisions that involve money. This often precludes the authority of other members of the party (such as the Guardsmaster). The trader takes full responsibility for the expeditions’ profit margin.

Suggested Attributes: CHA, INT, PER

Suggested Limitations

- Cannot Pass on a Bargain: This character cannot pass up a chance to negotiate and make a good deal. The character will always be wheeling and dealing. (1-2 points)
- Greedy: This character likes money and bases nearly all his decisions on profit. (2-4 points)
- Boss: Spice Guild (3 points)

SPICE GUILD NAVIGATOR

Ancient Knowledge
Craft: Astronomer
Craft: Cartographer +1
Craft: Sailor
Kn: Trade Routes +1
Lang: Cobrat or Borakki
Literacy
Navigation +2
Survival: Two environments
Swim
Tracking +1
+24 Buy Points

Description

A navigator is in charge of getting the trade expedition to and from its market as quickly as possible and with a minimum of danger. They are skilled in map reading and navigation. In addition, they know the routes and their dangers. If the trading party is behind schedule, they will look to the navigator to find a shorter route. If there is a potential delay, it is the navigator’s job to find a detour.

Suggested Attributes: INT, PER

Suggested Limitations

- Boss: Spice Guild (3 points)
- Overcautious: Navigators tend to be wary of possible dangers. This can be troublesome if the cargo needs to get to market on time. (2-4 points)

SPICE GUILD GUARDSMAN

Carousing
Combat: Shield
Combat: Sword
Craft: Carpenter, Packer, Teamster (choose one)
Kn: Raider Tactics +1
Hit Points +3
Medical
Tactics, Personal +1
Repair
Survival: One environment
Swim
+25 Buy Points

Description

Guardsmen are the grunts of the expedition. They are charged with keeping the caravan's goods (and personnel) safe from harm. On well traveled roads, where there is only a small chance of banditry, guardsmen double as packers and teamsters. On trips to the Borakki and Cobrat lands, there is often much risk. Bandits, goblins, sardukaar, treacherous terrain and weather keep the guards busy and they rotate out of secondary duties (if they have time for them at all).

Suggested Attributes: STR, DEX, AGI, TOU

Suggested Limitations

- Boss: Spice Guild (3 points)
- Alcoholic: Guardsmen are always traveling and they work hard. Many of them drink heavily. (2-4 points)

SHIELD GUILD

The Shield Guild is a sort of Bostonian National Guard. In the early days of the monarchy, the Shield Guild was the king's standing army. In times of sardukaar, or goblin incursion, the guild would mobilize and defend the land. When a tribal conflict threatened internal stability, the guild would back up any diplomatic effort with force, if necessary.

Today, the role of the Shield Guild is slightly different. The monarchy is much weaker than it was at the time of the guild's inception. As such, a large standing army cannot be maintained. Furthermore, the Barons have more power and more income than before. Many of them have garrison forces to protect their interests. To survive in such an environment, the Shield Guild broke into two groups. The King's Guard is a small, dedicated force that protects the crown and its interest. The Shield Guild is a quasi-mercenary organization.

The Shield Guild maintains small garrisons across Bostonia. These garrisons are generally maintained by the Baron whose land they occupy. In times of need, the guild can be called on to augment the Baron's troops. The guild actually charges the Barons for their service. In the case of internal strife, the guild's loyalty theoretically reverts to the king. Whether that is the case or not depends on the garrison commander.

SHIELD GUILDSMAN

Combat: Shield +1
 Combat: Spear +1
 Combat: Shield Guild Maneuvers
 Combat: (choose)
 +5 Hit Points
 Kn: Bandit Tactics
 Kn: Goblin Tactics
 Kn: Sardukaar Tactics
 Repair
 Tactics, Personal
 +23 Buy Points

Description

Shield Guildsmen are sturdy fighters who are charged with protecting the interests of the Crown. They spend long months manning their garrison until a crisis occurs. Then, they spring into action in defense of the land. They are well trained and disciplined warriors who can battle alone, or in groups.

Suggested Attributes: STR, DEX, AGI, TOU

Suggested Limitations

- Boss: Shield Guild (4 points)
- Guild Code: Follow orders, protect civilians, and never leave companions behind. (3 points)
- Eager for Action: The tedium of manning the garrison has gotten to this young recruit and he will look for any opportunity to test his skill. (2-3 points)

SHIELD GUILD CAPTAIN

Administrare
 Combat: Shield +1
 Combat: Spear +2
 Combat: Shield Guild Maneuvers
 Combat: (choose)
 +5 Hit Points
 Kn: Bandit Tactics
 Kn: Goblin Tactics
 Kn: Political Situation
 Kn: Sardukaar Tactics
 Orator
 Repair
 Tactics, Army +1
 Tactics, Personal +1
 +6 Buy Points

Description

Guild captains are skilled not only in the art of fighting, but also in the ways of leadership. Their knowledge of tactics and their ability to raise the morale of their troops gives them an edge in mass combats. Captains are responsible for maintaining the garrison, training the men, organizing patrols and of course, leading the guild to battle when necessary. Though not necessarily the best diplomats, captains will be knowledgeable about the local political landscape so they can use it to their advantage.

Suggested Attributes: STR, DEX, AGI, TOU, CHA, INT

Suggested Limitations

- Boss: Shield Guild (4 points)
- Guild Code: Follow orders, protect civilians, and never leave companions behind. (3 points)
- Feels Responsible for Troops: He is a leader and feels responsible for the well being of his men. (3 points)

MILITIA TEMPLATES

Militias, town guards and constabularies are common throughout Bostonia. In larger cities, the town guards are well-organized, professional units that provide law enforcement and patrol the surrounding countryside. In more rural areas, the militia is a first line of defense against bandits, raiders, goblins and other potential threats to the community. In addition, the militias provide a career for many young men and women – a way to get off the farm, make a name and perhaps join a mercenary company, or one of the guilds.

Town Militia

Combat (choice)
 Combat: Shield
 +2 Hit Points
 Kn: Local Area +1
 Kn: Town Enemies
 +60 Saved Checks (or another template)
 +23 Buy Points

Description

Members of the militia are peasant levies hastily trained and sent to battle to defend lands. Often, they are protecting their villages from goblins or brigands. Other times, they are recruited by the local lord to battle some greater enemy. In any case, they are generally ill trained for military action and many are killed, or desert. Those that survive will learn to become soldiers and will gain the skill that may allow them entrance into a regular army, or mercenary company.

This template is to be used as either an add-on template, or as a “weak” template. As an add-on template, this costs 13 points and no saved checks are purchased. The player should read the rules on these special templates below.

Suggested Attributes: STR, DEX, AGI, TOU

Suggested Limitations

- Peasant Stock: This character has no grasp of higher class social situations, has a plebian accent and rough mannerisms. The character will get a substantial penalty to social skills when dealing with his betters. (1-3 points)
- Undisciplined Fighter: This character has no military discipline and tends to act on impulse when in stressful situations. (3-4 points)
- Cowardly: Having been drafted, this character would rather not be risking his life. He will avoid danger and flee when possible. (4 points)

TOWN GUARD

Carousing
 Combat +1 (choose)
 Combat (choose)
 Conversation
 +3 Hit Points
 Interrogate
 Kn: Locals +1
 Kn: Troublemakers +1
 Kn: Home Town +2
 Repair
 Streetwise
 +23 Buy Points

Description

Town guardsmen act as police and army in a city, defending it from attack and keeping the peace. In any reasonable sized town, the guard is trained and reasonably effective. They have a good knowledge of their town and the people they deal with on a daily basis.

Suggested Attributes: STR, DEX, AGI, TOU

Suggested Limitations

- Pessimist: He has seen the worst society has to offer and it has affected his world view. He will always expect the worst and be generally a downer. (1-2 points)
- Distrustful: He is always looking for people to cross him. Since has trouble making and keeping friends. (3 points)
- Boss: City Government (4 points)
- Bully: He likes to use his power to intimidate and get his way. (2-3 points)

SHERIFF

Climb
 Combat Bows
 Combat (choose)
 Conversation
 +3 Hit Points
 Kn: Locals
 Kn: Patrol Area +2
 Survival (One environment) + Snares and Traps
 Repair
 Tracking
 Trading
 +24 Buy Points

Description

The sheriff acts as policeman and guard in a rural area. He may have to patrol several villages within a couple days travel. He knows his patrol area very well and most of the people in it. Due to the amount of time he spends outdoors, he can take care of himself in the wild.

Suggested Attributes: STR, DEX, INT, PER

Suggested Limitations

- Boss: Local Lord (3 points)
- Loner: This character keeps to himself whenever possible. (1 point)
- Prefers the Outdoors: A sheriff spends much of his time patrolling the land and dislikes spending a lot of time in town. He will only do so if his duty requires it. (2 points)

MERCENARY TEMPLATES

Bostonian barons are very powerful men. They are charged with ruling a substantial territory and as long as they pay the proper duties to the King and Church, can do as they see fit. In exchange for this power, Barons are responsible for the defense of their land. Potential enemies range from gangs of roving bandits to tribes of goblins to the dreaded Sardukaar raids. Most Barons maintain some standing army to deal with common threats. However, when a larger or more skilled force is needed, they often look for outside aid. The Shield Guild is one source of veteran fighters, but their garrisons are not always large enough and they are not always willing to help (say in the case of a territorial dispute between barons). In these cases, the nobles will turn to one of the many mercenary companies that do business in the land.

The templates below are examples of mercenary templates for the land of Bostonia. Modifying the existing templates allows the players and GM to create characters from other mercenary companies.

WHITE RAVEN COMPANY

+1 Base Defense
 Climb
 Combat: (Sword or Bow) +2
 Combat: (Sword or Bow)
 Combat: Shield
 +3 Hit Points
 Kn: NW Territory
 Kn: Borakki
 Kn: Sardukaar
 Medical
 Repair
 Tactics, Personal
 +19 Buy Points

Description

The White Raven Company consists of about 50 men. 20 of these are bowmen and the other 30 wield sword and shield. They operate in the northwest baronies near Salem and Sunsrest. They are well respected for their fighting prowess as well as their reputation for helping remote villages in need of defense. They are a very disciplined and somber company and it is rumored that nearly all the members have suffered a terrible loss at the hands of raiders.

Suggested Attributes: STR, DEX, AGI, TOU

Suggested Limitations

- Somber and Moody: Members of the Raven's have seen way too much killing. They are quiet and somber people who see little more to life than business. (2 points)
- Hatred of Bandits/Raiders: The Ravens have all lost someone to the hands of raiders. They hate all who prey upon the common people. This can cause them to make bad decisions at times. (4 points)
- Desires Revenge: Every Raven has some score to settle. Generally, a stint with this company is a means to gain the money and skill to exact revenge. (2-5 points depending on strength of desire)

JAGER'S DAGGERS

Carousing +1
 Choose One: Fast Talk, Pickpocket, Stealth, Streetwise
 Combat (choose) +1
 Combat (choose)
 Fight with Wild Abandon (+2 damage)
 Gamble
 +5 Hit Points
 Survival: One environment
 +23 Buy Points

Description

The Daggers are lead by their rough and abrasive captain, Benjamin Jager. Jager was booted from the Shield Guild years ago for insubordination. After leading a couple bands of ruffians and raiders, he decided that sort were always cowards. Thus, it would be easy to make a living hunting them. He gathered the roughest and nastiest men he knew and formed this company. They are little better than those they fight and will often defend a town, only to raise their own ruckus. For this reason, they travel throughout the land, staying only long enough to wear out their welcome.

The Daggers specialize in hunting down gangs of bandits and thieves. They number about two dozen men and fight with whatever weapons they can get their hands on. They have little military discipline and go into battle using brute force and personal skill to carry the day. Fortunately, those they fight are often untrained and cowardly.

Suggested Attributes: STR, DEX, AGI, TOU

Suggested Limitations

- Rowdy: Always looking for a good time doesn't care how he gets it. (2-3 points)
- Generally Disliked: The Daggers have a bad rep and nearly all right-minded people will give them a wide berth, dealing with them only when necessary. This is a -1 or 2 in nearly all social situations (unless you are dealing with ruffians, of course) (5 points)
- Undisciplined Fighter: This character has no military discipline and tends to act on impulse when in stressful situations. (3-4 points)

RIVERS OF BLOOD

Combat: (Axe or Mace) +1
 Combat: Thrown
 Conceal
 +2 Hit Points
 Kn: Goblin Tactics +1
 Lang: Goblin
 Medical
 Stealth
 Survival: Swamp or Forest
 Swim
 Track
 +26 Buy Points

Description

The Rivers are a mercenary company numbering anywhere from 100-150 men and women. They operate in southern Bostonia, along the goblin and Cobrat borders. They specialize in fighting goblins and are trained in the tactics and favorite terrain of their foes.

Suggested Attributes: STR, DEX, AGI, PER

Suggested Limitations

- Hatred of Goblins: Goblins are the historical enemies of this company. (2 points)
- Hunted by Goblin Tribe: Even after retirement, the blood runs so bitterly between the goblins and the Rivers of Blood, they will try to destroy the character whenever possible. (2-3 points)

MAGE TEMPLATES

The world of Bostonia is full of magic. The Ancients were said to be powerful wizards who could control the elements. When the Father destroyed them, many of their works were destroyed, but some survived buried in ruins or in underground crypts. In addition, the elemental energies released by the Fireseeds entered the earth, filling it with power. There are many in the land that understand this power and would use it to further their ends.

TRAINED MAGE

7 points Ritual Spells
 Artifacts
 Kn: Other Mages
 Kn: Own Rune Site +1
 Literate
 Magic Skill (choose) +2
 Rune Knowledge
 +24 Buy Points

Description

This template represents someone who has trained for some time to seek out and wield the runes that are the basis of Bostonian magic. They have studied and trained, probably under the tutelage of another. In addition to having taken and practiced a rune, they have an understanding of the ways of the ancients, other runes and their meanings and the forces that influence magic.

Please note that the cost of 16 points for the magic skill assumes that the base magic skill costs 7 points. Depending on the rune the mage chooses to start with, this cost might increase. If that is the case, the buy points in this template will drop by an amount equal to the difference in the cost of the mage's starting rune.

Suggested Attributes: INT, WIL, SPI

Suggested Limitations

- Seeking Magical Knowledge: Mages are generally a curious lot and most are fascinated by elemental power. They will brave almost any danger to gain a new piece of arcane lore. (2-4 points)
- Scarred or Physical Limitation: Gaining runes is not always an easy process. Some of the runes are downright dangerous to obtain and a would-be mage who is not strong enough of will or spirit might find himself gravely injured. (1-5 points)

- Paranoid: In a world that frowns upon mages and their art, it is easy to become a little secretive. (2-4 points)

APPRENTICE MAGE

Choose Two: Ancient Knowledge, Artifacts, Rune Knowledge

5 points Ritual Spells

Kn: Other Mages

Kn: Own Rune Site +1

Literate

+50 Saved Checks (or another template)

+21 Buy Points

Description

Not all mages gained their runes deliberately. Certain runes trap the unwary and mark them. The individual gains power, but often at grave cost. This template represents someone who was caught by one of these "parasitic" runes. They have had the rune for some time now, and have learned its use, but are still unaware of its true powers or its purpose.

This is not really a template. It is meant to be an "add-on" to another template. A character cannot purchase this template alone, but must instead buy another template first and then can add the skills above for a total of 9 points.

Suggested Attributes: INT, WIL, SPI

Suggested Limitations

- Unaware of the Ways of Magic: This person is totally ignorant of magic except where it pertains to the powers he currently has. He will continuously make bad assumptions and choices when confronted with magical situations. (2-3 points)
- Seeking to Rid Himself of Rune: This person never wanted the power and sees the rune as a curse. He will quest to find a way to purge himself of the rune. (1-4 points)

STUDENT OF THE SEVEN VIRTUES

Climb

Combat: Staff

Kn: Choose any three

Kn: Virtues Rune & Cult

Literate

Magic Skill: Virtues of the Body

Magic Skill: Virtues of the Mind

Magic Skill: Virtues of the Spirit

Meditate

Swim

+23 Buy Points

Description

The School was founded in the year 203 by three mages now known only as the Founders. It is said that the Founders traveled the lands; gathering knowledge and performing good deeds for those they met. It so happened that these three mages met one another during one of these adventures and entered into a discussion about which facet of man was the most important to his well-being: Body, Mind or Spirit.

Each mage argued his point, but none of the three were convinced to relinquish his point of view. To resolve the discussion, the mages agreed to meet at an appointed time and place to engage in three contests, each one devised by one of the mages. Whoever prevailed in these contests would be considered the winner of the argument.

UNTRAINED (OR ACCIDENTAL) MAGE

Kn: Own Rune

Kn: Rune Site

Magic Skill (choose)

+51 Buy Points

The Founders met at the agreed location and engaged in the tests. Of course, each mage devised a test that featured his strength. Thus, each contest was won by its creator and there was no winner. The Founders agreed to rest that night and figure a new contest that would decide the issue.

That night, Sardukaar attacked the village in which the contests were held. The mages worked together to turn back the savages and in doing so, came to the conclusion that none of their disciplines was superior. In fact, it would take a combination of the three to produce a balanced individual.

Each of the Founders taught the others his discipline. The Founders agreed to form a sanctuary where others could come to learn the secrets they had to offer. Thus the Cult of Seven Virtues was begun.

From the first attack, the Founders have protected Varkacen and the surrounding lands. In gratitude, the farmers and merchants of the area have allowed the mages to study in peace and provide them with ample food, drink and other resources. This arrangement continues and has been written into a contract with the locals.

Occasionally, one of these mage-monks will set out upon the world, looking for further understanding and purpose.

Suggested Attributes: STR, TOU, INT, WIL, SPI

Suggested Limitations:

- Monastic Code: Do not covet material things, practice as many hours a day as possible, self-awareness and understanding are most important. (3-4 points)
- Unfamiliar with Social Customs: This character has been cloistered for a very long time and he is uncomfortable and ignorant of social situations. (1-4 points)
- Hatred of the Sardukaari: The School is close to the Teeth Mountains and one of the major entry points of the Sardukaar into the Seeker's Valley. (2 points)

DRUID

Ancient Knowledge
Animal Handler
Climb
Combat: Crossbow
Kn: The One Tree +1
Magic Skill: Rune of the One Tree +1
Medical
Navigate
Survival: Forest
Survival: Mountain
Track
+19 Buy Points

Description

The druids are a pagan order of mages who dwell in the deep forests and mountains of Bostonia. They generally stay out of Bostonian affairs, studying the ancient ways and worshipping their nature god, The One Tree. They are masters of nature, understanding the ways of the forest and mountains. In addition, their god gives them powerful magic to wield against their foes.

Druids have the skills required to create and use the rare crossbow. This mechanical bow is almost unknown in Bostonia, but common among the druids.

Suggested Attributes: DEX, INT, PER, SPI

Suggested Limitations

- Secretive: The Druids are reclusive and try to keep to themselves. This character would be uncomfortable in many social situations. (1-2 points)
- Pagan: This character's pagan religion might cause Bostonian's to discriminate, if not outright persecute this character. (3-6 points)
- Boss: Druid Leaders (1-2 points)

ORDER OF FLAME

Artifacts

Combat: (choose) +1
Combat: (choose)
+2 Dodge
+2 Hit Points
Literate
Magic: Piercing the Night
Rune Knowledge
Repair
+22 Buy Points

Description

The Order of Flame is a small group of warrior-mages that make their home in the northwestern region of Bostonia. Years ago, their founders discovered an old tribal burial ground that held records of the first Bostonians and the teachings of the Mother and Father.

The Order believes that the Mother and Father intend for mankind to use the tools left behind by the Ancients (including their magic). The Order seeks to discover, study and make use of the works of the Ancients to restore the glory of the Bostonian people and their gods.

Suggested Attributes: DEX, AGI, WIL, SPI

Suggested Limitations

- Secretive: Members of the Order are reclusive and try to keep to themselves. This character would be uncomfortable in many social situations. (1-2 points)
- Seeking Magic: Members of the Order will go out of their way to find ancient sites and devices. (1-2 points)

- Distrusted By Church: Though the Order teaches devotion to the Mother and Father, the goals of the group make many in the Church nervous. Though the Church is not hostile to the Order, they will not generally go out of their way to aid them either. (1-2 points)
- Protective of Citizens: Members of the Order see themselves as divinely chosen protectors of the people. They seek to use their magic and skills to help people whenever possible. They will not pass up a person in need. (3-4 points)

SANDALFEET TEMPLATES

The Sandalfeet organization is a descendent of the Dingore tribe. The Dingore tribe consisted of primitive woodsmen who were said to have an affinity for the woods and hills. The Dingore were smaller than their neighbors and did not develop as quickly, technologically speaking. When the Dingore encountered the surrounding Bostonian tribes, they were distrustful of their towns and forts and avoided contact.

To the other tribes, the Dingore were elusive and xenophobic. Many rumors arose about their nature and intentions and some even wondered if they were human. The first real contact with the Dingore came when several settlements encroached on Dingore territory. The Dingore attacked the settlements and the tribes retaliated. The tribes eventually made peace, but relations were always strained. Eventually, through many battles and schemes, the Dingore were destroyed by those who feared them and covet their lands.

Many of the Dingore leaders escaped their tribe's destruction. They made a pact to enact vengeance on the Bostonian people. However, they knew they could not fight the Bostonians directly. Instead, they decided to work quietly and gain power through non-military means. The saying "Walk in sandal-clad feet" essentially means to covertly undermine your foes.

Today, the Sandalfeet are a large organized crime syndicate. They operate in Boston, Salem and Ismoth as well as in many of the surrounding towns. Their operations include banditry, theft, racketeering, extortion, protection schemes, forgery, counterfeiting and coin shaving. The Sandalfeet recruit from the streets and slums of every city they operate in. They train their new members in burglary, combat, smuggling, forgery, disguise and any other skill that might aid their cause. They are well organized and effective and many merchants and town officials fear them.

SANDALFEET WALLCLIMBER (LIGHTFOOT)

Acrobat +1
Breakfall
Climb +2
Conceal
Detect Trap
Disarm Trap
Kn: Common Security Devices +1
Kn: Local Buildings
Kn: Sandalfeet
Kn: Town Guard
Lockpick
Stealth
+20 Buy Points

Description

Also called a "Lightfoot," the wallclimber is a burglar who relies on stealth and skill to steal from the rich merchants and nobles. Wallclimbers typically work alone or in small groups to case a target, plan a burglary and carry out the assault. They are trained stealth, climbing and the skill of disabling security devices.

Suggested Attributes: DEX, AGI, INT, PER

Suggested Limitations

- Boss: Sandalfeet (3-5 points)
- Hunted: Local law enforcement (2-5 points)
- Greedy: This character will never turn down an opportunity to make good money. (3-4 points)
- Disdain of Physical Combat: Wallclimbers are taught to use stealth and not force to achieve their goals. They avoid violence if at all possible. (2-3 points)

SANDALFEET THUG

Base Move +1 hex
Carousing
Combat (choose)
Combat: Unarmed +1
Dirty Fighting Maneuvers
+4 Hit Points
Interrogate
Kn: City Layout
Kn: Guard Patrol Schedule
Kn: Sandalfeet
Streetwise +1
+23 Buy Points

Description

It is a sad fact of business. Sooner or later, someone will need convincing before they see the Sandalfeet point of view. This character's job is to do the convincing. They ambush their targets in packs of 3 or 4 and attack with a variety of weapons.

Suggested Attributes: STR, TOU, DEX

NOBLE TEMPLATES

The land of Bostonia ruled by a quasi-feudal system of nobles and peasants. A dozen strong Barons each rule over a section of Bostonia. They divide this land into parcels and give these parcels to loyal nobles who serve under them. These nobles can, in turn, divide this land and use it to support their own vassals. A relatively weak monarch protects the nation as a whole and watches over the Barons and settles disputes between them. This monarch, and in fact all the nobles, theoretically answer to Church Law.

This feudal system supports hundreds of noble families. These nobles range from the wealthy and powerful Barons, to the lowly, wandering adventurer-knight who is hardly richer than a peasant. Some are devout believers in law and justice, while others only desire to increase their personal power at any cost. The diversity of nobles and their families makes it impossible to represent all the noble factions with templates. However, a few examples appear in this section and more will be published in supplements and adventures.

In general, the noble templates are add-on templates. This means that a character chooses one of these templates in addition to another template. These templates represent the skills and knowledges gained by the character's association with his family. The other template represents the career the character chose to follow.

AZARETH FAMILY

Combat (choose)
 Kn: Goblin Tribes
 Kn: Goblin Tactics
 Kn: Other Nobility
 Lang: Goblin
 Lang: Cobrat
 Orate
 Survival: Woods
 Total Cost

Description

A doppelganger is a master of people. He is a diplomat, a trickster, a salesman and a manipulator. Doppelgangers infiltrate the city's power structure with guile and deception. Once entrenched in a central position, they learn the people of their city, discover their strengths, weaknesses and most importantly, their secrets. This information can then be used by the Sandalfeet for money or favors.

Suggested Attributes: CHA, INT, PER

Suggested Limitations

- Boss: Sandalfeet (3-5 points)
- Hunted: Certainly this character has run afoul of some important figure in the past. If this person finds the character, he will be in trouble. (2-5 points)
- Leading Many Lives: This character has led many lives and it is likely that if he stays in one place too long, the remnants of a past life will crop up. (1-4 points)

Description

The Azareth are a noble clan that has been around since tribal times. They rule a large portion of the south lands and because of this, have had a great deal of contact with the goblins and cobrat. They are a rugged line that has produced many great warriors and generals. They are considered uncouth by the rest of the noble clans and generally do not bother with politics.

Suggested Attributes: n/a

Suggested Limitations

- Hatred of Goblins: Goblins are the historical enemies of this family. (2 points)

- Hunted by Goblin Tribe: It is possible that this character has battled goblins and the tribes might want to exact some revenge. Even if the character did not engage in battle, the goblins might want to get at the character to hurt someone else in his family. (2-3 points)

TERZANI FAMILY

Ancient Knowledge
 Etiquette
 Kn: Cobrat
 Kn: Mages of Bostonia
 Kn: Other Nobility
 Literate
 Total Cost

Description

The Terzani are a powerful noble bloodline that came to power soon after the unification. They rule the southern coastal lands and are responsible for much of Bostonia's exploration of the south and for contact with the cobrat. The family puts a high premium on knowledge of the ancient ways. In addition, they feel that magic can give them an edge in military and political matters. They are one of the only families that openly supports magical study by their members.

Suggested Attributes: n/a

Suggested Limitations

- Seeking Magical Knowledge: Mages are generally a curious lot and most are fascinated by elemental power. They will brave almost any danger to gain a new piece of arcane lore. (2-4 points)
- Disliked by Church Officials: This family's support of magical knowledge goes against many Church teachings. Church officials will keep and eye on this character and try to make his life hard if possible. (3-4 points)

PANNOK FAMILY

Animal Handler
 Etiquette
 Kn: Armies of Bostonia
 Kn: Inhuman Armies
 Riding
 Tactics, Army
 Total Cost

Description

The Pannok is a poor noble family. They lost much of their lands due to bad investments and trade deals. Now, they are a small family with only a small holding in the northwest. Members of this family currently seek fortune and fame by selling their services as troop captains. Many nobles in need of leaders look to one of the Pannok sons to become an officer in their army.

Suggested Attributes: n/a

Suggested Limitations

- Social Stigma: Most nobles know of the deals made by the Pannok ancestors and treat this character with less respect because of it. (1-2 points)

MISCELLANEOUS TEMPLATES

The templates in this section describe characters that are Bostonian in origin and feel, but do not fall into one of the categories above.

ALCHEMIST

Administrate
 Alchemy +2
 Combat: Thrown
 Kn: Animal Reagents
 Kn: Chemical Reagents
 Kn: Other Alchemists
 Kn: Mythical Beasts
 Kn: Plant Reagents
 Kn: Weights and Measures
 Literate
 +3 Potion Recipes
 Trade
 +25 Buy Points

Description

In Bostonia, alchemy is an advanced science. Many large towns have alchemy shops that sell elixirs designed to do things ranging from the common (such as dying cloth or curing illness) to the strange (such as enhancing strength, or love potions) to the downright fantastic (like invisibility and flight potions). In Bostonia, alchemists form a sort of competitive community. Alchemists often trade information, recipes and services.

Suggested Attributes: INT, PER

Suggested Limitations

- No Sense of Smell: Years of breathing caustic chemicals have caused this characters nose to become useless. (2 points)
- Asthma: This character has occasional trouble breathing and takes a -2 to any action that requires prolonged physical activity. (3 points)
- No Hair: A laboratory accident has left this character without any body hair. (1 point)

ARCHEOLOGIST

Ancient Knowledge
12 points Ritual Spells
Artifacts +1
Detect Traps
Disarm Traps
Literate
Navigate
Rune Knowledge
+21 Buy Points

Description

This character works for one of the Bostonian universities gathering knowledge on the ancients and their artifacts. He is a student of magic, but has never taken a rune. Instead, he studies the devices, sites and wards left by the ancients by finding their ruins and raiding them.

Suggested Attributes: INT, PER, DEX

Suggested Limitations

- Seeking Ancient Knowledge: This character will go to any lengths to obtain a new ancient trinket. Often, the risk is not proportional to the item's worth. (3-4 points)
- Bookish: This character would rather spend his days in a dusty library than dealing with other people. (1-2 points)
- Nearsighted: Too much time reading too closely. (4 points)

DUELIST (SCALES OF HONOR SCHOOL)

Acrobat
Ritual Spell: Bladeturning
Armor Restriction: AV0
+2 Base Defense
Combat: (choose) +2
Fast Draw
Free Parry
Kn: Cobrat Customs
Lang: Cobrat
Repair
Weapon Specialization (choose)
+17 Buy Points

DUELIST (STEEL FANG SCHOOL)

Armor Restriction: AV2
+2 Base Defense
Combat: Sword +2
Fast Draw
Free Parry
+3 Hit Points
Kn: Cobrat Customs
Lang: Cobrat
Repair
Weapon Specialization: Sword
+17 Buy Points

Description

The cobrat have a tradition of settling disputes with single combat. This combat can be between the disgruntled parties, or between hired champions. Many young high cobrat enter special schools to learn to fight for their honor. Years ago, a couple Bostonians traveled to the cobrat lands to learn their unique fighting style. They returned, modified the techniques to account for the superior strength of humans and started their own school in Bostonia. Two schools now exist: The Steel Fang School in Ismooth and the Scales of Honor School in Boston.

Suggested Attributes: DEX, AGI, SPD

Suggested Limitations

- Rivalry with Other School: The two schools both believe their style is superior and will try to prove that point whenever possible. (1-2 points)
- Duelists' Code: Will not attack an opponent by surprise; wants a fair fight; will allow honorable opponents to surrender. (2-3 points)
- Braggart: Likes to brag about his exploits. (1-2 points)
- Overconfident: Often bites off more than he can chew. Overestimates his skill. (3-4 points)

PIRATE CAPTAIN

Carousing
Climb
Combat (choose) +1
Craft: Sailor
Interrogation
Kn: Knots and Rigging
Kn: Local Ports
Kn: Pirate Lords
Orate +1
Streetwise
Survival: Water
Swim
Tactics, Naval
+23 Buy Points

Description

To the south of Bostonia dwell the Pirate Lords. These pirates are the exiled remnants of a tribe destroyed by Bostonia during the tribal times. They raid shipping in Bostonian and Cobrat waters.

This character has joined the pirate lords and now leads a ship. They need to be knowledgeable of maritime affairs, have a keen tactical sense and be a leader of men.

Suggested Attributes: INT, PER, CHA

Suggested Limitations

- Hunted: The maritime authorities will most certainly want this character to stand trial and be hanged. (4-6 points)
- Paranoid: This character is hunted by his enemies and faces the threat of mutiny from the crew. Paranoia is a useful trait. (2-5 points)
- Cold Blooded: This character is ruthless and will do anything to get the job done. Does not have friends, but does have lots of enemies. (4 points)
- Greedy: This character will never turn down an opportunity to make good money. (3-4 points)

Rat Catcher

Absolute Direction
 Combat (choose) +1
 Combat: Net
 Disease Resistance
 Kn: Sewers of City
 Kn: Vermin
 Navigate
 Stealth
 Survival: Underground
 Swim
 +25 Buy Points

Description

Both Boston and Salem were built on the foundations of ruined ancient cities. They have extensive tunnel systems underneath them, as well as some rudimentary sewers built by the Engineers. Unfortunately, these sewers are breeding grounds for all manner of vermin. The rat catchers are the hunters of the sewers, catching and killing the more dangerous specimens.

Suggested Attributes: DEX, AGI, SPD, TOU

Suggested Limitations

- Smells: Well he does spend all his time in the sewers. Makes it harder to hide in normal situations and is a definite penalty in all social situations. (4 points)
- Rat-Like Mannerisms: This character is hunched and shifts his gaze about, much like the vermin he hunts. (1-2 points)

Storyteller Guild Member

Acting +1
 Carousing +1
 Craft: Storyteller +1
 Craft: Musician +1
 Gamble
 Kn: Other Storytellers +1
 Kn: Guild Circuit +1
 Navigate
 Orate +1
 Persuade
 Trade
 +25 Buy Points

Description

The Storytellers' Guild began as an annual contest of bards and entertainers. This contest was held in Salem, lasted for three days and featured some of the best entertainers in the land. The fame of this festival attracted more and more contestants and spectators each year until it became impossible to run. The guild came about as a way to allow the contest to run throughout the year, and in many different venues.

Members of the Storytellers pay a yearly fee. For this fee, they are given a membership ring, and access to the guild maps and list of inns across Bostonia. The member then travels to the listed inns (called "circuit inns") and performs in exchange for free room and board and tips. At the end of the performance, the innkeeper and patrons score the performer and those scores are collected by a representative of the guild. At the end of the year, the scores are tallied and a Master Storyteller is crowned and given a substantial prize.

Suggested Attributes: CHA, INT, PER

Suggested Limitations

- Flirt: This character loves to flirt and cavort with members of the opposite sex. Depending on the situation, this can get him in a fair bit of trouble. (2-3 points)
- Gambler: This character has trouble resisting a bet. This could be an organized game of cards, or a bet on any semi-random event. (2-5 points)
- Loves a Good Story: This character will do just about any crazy thing to be on the scene when an epic story breaks. This desire will tend to get the character involved in dangerous situations. (1-2 points)
- Rivalry: Being in an ongoing competition with other storytellers is bound to cause some sort of rivalry. This character will do anything he can to show up his rival, even if it means hampering his chances to win the circuit. (2-4 points)

GENERIC TEMPLATES

Bostonia is a rich world with many different types of characters. This makes a complete list of templates impossible to create. The templates listed in previous sections are an attempt to give a thorough overview of the types of characters possible. However, invariably someone will come up with a new organization or character concept that is not listed. Players and GMs are encouraged to create their own character templates (and submit them for publication in a future supplement). To help you in creating new templates and character concepts, a list of generic templates follows.

These generic templates follow the lines of character classes that exist in other games. No effort is made to integrate them into the world of Bostonia. Thus, you will see templates like warrior and ranger. These templates have skills and abilities, but generally lack the knowledges, crafts and other background skills that flesh out a character and make him a part of the campaign world.

In general, if you are playing in the world of Bostonia, it is suggested that you require characters take a Bostonian template and use these generic templates as building blocks for new templates. However, in cases where no template fits a character concept or if the GM permits, these generic templates may be used. Even so, it is still suggested that the character be required to take from 3-8 points of knowledges, crafts and other background skills to flesh him out.

ACROBAT

Acrobat +1
 Armor Limitation: AV2
 +1 Base Defense
 Breakfall +1
 Carousing
 Climb +1
 Combat (choose)
 Craft: Traveling Performer
 +2 Hit Points
 Jump +1
 Juggling
 Kn: Towns on Route
 + 23 Buy Points

Description

The acrobat is first and foremost, a tumbler and juggler. His gymnastic skill is unsurpassed. However, with a little bit of training, these skills lend themselves to use in a combative role. The acrobat is well conditioned, and very hard to pin down.

Suggested Attributes: DEX, AGI, INT, PER

Suggested Limitations

- Happy-Go-Lucky: This character finds it hard to take anything too seriously. His flippant attitude may cause him to miss obvious signs of danger. (2-3 points)

ASSASSIN

Acting
 Backstab
 +1 hex Base Move
 Combat (choose) +1
 Conceal
 Detect Traps
 Disarm and Set Traps
 Disguise
 Kn: Common Traps
 Kn: Poisons
 Lockpick
 Stealth
 +19 Buy Points

Description

The assassin is a stealthy killer who relies on surprise and guile instead of strength. Assassins learn many ways of getting close to their opponent where they can quickly incapacitate him with a surprise backstab attack. In addition, they can set traps to kill the unwary.

Suggested Attributes: DEX, AGI, INT, PER

Suggested Limitations

- Cold Blooded: This character is ruthless and will do anything to get the job done. Does not have friends, but does have lots of enemies. (4 points)
- Evil Aura: This character makes people nervous. This is a -1 or -2 to most social situations. (3 points)
- Hunted: Most certainly he has annoyed some powerful person or group. (3-4 points)

BOUNTY HUNTER

+1 hex Base Move
 Combat (choose)
 Combat: Net
 Converse
 +2 Hit Points
 Kn: Local Authorities
 Kn: Local Criminals +1
 Stealth
 Streetwise +1
 Survival: One terrain
 Track +1
 +23 Buy Points

Description

Bounty hunters travel the land, seeking wanted criminals and bringing them to justice. They are good combatants, but specialize in finding and tracking their quarry.

Suggested Attributes: DEX, AGI, INT, PER

Suggested Limitations

- Cold Blooded: This character is ruthless and will do anything to get the job done. Does not have friends, but does have lots of enemies. (4 points)
- Evil Aura: This character makes people nervous. This is a -1 or -2 to most social situations. (3 points)
- Hunted: Most certainly he has annoyed some powerful person or group. (3-4 points)

HEDGE WOMAN

Alchemy
8 points Ritual Spells
Craft: Cooking
Herbalism +1
Kn: Animal Reagents +1
Kn: Common Ailments +2
Kn: Diseases
Kn: Local Folklore
Kn: Plant Reagents +1
Medical
Physician
+20 Buy Points

Description

A hedge woman acts as doctor, pharmacist and witch. She is both respected and feared by her patrons.

Suggested Attributes: INT, PER, SPI

Suggested Limitations

- Feared: Practicing unknown arts causes fear in the locals. If conditions are right, this could turn to hatred and violence. (3-4 points)
- Ugly: You know, warty and all that. (2 points)

GENERIC NOBLE

Choose Two: Administrate, Combat (choose), Orate, Tactics (Army), Tactics (Personal)
Etiquette
Kn: Other Nobles
Kn: Regional Politics
Total Cost

Description

This template represents a nobleman. It is to be used as an add-on template.

Suggested Attributes: CHA, INT

Suggested Limitations

- Rival Family: Regional politics have forced this family into competition with its neighbors. (2-4 points)
- Plight of the Poor: This character feels for the unfortunate masses that he sees each day in his travels. He will go out of his way to help them. (1-3 points)

RANGER

Animal Handler
Climb
Combat: Axes +1
Combat: Bows +1
Medical
Navigate +1
Survival (One environment) +1
Swim
Track +1
+23 Buy Points

Description

Rangers are hunters, trackers and warriors who spend most of their time in the wilderness. They have skills that allow them to survive and find their way in a hostile environment.

Suggested Attributes: STR, TOU, PER

Suggested Limitations

- Dislikes Civilization: This character prefers the outdoors to the smelly confines of a town. (1-3 points)
- Protector of the Woodlands: This character is pledged to defend his wild homeland against encroachment. This brings him at odds with regular society. (3-4 points)

SAILOR

Carousing
Climb +1
Craft: Fisherman
Craft: Sailor +2
Kn: Knots and Rigging
Swim +1
+50 Saved Checks
+21 Buy Points

Description

This template represents sailors of all types. It is meant to be an add-on template, or a weak template. As an add-on template, sailor costs 19 points.

Suggested Attributes: STR, DEX, AGI

Suggested Limitations

- Rowdy: This character likes to have a good time, but tends to do so in a loud, annoying and potentially destructive manner. This has gotten him into trouble in the past and will do so in the future. (2 points)
- Longs for Home: This character is homesick and will try to return at the first opportunity. (2-3 points)
- Call of the Sea: This character cannot settle down. (1 point)

THIEF

Climb +1
 Combat (choose)
 Craft: Fence
 Detect Traps +1
 Disarm Traps +1
 Lockpick
 Pickpocket
 Streetwise
 Stealth +2
 +23 Buy Points

Description

Thieves use stealth and cunning to obtain their goals. This template would be suitable for a burglar, as well as a traditional “adventuring” thief.

Suggested Attributes: DEX, INT, PER, AGI

Suggested Limitations

- Greedy: This character loves wealth and goes to great lengths to get it. They will rarely pass up an opportunity to obtain more money. (2-4 points)
- Hunted: Having stolen a valuable keepsake from a powerful merchant, wizard, noble, or whatnot, this character has a price on his head. (3-5 points)

WARRIOR

+1 Base Defense
 Combat (choose) +2
 Combat (choose) +1
 Combat (choose)
 +5 Hit Points
 Repair
 Tactics, Personal
 +22 Buy Points

Description

The warrior has honed his skills in several different weapons. His physical training permits him to take a great deal of punishment and keep fighting. In addition, he is skilled in assessing his opponents' skills.

Suggested Attributes: STR, DEX, AGI, TOU

Suggested Limitations

- Hot Headed: A typical warrior disadvantage. This character is quick to anger and quick to resort to violence. (3-4 points)

TEMPLATE ABILITIES

Some templates give characters special abilities that are not generally available. Explanations of these abilities follow. Please note that unlike limitations and advantages, these abilities cannot be purchased unless they appear in the character's template.

AELTHARZE MANEUVERS

Maneuver	Attack	Defense	Damage	Notes
Aimed Shot	Bow + 4	Dodge - 3	Bow + Arrow	The archer must stand nearly still and aim for an extra round to get the bonus.
Double Shot	Bow - 4	Dodge	Bow + Arrow	Two arrows are fired. Both arrows must be fired at the same target.
Targeted Shot	Bow - 3	Dodge - 1	Bow + Arrow	If this attack hits, the archer may move the location roll up to 2 places. Thus a hit location of 3 could be anywhere from 1-5.

ARMOR LIMITATION

This character has a fighting style that precludes him wearing heavy armor. No armor gives the character 5 buy points. 1 maximum armor is a 4-point bonus. 2 maximum armor is a 3-point bonus. 3 maximum armor is a 2-point bonus.

BACKSTAB

This ability allows the character to do massive damage to an opponent if they catch them by surprise. If a character with backstab surprises an opponent and hits them, they multiply their damage by 3. Opponents who are already in combat are moving too much to strike with the accuracy necessary for a full backstab. However, if such a combatant can be approached with stealth, or from behind, then a +4 is awarded to the damage roll.

The backstab ability is generally not permitted with missile weapons. However, the GM may rule that a backstab bonus is appropriate at point-blank range when the target is surprised and not moving.
This ability costs 7 buy points.

AELTHARZE BOW MANEUVERS

The Priestess Archers use special bows called Paladine Bows in combat. These bows are powerful, but have are remarkably easy to draw. In addition, they have two strings and a skilled archer can fire more than one arrow at a time.

BASE DEFENSE BONUS

This ability increases the character's base defense score. Please note, this will almost certainly increase the character's dodge score and might increase the character's parries as well. See Base Defense for more details. Each point of base defense costs 5 buy points.

BASE MOVE BONUS

This ability increases the character's base move score. See Base Move for more details. Each additional 1 hex of movement costs 5 buy points.

BLESSED

This ability confers the blessing of the gods to the character. Two times each gaming session, the character gains a +1 bonus to a roll he would normally have missed. The player may choose when this ability is used. So, two times each gaming night, this character succeeds when he misses a roll by one point. This ability costs 4 buy points.

DIRTY FIGHTING MANEUVERS

This ability simulates special training in dirty infighting. Having this ability allows the character to use the following set of special combat maneuvers. See Combat Maneuvers for more details. This ability costs 5 buy points.

DIRTY FIGHTING TABLE

Maneuver	Type	Attack	Defense	Damage	Notes
Dirt in the Eyes	StA	Throw or Unarmed - 3	Mode	None	If this attack hits, it irritates the eyes of the target. He will be at a -2 to attack and defense for 1d4 rounds.
Headbutt	SpA	Unarmed	Mode	STR	The attacker and defender must be in the same hex. If this attack hits, it will automatically hit the head. The attacker takes damage equal to the AV of the head armor of the target.
Play Possum	SpD	Skill + 3	Mode - 2	STR + LEV	After a character is hit with an attack, he may fall prone and act unconscious or stunned. His opponent must make a PER roll vs. DL 15 (acting may be substituted for the DL) to notice the deception. The opponent might turn away to face someone else, or may let down his guard, leading to the attack at +3. While the character is playing possum, he may defend at -2. However, this generally means the deception did not work. Also note, few combatants fall for this twice and it does not always work against non-intelligent opponents.
Stunning Blow	SpA	Unarmed - 3	Mode	STR + LEV	A successful stunning blow will stun the opponent for 1 round during which he cannot attack, and defends at a -2. This maneuver may be used with unarmed combat (fists and clubs) only.

DODGE BONUS

This ability increases the character's dodge score. See Dodge for more details. Each additional point of dodge costs 3 buy points.

FREE PARRY

This ability allows the character to parry an extra blow each combat round without his defenses degrading due to multiple attackers. Whereas a normal character takes a -3 penalty on his second parry of each combat round, this character does not take the penalty until his third parry each round. See Defense Modes for more details. This ability costs 5 buy points.

FIGHT WITH WILD ABANDON

This ability allows the character to fight with such ferocity and power that they get a +2 to all damage rolls. This ability costs 5 buy points.

HAND FIGHTING

This ability allows the character to do more damage and strike more often with his bare hands. In addition, this skill allows the character to do "lethal" damage with his hands. See the section titled Lethal and Non-Combat Damage for more details. In addition to extra damage, the character has the chance to gain an extra attack. The number listed is the unmodified INI roll for a hand-to-hand fighter to gain an extra attack that round. See Initiative for more details. This ability costs 8 buy points.

HAND FIGHTING CHART

Unarmed Skill	Extra Damage Die	INI Roll for Extra Attack
0-8	1d2	0
9-12	1d3	12
13-16	1d4	11-12
17-20	1d6	10-12
21-24	1d8	9-12
25-27	1d10	8-12
28+	1d12	7-12

HIT POINT BONUS

This ability increases the character's hit point total. Each hit point costs 2 buy points.

POTION RECIPES

This allows the character to start the game with more potion recipes than normal. See alchemy for details. Each recipe costs 2 buy points.

SHIELD GUILD MANEUVERS

The Shield Guild has devised a fighting art using shield and spear. This style can be employed by lone warriors, but is more effective in groups of spearmen. These maneuvers cost 5 buy points.

SHIELD GUILD MANEUVERS

Maneuver	Type	Attack	Defense	Damage	Notes
Buddy Block	SpD	Skill - 1	Shield - 1	None	This skill allows the spearman to block for a friend in an adjacent hex. The GM will have to rule on whether an attack from a certain angle can be blocked with this maneuver.
Push	SpA	Shield - 2	Mode	None	A successful attack will cause the target to be pushed back one hex. In addition, the target must make an AGI check vs. DL 8 + margin of success to remain standing.
Set Spear	StA	12 or Spear (take the lower)	Special	1d4 + Spear	A special device allows the spearman to set his spear in soft ground. A foot control allows limited rotation of the set spear. Anyone approaching the set spear from the front three hexes can be attacked. The spearman can fight normally while he has the spear set. If he is engaged in combat though, the spear attacks with a -3. Each time the spear hits an opponent, it has a 25% chance of breaking and an additional 25% chance of coming dislodged.
Shield Bash	SpA	Shield + 1 or Shield - 4	Shield - 2	STR+1d6 or STR (-1 step) + 1d6	The warrior can use his shield as a weapon. If used as his only attack that round, the attack is at a +1 to hit and does 1d6 + STR DIE in damage. However, this attack can also be used in addition to a weapon strike. In this case, the attack is at a -4 and does 1d6 + STR DIE (-1 step). Shield block is at a -2 next round.

TURN UNDEAD

This ability allows a priest of Stratus to call upon his god to destroy his most heinous enemies (undead and demons). It acts as a skill based on SPI/SPI/WIL. A successful skill test will destroy the undead creature. The DL of the skill test is the SPI of the target. This ability costs 7 buy points.

WEAPON SPECIALIZATION

This ability represents special training with a weapon. The character gains the ability to deal more damage with his specialized weapon. The extra damage is based on the character's skill with the weapon in question. In addition to extra damage, the character has the chance to gain an extra attack. The number listed is the unmodified INI roll for a weapon specialist to gain an extra attack that round. See the section titled Initiative for more details. This ability costs 7 buy points.

WEAPON SPECIALIZATION CHART

Weapon Skill	Extra Damage Die	INI Roll for Extra Attack
0-8	1d3	0
9-12	1d4	0
13-16	1d6	12
17-20	1d8	11-12
21-24	1d10	11-12
25-27	1d12	10-12
28+	1d16	9-12

ADDITIONAL TEMPLATE RULES

In general, templates are based on a character starting with 60 buy points. Those buy points are used to purchase the template skills and ability. Remaining points are left for the players to flesh out the characters with additional skills and abilities.

ADD-ON TEMPLATES

Most templates are to be purchased singly. A character generally has only one template. In some cases, a template is meant to be purchased in addition to a regular template. These "add-on" templates may represent a previous career; skills gained from the character's upbringing, or a represent a special character concept (like the accidental mage).

BUYING AN ADD-ON TEMPLATE

If a character wishes to buy an add-on template in addition to his regular template, he should total the cost of all the skills and abilities in the add-on template and subtract it from the buy points permitted by his regular template. This gives the total amount of buy points available to the character.

Example of Buying an Add-On Template: Josef the Warrior wants to have obtained the Third Eye rune before play begins. Josef is a Sheriff with 26 buy points remaining. The skills in the accidental mage template will cost him 10 points (the Third Eye costs 8 + 2 for the knowledges). Thus, Josef has all the skills in the Sheriff and Accidental Mage templates and 16 buy points remaining to purchase other skills and abilities.

OVERLAPPING SKILLS

In some cases, the skills in the add-on template will overlap those in the regular template. A character is not required to purchase a skill twice. However, he must take and pay for the better of the two skills. If a character's regular template has Combat: Swords +1 for 5 points and the add-on template has Combat: Swords for 3 points. Then the character will ignore the skill in the add-on template and take the Combat: Swords +1.

Example of Buying an Add-On Template with Overlap:

Paldron Pannok is a ranger with the Pannok Family template. After purchasing the Ranger template, Paldron has 22 buy points left. His noble template normally costs 14 points, but since both templates contain the skill animal handler (for 3 points), Paldron can ignore that skill in the add-on template. Thus, it costs only 11 points to add the second template. Paldron end up with all the skills in the Ranger and Pannok Family templates, as well as 11 buy points.

WEAK TEMPLATES

A weak template represents a character that has not yet reached his full potential. Most characters start play with a fair bit of experience and power. However, a player might want to explore a character that has just started adventuring, or one that is younger than his fellows. In this case a weak template might be appropriate. Currently, there are very few weak templates in the rules. However, this will be changed as more templates are published in future supplements.

SAVED CHECKS

Weak templates have the same number of buy points as normal templates. However, many of these points are spent in the form of saved checks. Each 2 points in saved checks gives the character 5 discretionary checks. These checks are recorded on the character sheet in a separate section from the rest of the character's earned checks. These saved checks are similar to checks awarded for experience, but cannot be freely spent by the character.

After every adventure, the GM awards experience in the form of checks (see Experience for details). When this happens, the GM will give the characters with weak templates extra checks equal to the number of checks awarded for the gaming session. These extra checks come from the character's pool of saved checks.

Example of a Weak Template: Marmo the Apprentice Mage has recently fled his master for a life of adventure. He starts the game much weaker than his friends, with only a few skills and 21 buy points. However, after the first adventure, the GM awards the PCs 3 discretionary checks. Marmo earns those 3 checks, and takes 3 more from his bank of saved checks for a total of 6 discretionary checks.

SKILLS

Whereas attributes represent raw talent, skills represent training in specialized tasks. If a character wants to dive out of the way of an oncoming boulder, then an agility test is appropriate. However, if a character wants to be a professional gymnast, then that requires a skill. Similarly, a character with a high charisma tends to deal well with others and can handle himself in a number of social situations. However, giving a speech requires writing ability, an understanding of the intended audience as well as the ability to speak extemporaneously. Charisma helps, but it is not the only factor. Thus, oratory is a skill.

Each template has a number of skills associated with it. In addition, characters can purchase extra skills with their buy points. When a new skill is obtained, the player should record the skill name, the attributes associated with that skill, their base level with the skill, the number of checks they have in the skill (none to start) as well as the number of checks required to raise the skill.

SKILL RESOLUTION

When the character's come up against a lock that needs to be picked, an irritable cobrat merchant or a deep, cold pool with a glinting gem at the bottom, this is a test of their skills called a task. Every task in the game is assigned a difficulty level (DL) by the GM.

Task Description	DL
Yawn! People do this all the time. It is relatively easy even for the untrained.	3 or less
Simple. Done everyday by those trained in a skill. Not simple for the untrained, but possible.	5
Pretty Easy. A standard day-to-day task for those trained in the skill. Still a careless mistake can be made.	7
Moderate. This task is somewhat tricky and takes concentration and training to perform with any degree of success. Still, it is a standard task and a trained individual will have been taught how to go about doing it.	9-11
Pretty Tough. Causes trouble for a trained person. Almost impossible for anyone who does not have specific training in the skill.	14
Hard. A trained person will fail in this task most of the time unless he has help, special equipment, lots of time to prepare, etc. This task is out of the normal range of the skill training.	18
Nasty. An insane task that only masters in the skill will be able to manage.	24
Impossible? Someone with god-like capabilities in the skill might be able to pull it off more often than not, but will still fail a significant portion of the time.	30+

After a DL is determined, the character rolls a d12 and adds his skill level and the GM rolls a d12 and adds the DL. If the character equals or exceeds the GM's score, the task is successful. If the GM's score is higher, then the task has failed.

OPPOSED ROLLS

Opposed rolls occur when a character is attempting a skill in direct conflict with another character's statistic or skill. When a character uses the stealth skill, he is pitting his stealth against the listener's PER. Persuasion acts against someone's WIL or INT. A character who is searching a boat for a concealed compartment can use his concealment skill against the compartment builder's concealment skill. In this situation, the DL of the skill test is the relevant stat, or skill level of the passive character. The skill user must perform a task with this DL to succeed.

Example of Opposed Rolls: A PC with a stealth skill level of 12 tries to sneak past a guard with a PER of 10. Both the stealthy PC and the guard roll a d12 and add their relevant score. The PC rolls an 8 and adds his stealth level of 12 for a total of 20. The guard rolls a 9 and adds his PER of 10 for a total of 19. The PC makes it without being heard.

On a tie, the active character – the one who is taking the initiative (as opposed to reacting to a situation) – wins.

ASSISTING A SKILL TEST

When two or more characters work at the same task, they may get a bonus to the skill roll. To do this, both characters must have the skill in question, or a closely related skill (GM's discretion). The character with the higher skill level is called the actor and the character with the lower skill is called the assistant.

To assist in a skill test, the DL of the task must not be more than 10 levels above the assistant's skill level. If it is the task is outside of the assistant's understanding and he will be of no help. In addition, if the DL of the task is 4 or more points lower than the actor's skill, then he doesn't really need the help and no assist is possible. The exception to this rule is a character with Craft: Instructor. Characters with this craft skill are adept at teaching others. Thus, they can have an assistant (student) even if the DL of the task is 4 or more points lower than their skill level.

In an assist, the assistant rolls a skill roll vs. the DL of the task -5. Then consult the following table.

Roll	Effect
Succeeds by 4+	+2 to actor's skill test. Assistant is eligible for a skill check even if the test fails.
Succeeds by 0-3	+1 to actor's skill test. Assistant is eligible for a skill check even if the test fails.
Fails by 1-3	No effect. Assistant gets a check, but only if the actor succeeds in the task.
Fails by 4-7	-1 to skill test and the assistant gets no skill check.
Fails by 8+	-2 to skill test, the assistant gets no skill check. In addition, if the skill test fails, the assistant may have blundered so badly so as to cause a critical failure.

Example of a Skill Assist: Ilpader Modlin is researching a theological tome, trying to find some reference to a holy relic called *The Cloak of the Martyr*. The GM has determined that the DL for this skill test is 19. Modlin has a theology skill of 17. He is aided by a junior priest named Callous. Callous has a theology skill of 12.

Callous may help Modlin research the relic. Callous rolls a skill test against DL 14 (19-5). He rolls a 10 and the GM rolls a 6. Callous succeeds by 2. Thus, Callous is successful in aiding his superior. Modlin will have a +1 to his skill roll and Callous will get a skill check regardless of the success of Modlin's roll.

SECONDARY SKILLS

In many situations, the PCs will have knowledge skills, crafts that help flesh out the character and their background. These skills can also come in handy by giving bonuses to other skill rolls. If the PC has a knowledge skill, or a craft that the GM rules is relevant to the situation, then he will award a +1 to +3 bonus to the skill check. The award is based on the skill level in the "secondary" skill and the skill's relevance to the test.

Secondary Skill Level	Bonus
1-14	+1
15-19	+2
20-25	+3
26+	+4

Example of Secondary Skills: Vorlund is using his streetwise skill to gain access to the black market in Boston. He has streetwise of 13. However, he lived in Boston for some time and in that time, hung out in the seedier sections of the city. He has knowledge of Boston underworld at a level of 10. The GM rules that this is relevant and so his streetwise is 14 for the purposes of this test.

SKILL LIST

Skill Name	Attributes	Default	Cost	Improvement
Acrobatics	AGI/STR/SPD	None	5/8/14/23	5
Acting	CHR/CHR/INT	Half	3/5/9/15	3
Administratate	INT/CHR/WIL	None	3/5/9/15	3
Alchemy	INT/INT/SPI	None	5/8/14/23	5
Ancient Knowledge	INT/INT/INT	None	5/8/14/23	5
Animal Handler	CHR/WIL/PER	None	3/5/9/15	3
Artifacts	INT/SPI/PER	None	5/8/14/23	5
Breakfall	AGI/AGI/TOU	Half	3/5/9/15	3
Carouse	CHA/PER/INT	Half	3/5/9/15	3
Climb	STR/STR/AGI	Half	3/5/9/15	3
Combat: Axes	STR/AGI/DEX	Half	3/5/9/15	5
Combat: Bows	DEX/DEX/PER	Half	3/5/9/15	5
Combat: Improvisational Weapons	DEX/PER/SPI	None	3/5/9/15	3
Combat: Knives	SPD/PER/DEX	Half	3/5/9/15	5
Combat: Mace	STR/AGI/DEX	Half	3/5/9/15	5
Combat: Magic	DEX/PER/SPI	Special	3/5/9/15	5
Combat: Swords	DEX/AGI/PER	Half	3/5/9/15	5
Combat: Staff	DEX/AGI/SPD	Half	3/5/9/15	5
Combat: 2-Handed	STR/DEX/AGI	Half	3/5/9/15	5
Combat: Pole	DEX/SPD/AGI	Half	3/5/9/15	5
Combat: Thrown	DEX/PER/STR	Half	3/5/9/15	5
Combat: Shield	DEX/PER/SPD	Half	3/5/9/15	5
Combat: Unarmed	STR/DEX/SPD	Full	0/2/6/12	5
Conceal	PER/INT/SPI	Special	3/5/9/15	3
Converse	CHA/INT/PER	Half	3/5/9/15	3
Craft	Variable	None	1/2/4/7	2
Detect Traps	PER/PER/INT	None	3/5/9/15	3
Diplomat	INT/CHA/PER	None	3/5/9/15	3
Disarm Traps	DEX/PER/INT	None	3/5/9/15	3
Disguise	INT/PER/PER	Half	3/5/9/15	3
Engineer	INT/INT/PER	None	3/5/9/15	3
Etiquette	CHA/INT/PER	None	3/5/9/15	3
Fast Draw	SPD/SPD/DEX	Half	3/5/9/15	3
Fast Talk	INT/CHA/CHA	Half	3/5/9/15	3
Forgery	INT/INT/PER	None	3/5/9/15	3
Gamble	SPI/SPI/INT	Half	3/5/9/15	3
Herbalist	INT/INT/PER	None	5/8/14/23	5
Interrogate	WIL/INT/CHA	Half	3/5/9/15	3
Investigate	PER/PER/INT	None	3/5/9/15	3
Juggling	DEX/DEX/SPD	None	3/5/9/15	5
Jumping	STR/STR/AGI	Full	0/2/6/12	3
Knowledge	INT/INT/INT	None	1/2/4/7	2
Language	(none)	None	2/3/4	-
Lockpick	DEX/DEX/INT	None	3/5/9/15	3
Literate	Special	None	0 or 4	-
Magic Skill	Variable	None	? + 3/9/15	5
Medical	INT/INT/SPI	Half	3/5/9/15	3
Meditate	WIL/WIL/SPI	None	3/5/9/15	3
Navigate	PER/PER/INT	Half	3/5/9/15	3
Orate	INT/INT/CHA	Half	3/5/9/15	3
Persuade	CHA/CHA/INT	Half	3/5/9/15	3
Pickpocket	DEX/PER/SPI	Half	3/5/9/15	3
Physician	INT/INT/DEX	None	5/8/14/23	5
Repair	DEX/INT/PER	None	3/5/9/15	3
Rune Knowledge	INT/INT/SPI	None	5/8/14/23	5
Run	SPD/STR/TOU	Full	0/2/6/12	3
Stealth	AGI/AGI/PER	Half	3/5/9/15	3
Streetwise	CHA/PER/INT	Half	3/5/9/15	3
Survival	INT/PER/SPI	Half	3/5/9/15	3
Swim	TOU/TOU/STR	None	3/5/9/15	3
Tactics, Army	INT/PER/CHA	None	? + 2/6/12	3
Tactics, Personal	INT/PER/SPI	None	? + 2/6/12	3
Theology	INT/INT/SPI	Half	3/5/9/15	3
Track	PER/PER/INT	Half	3/5/9/15	3
Trade	CHA/PER/WIL	Half	3/5/9/15	3

SKILL Cost

When you buy a skill, you pay 1, 3 or 5 points for it. This cost is listed as the first number in the cost column. Buying a skill at this cost gives the character his base level in the skill. To increase the skill level, you can purchase bonuses in the skill. The cost for each bonus is listed after the + in the cost column. Each bonus purchased gives the character a +1 to his starting skill level (see Skill Attributes and Skill Base Level).

The cost for bonuses also listed in the cost column. The costs are listed for base level, as well as base level plus a bonus of +1 to +3. A skill that is listed as 3/5/9/15 costs 3 for base level, 5 for base level + 1 bonus level, 9 for 2 bonus levels and 15 for 3 bonus levels.

Example of Skill Bonuses: *Torus the Magnificent is purchasing the acting skill at +3. Looking at the cost column of the acting skill, we see its cost is 3/5/9/15. Thus the cost for acting +3 is 15 buy points. Buying acting at +2 would only cost 9 buy points, a considerable savings.*

If you already have a skill because of your template and you wish to increase the level of that skill, then you pay the difference in costs.

Example of Increasing a Skill You Already Have: *Telanis took the assassin template and thus has stealth at base level. Stealth is listed as 3/5/9/15. So, if Telanis wants to purchase a +1 to his stealth skill, it costs him 5-3 = 2 points. If he wants to buy a +2, it costs him 9-3 = 6 points.*

Skills with an unknown cost are listed at ? + 2/6/12 or ? + 3/9/15. This means that the base cost of the skill varies based on the exact skills purchased. See the skill description to find the base cost. However, bonuses are purchased just like other skills.

Example of Unknown Base Cost: *Davross is purchasing magic skill + 2 (meaning he has 2 bonus levels). Magic skill has an unknown base cost. Reading the description, we find that the cost of the magic skill depends on what rune Davross wishes to use (see the Magic section for more details). Davross' player looks through the available runes and chooses Earthsblood for Davross. Reading the description of the rune indicates that Earthsblood has a base cost of 8 buy points. The skill costs 8 points and the +2 bonus levels cost 9 points, for a total of 17 buy points. Davross considers going into dentistry instead.*

SKILL ATTRIBUTES AND BASE LEVEL

In addition to a list of costs, each skill lists 1-3 attributes. These attributes determine the characters base skill level with the skill. To determine the character's base level with a skill, add the three characteristics and then consult the chart below.

Example of Base Level Calculation: *Vorlund is buying the Combat: Swords skill. The skill has the attributes DEX/AGI/STR. Vorlund has a 13 DEX, 13 AGI and 12 STR. His total is 38. This gives him a 10 sword skill to start. This costs 3 points. If Vorlund wanted a skill of 11 in swords, he would have to spend a total of 5 points. If he wanted a 12 skill, he would have to spend a total of 9 points. Finally, a 13 skill in swords would cost 15 points.*

Another Example: *Davross buys the Alchemy skill. This skill is based on INT/INT/SPI. Davross has an INT of 19 and a 14 SPI. This is a total of 52. Davross would start the game with a 14 alchemy skill by spending 5 points. A 15 skill would cost 8 points; a 16 skill costs 14 points and a 17 skill costs 20 points.*

SKILL LEVEL

Total	0-9	10-12	13-16	17-20	21-24	25-28	29-31	32-35	36-39	40-43	44-46	47-50	51-54	55-58	59-61	62+
Level	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17

SKILL DEFAULTS

Each skill has a default category to which it belongs. This default determines how well a person with no training in the skill will perform when faced with a skill test. Everyone can climb to a limited degree, but they might need a rough surface, or a bunch of tree branches to succeed. Not everyone can cast magic spells and it takes specialized training to mix a potion.

Characters that purchase a skill with buy points, or gain a skill through their template are trained in the skill. A trained character uses his full skill level as calculated. Characters that did not buy the skill or gain it via their template are untrained in the skill and use their default skill level. The skill default categories are listed below.

- **None:** Characters must have the skill to succeed at any tests involving this skill. Skills with this default require very specialized training to perform with any proficiency. Most scholarly and magic skills, as well as a few of the rare physical skills fit into this category.
- **Half:** Many physical and combat skills have half defaults, as do some people skills. Anyone can try these skills and when they do, their skill is half (rounded up) their base level calculated from their attributes. Anyone can try to swing a sword, or climb a wall, but they will have only half the level of someone who actually purchased the skill or gained it from a character template.
- **Full:** Every character gets this skill for free. Bonuses to the skill should be purchased normally, but base level costs 0 points. Running, jumping and unarmed combat fall into this category.

Characters using skill defaults can get checks if they succeed in skill tests, but cannot place discretionary checks into these skills. Thus, raising the skill will be a slow, tedious process. See Experience for more details on raising skills.

SKILL IMPROVEMENT

Each skill has a number of improvement points listed in the chart. This is the number of improvement points needed to increase the skill by one level. Characters gain improvement points by using their skills and successfully completing adventures.

See the experience section for more details on raising skills.

SKILL DESCRIPTIONS AND CLARIFICATION

ACROBATICS

Acrobatics allows the character to leap, flip, tumble, walk tightropes and perform other superhuman feats of agility. When a character wants to pole vault onto a rooftop, flip over his opponent and strike him in the back or walk a tightrope in a windstorm, this is the skill to use. It may be substituted for any agility check at the GM's discretion. In addition, if the character has enough space to run up, it can be substituted for the jumping skill.

SUGGESTED DLs AND MODIFIERS FOR ACROBATICS

Activity	DL
Walking a wide balance beam	6-8
Walking a narrow beam	9-12
Walking a greased beam	+4
Walking a tightrope	13-16
Walking a tightrope in the wind	+2-4
Doing a routine trapeze move	6-8
Doing a difficult trapeze move	12-16
Doing a standing back flip	6
Performing the flip in combat	10-12
Vaulting onto a one-story building	8-10
Vaulting onto a two-story building	12-14

ACTING

Acting is the ability to make an entertaining and convincing performance. In simple situations, like street plays, a roll against a low to moderate DL (between 6-12) based on the mood of the crowd can determine the reaction of the audience.

Acting can also be used to help disguise attempts. Often the DL of the acting roll will be the INT of the onlookers. The GM should apply modifiers to this DL based on the alertness of the onlookers and their association with person being impersonated. A success means that you seem to know what you are doing and the observers believe you are who you say you are. A failure means they spot some flaws in your performance and begin to ask questions and investigate further.

SUGGESTED DLs AND MODIFIERS FOR ACTING

Activity	DL
Performing a simple street play	8
Performing complex play with great character depth	14
Crowd is happy, drunk, well-disposed	-2
Crowd is "tough" or uncultured	+2
Crowd is openly hostile	+4-6
Impersonating someone else	INT
Onlooker does not really know impersonated person	-1-3
Onlooker is friendly with impersonated person	+1-3
Onlooker is intimately associated with impersonated person	+3-6

ADMINISTRATE

Administrate is the skill of running an organization. It encompasses aspects of accounting, bureaucraties and management. For an administrator, a skill roll could be made each month or so to determine the success of the organization.

For an adventurer, this skill allows the character to navigate the red tape that government and church offices generate. An administrate roll could be used to get a meeting with a clerk, determine the chance that a bribe will convince an official to change his decision and see errors in paperwork.

The DL of these skill checks will be up to the GM. Some suggestions are below.

SUGGESTED DLs AND MODIFIERS FOR ADMINISTRATE

Activity	DL
Spotting an obvious error in paperwork	6-8
Obtaining a license to sell goods in a major city	9
Determining if an official can be bribed	9
Obtaining an audience with a low-level clerk	8
Obtaining an audience with a high-level official	13
Obtaining an audience with a nobleman	11-16
Foreign culture	+1-5

ALCHEMY

The world of Bostonia has an advanced alchemical science. Characters with the alchemy skill can identify and mix potions assuming they have the time and facilities to do so. The skill of alchemy has an entire section devoted to it. DLs for identifying and mixing potions will be in that section.

ANCIENT KNOWLEDGE

This skill allows the character to know some of the customs, magic and places of the ancients. The ancients are a powerful race of wizards that created all sorts of powerful devices and spells. The sun god Stratus destroyed these wizards when they defied him and tried to gain the gift of immortality. Today, most of the works of the ancients are gone, but remnants of their greatness exist all over Bostonia. Examples of architecture, roads, bridges, sewers and mysterious items can be found. When these "ancient artifacts" are encountered by the PCs, a character with ancient knowledge should be given a skill test to see if what information he has about the thing.

The DLs involved with this skill should be based on the obscurity of the information. If a piece of ancient history is common knowledge, then the DL should be low (like 4-8). If it is obscure, then a high DL (14 or more) should be required.

Example of Ancient Knowledge: Davross and his companions are traveling in a rocky ravine in search of an ancient temple. Davross has heard rumors that the key to his puzzle box can be found in this temple. To this end, he hired some adventurers and set out to locate this place. Davross has an ancient knowledge skill of 16 and he has been using this skill to help get his team to the site.

At one point in the journey, Davross and his company come to an odd walkway in the ravine. It is a narrow set of wooden planks, set off the ground a few inches by metal beams. This walkway starts abruptly and wends its way along the ravine for as far as they can see. One of Davross' companions asks him if this could mark the way to the temple. Davross considers this (and the GM makes him roll against his ancient knowledge).

The GM decides that the DL to know what this roadway is for is high (the information is obscure), so he picks a DL of 18. Davross rolls a 6, adding to his skill of 16, to get a 22. The GM rolls an 8 for a total of 26. Davross does not know what the walkway is for. However, the GM rules that since Davross has researched the temple, he is pretty sure the walkway is unrelated to that place.

The group continues onward...

Another Example: Following the walkway, the group comes the end of the ravine. The walkway leads directly into a large cave. The group is discussing exploring the cave when they hear a rumbling noise from deep within the cave. Everyone looks up to see a single bright eye piercing the darkness and peering at them. The rumbling gets louder and the eye seems to get closer.

The GM has Davross roll ancient knowledge against a DL 12 (he has ruled that there are many rumors about this type of creature). Davross rolls a 10 for a total of 26. The GM rolls an 8 for a total of 20. The GM tells Davross that the eye belongs to a Belcher, an ancient beast that belches smoke and steam and has powers over wind.

Davross yells for his group to flee...

ANIMAL HANDLER

This skill allows the character to groom, feed, pack and train many common animals. The character could calm spooked animals, break a newly found horse and diagnose common problems and diseases. In addition, training an animal falls under this skill.

Training an animal would take from several weeks to several months. Each creature could learn several commands. As a guideline, 2xINT would be a maximum number of commands that could be learned.

SUGGESTED DLs AND MODIFIERS FOR ANIMAL HANDLER

Activity	DL
Training an animal	20 – beast INT
Diagnosing a common illness	9
Diagnosing a rare illness	14-18
Packing an animal (increase its carrying efficiency by 20%)	10
Calm a spooked animal	10
Calm a raging animal	16
Animal is even-tempered	-1-3
Animal is foul-tempered	+1-6

ARTIFACTS

This is the ability to discern the properties and uses of a magic object. A skill roll can be made to determine whether an item has arcane properties. The nature of these properties can then be determined with another artifact roll. The DL of these tests is variable, but should be proportionate to the power of the item.

A failed roll might mean the artificer must try again after some time. It may mean the PC has used a charge from the item, but learned nothing. If the roll fails by a considerable amount (10 or more), then the item might backfire causing damage to the PC and anyone around him. See Magic Items for more details on the artifacts skill.

BREAKFALL

Breakfall allows the character to reduce the damage taken from a fall. If a fall is short (less than 10 feet), then the character needs to test (see the DLs below) to take no damage and roll to his feet. Failure means the character takes normal damage from the fall.

For long falls, see the Falling Damage section for details and Breakfall DLs.

SUGGESTED DLs AND MODIFIERS FOR BREAKFALL

Activity	DL
Landing on a padded surface	8
Landing on soft ground	9
Landing on a hard surface with some give	11
Landing on a hard surface with no give	12
Landing on a rough, jagged surface	13-15
Thrown a considerable distance	+2-4
Hitting a wall as opposed to the ground	18-20

CAROUSING

This skill allows a character to fit in, make friends and feel at home in new surroundings. Carousing gives the character the ability to find entertainment, good food, drink and company wherever he travels. A successful roll means the character finds facilities that suit him at a reasonable price. In addition, carousing helps the character fit in with the locals, make new friends in social situations and make strangers feel at ease with him. This can be helpful when trying to gain information, or impress a patron.

CLIMB

This skill allows the characters to climb trees, rock faces, walls and even sheer surfaces with the proper equipment. The difficulty of the check depends on the surface, its angle, smoothness and slickness.

SUGGESTED DLs AND MODIFIERS FOR CLIMB

Activity	DL
Climbing a tree	4-8
A rough stone wall	8-11
A bricked wall with spaced ledges	12-15
A bricked wall with no ledges	16-18
Totally smooth wall	20-24
Wall is slick or wet	+2-4
PC has climbing tools	Up to -8

COMBAT SKILLS

In general, when a character buys a melee combat skill, they actually get two skills. The first is an attack skill and the second is a parry skill. When the skill is first purchased, the levels in these skills are the same. Thus, if a character buys sword skill and has a 12 base level, they get a 12 parry skill with swords. Note, that the parry skill is modified by the parry modifier.

Attack and Parry Skill Calculation: Tarin the Ranger purchases combat: swords. His DEX is 12, AGI 16, STR 12. This gives him a 40 total and looking at the chart, an initial sword skill of 11. He purchases another level, so he starts the game at a 12 skill. This means he starts the game with a 12 attack skill as well as a 12 parry skill with swords. However, Tarin's base defense is 10, which gives him a +2 parry modifier. Thus, Tarin attacks at level 12, while defending with level 14.

After calculating, initial attack and parry values, the character treats them as two separate skills. Skill checks and improvement points are accumulated for attack and parry separately and the two scores can increase separately. See Experience for more details on raising skills.

In general, the combat skills are much the same. There are a few notable exceptions and they will be listed below.

COMBAT: IMPROVISATIONAL WEAPONS

Improvisational weapons is the ability to use anything as a deadly weapon. The character can pick up a fireplace poker, a hatpin or a mug of ale and use it to deal lethal damage. Normally, such awkward weapons are handled with the character's unarmed combat skill and have large penalties to their accuracy and parrying.

This skill allows a character with this skill to take any object and make a skill test to determine if he can use it as its closest, more useful counterpart. A successful skill test means that the character can use the improvisational weapon using either his unarmed combat skill, or another combat skill that the GM deems is appropriate for the object. In the hands of the character, the object behaves as the real weapon and uses the stats for that weapon. However, the GM may assess penalties to the "weapon" based on the object used and the situation.

SUGGESTED DL FOR IMPROVISATIONAL WEAPONS

Situation	DL
Item is close to the weapon in question or is a ceremonial copy of the weapon desired. It is shaped like the weapon and the balance is similar. You can picture someone using this item as the weapon.	8
Item is basically shaped like the weapon. It may have a different balance, or lack an edge or thrusting point, but it is reasonable to imagine someone striking or blocking with this item.	12
Item is not much like the weapon. Its shape is different as is the weight and the balance.	16
Item is nothing like the weapon in question. Using the item as this weapon is almost absurd.	22+
Item is very heavy, large or awkward, or very tiny.	+1-4

Example of Improvisational Weapons: Gladius the Magnificent is a swordsman of the highest caliber. One evening, while he is eating his dinner, he is assailed by a group of thugs sent by Lord Erroneous. Reaching for his trusty sword, he finds it... strangely absent! The innkeeper does not allow weapons on the premises. Noting that the innkeeper seems to have made an exception for the axe-wielding thugs, Gladius begins to look for a way to defend himself.

Gladius has an unarmed combat skill of 11 and a combat: swords skill of 16. His STR is 12, which gives him a STR damage of 1d6. If he were to punch the thugs, he would attack with a skill level of 11 and do 1d6 points of damage on a hit. If he could find a sword, he would have a much better chance.

Gladius runs to the fireplace and grabs a poker, intending to use it as a sword. Gladius' improvisational weapons skill is a 13 and the GM rules that the poker is close to a sword, but a little awkward. He assigns a DL of 8 with a +2 for the balance and size of the weapon. This gives a total DL of 10. Gladius rolls his skill of 13 against the DL of 10 and is successful.

The GM rules that the poker is a short sword with a -1 to accuracy, -1 parry and with a leverage of only 1d6. This means that Gladius can use his superior sword skill and attack with a level of 16 and do a total of 2d6 damage.

In the case where an item is totally unlike a weapon, but could still be useful, the GM should allow the character to make a skill test to allow the item to be used. In this case, the character's unarmed combat skill (with suitable penalties) will be used to determine if the attack hits and the damage done will be up to the GM.

Example of an Unlikely Weapon: Altia the assassin is cornered by a guard and is without her weapons. She wants to use her hatpin to stab at the guard, hopefully surprising him so that she might escape. The GM rules that a hatpin is fairly useful as a potential weapon, but small and so he assigns a DL of 12 for the skill test. In addition, he indicates that the pin will take a -2 to hit and cannot effectively be used to parry. If it hits though, it will do 1d4 points of damage (in addition to Altia's 1d6 damage for her STR).

COMBAT: MAGIC

This skill allows a mage to effectively target spells at his opponents. It is used for any ranged spell that is listed as a "ball/bolt" effect. The mage must roll to hit his target in this case, and his attack skill to do so is his combat magic skill. Combat magic is subject to all the rules that other missile combat skills follow. See Ranged Combat for more information.

Combat magic is unique in that it does not fall into one of the normal default categories. Instead, it defaults to half + 3. Most mages, even those without formal training, have an innate understanding of how to direct their spells, thus the higher default.

COMBAT: THROW

This skill gives the character the ability to throw most weapons made for that purpose (knives, axes, rocks and throwing spikes). This skill does not impart the melee skill with any of these weapons.

COMBAT: SHIELD

This skill is different in that it has no attack value, only a parry value, also called a shield block. See Defense Modes for more information on the shield block.

COMBAT: UNARMED

This skill covers unarmed combat, as well as attacking with a makeshift weapon, such as a club. If striking with no weapon, only the character's strength affects the damage. Clubs can add to that damage, much like a weapon. However, most makeshift weapons take significant penalties to hit. This skill is free, but bonuses must be purchased as normal.

CONCEAL

This skill gives the character the ability to hide objects on his person, in a room, under a wagon or nearly anywhere. The size of the object does not matter, as long as there is enough space to hide it. The object in question could anything, including a person. This skill would be appropriate for a game of hide and seek, hiding goods from tax officials, stowing away on a ship, or any other situation where the hider is concealing a stationary object from a search and has time to consider the task.

In general conceal "tests" will not be rolled. Instead, the character concealing the object will determine where he will hide the object, the GM will figure out some appropriate modifiers and then the conceal skill will be added to these modifiers to determine the DL for the perception test required to find the object.

Conceal is special in that its default level is not the same as other skills. All characters have the conceal skill with a default of **Half** (see Skill Defaults for more details) or the character's PER score - 7, whichever is greater.

SUGGESTED DLs AND MODIFIERS FOR CONCEAL

Activity	DL
Hiding a speck of dust	+16
Hiding a ring-sized object	+8
Hiding a hand-sized object	+4
Hiding an arm-sized object	+2
Hiding a man-sized object	0
Hiding an elephant-sized object	-8
Hiding a house-sized object	-12
There is no "good" place to hide the object	-2-8
There is no place to hide the object at all	-12-20
Deception is used	+1-8
Hider has time to prepare the environment to help his endeavor	+1-12

Concealment Example: Grasshopper has the concealment skill at level 10. A group of town guards is searching for him. He flees into a small yard with a hay wagon, several boxes and a small pile of trash. The guards will be here soon and there is nowhere to run. Grasshopper decides to find himself a place to hide. He decides that the trash pile is his best bet (the GM has indicated that it is big enough to hide him). The GM determines that there are no modifiers for size or space. However, since the number of places a human could hide are so few here, the GM rules that there is a -2 to the concealment. Thus, the DL of the guard's perception test to find Grasshopper will be 8.

Another Example: Let's rewind a bit and say that Grasshopper opens one of the windows of one of the buildings bordering the yard. The GM figures that the guards will probably check in the hay wagon and in a few of the boxes, and then assume Grasshopper went through the window. The GM rules that this deception is worth a +5 to the concealment attempt. Thus, the DL for the perception test is 13.

Another Example: The Dread Pirate Roberts is creating a hidden compartment on his ship. He spends a considerable amount of money to create a seamless wooden panel in the wall of his quarters. His concealment skill is 15 and the GM rules that his preparation is worth another +6. The DL for finding his panel is 21.

CONVERSE

This skill is the ability to use small talk to gain the confidence of a person. A successful test will allow the character to talk to the target, and gain useful information (assuming the target has any) and leave the target feeling good about the exchange.

The DL of this skill is the INT of the target (or his skill in conversation) modified by circumstance. This skill cannot be successfully used if the target knows the speaker is an enemy and should be very difficult if the target is expecting such a conversation.

SUGGESTED DLs AND MODIFIERS FOR CONVERSE

Activity	DL
Target is mildly intoxicated	-1-2
Character has distinctive feature that causes dislike or discomfort in target	+4 or more
Target is wary or supposed to keep tight-lipped	+4
Character has basic proficiency in target's language	+2-4
Character has full proficiency in target's language	0
Conversation takes place in an inappropriate environment (guard on duty, in a loud place)	+1-6

CRAFT

This skill covers any number of jobs through which the PC can earn money in the fantasy world. Jobs include baker, cook, fisherman, sailor, candle maker, jeweler, fence, town crier and many others. A successful check will allow the character to find work in the field. When the character's job performance is tested, a skill check against the craft is required.

The GM and the player will have to determine the primary and secondary attributes for a craft. A partial list of crafts and attributes is below. GMs can make changes to the attributes listed, or add crafts as necessary for his campaign.

Craft Name	Attributes
Accounting	INT/INT/PER
Architect	INT/INT/PER
Astronomy	PER/PER/INT
Baker	PER/PER/SPI
Barrel Making	DEX/PER/INT
Brewer	PER/PER/SPI
Carpenter	DEX/INT/PER
Cartographer	PER/DEX/INT
Cook	PER/PER/SPI
Fence	CHA/PER/INT
Fisherman	DEX/STR/INT
Instructor	INT/WIL/CHA
Jeweler	DEX/DEX/PER
Law	CHA/CHA/INT
Mason	STR/DEX/PER
Mathematics	INT/INT/PER
Packer	STR/TOU/PER
Sailor	STR/AGI/DEX
Scribe	DEX/DEX/PER
Storyteller	CHA/CHA/INT
Teamster	STR/TOU/PER
Traveling Performer	CHA/DEX/AGI

DETECT/DISARM TRAPS

Detect gives the character the ability to inspect an area for traps. A successful roll means the character spots a pressure plate, trip wire, bolt holes in a wall or the needle above the lock. A failed roll will often turn up nothing, but could occasionally make the character waste time looking for a trap that "must be there." A botched roll (failed by more than 10) might set the trap off. The GM should have an idea of what trap exists so that he can describe it and its workings (at least in general terms) to the players. The GM can determine the DL of the skill check, or it can be the concealment or detect traps skill level of whoever set the trap.

Disarm tells the would-be thief which wire to cut or which floor tile to pry loose to safely disable the trap. Some simple traps do not need to be "disarmed". A plank can span a covered pit. Boltholes can be covered or avoided. Other traps have complex mechanisms, are placed so that they cannot be safely avoided, or use deception to hide its mechanisms and effects. In these cases, a disarm test can be made to see if the character can disarm the trap safely. The GM can determine the DL of this skill test, or the test can be based on the disarm traps skill, or the engineering skill of the trap maker.

If a character has the disarm traps skill, then he can spend one extra point to gain the ability to set traps. His skill at setting traps will be the same as his disarm traps. A character with set traps skill must have knowledge or instructions detailing the traps he sets. He cannot design new traps. To design new traps, he must have the engineering skill.

DISGUISE

This skill allows the character to use makeup, wigs and costumes to look like someone else. This could be someone specific, or a type of person (i.e. a guard, monk or priest). In general the DL of the skill is the PER of the targets, or depending on the situation and the GM's discretion, the INT of the targets.

In general, the modifiers to disguise are similar to those for acting when the character is trying to impersonate a specific person. Other modifiers are up to the GM.

SUGGESTED DLs AND MODIFIERS FOR DISGUISE

Activity	DL
Target does not know impersonated person	-1-3
Target friendly with impersonated person	+1-3
Target intimately associated with impersonated person	+3-6
Cursory physical search	+4
Thorough physical search	+8

ENGINEER

This skill permits the character to design and build structures including bridges, shelters, houses and castles. The DL of any engineering skill test is based on the complexity of the structure being built and whether or not the design of the structure is new, or whether there are plans and examples for the character to work with.

In general, a successful test means that the design of the structure is sound and reasonably efficient. A failed roll means that the character has trouble designing the project. A failure of a couple points might mean delays in the project and another roll. A major failure might mean the project is beyond the character's skill, or it might mean a fatal flaw in the design that will not appear until after the project has been started.

SUGGESTED DLs AND MODIFIERS FOR ENGINEER

Activity	DL
Building a basic structure such as a shed or shelter.	6
Building a simple structure such as a bridge	9
Building a moderately complicated structure such as a house	12
Building a complicated structure such as a castle	15-22
Character is designing something new for which he has no plans or previous examples	+4

ETIQUETTE

A character with etiquette can mix with the rich merchants and nobility of Bostonia. They know the proper tone and mannerisms that will impress the upper class. This skill can be used to gain audience with a baron or high Church official. In addition, it prevents the character from making mistakes, like taking the wrong position at the baron's table, or ordering the wrong wine.

FAST DRAW

This skill allows a character to ready an item in less time it would normally take. In the case of drawing a weapon, this normally takes a $\frac{1}{2}$ action. With fast draw, it would take no time at all. In the case of readying other items, the time it takes a character with this skill is generally half the time it takes others. Also, this skill might take the place of certain SPD or DEX checks at the GM's discretion.

Since fast draw is generally used in combat, the DLs for most of the uses of this skill are in the combat section.

FAST TALK

A character with fast talk thinks quickly and can often fool onlookers in stressful situations. When there is little time to check on the validity of the character's statements, a fast talk test against the INT of the listener will mean that the listener believes what he hears. Obviously, the GM can apply bonuses or penalties if he feels the fast talker's statements are particularly clever or patently absurd.

FORGERY

This skill allows the character to create genuine-looking documents and even coins. A character that wants to forge documents must be able to read and write. A character that wants to forge coins will need to have knowledge of metallurgy. In addition, knowledge of the organization in question and the administrate skill can be helpful.

SUGGESTED DLs AND MODIFIERS FOR FORGERY

Activity	DL
Forging a simple seal, coin or document (functional lettering, pictures, no ornate borders)	10
Forging a moderately complex item (ornate lettering, many or complex pictures)	14
Forging a complex item or one designed to resist counterfeiting (very ornate lettering and borders, has "hidden" pictures)	18+
Documents will only undergo cursory inspection	-1-4
Document undergoes thorough inspection	+1-4
Character has access to equipment (tools, dies, presses) that are used to produce the item	-2-8

GAMBLE

This skill measures the character's ability at games of chance. Depending on the GM's mood, the character can make a skill test anytime he wagers. However, for long bouts of gambling, one test can be made for a whole evening. Success indicates that the character comes out ahead. Failure means a loss of money.

The DL of the skill test depends on the game and the opposing players. If the players are gamblers, their gambling skill is the DL. If the opponent is the house, the DL should be set by the GM and will probably be pretty high, since the house will stack most games in its favor.

HERBALIST

The herbalist skill allows characters to find, recognize and prepare useful herbs. Each herb has its own methods of preparation, properties and skill DLs. A successful skill test allows the character to find useful herbs in the area and prepare them for use. The herbalist section has more details.

INTERROGATE

This skill allows the character to force a target into providing useful information. This might mean questioning the target unceasingly for hours at a time, intimidation, withholding food and water, or torture. A successful roll means the target breaks down and talks. A failure means that a target is resistant. The DL of this skill is the WIL of the target.

SUGGESTED MODIFIERS FOR INTERROGATE

Activity	DL
Using particularly horrific methods of torture	-1-4
Using friends or loved ones as hostages	-1-4
Using a target's psychological limitation against them	-2-8
Target has pain resistance	+6

In addition, the GM may allow this skill to be used to intimidate people without using the more unpleasant methods usually associated with interrogation. The character's skill level would be the same, but most of the modifiers would not apply. Most notably, "using particularly horrific methods or torture" and "target has pain resistance" would not apply.

INVESTIGATE

This skill represents a character's ability to find clues, interpret the testimony of witnesses and suspects and draw conclusions from this information. A character with investigate can substitute this skill for conversation, concealment, physician or PER when the character is investigating a crime scene, or questioning witnesses and such a test is required. If the character has investigate and one of these skills, the higher of the skills is used and the other can be used as a secondary skill. See Secondary Skills for more details.

Example of Substituting Investigate for a Skill:

Pandorn the Devout is investigating the scene of a brutal murder. There is blood and broken glass everywhere. In the middle of the room, lies the unfortunate priest who was the victim of this assassination. Pandorn examines the body carefully, attempting to determine the approximate time of death. Normally, this would require the physician skill. However, Pandorn has the investigate skill. The GM rules that Pandorn can roll an investigate test to determine the time the priest was killed.

JUGGLING

Aside from its performance value, juggling allows the character to catch thrown missiles and throw them back at the attacker. The DL of the roll depends on the weapon thrown. A success means the character can throw the missile back at the attacker. A failure means the character can still dodge the missile.

SUGGESTED DLs FOR JUGGLING

Activity	DL
Weapon is blunt or round (a ball, mug of ale)	Attack Skill +1
Weapons is sharp (knife, axe)	Attack Skill +3
Weapon is large (spear, javelin)	Attack Skill +5

JUMPING

The record for the long jump (according to the International Amateur Athletic Federation) is 8.95 meters (or 29.4 feet). A jump of this distance should have a high difficulty. Other DLs are based around this figure.

SUGGESTED DLs FOR JUMPING

Long Jump	High Jump	DL
9 meters, 29.5 feet	2.5 meters, 8.2 feet	26
8 meters, 26.2 feet	2.3 meters, 7.5 feet	22
7 meters, 23.0 feet	2.1 meters, 6.9 feet	18
6 meters, 19.7 feet	1.9 meters, 6.2 feet	14
5 meters, 16.4 feet	1.7 meters, 5.6 feet	10
4 meters, 13.1 feet	1.5 meters, 4.9 feet	6

The difficulties apply to situations where the jumper uses no assistance (like vaulting the barrier) and cannot brush or run into the barrier. In situations where it is possible to vault or run into the barrier, the DL can be lowered. Jumping is affected by armor. See the armor section for more details.

KNOWLEDGE

A knowledge skill can be nearly anything. Since they represent scholarly knowledge of the subject, knowledge skills are based on intelligence. The DL of the roll depends on how obscure the requested information is.

LANGUAGE

The language skill has only two levels. For two points, the character has the ability to converse in basic sentences. He may trade and ask for directions and convey simple ideas. He still stumbles a bit and cannot convey complex ideas, nor can he necessarily speak quickly. The character will take penalties to any skill that requires conversation. For three points, the character speaks nearly as well as a native. He can convey any ideas he needs to. The character is not at a penalty to conversation skills unless an accent would cause prejudice or suspicion. For four points, there is no accent and no penalty.

LITERATE

This skill allows the character to read and write any language he can speak. If this ability is associated with a template, it is free. However, characters that do not obtain literacy through their template must buy it as a skill for a cost of 4 points.

LOCKPICK

This skill allows the character to pick locks. A successful roll means the lock is defeated. A failure might mean that the attempt takes a couple minutes and then can try again. At the GM's discretion, a bad failure (7 or more) means that the character cannot pick that lock until gaining more experience. A really bad failure might mean a broken set of lockpicks or even a jammed lock.

SUGGESTED DLs AND MODIFIERS FOR LOCKPICK

Activity	DL
Simple lock	6-8
Average lock	9-12
Complex lock	14-18
Puzzle lock	20+
Improvised tools	+1-4
Normal tools	+0
Good tools	-1-2

MAGIC

This skill means the character has taken a rune and can cast the spells in the rune. The cost of this skill depends on the rune taken. Generally, a rune costs 7 or 8 points. A different magic skill must be bought separately for each rune. In addition, each rune has certain rituals, advantages and disadvantages associated with it. This skill is more thoroughly described in the magic section.

MEDICAL

This skill allows the character to treat wounds, stop bleeding and set broken bones. A successful roll can give hit points back to the character as well as keep them from dying. The DL of this skill is based on the task attempted and the condition of the injured party. See the healing section about healing and the medical skill.

MEDITATION

This skill allows a mage to clear his mind and enter a trance-like state. After about an hour of this, he can regain some of his magical power. The DLs, modifiers and effects of this skill will be detailed in the magic section.

NAVIGATE

This skill measures the ability of a character to find his way using landmarks, maps and the stars. Success means the character can find his way and guide the group to its destination. Failure means the way is unclear of that the group gets lost.

SUGGESTED DLs AND MODIFIERS FOR NAVIGATE

Activity	DL
Following a reasonably well-marked path with landmarks (light woods with game trail, plains or barren hills)	5-8
Path is not well marked, few landmarks and moderately difficult terrain (wooded hills, thick woods)	9-12
Difficult terrain with few or no landmarks (deep woods, swamps, mountains)	14-18
Character has good maps	-2-6
Character has bad or confusing maps	+2-6
Character has sextant, spyglass and other tools	-2-6
Low visibility	+3
Terrain is hard to pass or requires special skills to pass (mountains, rivers)	+0-4

Example of Navigation: Vorlund has navigation skill of 14. He is leading his adventuring band through thick woods. There are no marked paths, and there are few landmarks. The GM rules that the DL for this terrain is 12. However, the woods are so thick and dark, that the GM rules it is hard to maneuver through them, this adds 2 to the DL for a total of 14.

Another Example: Vorlund is trying to find a pass through a mountain chain. The terrain is difficult for a DL of 16, but Vorlund has some good maps and bought a new cobra spyglass. The GM rules that the maps give him a -3 DL and the spyglass an additional -2. This makes the final DL 11.

ORATE

This skill allows the character to communicate effectively with large groups. A character with this skill can write and deliver speeches, as well as compose speeches extemporaneously. Success with orate means that the character's views are expressed well and are considered by the audience. This generally means that he gets a warm reception and sways many of the listeners to favor his viewpoint. Failure means the speech was ineffective. Perhaps even to the extent of boring or offending the audience.

SUGGESTED DLs AND MODIFIERS FOR ORATE

Activity	DL
Friendly crowd	4-8
Neutral crowd	9-13
Hostile crowd	20+
Speaker has language level 2	+4
Speaker has language level 3	+0-3
Speech plays upon compulsion or code of behavior	-2-4

PERSUADE

A character with this skill can convince others to help him. This skill is often used when PCs directly request aid or information from NPCs. The GM should use the results of this skill test to determine the NPC's reaction to the request. The DL of this skill test is based on the NPC's attitude toward the characters and their cause. However, at the GM's discretion, the target may "resist" the persuasion attempt with their INT or WIL.

SUGGESTED DLs AND MODIFIERS FOR PERSUADE

Activity	DL
Friendly target	4-8
Neutral target	9-12
Hostile target	14-18
Enemy	20+
Request is costly to the target	+2-4
Request is extremely costly or dangerous to the target	+4-8
Cause is in the long-term interest of the target	-0-4
Cause directly benefits target	-0-4
Persuasion attempt plays upon compulsion or code of behavior	+/- 2-6

PICKPOCKET

This skill allows the character to pilfer small objects from a target without the target realizing. Success gains the pickpocket an object from the target's inventory. This could be a random item, or a specific one if the pickpocket knew what he was looking for. The victim's PER is the DL of this skill test. This is modified by the situation.

SUGGESTED DLs AND MODIFIERS FOR PICKPOCKET

Activity	DL
In a crowd	-1-3
In large crowd with lots of distractions	-3-6
Target is watching for such an attempt	+4
Target is intoxicated	-2
Target is sleeping	-4
Item is being worn by target	+4-8

PHYSICIAN

This skill allows the character to diagnose and treat diseases, poisons and serious wounds. A successful skill test can return hit points to the target, or diagnose an ailment as well as suggest possible treatments. A more detailed discussion of this skill is in the section on healing and the physician skill.

REPAIR

This skill allows a character to repair his weapons and armor when it takes damage. Equipment can take damage by exposure to water, extreme temperatures, bending, prying, unintended use or just daily wear and tear. As a piece of equipment takes damage, its durability goes down. When an item's durability reaches zero, it breaks.

A successful repair roll allows the character to return 1 or more durability point to an item. The character must have sufficient materials and equipment to perform the repair. In addition, any damage that remains after a repair attempt is made is considered "permanent" and comes off the item's maximum durability. Such permanent damage cannot be repaired in the field, but will require a weapon smith and a full forge, leather or woodworking shop to repair.

A character with repair skill can spend an additional point for any of the following: Armor smith, Bowyer/Fletcher, Weapon smith. These allow the character to create weapons and armor given time and equipment.

SUGGESTED DLs AND MODIFIERS FOR REPAIR

Activity	DL
Repairing a weapon for 1 durability	9
Repairing a weapon for 2 durability	13
Creating a makeshift weapon (might have penalties to one or more categories)	13
Creating a standard weapon	17
Creating a weapon of quality (might have a +1 to some category)	21
Character has scant materials or	+2-4
Character has adequate materials (must have at least adequate materials to create)	0
Character has access to a well-stocked forge or shop	-2-4
Rush job	+2-4
Character has lots of extra time	-1-2

RUNE KNOWLEDGE

This is a knowledge of the magical symbols that exist in the world of Bostonia. Some of these symbols are manifestations of elemental power. Others have been left by wizards as wards and traps for the unwary. A character with this skill can recognize these symbols and determine their meaning and power. The DL of skill tests is based on the power and obscurity of the rune in question. A more detailed discussion is in the Magic section.

STEALTH

This is the ability to move without being seen or heard. A successful check means that the character is undetected until the situation changes (a spotlight shines in the character's direction, or the floor changes from a hard stone floor to a creaky, wooden one). The DL is the PER of the people being sneaked upon. This can be adjusted depending on lighting, ground/floor conditions, terrain and other factors.

SUGGESTED DLs AND MODIFIERS FOR STEALTH

Activity	DL
Bright lighting, no shadows or cover	+6
Adequate lighting, few shadows and cover	+1-4
Dim light and/or lots of cover	+0
Very dark with lots of cover or distractions	-1-4

STREETWISE

This skill is like etiquette for the slums. It allows the character to adopt the proper mannerisms and speech for dealing with the lower elements of society. The character can use this skill to gain contacts with the underworld, access the black market, gain information or hire an assassin. Failure might mean the character is rebuffed. A botched roll might bring hostility.

SURVIVAL

This is the ability to find shelter, food and water in a hostile environment. This skill is associated with a single type of environment that the character will pick when he chooses this skill. For an additional 2 points, the character can use his survival skill in another environment. In addition, for an extra point, the character can set simple pit and snare traps.

Environments are:

- Arctic
- City
- Forest
- Jungle
- Mountain
- Plains/Grasslands
- Underground
- Urban
- Water

A successful roll means the character can find food, shelter and sufficient water for that day. For each point the skill roll is made by, one additional person can be fed. The DL of survival tests is based on the terrain.

SUGGESTED DLs AND MODIFIERS FOR SURVIVAL

Activity	DL
Lush terrain with lots of small game, insects, fruits, nuts and so on	4-8
Average terrain with sufficient, but not always obvious resources	11-13
Rough terrain with little wildlife or vegetation	15-18
Bleached desert or frozen wastes	22+
Must find shelter quickly for a coming snow or sandstorm	10-16
Clean, fresh water is scarce	+8
Clean, fresh water is abundant	-4
Character has little or no useful equipment to cut, saw or dig	+2-4
Character is well equipped with outdoor equipment	-2-4

SWIM

This is the ability to swim and move in water. Since you will rarely need to know the exact speed that a character swims, this skill deals more with surviving and maneuvering in difficult waters and not with speed. The DL of the skill check is based on the conditions of the water. The GM should use his discretion in situations where time is critical.

SUGGESTED DLs AND MODIFIERS FOR SWIM

Activity	DL
Normal water	4
Slightly wavy water	8
Currents and some undertow	10
Rolling waves or strong undertow	14
Storm, wind and waves	20
Frigid water	+6
Swimming or treading water for an extended period	+2-8

TACTICS

Like traps, this skill has two sub skills, each with different attributes. Purchasing one of these skills costs 3 points. Purchasing both of them costs only 5 points.

Skill	Attributes
Army Tactics	INT/PER/CHA
Man-to-man Tactics	INT/PER/SPI

Army tactics allows the character to lead groups of soldiers into battle. It allows the character to gain the initiative in mass combat. It also allows the character to give his troops bonuses to their attack and defense scores. This skill and its uses are detailed in the mass combat rules.

Man-to-man tactics allows the character to assess his opponents, terrain and the combat situation. It allows characters to gain information and small advantages on the battlefield.

SUGGESTED DLs AND MODIFIERS FOR TACTICS

Activity	DL
Detect Ambush – This allows the character to find good ambush zones as well as determine when he is about to fall into an ambush. A successful use of this skill eliminates the free surprise round given to an ambusher.	10 or opposed
Determine Terrain Bonus – This allows the character to take a terrain feature and determine what bonus or penalty someone would take for fighting from that feature.	10
Gage Enemy Stats – Normally, the GM should try to keep the stats of the opponents secret. This allows the character to know hit points, attack and defense values and armor.	12
Recognize Enemy Leader – This allows the character to determine who is the leader of an enemy group by watching them for a short time in or out of combat.	12 or opposed

THEOLOGY

This skill gives the character knowledge about the religions of the world. The nature of the religion, the philosophy, outlook, sects, totems and rituals are included. One use of theology is for the powers held by the Priests of Stratus (see Priest Powers for more details). Other uses include answering questions about the character's religion, the religions of other cultures and also religions that have passed from the world.

SUGGESTED DLs FOR THEOLOGY

Activity	DL
Question is about the character's religion.	8
Question is about a common religion, but not one practiced by the character.	12
Question is about a foreign religion that is known in the world and about which there has been much written.	16
Question is about a little known religion.	20
Question is about a religion that has been forgotten.	24
Question is very general and deals with well-known aspects of the religion.	-2-6
Question is specific and/or deals with an obscure piece of knowledge.	+2-6
Question deals with a secret piece of knowledge. Something that is deliberately hidden from non-believers.	+4-8

TRACKING

This skill allows the character to follow a person or a group by finding signs of their passage. Success means the trail can be followed until the situation changes. Failure means the trail is lost. The DL of this skill is based on the conditions and number of people being tracked.

SUGGESTED DLs AND MODIFIERS FOR TRACKING

Activity	DL
Tracking through brush, soft ground, lots of potential for leaving a trail	7
Tracking through sparse, hard ground with little potential for leaving a trail	13
Tracking with no vegetation and stone or road	19
Large group making trail	-1-6
Group contains animals	-2
Rain, high winds or other harsh conditions	+2-4
Darkness	+3
Path crosses water	+2
Group knows they are being followed and make an effort to not be tracked	+1 or opposed

TRADING

A character with trading can barter when he buys or sells goods. Success means the character gets a beneficial change in the price of an object. A failure can mean the original price remains, or that the shopkeeper no longer wishes to deal with the insulting character. To barter the DL is often the trading skill of the merchant. The price break given should range between 5% and 25%. A good guideline is about 2% for each point the die roll was made by.

In addition to barter, the trading skill can be used to appraise goods. The DL in this case is based on the type of goods in question and their rarity in the region. A wagon full of hides might be easy to appraise, but an ingot of strange meteoric metal might be very difficult.

SUGGESTED DLs AND MODIFIERS FOR TRADING

Activity	DL
Common goods, foodstuffs, hides, common metals	6
Rare metals, specialty goods	10
Foreign goods, goods that are not found in the region	14
Goods that are very rare, or are of interest only to collectors.	20+
Magic or ancient items	N/A

LIMITATIONS AND ADVANTAGES

In addition to attributes and skills, characters will have quirks, traits, virtues and flaws. Generally, players choose limitations to give their character more points, a background story and more role-playing depth. Then, they use the points earned from the limitations to purchase a few more skills, or special advantages.

LIMITATIONS

Players can take as many limitations as their GM will allow. In most games, 3 or 4 is a good limit. Each GM will have a different idea of what is reasonable and even then a bizarre character concept might be an exception. Each limitation is worth from 1-6 buy points to the character. He can use these points to buy skills, raise existing skills, or purchase advantages.

A list of limitations is provided below. However, it is possible that the GM or a player will need to create a new limitation and give it a point value. The value of the limitation should be based on how often and how severely it limits the character.

Limitation	Points
The limitation is interesting, but the effect is minimal or occurs very infrequently. The limitation rarely affects the character's decision-making process. More of an interesting side note than a limitation. It will however cause problems often enough to make sure the character remembers it exists. Say once every couple gaming nights, or more often, but it is a weak effect.	1-2
The limitation will hamper the character often, but is not a continuous factor in the life of the character. If it comes up once a gaming night, and it is annoying, this is a good category for it. The limitation will affect the character's decision-making.	3-4
The limitation is a constant issue that drives the character's decisions. The character will almost never pass up a chance to follow the dictates of this limitation. This is a powerful limitation that should really cause the character trouble. These should not be taken lightly because they can really hamper a character. If the limitation is not well thought out and fun to role-play, it will become a chore.	5-6

BOSS

The character has a boss. This can be an individual or organization that will periodically give him orders. This could be a mission or quest, or could be a request for more mundane duties. In addition, some bosses will require the character to pay a tithe or dues. The award for this limitation depends on how often the boss interferes in the character's life.

Boss	Points
The boss generally permits the character to do as they please. The character is a freelancer, or the organization is so loosely organized that they have no means of regularly contacting the character. He might be expected to check in periodically, and otherwise he will rarely be contacted.	1-2
The boss is not a constant factor in the character's life, but has frequent need of his services and will call upon him fairly often (once every 2-4 game sessions is a guideline). This boss will occasionally need the character for mundane duties.	3-4
The boss is a constant presence and will appear in some fashion in nearly every gaming session. When the character is not risking his life for the boss, he will have mundane duties to perform. The boss is central to the character's story.	5-6
The boss generally pays the character well, or equips him well for his missions.	-1
The boss requires a substantial tithe or dues from its members.	+1

The GM should note that having a boss is like having a code of behavior except that the code is due to a character's internal motivation, while a boss is more of an external motivation. Characters should generally NOT be permitted to take both a boss and then a code of loyalty to that boss without consulting the GM first. In most cases, they should take only one of those two limitations.

CODE OF BEHAVIOR

The character has a code of behavior, ethics or morals that dictates his actions. This code might limit the character's choice of tactics in a fight, cause him to protect those weaker than himself, keep him from fleeing an obviously losing battle, or otherwise force him into unpleasant situations. The player and GM should write up the code and the limitations placed on the character's actions before deciding how many points to award. Some examples:

- Thieves' Code – Will never rat out other thieves. The authorities are our enemies. Never use force when stealth will do. Money is all-important. Kill anyone who breaks this code. Always be loyal to your "family." (4 points)
- Swordsman's Code – Never attack an unarmed opponent. Never fight a single combat with the element of surprise on your side. Never turn down a legitimate challenge. Practice and strive to be the best. Never pass up a chance to hone or prove your abilities. (3 points)
- Code of the Woodlands – Protect the forest and its denizens. The ways of nature are the ways of life. Avoid the cities. Fire mages, lightning mages and loggers are our enemies. (3 points)
- Templar's Code – Follow the teachings of the Church. Always follow direct orders from a priest or priestess. Dying for the Church is honorable. Destroy all enemies of the Church. (4 points)
- Code of Revenge – I have been wronged. I must hunt those who have offended me and destroy them. I will never tire of the hunt and never pass up an opportunity to get closer to my prey. It is my life. (6 points)

Obviously, anything is possible. The GM should award points based on how often and how severely the code hamper's the character's actions. This depends on the campaign style and the GM. For instance, the Code of the Woodlands might only be worth one point if the game is to take place in a sylvan woodlands with little or no encroachment from civilization. If the PCs will have to spend time in cities, or on the fringe of growing farmlands, it may be worth more, since the character will likely have to deal with city dwellers and those who would destroy his lands.

COMPULSION

The character finds himself compelled to action in inconvenient and inappropriate circumstances. This is much like a code of honor, in that it dictates the character's response to a situation. However, a compulsion usually pertains to less acceptable actions. Generally, the chance to succumb to a compulsion is based on the number of points awarded.

Points	Chance
1	20%
2	35%
3	50%
4	65%
5	80%
6	95%

This is just a guideline and should be adjusted based on the GM's discretion and the situation.

- Alcohol – The character will drink whenever the opportunity presents itself. The character will be afflicted with chronic drunkenness and hangover. A drunk character gets a -3 to skills and attribute checks (except for STR and TOU), but gets 5 extra HITS due to pain resistance.
- Cleanliness – The character is a neat freak and will spend most of his free time cleaning his armor, weapons, clothing, his room, etc. If there is nothing to clean, the character will find something. This character will have a very hard time entering any situation where he will obviously become soiled.
- Drinking/Eating – The character is a glutton and will not pass up a chance to partake in food or drink. Assuming the situation is not life and death, the character will not resist food. They will consume until sated. Afterward, the character will be at a -2 to physical skills for an hour or so due to a bloated and sluggish feeling.
- Gambling – The character loves to gamble and bet. This includes organized games, as well as simply betting on everyday events. The character will almost always be trying to engage others in a bet and will accept all bets that are not obviously rigged.

DEPENDENT

The character has a friend, lover, relative or rival that is continuously in need of rescue, support, money, a should upon which to cry or whatever. The PC will have to spend time dealing with these situations which always come at the most inopportune times.

The points awarded are based on the dependent's relationship with the character, the frequency with which they muddle the character's life and their stats, skills and needs. Dependents that appear often, are incompetent or have their own disadvantages will be worth a lot of points. Rugged adventurers that never need the character are worth few, if any, points.

- Distant Cousin Eldin – The PC belongs to a wealthy family and has one particularly annoying cousin named Eldin. Eldin is nice enough, but has the unfortunate delusion that he would make a good adventurer. In reality, he has just enough skill to get into bad situations, but not enough to get out. Occasionally, that places him in harm's way and he needs the character to save him. It does not happen often, but when it does, it is serious trouble. 3 points if Eldin appears infrequently; 5 if he appears often.
- Baby in a Carriage – The PC has responsibility for an infant. It is always with him and he must feed, clothe and change it. In addition, the baddies that face the character will use this helpless child to get at the character and generally make his life miserable. This is worth 6 points.

- Aunt May – The PC has an old, but spry old aunt that generally takes care of herself. However, she does need the character's financial support and tends to drain his funds. It is rare that Aunt May gets into real trouble. Worth 2 points.

DISLIKE/HATED

The character dislikes a certain group, species or behavior. He will often attack, cast spells on, steal from or otherwise make miserable the life of his hated targets. The award is based on the frequency and reaction of the PC. If the character merely gives a snide remark and avoids the hated group, then the limitation is worth 1 or 2 points. If the character has a stronger reaction, then 3 or 4 points might be appropriate. If the hated group is particularly strong or prolific, then the award might be more.

- Dislikes Grunj – The PC buys into the Bostonian stereotypes about the grunj. He feels they are dirty and dumb. He will avoid contact with them and when he does encounter them, he will be rude and condescending. (1 point or 2+ for a slightly stronger reaction)
- Hates Sardukaari – The PC's family was killed by these monsters and the player looks for any chance to avenge the deaths. These opportunities come rarely, but are quite dangerous. (4 points or 5+ if the character is in a western region where Sardukaar are more prevalent)
- Dislikes Mages – The PC does not like magic and will avoid those who wield it. He will try to stay away from mages, and if he is forced to travel with one, he will ignore him. He will not allow beneficial spells to be cast on him. (3 points or 4+ for a stronger reaction)

DISTINCTIVE FEATURE

The character has a feature that sets him apart from others. He will be easy to recognize and remember, easy to pick from a crowd and his enemies will have less trouble tracking him down.

Feature	Points
Feature can be concealed with the proper clothing, or a simple disguise.	1-2
Feature can be concealed with a major effort and someone who has the skill disguise.	3-4
Feature can only be concealed with magic.	5-6
Feature causes an adverse reaction to anyone who sees it.	+1

- Dueling Scar – The PC has a scar obtained from a youthful duel. It is across the face and cannot be concealed unless the character wears makeup, or a hood (which in itself is conspicuous). Unless the scar is particularly hideous, it does not cause an adverse reaction. Quite the opposite, many women find themselves interested in the story behind the scar. (2 points)

- Huge Nose – Just what it says. This PC has a legendary nose, like Cyrano de Bergerac. People will remember him for his nose and he probably has a nickname or two dealing with it. Social situations are difficult because people will be commenting, making fun of or staring at the nose. Difficult to conceal without a ton of makeup, or magic. (4 points)
- Awful Smell – If you buried something and dug it up some time later, that would describe this character's smell. He can easily be noticed in a closed room and outdoors close, or downwind. In a tight spot, he is downright repulsive and causes eyes to water. (5 points if a bath will cover the stench and 6 if only magic will do the trick)
- Evil Aura – The character has no physical features, but makes others uneasy. In social situations, this is definitely a penalty. In addition, animals tend to bark and growl at the character. (2 points)
- White Hair – The PC has stark, white hair. This is unusual and people tend to take note of it. (1 point)
- Albino – Not only white hair, but pale skin and eyes as well. Harder to conceal than white hair. (3 points)

HUNTED/MONITORED

The character has someone who is interested in his activities. The organization/individual will watch the character closely. If the character performs an action that affects the monitoring organization, they will know and intercede. Alternately, the character has already performed such an action and the organization is out to punish the character.

Hunted	Points
Hunter is weak, or generally disinterested in the character. It is a rare occasion when the hunter remembers to take action against the character. Alternately, the hunter could be tenacious, but unable to affect the character most of the time.	1-2
Hunter can find the character often enough and has the power to make his presence known. The hunter will appear in several of the character's adventures, conspire with his enemies and cause trouble. They are not a constant presence, but enough of one to make the character regret his transgressions against the hunter.	3-4
These guys are either extremely powerful and appear once in a while, or more normal opponents who appear all the time. The character ought to really regret messing with these people because they are always plotting the character's demise. When they cannot act directly, they will take the time to leave messages, spread nasty rumors and otherwise harass the PC.	5-6
Hunter is only monitoring the PC. Generally, they do nothing until the	-1

character causes trouble, then they act.

- Sandalfeet – The Sandalfeet are definitely trouble. They will cause the character problems whenever he is in a major city. Their agents are everywhere. The PC might be the target of assassination attempts, theft or ugly rumors. (5-6 points)
- Grundel the Mage – Grundel is a moderately powerful mage. He is hunting the PC due to an old dispute. Though he is dangerous, he often has little time for the PC as he is busy with his studies. (3 points)
- Old Lover – Like Carrie Fisher from the Blues Brothers, this person will come after the player tenaciously. However, the lover's skills are nowhere near up to the task and the revenge attempts are usually laughable. More of a nuisance than a real threat. (1 point)
- Well-Meaning Father – This hunted is not out the kill the PC. In fact, he does not want his poor little son or daughter to be maimed in the dangerous world and does not understand the adventuring life. So, he has hired the best bounty hunters in the land to capture the PC and bring him back to the safe manor life. (2 points)

NEUROSIS/PSYCHOSIS

These limitations are reserved for the truly twisted and as such, ought to be left for the GM to give to the crazed villains. The player and the GM (and possibly even the other players in the group) should discuss the situation before any PC takes a limitation this severe and potentially disruptive. Most of these limitations affect the character's behavior continuously and in terrible ways and so are worth 6 points.

- Compulsive Liar – The character cannot pass up an opportunity to tell a story. He will make up details about his life to impress people. He will be deceitful to everyone he knows. This character has a difficult time telling the truth, even at the expense of a comrade, or when faced with his own contradictions.
- Megalomaniac – The character thinks he is a powerful figure and is destined to rule others. He will continuously plot schemes to increase his personal power on the way to his "destiny". These schemes might include assassination attempts, research into demonology, necromancy, astrology and blackmail attempts -- anything that will increase his personal power. People are pawns in his delusional game of power politics.
- Psychopath – This character is cold-blooded and feels it is his right to do anything to anyone at any time. This includes torture and murder. He feels he is the only being in the world with thought and emotion and others exist only for his amusement.

PHYSICAL HANDICAP

The character has limited physical capacity.

Handicap	Points
Minor limitation, or only affects the character in rare circumstances. Much of the time, it is a nuisance and only rarely does it hamper the character to a dangerous degree.	1-2
Moderate limitation that affects the character continuously. It is a constant inconvenience and critical functions are made more difficult and dangerous.	3-4
Severe limitation that seriously affects the character's ability to survive in his world. Something others take for granted, this character must struggle with. Very limiting.	5-6

- Minor Limp – Character has -1" movement and overland travel is slowed. Any running or jumping test is at -2. (3 points)
- Hobbled – Character has a -2" move and running and jumping tests fail. This is a serious impediment to overland travel, causing the rate to be halved. (5 points)
- Nearsighted – Character cannot make out details at range and takes a -4 to all sight perception checks that require him to see at a distance. All missile fire is at -2. (4 points)
- Deaf – Cannot hear and communication is difficult. (6 points)
- Blind – Cannot see. (6 points)
- Migraines – Character gets terrible headaches. These can occur at the GM's discretion, or as a guideline the PC can have a 1 in 6 chance of having a headache on a given day. The character will be at a -1 to all activity and -2 to anything requiring mental concentration. (2 points)
- Heavy Sleeper – Character has a hard time getting up, regardless of the circumstances. In a crisis, the character gets a -4 to any PER rolls to notice trouble and wake up. In addition, anyone using reasonable care will not wake the character. For the first hour after the character wakes, he is at a -1 to all action due to this grogginess. (2 points)

QUIRK

The character has a small quirk that makes him memorable. This is similar to a distinctive feature, but includes mannerisms and attitudes as well as appearance. All number of minor, odious habits fall under this category. These are generally worth 1 point to a character. Behaviors that are worth more points fall into the code of honor and compulsion categories.

- Wears Red – Character likes the color red and will always dress in red if not in disguise and it is not obviously inappropriate. He will probably have a nickname like “blah The Red” or “Red” or something like that. He is easier to remember and describe.
- Bites Nails – Character bites his nails when nervous or in new social situations. This is probably a -1 or -2 to most social skills.
- Continuous Narrative – Character mutters a constant narrative of events to himself. This is generally audible to others, though it can be whispered in stealthy situations.
- Flirt – The PC loves to be around members of the opposite sex and flirts when he can. Generally, this is not a problem, but it can be when the flirtations are inappropriate (i.e. the character flirts with a married woman, or a noble lady).

SPECIAL NEED

The character needs a substance, ritual or event not normally required to survive. If the character is deprived of this thing, he will waste away and die. The rarity of the substance and the speed at which the character will perish determine the points awarded. Most normal people do not have special needs. Only in certain special cases will this limitation be available to PCs. The player and GM will have to work out the special need and its value.

Need	Points
The substance is common, or at least not hard to find within the time period required. It may be purchased in certain towns and villages, or is something that exists in nature. In odd circumstances, the character might have to worry about finding this substance, but it is not often a problem.	1-2
The time in which the character withers is reduced, making acquiring the substance more of an issue. Alternately, the substance is odd enough that it is not easily found. Perhaps it exists only in a certain locale, or can be bought in the largest cities only. The character will have to remain close to his source of material, or carry a store to be safe.	3-4
A severe need. If the character is away from his substance for any length of time, he starts to suffer. Alternately, the substance could be so rare, that special expeditions will have to be organized to find it. The character should be obsessed with finding and attaining this substance.	5-6

SUSCEPTIBLE

The character is adversely affected by something that does not normally harm people. The damage taken is the major factor in determining the award. The substance must be common enough to be a threat. Damage can be taken in 3 ways:

1. Simple proximity to the substance is enough to do damage to the character. Every minute of game time, the GM rolls and applies damage to the susceptible character.
2. Weapons made from the substance do more damage to the character.
3. Spells and other effects that include the material will do more damage and the character will have a harder time saving.

Effect	Points
Character takes 2d3 points of damage each minute. Weapons do +2 damage and spells do +2 points/die. The character gets -2 to all saves against the material.	1-2
Character takes 2d6 points of damage each minute. Weapons do +4 damage and spells do +4 points/die. The character gets -4 to all saves against the material..	3-4
Character takes 2d10 points of damage each minute. Weapons do +6 damage and spells do +6 points/die. The character gets -6 to all saves against the material.	5-6
The material is very rare.	-1
Character must be in physical contact with the material and not just in the same room.	-1

UGLY

A special type of distinctive feature. It means that people consider the character unattractive. The character's CHA is not affected, but all initial reactions and social skills are at -3 until the target gets to know the character. This is worth 2 points.

UNLUCKY

The character is inherently unlucky. This will affect him in minor ways during the game. The GM should afflict this character with minor equipment problems, misunderstandings and generally make it known that things do not go this character's way.

More importantly, if during the night's gaming, this character needs to make an important roll, it will automatically fail if either the player or GM rolls a 1 or 12 on his d12. This failure will happen in an inconvenient way if both player and GMs roll 12s. If either rolls a 1, the failure is more improbable and fantastic. If both roll a 1, then it is a horrendous failure that might cause the character to be placed in serious trouble. The GM should have fun with this one.

The award for this limitation is based on the maximum number of times it can affect a character during a gaming session. Once per night is worth 4 points. Twice per night is worth 8 points. Three times is worth 12 points.

Example of Unluck: Tangent the mathematician and his companions are on board a ship fighting an undead sea captain. This captain seems to be resilient to most types of damage. However, fire seems to harm him. One of Tangent's companions empties an oil lantern on the zombie and sets him alight. The zombie is burning, but is still dangerous. Tangent comes up with an interesting idea. He casts speed on the zombie, hoping to speed him and the rate at which he is consumed by the flames.

Tangent casts his spell and rolls a 12. His player groans... Tangent is unlucky! The GM chuckles as he rolls his die and gets a 1. Normally, this would be a great success. However, since a 12 was rolled, the unluck is triggered and the skill check automatically fails. Worse yet, a 1 appeared in the roll as well meaning that the failure was "improbable and fantastic."

The GM has a bit of a revelation and determines that Tangent **did** succeed in casting his spell. Only he cast it too well and the zombie, as well as the surrounding wooden ship, is now burning out of control.

ADVANTAGES

Advantages are special traits your character has. They can be natural traits, or special benefits picked up from previous experience. A character uses his buy points to purchase advantages.

ABSOLUTE DIRECTION

The character always knows which way he is facing and a rough estimate of the distance traveled. All navigation rolls and area knowledge skills are at a +2. (Costs 5 points)

ABSOLUTE TIMING

The character knows how much time has passed between two events and can make accurate assessments of how much time some action will take. (Costs 3 points)

ADRENAL RUSH

The character can ignore the 50% TOU roll to remain conscious. Instead, when he is knocked to 50% of his hit points or less, he gains a +1 INI, +2 attack, -1 to all defenses and +4 to all damage rolls. Also, any physical skill rolls are made at +2. (5 points)

AFFINITY

The character has an affinity for a certain situation and gains a slight bonus when in that situation. Generally, this will be a certain terrain type. The character will get a +1 to all non-combat skill rolls when in the special situation. (Costs 3 points – could be more or less if the situation is common, or very rare)

AMBIDEXTROUS

The character can use either hand with no penalty. Off-hand parries are done at no penalty. (Costs 3 points)

ARTIFACT

The character starts the campaign with a magic item. The player and the GM should work together to determine the nature of this item. The GM has the final say on whether any such item is appropriate for the campaign. The cost of this advantage is based on the power level and utility of the item in question.

Magic Item	Points
The item is minor, has limited charges or is useful only under very specific circumstances. Low charge wands or miscellaneous items fall into this category.	
The item is a minor aspect of the character and will probably be used up or broken at some point in the campaign. (Examples: Ivory Figurines, a stash of potions, Wand of Light, Rod of Infinite Utility)	4
The item is moderately powerful and can be useful in many situations. Most magic items fall into this category. The item is a significant part of the character and is one of the things that set him apart from others. (Examples: Wand of Lightning, First Blood, Staff of Tentacles)	8
The item is quite powerful and useful. It probably is a major facet of the character and defines him and his role in the story. (Example: Grunderkin)	12
The item's powers and purpose are unknown.	-1
The item has serious drawbacks that limit its use.	-1-3

ATHLETIC

The character is a talented athlete. He gets a +1 to any STR, TOU or AGI check. In addition, any climbing, swimming, running or jumping test is at +3. (4 points)

ATTRACTIVE

The character is physically beautiful and NPCs who care about such things will initially react well to the character. As the character and target interact, the personality skills and CHA of the character come into play, but the initial reaction will be favorable. In addition, any skill roll based on sex appeal or seduction gets a +3 for an attractive character. (Costs 4 points)

BLIND FIGHTING

The character ignores all penalties for fighting blind. As long as his opponents are within weapon's reach, he fights normally. (Costs 3 points)

COMBAT REFLEXES

The character gets a +1 INI. In addition, he may ignore surprise penalties. (Costs 4 points)

COMBAT SENSE

The character is excellent at fighting opponents who come at him from all directions. His defense score can never go below his DOD (as opposed to BD). In addition, he may ignore surprise penalties like combat reflexes above. (Costs 5 points)

CONTACTS

The character has a friend who can provide information and aid to the group. The cost depends largely on the power of the friend and the type of aid available. A stable boy might be worth 1 point. A local lord is worth 5 and a king... who knows? The GM should use discretion in allowing contacts. The player should write a brief history of the contact's relationship with the character and the GM must approve the contact.

Contact	Points
The contact is minor and can give rumors and perhaps a small item or two. He does not have the power to greatly aid the characters.	1-2
The contact has some influence and can give information, as well as material aid when needed. The contact can introduce the PCs to others or directly aid characters with equipment, money or men.	3-5
The contact is a powerful patron and can aid the characters in many ways, including financing entire expeditions, talking to officials and introducing the PCs to nobles.	6+
The contact is in a position where he cannot give material aid to the PCs	-1
The contact is frequently unavailable	-1

DANGER SENSE

The character can sense danger to himself and others. The cost is based on the scope and reliability of the danger sense. Normally, danger sense works about 75% of the time and does not give details as to the nature of the danger – just “we are in trouble” or “I feel a disturbance in the force.” The GM must approve characters with this ability, since it can hamper his ability to pull surprises on the characters.

Sense	Points
The sense detects danger affecting the character. Thus, unless a trap will directly affect him, the sense will not fire. The sense fires just before the dangerous event, giving the character a chance to react and prepare himself. This translates into not being surprised by ambushes and a +4 to all saves	5

involving reaction time.

The sense affects the character and those immediately around him. It gives him just enough time to warn his friends.	8
The sense is universal in scope and can feel “disturbances” that affect the land as a whole. Coming evil and beings dangerous to mankind can be detected by this sense. Jedi-like power.	10
The power does not detect danger pertinent to the character, but only to others.	-1
The power is unreliable (50%)	-2

DISEASE RESISTANCE

The character has a high immunity to disease. Any TOU rolls against a disease are made at +4. Diseases that affect the character have their effects halved. (Costs 2 points)

DOUBLE JOINTED

The character can dislocate his joints to escape bonds. In addition, the character is extremely flexible. Any contortion roll, concealment, or unarmed combat roll dealing with escaping someone's grasp, or hiding in a cramped place will be made at +3. (Costs 3 points)

FOLLOWER

The character has a loyal follower traveling with them. The cost of the follower is based on his power level relative to the PC in question.

Follower	Points
The follower has <50% of the power of the character.	3
The follower has 50-75% of the power of the character.	6
The follower has 75%-100% of the power of the character.	9

HARDY

The character is a hardy sort and is generally nonplussed by physical hardship. This character gets a +1 to TOU rolls, rarely gets ill. In addition, the character moves 20% more when traveling overland and never suffers ill effects from fatigue, hangovers and other minor physical ailments. (3 points)

IRON WILL

The character has such conviction and willpower that he is at +3 to all WIL tests involving fear, or loyalty. This includes mind-control (if he is being forced to go against his convictions). This costs 2 points.

INCREASED PERCEPTION

The character has a keen sense and a bonus to all PER rolls made with that sense. Each +1 to a PER roll costs 2 points.

INCREASED STATS

Increase any stat by 1 point. (Costs 4 points)

LIGHT SLEEPER

The character will wake up to any disturbance. While sleeping, the character instantly wakes up and is alert as soon as any noise occurs near him. (Costs 4 points)

LUCKY

The character is lucky. The player receives 1-2 lucky rolls at the beginning of the night. At any time, he may use a lucky roll and reroll a bad result two times, taking the highest of the three rolls. (Costs 6 or 12 points based on the number of lucky rolls each night)

PAIN RESISTANCE

The character can tolerate pain. He may ignore the roll to go unconscious at 50% of his HITS. In addition, any WIL test to resist torture or pain is at +6. (Costs 4 points)

Poison Resistance

The character gets +3 to all TOU rolls to resist poison. Poisons that do affect him have -1 point of effect each die. (Costs 4 points)

SPECIAL SENSE

The character can sense things others cannot. This may be a type of material, or energy, or anything that manifests a physical presence. The cost is based on the range of the sense. A PER roll will be required for the sense to work. The DL is up to the GM, but should be based on the amount of material present and other mitigating factors. The GM should approve each special sense, since it is possible for a sense to ruin adventure twists and surprises.

Sense	Points
The character must touch the material to detect it.	3
The character must be in the same room to detect the material (about 10m-15m range)	6
The character must be in the same building to detect the material (about 100m range)	9
The character must be in the same region to detect the material (about 500m-1000m range)	12

TREASURE MAP

The character starts the game with a treasure map and a few rumors to go with it. It is up to the GM to provide the map and the legends, as well as to determine what the map actually leads to. (Costs 2 points)

EQUIPMENT AND MONEY

The following section lists some equipment found in the World of Bostonia, as well as a basic explanation of the monetary system.

MONEY IN BOSTONIA

The standard currency in Bostonia is the silver penny or coin. In addition, copper Bits are minted and are valued at 1/10 of a coin. Gold crowns are worth 20 pennies. For very large purchases, precious metal ingots or bank notes can be valued and traded.

In general, a laborer working in a city can expect to earn between 1-2p each day. Likewise, his food, clothing and housing will probably cost him about half that much. Much of the remainder goes to consumables like coal, lamp oil and the occasional luxury or tool. Savings is almost nil.

Prices are listed in pennies or bits. Mixed coin prices are listed as 2&3p5. This means the price is 2 crowns, 3 pennies and 5 bits. This is not done in this list, though it is common notation in the world at large.

STARTING EQUIPMENT

Determining what equipment with which a character starts the game is a matter of the game in question, as well as the GM's preference. For that reason, these rules do not include hard and fast rules for starting money and equipment. Instead, here are a few guidelines based on my own games.

Quite simply, I allow starting player characters a "reasonable" list of equipment and a meager amount of starting cash. The definition of reasonable generally means a character can take a suit of light armor (defense 1-3), one of each weapon for which the character has a skill and a selection of equipment from the list above. The miscellaneous equipment chosen should be limited to what the character could carry. The starting cash is on the order of 10-200 (1d20x10 or 3d6x10) silver coins.

Obviously, this could be very different based on the character concept and the game being run. Often, if a character wants to play a rich playboy turned adventurer, I will discuss it and try to determine whether it will disrupt my plans for the campaign. If the answer is "no", then I will try to accommodate the player's request. Likewise, if the player wants his character to start out destitute, then that can be done as well. Determine what fits the campaign and players - that is the only real rule.

EQUIPMENT LIST

COMMON ADVENTURING EQUIPMENT

Backpack	8 p	
Bedroll	10 p	
Belt Pouch, Large	6 p	
Belt Pouch, Small	25 b	
Blanket, Wool/Rough	2 p	
Blanket, Cotton/Nice	8 p	
Blanket, Silk/Fine	25 p	
Candle	4 b	Lasts 6 hours, enough light to read by
Chalk, 10 pieces	6 b	
Cooking Pot, Small	2 p	Can cook for 1-2 people
Cooking Pot, Large	4 p	Can cook for 4-8 people
Cooking Utensils, Metal	9 p	
Cooking Utensils, Wooden	3 p	
Flint and Steel	1 p	45% chance of striking flame on dry tinder
Flask, Large Metal	8 p	
Framepack	14 p	
Hammer, Utility	6 p	
Hammer, Sledge	9 p	
Hammock	2 p	
Iron Spike	4 b	
Knife, Utility	5 p	
Lamp Oil	1 p	1 vial lasts about 3 hours
Lantern, Regular	10 p	15 m radius
Lantern, Shuttered	17 p	15 m radius
Matches, 12	5 p	75% chance of striking flame on dry tinder
Mirror, Polished Metal	10 p	
Mirror, Silver	20 p	
Plank, Wooden 2m	2 p	
Pickaxe	15 p	
Pole, Iron 3m	4 p	
Quiver	5 p	20 arrow capacity
Rope, 15m	2 p	
Sack, Small	5 b	
Sack, Large	2 p	
Scabbard, Fine	25 p	
Scabbard, Masterwork	70 p	+1 to fast draw attempts
Scabbard, Regular	10 p	
Scroll Case, Regular	10 p	85% chance of soaking contents if immersed
Scroll Case, Water Resistant	35 p	15% chance of soaking contents if immersed
Sharpening Stone	7 b	
Shovel	8 p	
Tarp	6 b	
Tent, 2 Person	6 p	
Tent, 4 Person	12 p	
Tent, 8 Person	20 p	
Tinderbox	2 p	85% chance of soaking contents if immersed
Tinderbox, Water Resistant	10 p	15% chance of soaking contents if immersed
Torch, 6	2 p	6 m radius, lasts about 1 hour
Twine, 30m	8 b	
Vial, Glass	12 p	Alchemically inert
Wineskin	2 p	

CLOTHING

Belt, Ornate	5 p	
Belt, Plain	3 b	
Belt, Weapon	8 b	
Boots, Dress	8 p	
Boots, Traveling	15 b	
Boots, Work	3 p	
Chemise, Common	8 b	Shirt; rough cloth; plain
Chemise, Fine	7 p	Shirt; fine, light cloth
Chemise, Heavy	16 b	More suited to cold climates
Cloak, Fur, Common	15 b	Beaver fur
Cloak, Fur, Uncommon	8 p	Fox fur
Cloak, Regular	5 b	Rough cloth
Clogs	5 p	
Coat, Fur, Common	8 p	
Coat, Fur, Uncommon	60 p	
Coat, Cloth	3 p	
Gloves, Cloth	4 b	
Gloves, Leather	3 p	
Harness	1 p	
Hat	6 b	
Hood	4 b	
Hose	3 b	
Leggings, Thick	8 b	
Padded Undercoat	12 b	
Pants, Common	6 b	Shirt; rough cloth; plain
Pants, Fine	5 p	Shirt; fine, light cloth
Pants, Heavy	12 b	More suited to cold climates
Sandals	3 b	
Scarf	2 b	
Surcoat	1 p	
Suspenders	5 b	
Tunic, Common	4 b	
Tunic, Heavy	16 b	
Veil	3 b	

LUXURY GOODS

Brush, Writing	6 p	
Comb, Bone	5 p	
Comb, Silver	12 p	
Druth, Flavored	5 b	
Druth, Unflavored	2 b	
Hourglass	30 p	
Ink, 1 vial	1 p	
Oil, Perfumed, 1 vial	15 p	
Paper, Cheap	2 b	
Paper, Fine	6 b	
Paper, Smoking, 12 smokes	2 b	
Perfume, 1 vial	25 p	
Pipe, Corn Cob	2 p	
Pipe, Wooden	6 p	
Quill Pen	10 p	
Seeing Lens	50 p	Magnifying glass, gives +1 PER checks for small detail
Soap, 1 Bar	8 b	About 10 washes
Sponge	2 p	
Sundial	20 p	

RUNEBEARER

Tobacco, Exotic, 12 smokes	4 p	
Tobacco, Exotic, 12 smokes	8 b	

Food

Ale, Common	1 b	Per glass
Ale, Fine	2 b	Per glass
Food, Cold Meal	3 b	
Food, Hot Meal	6 b	
Groceries, 1 Day	5 b	Per person
Spices, Common	4 b	
Spices, Exotic	2 p	
Trail Rations, 1 Day	1 p	Per person
Whiskey, Common	3 b	Per shot
Whiskey, Fine	5 p	Per shot
Whiskey, Uncommon	9 b	Per shot
Wine, Common	4 b	Per glass
Wine, Fine	5 p	Per glass
Wine, Uncommon	1 p	Per glass

Lodging

Apartment, 1 Month	20 p	
Lodging, Common Room, 1 Night	5 b	
Lodging, Fine Room	4 p	
Lodging, Single Room	2 p	

Services

Alchemy, Potion Analysis	40 p	Regardless of success, might use 1 dose
Animal Trainer, Training	5 p/day	Takes 1 week – 1 month
Armorer, Repair	Varies	5%-20% of original armor cost
Bard/Entertainer	Varies	
Bounty Hunter	Varies	
Cartographer	6 p/day	
Guide	2-4 p/day + food	
Historian	Varies	5p for simple questions and 3p/day for research
Lawyer	3 p/day	
Mage, Artifact/Rune Analysis	50-100 p/day	
Physician, Diagnosis	25 p	
Physician, Healing	25 p	
Physician, Surgery	50 p	To cure wound damage
Prostitute	5 b - 10 p	
Sage	Varies	Similar to historian
Sailor	1-3 p/day	Food and lodging is also usually included
Scribe	3 p/day	
Soldier/Guard	2-5 p/day	Food and lodging is also usually included
Sign painter	5 p/sign	More for larger signs
Teamster/Driver	2 p/day	
Town Crier	2 p/day	
Tracker	3 p/day	Food in addition

Medical Equipment

Alcohol, 1 liter	15 p	
Anesthesia, Crude	5 p	Per application
Anesthesia, Fine	35 p	Per application
Bandages, 10	1 p	Bleached
Leeches	7 p	Live for 3-6 months

Medicinal Elixirs	5 p	1 week for 1 patient, of varying effectiveness
Needle	3 p	
Plaster	10 p	Per application
Saw	5 p	
Scalpel	25 p	
Surgical Tools, Crude	300 p	-1 to surgery attempts
Surgical Tools, Fine	750 p	
Surgical Tools, Masterwork	1200 p	+1 to surgery attempts
Thread	4 b	

UNCOMMON EQUIPMENT

Clamp	20 p	
Drill, Fine	100 p	Thin and precise
Drill, Normal	25 p	
Lockpick, Fine	50 p	Hard to break; break on a roll of 1 on attempt
Lockpick, Masterwork	250 p	+1 to Lockpick attempts
Lockpick, Normal	20 p	Break on a roll of 1 or 2 on pick attempt
Mirror, mounted	25 p	Silver mirror mounted on crooked metal handle
Pliers	12 p	
Snips, Fine	20 p	Thin and precise
Snips, Heave	6 p	
Wire, Copper, 1/3 meter	5 b	
Wire, Copper, Spool	10 p	

WEAPONS

WEAPON STATISTICS

ACCURACY

Accuracy modifies the attacker's weapon skill when he swings a weapon in melee combat. Add the accuracy listed for the weapon to your character's attack skill when you strike with this weapon.

THROW

Throw modifies the attacker's thrown weapon skill when he throws this weapon in combat. Weapons with no entry in the throw column cannot be thrown.

LEVERAGE/DAMAGE

Leverage indicates which die to roll for damage when attacking with this weapon. Damage is generally the attacker's STR die added to the leverage die for his weapon. Bows and arrows do not have a leverage entry. Instead, they have a damage entry. Missile damage is generally calculated by adding the weapon's damage to the projectile's damage. See the section titled Ranged Combat for details.

PARRY

Parry modifies the parry skill of the defender when he parries with this weapon in melee combat. Add the parry modifier to your character's parry skill when you defend with this weapon.

INITIATIVE

Initiative measures the attack speed of the weapon and modifies the combatant's initiative roll when using this weapon in combat.

LENGTH

Indicates the relative length of the weapon. Weapons are listed as short (S), medium (M), long (L) and 2 hexes (L2).

DURABILITY

This is the amount of damage a weapon can take before breaking. A weapon or piece of armor that is reduced to zero durability is destroyed. Weapons that are subjected to water, banging, prying or other adverse conditions can have their durability reduced at the GM's discretion.

STRENGTH MIN

Every weapon has a minimum STR score required for effective use. Characters who do not have the required STR can still wield the weapon, but suffer a -2 accuracy, -2 parry and a -2 die step to leverage. Characters who are 4 or more below the required STR cannot use the weapon in combat.

Example of STR Min Penalties: Parsons the scholar is used to wielding a short sword with his 8 STR. His sword attack and parry skills are both 10. When forced to pick up a long sword, Parsons fights with an attack and parry skill of 8 (ignoring the long sword's bonuses) and does 1d4+1d6 damage. Compare this to his values with a short sword. With a short sword, Parsons has an attack and parry of 10 and does 1d4+1d8 damage.

RANGE

Each ranged weapon has a set of ranges listed in hexes.

Example of Range Listings: A light bow has its ranges listed as 4/15/25/45. This means that from 0-4 hexes is point blank range; from 5-15 is short range; 16-25 is medium range and 26-45 is long range. Anything more than 45 hexes is considered extreme range for this weapon.

Thrown axes and knives generally have ranges of 2/5/9/14. Spears and javelins have 3/7/12/20.

COST

This is the cost of the weapon in Bostonian pennies.

WEAPON List

SHORT BLADES

Weapon	Acc	Throw	Lev	Parry	Init	Len	Dur	Str	Cost	Notes
Boot Knife	+1	-1	1d4	-1	+1	S	3	3	7p	
Dagger	+1	-1	1d6	0	+1	S	3	5	15p	
Fencing Dagger	0	n/a	1d6	+1	+1	S	4	5	30p	large, hilted dagger
Stiletto	0	-1	1d4	0	+1	S	3	4	40p	+2 dmg armor
Throwing Knife	+1	+1	1d4	-1	+1	S	2	3	10p	
Throwing Dagger	+1	0	1d6	0	+1	S	3	5	20p	

LONG BLADES

Weapon	Acc	Throw	Lev	Parry	Init	Len	Dur	Str	Cost	Notes
Short Sword	+1	n/a	1d8	+1	0	M	4	6	30p	
Fencing Rapier	+1	n/a	1d8	+2	0	M	3	7	75p	thrusting weapon
Pirate Cutlass	0	n/a	1d10	+1	0	M	4	9	50p	single edged blade
Long Sword	+1	n/a	1d10	0	0	M	5	9	50p	

MACES AND HAMMERS

Weapon	Acc	Throw	Lev	Parry	Init	Len	Dur	Str	Cost	Notes
Mace	0	n/a	1d8+1	0	0	M	5	7	35p	
War Mace	0	n/a	1d10+1	0	0	M	6	10	50p	
Hammer	0	-2	1d8+1	0	0	M	5	7	35p	
War Hammer	0	n/a	1d10+1	0	0	M	6	10	50p	
Throwing Hammer	0	0	1d6+1	0	+1	S	4	6	25p	

AXES AND PICKS

Weapon	Acc	Throw	Lev	Parry	Init	Len	Dur	Str	Cost	Notes
Hatchet	0	-2	1d6	-1	+1	S	4	5	20p	small utility axe
Axe	0	-2	1d10	0	0	M	4	10	50p	
War Axe	0	n/a	1d12	0	-1	M	5	12	90p	
Throwing Axe	0	0	1d8	0	0	M	3	8	35p	
Throwing Hatchet	0	+1	1d6	-1	+1	S	3	6	25p	
Pick	0	n/a	1d8	0	0	M	4	7	30p	+2 dmg vs. armor
Heavy Pick	0	n/a	1d10	0	0	M	5	11	70p	+2 dmg vs. armor

RUNEBEARER

FLAIL AND CHAIN WEAPONS

Weapon	Acc	Throw	Lev	Parry	Init	Len	Dur	Str	Cost	Notes
Light Flail	+1	n/a	1d8	-1	0	M	4	7	40p	flail maneuver.
Morning Star	+1	n/a	1d10	-1	0	M	4	10	50p	flail maneuver.
War Flail	+1	n/a	1d10+1	-1	0	M	5	13	75p	flail maneuver.
Bladed Flail	+1	n/a	1d12	-1	0	M	5	13	90p	flail maneuver.

TWO-HANDED WEAPONS

Weapon	Acc	Throw	Lev	Parry	Init	Len	Dur	Str	Cost	Notes
Great Sword	+1	n/a	1d12	0	-1	M	5	13	100p	2-H
Battle Axe	0	n/a	1d16	-1	-1	M	6	15	130p	2-H
Maul	-1	n/a	1d12+2	-1	-1	M	8	14	80p	2-H
Great Mace	0	n/a	1d12+1	-1	-1	M	7	13	100p	2-H

POLE ARMS

Weapon	Acc	Throw	Lev	Parry	Init	Len	Dur	Str	Cost	Notes
Short Spear	-1	0	1d10	0	-1	L	4	9	30p	
Long Spear	-1	n/a	1d12	-1	-1	L2	5	11	40p	
Pole Axe	0	n/a	1d10	0	-1	L	4	9	50p	
Halberd	-1	n/a	1d12	-1	-1	L2	5	13	65p	
Battle Scythe	0	n/a	1d12	-1	-1	L	3	12	60p	
Throwing Spear	-1	+1	1d8	0	-1	L	3	7	30p	

STAVES

Weapon	Acc	Throw	Lev	Parry	Init	Len	Dur	Str	Cost	Notes
Quarterstaff	+1	n/a	1d6 N	+2	0	L	3	5	20p	2-H
Heavy Staff	+1	n/a	1d8 N	+1	0	L	4	5	25p	2-H
Long Staff	+1	n/a	1d6+1 N	0	-1	L2	4	7	30p	2-H

UNARMED AND IMPROVISATIONAL WEAPONS

Weapon	Acc	Throw	Lev	Parry	Init	Len	Dur	Str	Cost	Notes
Small Club	0	n/a	1d4 N	0	0	M	2	3	n/a	Stick
Club	0	n/a	1d6 N	0	0	M	2	5	n/a	chair leg,
Heavy Club	0	n/a	1d8 N	0	0	M	3	6	n/a	big club
Small Furniture	-2	-2	1d6 N	+1	-1	M	2	6	n/a	chair, stool
Large Furniture	-3	n/a	1d8 N	+2	-2	L	3	8	n/a	2-H, table, bench
Bottle	-1	-1	1d4 N	-2	+1	S	1	3	n/a	
Broken Bottle	-1	n/a	1d4 K	-2	+1	S	1	3	n/a	
Small Rock	-1	0	1d4 N	n/a	+1	S	1	3	n/a	
Rock	-1	-2	1d6 N	-2	0	S	2	5	n/a	
Big Rock	-2	n/a	1d8 N	-2	-1	S	3	9	n/a	2-H
Small Boulder	-3	n/a	1d10 N	-1	-2	M	4	14	n/a	2-H

SHIELDS

Weapon	Acc	Throw	Lev	Parry	Init	Len	Dur	Str	Cost	Notes
Target or Buckler	0	n/a	1d3 N	0	0	n/a	4	6	25p	small shield
Round or Flatiron	0	n/a	1d4 N	+1	0	n/a	5	8	40p	medium shield
Tower or Kite	0	n/a	1d6 N	+2	0	n/a	6	11	65p	large shield

MISSILE WEAPONS

Weapon	Acc	Dmg	Init	Dur	Str	Range	Cost	Notes
Sling	0	STR-1 die	-2	n/a	3	3/10/18/26	10p	
Staff Sling	0	STR die	-2	n/a	4	3/14/24/40	20p	Can wield as a short staff
Light Bow	+1	1d6	-2	n/a	6	4/15/25/45	40p	
Heavy Bow	+1	1d8	-2	n/a	8	5/20/35/60	60p	
Paladine Bow	+1	1d10	-2	n/a	9	5/25/40/70	120p	
Druid Crossbow	+1	1d10+1	-2	n/a	9	10/25/45/75	200p	full phase to load

ARROWS AND OTHER PROJECTILES

Weapon	Acc	Dmg	Cost	Notes
Sling Stone	-1	1d6 K	free	small rock
Lead Shot	0	1d6 K	2b	
Heavy Shot	0	1d6+1 K	4b	
Makeshift Arrow	-1	1d6	free	flint or horn arrowhead
Hunting Arrow	+1	1d6	7b	
Standard Arrow	0	1d8	5b	
Heavy Arrow	-1	1d10	7b	heavy armor piercing arrowhead
Crossbow Bolt	0	1d10	n/a	Druid's crossbow bolt

ARMOR

Armor protects characters by reducing the amount of damage they take from a successful hit. Any damage taken by a character is reduced by the armor value of any armor he is wearing on the location struck. Damage that gets through the armor is taken from the character's hit points.

ARMOR VALUE

This is the capability of the armor to absorb damage. All damage taken is reduced by the armor value worn on the affected hit location.

LOCATIONS

Each piece of armor covers a set of hit locations.

ENCUMBRANCE

Armor is heavy and bulky and slows its wearer down. Each piece of armor has an encumbrance value. A character's total encumbrance is found by adding all the encumbrance scores of all the pieces of armor he is wearing. If a character's total encumbrance is high enough, he may suffer penalties to his initiative, defenses, attacks and athletic skills.

ENCUMBRANCE MODIFIER DUE TO STRENGTH

Characters with exceptional STR may have a modifier to their total encumbrance. This modifier is listed in the STR chart (see Strength) and takes the form of a multiplier. Once a character's total encumbrance is determined, it is multiplied by the encumbrance multiplier on the STR chart. The final encumbrance value is used on the chart below.

ENCUMBRANCE PENALTIES

Enc. Total	INI	Action	DEF	Attack
0-24	0	0	0	0
25-35	-1	-1	0	0
36-45	-2	-2	-1	0
46-55	-2	-4	-2	-1
56-65	-3	-6	-3	-1
66-75	-3	-8	-4	-2
76 or more	-4	-10	-5	-3

The INI penalty reduces a character's initiative rolls. The action penalty refers to every athletic skill such as running, jumping, swimming, climbing and acrobatics. The attack and defense penalties apply to all such combat rolls made by the encumbered character.

EQUIPMENT ENCUMBRANCE

Adventuring equipment has weight and bulk. Lugging around a bedroll and several days of food can be as tiring as wearing chain mail. However, keeping track of an encumbrance value for each piece of equipment is tedious. Instead of tallying encumbrance for each item a character holds in his inventory, the GM should assign the character's pack an encumbrance value. If he acts with his pack on his back, he suffers the penalties of the additional weight. It takes between 1-4 rounds to remove a typical pack.

EQUIPMENT ENCUMBRANCE

Pack	Added Enc.
Light Pack: Travels with little food, no bedroll. Only the barest essentials.	10
Standard Pack: Bedroll, about a week or so of food. Some standard gear.	20
Heavy Pack: Food, bedroll and loaded with treasure and adventuring items. This character carries torches, iron spikes and poles. A walking general store.	30

In addition, the GM might assign encumbrance values to items that he deems to be exceptionally heavy and bulky. Large tomes, lead statues, coin-laden chests and other heavy or bulky items may be assigned encumbrance. Remember, the goal is not to assign a number to each piece of equipment – only those that are particularly difficult to carry.

Encumbrance Example: Navik the Steadfast is wearing an assortment of armor. He has a Hard Leather Helmet (enc 3), a Leather Jerkin (enc 12), studded arm and leg greaves (enc 9) and leather boots (enc 2). This is a total of 26. In addition to his armor, Navik carries a pack with some rope, torches, a couple blankets and food for 8 days. The GM rules that this is a standard pack and that adds 20 to Navik's encumbrance total, taking him to 46.

Looking on the chart, we can see that if Navik must act with his pack, he will suffer a -2 to his initiative, a -4 to all athletic actions, a -2 to his defenses and a -1 to his attacks. However, if he can drop the pack, his penalties drop to a -1 initiative and -1 to his athletic actions.

Another Encumbrance Example: Bretan Baskerton has a STR of 18. After calculating his total encumbrance for all of his armor and equipment, he has an encumbrance of 63. His STR score multiplies this by 0.8 which leaves him with a total of 50.4. Comparing the two totals on the chart, we can see that Bretan's STR has reduced his penalty for being encumbered.

ARMOR List

Please note the armor here is somewhat “light” when compared to that found in many other fantasy games. This is deliberate and meant to keep to the tradition of fantasy novels where you rarely see adventurers roaming the land in plate mail. Also, less armor keeps combats quick and deadly. GMs who want heavier armor for their characters could easily create their own scale mail, banded mail and plate mail with armor values of 6-10. The armor listed below is what is commonly found in the land of Bostonia.

HELMETS

Armor	AV	Locations	Enc	Dur	Cost	Notes
Cloth Cap or Hood	1	1	1	2	3p	
Leather Skullcap	2	1	2	2	8p	
Hard Leather Helmet	3	1	3	3	15p	
Hard Leather Head Covering	3	1-2	6	3	30p	
Ring Head Covering	4	1-2	10	5	60p	
Chain Head Covering	5	1-2	12	6	120p	

CHEST PiECEs

Armor	AV	Locations	Enc	Dur	Cost	Notes
Padded Cloth Jerkin	1	2, 5-9	6	2	18p	
Padded Cloth Shirt	1	2-3, 5-9	7	2	21p	
Leather Jerkin	2	2, 5-9	12	2	48p	
Leather “Shirt”	2	2-3, 5-9	14	2	56p	
Studded Leather Jerkin	3	2, 5-9	18	3	90p	
Studded Vest	3	2, 5-7	12	3	60p	
Ring Jerkin	4	2, 5-9	30	5	180p	
Ring Long Jerkin	4	2, 5-10	35	5	210p	
Chain Vest	5	2, 5-7	24	6	240p	
Chain Breastplate	5	2, 5-9	36	6	360p	

GLOVES AND ARM PiECEs

Armor	AV	Locations	Enc	Dur	Cost	Notes
Cloth Gloves	1	4	1	2	3p	
Leather Gloves	2	4	2	2	8p	
Reinforced Leather Gloves	3	4	3	3	15p	
Ring Gloves	4	4	4	5	30p	
Leather Arm Greaves	2	3	2	2	8p	
Studded Arm Greaves	3	3	3	3	15p	
Ring Greaves	4	3	5	5	30p	
Chain Greaves	5	3	6	6	60p	

Boots and Leg PiECEs

Armor	AV	Locations	Enc	Dur	Cost	Notes
Walking Shoes	1	12	1	2	3p	
Leather Boots	2	12	2	2	8p	
Long Boots	2	11-12	4	2	16p	
Hard Leather Boots	3	12	3	3	15p	
Leather Pants	2	10-11	4	2	16p	
Studded Leg Greaves	3	10-11	6	3	30p	
Ring Skirt	4	8-11	20	5	120p	
Chain Leg Greaves	5	10-11	12	6	120p	

OPTIONAL RULES

This section contains optional rules for the character generation process. These rules are optional because they are not critical to the game, deal with matters of gaming preferences and may cause game balance issues. Consult your GM to determine whether any of these rules are being used.

ATTRIBUTE ALLOCATION

Bostonia RPG uses random generation of attributes. This is an arbitrary choice. Many people prefer to have total control over their character's scores. If the GM allows, the players can use one of the following methods to obtain their primary stats.

The first method is to roll 40d6-40 to generate a number of attribute points. The player is then free to distribute these points wherever they see fit. This method generates the same average for attributes as the original random method. In general, expect that players will be more extreme, with high stats in the places that matter and low stats elsewhere.

If 40d6-40 seems like a lot of dice to roll, then 30d6 will generate an average very close (actually it gives 5 extra points on average). If you want to generate characters that are better or worse than the "default" method produces, then either change the number of dice, or modify the constant. For example, 40d6-20 will produce characters that are good in all of their important attributes.

The second method is for the GM to assign a number of points that all players will use for their character's attributes. The player can then assign these points as they see fit. 100 points will produce average characters. 120 points produces characters that are good in all of their important attributes. 140 points produces great characters with high stats and skill levels.

SWAPPING ATTRIBUTES

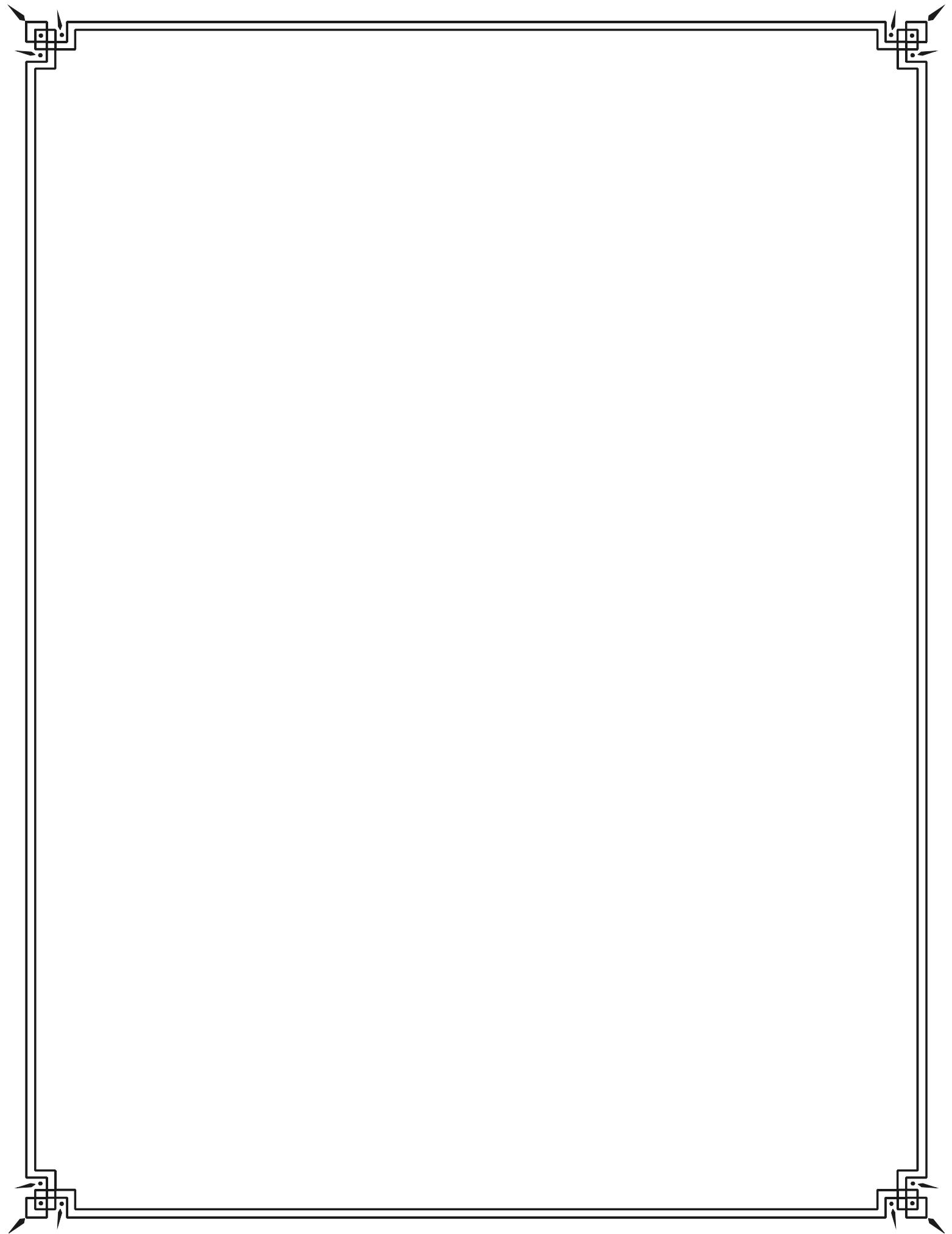
GMs may allow players to trade their rolled scores at a rate of 2 to 1. Thus one attribute can be reduced by 2 points to raise another attribute by one point. No attribute can be lowered below a score of 8 by this method.

NEW TEMPLATES

Creating new templates is simple. Each template gets 60 buy points. Choose a list of skills and abilities that total about half of that. The remainder is listed as buy points that the players can use to customize the character. Templates have no special rules or cost bonuses. They exist so that the GM can enforce the continuity of his game world and to promote character niches in a party.

NO TEMPLATES

It is possible to create characters using no templates at all. Each character gets 60 buy points and can then purchase skills and template abilities as they see fit. The GM should approve of each character's concept and purchased skills and abilities to make sure they fit his sense of the game world and balance.



COMBAT

Player characters meet a wide range of non-player characters (NPCs) during the course of their adventures. Some of these NPCs will be friendly; others may be negotiated with. Still others are beyond reason. Hungry beasts, hateful goblins and crazed Sardukaar abound and when the PCs encounter them, they better be ready for a fight.

DISTANCE SCALE

Combat in Bostonia FRP is played on a map of hexes. Each hex (since the hexes on most maps are one inch, a hex is often called an inch) represents 2 meters. To summarize:

1 hex = 1" = 2 meters

TIME SCALE

Combat is played in a series of turns called rounds. Each round represents a frame in a comic book, or a short descriptive passage in a novel. For those situations that need a more accurate representation of time, each round is about 3-5 seconds long.

1 round = 3-5 seconds

TURN SEQUENCE

Rounds in Bostonia FRP combat are relatively simple. Each round begins with an initiative phase where characters determine the order in which they get to act. Then, each player (in order of their initiative) takes his action. When all combatants have taken their actions, you start a new round.

INITIATIVE

Initiative determines who gets the first opportunity to act in a combat round. To determine initiative, each combatant rolls a 1d12 and adds their INI score and any other modifiers for their weapon, spells or the situation. The high total acts first, followed by the second highest and so on. If there is a tie between two or more combatants, they should re-roll to break the tie. When breaking a tie, the second roll has the same modifier as the first.

Example of Initiative: Two adventurers, Alanna (INI +1) and Kale (INI 0) are traveling through the forest, when they come upon a group of three goblins along a trail. Neither group is surprised and the goblins immediately move to attack. The GM calls for initiative for round 1. The rolls are as follows:

Character	INI
Alanna	6+1=7
Kale	3+0=3
Goblin 1	4+0=4
Goblin 2	8+0=8
Goblin Leader	5+2=7

In this round, goblin 2 goes first. After he acts, the Goblin Leader and Alanna roll to break their tie. Alanna rolls a 5 for this tiebreaker and adds 1 for a total of 6. The goblin leader rolls a 10 and adds 2 for a total of 12. So the goblin leader acts, then Alanna. Next goblin 1 goes and finally, Kale acts.

SURPRISE

In certain situations, one side in a combat might surprise another. Conditions for surprise are up to the GM and should be based on the situation leading up to the conflict. The side that surprises its opponents gets a free round of action. The surprised side cannot act. If they see the attacks coming, they can defend themselves at a -1. If they cannot see the attacks come, they can defend with their base defense.

The round after the free round, the surprised party can act normally, but gets a -2 to their initiative rolls.

INITIATIVE MODIFIERS

Many weapons and spells have initiative modifiers. This number modifies the initiative roll at the beginning of the round. Thus, a character using a knife gets a +1 to his initiative roll whereas a person using a pole arm will get a -1.

CHANGING INITIATIVE MID-ROUND

Unfortunately, the initiative modifiers assume that the player knows what his character is doing that round and what weapon or spell he is using to do it. When a character takes a modifier to his initiative he is essentially declaring what he intends to do that round. If he does something different, then his initiative could change in the middle of a combat round. A character's initiative score can never increase in the middle of a round. It can only decrease.

Example of Initiative Changing in Mid-Round:

Alanna is in combat with two goblins and intends to move up to her opponents this round. She rolls an 8 for initiative. Since moving has no initiative modifier, Alanna acts with an initiative score of 8. The goblins get initiative rolls of 9 and 7.

The goblin with a 9 initiative moves first and steps up to Alanna and attacks her. He misses. It is Alanna's turn to act and she would like to draw her axe and counter-attack. However, her war axe has an initiative modifier of -1. This means she must act with a 7 initiative instead of her 8. Instead of attacking, Alanna must roll a tie breaker against the goblin who ties her 7 initiative.

Example of Initiative Not Increasing: Kale is currently using a long spear to fight. His initiative, including the -1 modifier is 6 this round. A goblin shaman with an initiative of 7 is going to release a spell this round. Kale's player indicates that Kale is going to drop his spear, draw a knife (init modifier +1) and with his newfound initiative of 8, throw the knife before the spell is released.

This is not permitted. The fastest Kale can act is with his original initiative of 6. If instead he were to pick up a small boulder (init modifier -2) and throw it at the shaman, he could act on initiative 5, but the hernia might keep him from acting at all.

ACTIONS AND HALF-ACTIONS

When it is your turn to act, you can perform a full action, or two half-actions. An action is defined as something you could complete in a round. This might include climbing over a fallen tree, sawing through a thick rope, tying a bootlace, or rummaging in your pack. Anything the GM decides could be done in 3-5 seconds, or a frame in a comic book. A half-action is something that takes only a second or two. Drawing a sword and standing up from a sitting position are examples.

ACTIONS AND HALF-ACTIONS

Full Actions	Half Actions	No Time
Moving Your Base Move	Moving Up to Half Your Base Move	Speaking
Running 1.5x Your Base Move *	Attacking an Opponent (must be last half-action taken) ****	Drop an Object
Sprinting 2x Your Base Move *	Draw a Weapon/Put a Weapon or Arrow Away	Drop Prone
Casting a Spell	Make an Un-aimed Attack With a Missile Weapon	
Rummage Through a Pack **	Stand Up	
Tie/Untie a Knot **	Open a Door (easy)	
Navigate an Obstacle ***	Pick Up an Object	
Open a Door (stuck) **	Cutting a Thin Rope	
Breaking Out of a Hold **	Scan a Room **	
Sawing Through a Thick Rope		
Load a Crossbow		
Aimed Attack With a Missile Weapon		

Notes:

- * A character running or sprinting takes penalties to his defense and limitations to his actions the next round. See 2.3.2.2 Movement in Combat for details.
- ** The GM might require an attribute test to determine the success of this action. Alternately, he might declare that this action takes more than one round to complete.
- *** Depending on the nature of the obstacle, a successful climbing or acrobatics roll might halve the time required. Also see ** above.
- **** In a round, attacking must be the last thing that you do. Once you attack an opponent, your action is over, even if you have a half move remaining. See 2.3.2.2.1 Attacking and Moving in Combat for details.

Some of these actions may not automatically be successful. For instance, to tie a knot, the GM may have you make a DEX test. Rummaging through your pack to find an item might have a random chance of success depending on the number of items in your pack (or the GM might require a PER test). In addition, some of the actions, such as attacking or moving more than your Base Move, have special restrictions on them. These will be dealt with later in the chapter.

In addition, some actions may take more than one round at the GM's discretion. For instance, the chart says navigating an obstacle takes a single action. This applies for obstacles like small fences, fallen trees or a table – things that are easy to climb or vault over. However, if the obstacle is a high wall with spikes on top, a thorn bush or a pool of quicksand, the GM may rule that it takes many rounds of action to cross. Rummaging through a pack is another potential multi-round action. If you have a sack with 3 or 4 items in it, then one action is an appropriate length of time in which to find that Potion of Might. If you have 25 items in there, then you would have to be really lucky to pull the potion out in that amount of time.

Example of Actions and Half-Actions: *Kale is in combat with a group of goblins. He wants to attack the humanoids, but is 3" (3 hexes) away from the closest one. This means Kale would need to move 2" to be adjacent to the goblin and then attack. His Base Move is 6". Looking at the above chart, we see that a move of 2" is less than half of Kale's base, so it is a half action. Attacking is also a half action, so Kale can move up to the goblin and then attack.*

Another Example: *Alanna has been knocked down and disarmed by the goblin leader. Alanna wants to get her sword, stand and attack the goblin. Looking at the chart, we see that standing is a half action, picking up her weapon is a half action, as is attacking. She cannot do all three things in a single round. She could get her weapon and attack from the ground (at a penalty for being on the ground), or stand and punch, or stand and get her weapon.*

An Example of Multi-Round Actions: *The goblins have fled, but more are coming this way. During the battle, Kale is injured and is in need of healing. Alanna wants to apply her healing salve to Kale's bleeding leg. The GM rules that this "action" consists of getting the salve out of Alanna's herb pouch (1 round), getting a bandage (1 round), applying the salve to the bandage (1 round) and applying the bandage to Kale's leg (2 rounds). The GM tells Alanna that using the salve will take 5 rounds.*

DECLARING AND SAVING AN ACTION

A character that has the initiative does not necessarily have to act on his turn. He may want to wait and declare his action, saying something like, "I wait until an enemy comes through the door. Then I attack." Or, it could be a vague decision to wait and "see what happens."

DECLARING AN ACTION

A character that declares a specific action and a trigger for that action is said to have made a **specific declaration**. When a character makes a specific declaration, he is poised and ready to act on a moment's notice. As soon as the trigger happens, the character will act.

Example of Making a Specific Declaration:

Alanna and Kale have penetrated the goblin stronghold. They enter a room and see furs, chests and trinkets of all kinds lining the floor and walls. They have found the leader's treasure room. While Alanna enters to search for the object of their quest, Kale moves to the door. Kale's player states, "Kale moves to the door. He will attack anyone who comes through." This is a specific declaration. The trigger is someone walking through the door. The action is an attack.

Another Example of a Specific Declaration: *A huge combat rages between a group of humans and a group of goblins. Alanna and Kale are in the middle of this melee. During the fight, Alanna has spotted a goblin shaman. His spells could turn the tide of the battle against the humans. Alanna wins initiative this round, but has no way of getting to the shaman. Instead of using her action, she waits, watching the shaman. If he begins to cast a spell, she will draw a throwing knife and use it to attack the shaman. Alanna has made a specific declaration. The trigger is the shaman casting. The action is drawing and throwing a dagger.*

A character that has declared his action will always act when the trigger presents itself regardless of initiative. This will allow the declaring character to act before (or in the middle of) someone else's action. This makes sense. The declaring character was watching, waiting to act. If the trigger condition is met, the character that has an action declared will get to preempt his enemies and possibly thwart their action.

Example of Preempting: *Later in the combat round, the goblin shaman begins to cast a spell. Alanna has declared her action, so as soon as the shaman starts chanting, she gets to attack with her throwing dagger. The shaman has no chance of finishing his spell before Alanna attacks, since she was waiting for him to cast.*

In certain situations, the GM might require a PER roll to preempt your opponent. For instance, if there were many combatants between you and the shaman, it may not be easy to discern that he has begun chanting a spell. If it is foggy, or raining, dark or loud, you may have a hard time realizing your action trigger has occurred. On the other hand, some situations might warrant a PER roll to NOT act when the action trigger happens.

Example of a Good Time Not to Act: While Alanna searches the treasure room, Kale waits to slice anyone coming through the door. Suddenly, Petor, another adventurer enters the room, looking for our heroes. The GM rules that Kale is startled and starts his attack. He allows Kale to make a PER roll to not hack Petor to bits.

SAVING AN ACTION

If you do not want to act when you have the initiative, it is not required that you declare your action. You can also **save your action**. A character that has a saved action is waiting and watching the situation, ready to react to events as they occur. This is different than making a declaration because you are not specifying an action and trigger. You are simply waiting.

After you save an action, you may use it **at any time** (including in the middle of someone else's action) to try and preempt your enemy. However, since you were reacting (as opposed to making a specific declaration), you do not automatically preempt your target. Instead, both the saving character and the interrupted character roll 1d12 and add their SPD scores. High roll gets to act.

Example of Saving an Action: The combat is going badly for the humans. A mage on the human side begins casting. His spell will take a round to complete and is extremely delicate. If anyone hits the mage while he is casting, it will ruin the spell. Alanna decides to guard the mage. When it is her turn to act, she saves her action, ready to react to any threat.

Later that round, a goblin charges the mage. Alanna preempts the goblin, attempting to intercept and engage him before he can ruin the spell. Since Alanna did not declare her action, she has to roll against the goblin. Alanna rolls a 6 and adds her speed of 13 for a total of 19. The goblin rolls a 7 and adds his speed of 11 for a total of 18. Alanna wins and gets to act. She moves in front of the goblin and attacks him.

DECLARING OR SAVING ACROSS MULTIPLE ROUNDS

A character can declare or save an action across combat rounds. However, no character may have two actions in a combat round (there are some specific exceptions to this rule, as we may see later). If you save an action and the current round ends, you may keep your saved action into the next round. At any time before it is your turn to act in the new round, you may use your saved action to preempt your enemies. If you do not use your saved action by the time it is your initiative in the new round. You lose the saved action, but can use your new action normally (including saving it). If you do use the saved action in the new combat round, you may not use your normal action.

Example of Saving an Action Between Rounds: In the combat example with Alanna and the shaman, let's say the shaman does not cast a spell. Instead, he yells orders to his troops. Alanna declared her action on round 3, but since the shaman did not cast, she did not use her action. She keeps her declared action to round 4. This round the shaman gets an 8 initiative and Alanna gets a 4. The shaman will act first.

If, on his initiative, the shaman decides to cast a spell, Alanna still has an action declared. She will be able to preempt the shaman and throw her dagger at him. Since she cannot have two actions in a single round, once she throws the daggers, she loses her normal action which would have occurred later that round.

If the shaman does not cast, Alanna can still act when it is her normal turn with her 4 initiative.

MOVEMENT AND POSITION IN COMBAT

Moving a number of hexes equal to or less than half your base move (rounded up) takes a half action. Moving any more than your half move, constitutes a full action. Please note, that under no circumstances should a character be allowed to take two half moves in an action to take advantage of the rounding and move more than his Base Move score.

Example of Full and Half Moves: Alanna has a Base Move score of 7 hexes. This means that in a given round, she can move up to $7/2 = 3.5$ which rounds to 4 hexes and take only a half action. If she moves from 5-7 hexes in a round, she must take a full action. She could not tell the GM she would like to make 2 half moves (at 4 hexes a piece) to move 8 hexes in a round.

MOVING AND ATTACKING IN COMBAT

In a given round, a character can move up to half his Base Move and then attack. Any character that moves and attacks in the same round takes a -1 to his attack roll. Also, attacking an opponent ends your action. Thus, if you attack during your first half action, you lose your second half action. Attacking must be the last thing done during your action.

RUNNING AND SPRINTING

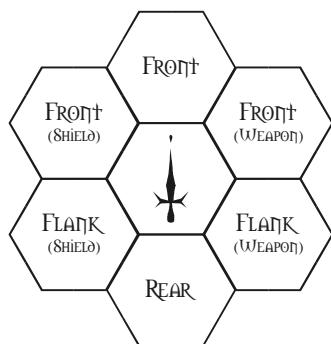
A character's full move consists of a cautious jog that takes into account the combat situation. A character can make a full move and still defend without penalty. However, there are times when a character needs to cover a lot of ground quickly, without regard to defense. In these cases, a character might want to run or sprint.

A character that runs can move up to $1\frac{1}{2}$ times his full move. Thus a character with a 6 hex move could run 9 hexes during his action. Running takes a full action. In addition, a character that runs is not paying attention to his defense. He cannot parry or shield block. He is only allowed to dodge at a -2.

A character that sprints can move up to 2 times his full move. Thus a character with a 6 hex move could sprint 12 hexes during his action. Sprinting takes a full action. In addition, a character that sprints cannot defend himself at all. He cannot parry, dodge or shield block and must rely on his base defense mode.

FACING

Every combatant has a facing. Characters can face any of the six hex sides of the hex they occupy. They cannot face a hex corner. The three hexes in the front of the character are called his front. The hex directly opposite the one the character is facing is his rear. The other two hexes are his flank.



Changing facing takes no time. If a character can see an attacker or detect an attack, he can change his facing to meet the attack. However, if the attacker approaches from the flank or rear, the defender must make a PER roll vs. DL 10 to detect the attack and turn change his facing. Once a character is attacked, they automatically detect their attacker and can turn to face them.

FACING MODIFIERS

An attack from the front is at no modifier. A flank attack is at a +1 to hit. An attack from the rear is at a +2 to hit. In addition, you can only parry attacks from your front and right (weapon-side) flank. A shield block can only defend attacks coming from the left (shield-side) flank or the two front hexes that are on the shield side. A character can dodge attacks coming from any direction.

COMBAT RESOLUTION

When you have the initiative, one thing you can possibly do is attack your opponent with a melee weapon, a missile weapon or a spell. To damage your foe, you have to hit him. Hitting a combatant takes a skill roll. This is a standard skill test (see the section titled Skill Resolution). The attacker's attack skill with his equipped weapon is the skill to be tested and the DL of the test is the defender's current **Defense Mode**. A successful test means the attacker hit his target. A failure is a miss.

DEFENSE MODES

A defense mode is simply the way in which a character is defending against a specific attack. The standard defense modes are parry, shield block, dodge or base defense. When a character is attacked, he may defend with any legal mode. However, each mode is somewhat restricted in the types of attacks that it can counter. Each defense mode is described below.

PARRY

When a character learns a melee weapon skill, they get a corresponding parry skill to go with it. Generally, the starting score in the parry skill is equal to the character's starting weapon skill. However, once the starting score is determined, the attack and parry skills are two different skills and characters earn checks and raise each separately. Parry can be used to defend against any melee attack the character can detect. It cannot be used to parry missiles of any type. Also, it cannot parry bolt, ball or direct spells.

SHIELD BLOCK

Characters who buy Combat: Shield can use the shield block defense mode. Their score in this defense mode is equal to their shield skill. A character can shield block any attack he can perceive. Unlike parry, a shield block can defend against missile attacks, but not spell attacks. Shield block is a regular skill and can be raised like other skills.

DODGE

Every character has a dodge score. The dodge defense mode can be used against all manner of attacks, including missiles, ball and bolt attacks (but not direct attacks). Dodge is a figured statistic. However, after the initial number is generated, it is treated like any other skill and can be increased with experience.

BASE DEFENSE

Every character has a base defense score. This score represents the absolute lowest a moving character's defense gets. It does not matter if he is being attacked by a half-dozen foes and is wounded severely, his worst defense will be his score in base defense. Base defense can defend against any attack (aside from attacks which do not require a to-hit roll). Base defense is not a skill and cannot be raised like a skill. Generally, if you are defending with your base defense, you have been overwhelmed or surprised and are in big trouble.

Example of Attack/Defense Modes: Alanna is attacking a goblin guard with her sword. Alanna has a sword attack skill of 12. The goblin has a spear parry of 10 and a dodge of 11. When Alanna attacks, the goblin chooses his dodge to defend. Both combatants roll a d12. Alanna gets a 7 and adds her skill for a total of 19. The goblin rolls a 3 and adds his dodge for a total of 14. Alanna succeeds in the skill test and hits the goblin.

MULTIPLE ATTACKS

A character may defend as many times in a single round as is necessary. Each time he can pick whatever defense mode is most advantageous. Thus, a character being attacked by two goblins might sword parry the first attack and shield block the second. However, each time after the first he uses the same defense mode in a round, he takes a cumulative -3 penalty to his score in that defense mode.

If you face three attacks in a combat round and choose to parry all three of them, you will parry the first at your skill level. The second you parry at -3. The third you parry at -6. The penalties continue to accrue until you reach your base defense. You can never defend at a score lower than your base defense unless you are unable to move.

Example of Multiple Attacks: Kale is fighting three goblins with his axe. This round, the goblins all beat his initiative and get to go before him. Kale has an axe parry of 13, a dodge of 9 and a base defense of 6. The first goblin swings and Kale parries with a score of 13. The second one steps up and attacks and Kale parries again, this time with a 10 defense. When the third goblin swings, Kale could parry at a score of 7 or he could dodge with his score of 9. He chooses to dodge. If a fourth goblin attacked Kale, he would parry at 7. And if his luck really turned sour and a fifth goblin appeared, Kale would defend with his base defense of 6.

FREE PARRIES/DODGES

Some characters get "free parries" or "free dodges". A character with one free parry can parry one extra attack each round without his parry score degrading. Similarly, a character with a free dodge can dodge twice without suffering a penalty. These characters can face multiple opponents with a greater chance of success.

Example of Free Parries: Alanna is facing two goblins. She has a parry skill of 13 with her sword and a free parry. The first goblin swings and Alanna parries with a skill of 13. When the second goblin attacks, she parries again at a skill of 13. If a third goblin would attack and Alanna parried, then her score would be a 10.

HITTING YOUR OPPONENT

As stated before, hitting your opponent takes a skill test pitting the attackers weapon skill against the defense mode of the defender. If you do hit your opponent, you need to roll a hit location and damage.

HIT LOCATION

Roll a d12 and consult the following chart to determine where you hit the defender. To determine which side was hit, roll 1d6: 1-3 Right, 4-6 Left

HIT LOCATION CHART

1d12 Roll	Hit Location
1	Head
2	Shoulder or Midline
3	Arms
4	Hands
5-7	Chest
8-9	Abdomen
10-11	Legs
12	Feet

ALTERNATE HIT LOCATIONS

During combat, there may be situations in which the standard hit location chart makes no sense. For instance, if you are prone when you attack with your short sword, you probably have little chance of hitting the opponent in the head. Similarly, two opponents standing toe-to-toe will have a hard time striking each other's legs.

Also, a character can choose to attack his opponent with one of the "specific locations". He may need to hit his opponent in the legs to slow him down; or he may be facing a creature that takes damage only from blows to the head. In these cases, he can take a penalty to his attack to strike using the following chart. The character does not take a penalty to his attack when the GM rules that a strike MUST use an alternate hit location.

All of the alternate hit locations still use the standard hit location chart above, but the die rolled is different. Thus, the chance to hit different locations is changed.

ALTERNATE Hit Locations

Type of Shot	Called Shot Attack Penalty	Description	Roll
Head Shot	-4	Used when the attacker is higher than the defender and the GM rules there is a good chance of hitting in the head or upper-body.	1d6-1 (0 = head)
High Shot	-2	Used when there is little chance of striking the legs. Punches or small weapons often use this attack.	1d8
Normal	0	This is a normal strike.	1d12
Low Shot	-2	Used when attacking from a lower position.	1d8+4
Leg Shot	-3	Used when striking from a prone position, or kicking.	1d6+6
Specific Location	-7	You can choose the location you strike.	none

Example of Alternate Hit Locations: Kale is fighting his goblins and decides to leap atop a large rock nearby. The rock puts Kale a full meter above his opponents. The GM rules that this is sufficient to give him a Head Shot. In a later combat round, Kale hits a goblin. Instead of rolling a d12 for the hit location, he rolls a 1d6, gets a 1 and subtracts 1 for a total of 0. Looking on the chart, we see that Kale has hit the goblin in the head.

Another Example of Alternate Locations: Alanna wants to finish her opponent quickly. She chooses a head shot to increase her chances of a disabling strike to the head. Because she is choosing to use the alternate hit location chart, she must take the attack penalty listed. She attacks at a -4.

DAMAGE

Every character has a STR die (see section titled Strength) and every weapon has a leverage die. To calculate the damage done by a melee attack, the attacker rolls his STR die and his weapon's leverage die, adds the results and the total is the damage done by the strike. This damage is then reduced by the armor value (AV) of the armor the target is wearing on the location in which he was hit.

For bows, there is no strength or leverage. Instead, each bow and type of arrow has a damage rating. The damage done by a successful bow attack is determined by rolling the bow's damage die and the arrow's damage die and adding the two results. The defender's AV subtracts from this total.

Thrown weapons are similar to melee weapons. The only difference is that the attacker's STR die is reduced by one category on the STR chart. Thus, a person with a 15 STR (who would normally do a 1d8) has a STR die of 1d6 when throwing a weapon.

Spell attacks do the damage listed in the spell description. Armor may or may not subtract from this damage depending on the spell. Attack spells often have other effects in addition to the damage they do. Check the spell description for details.

Example of Calculating Damage: Brax the Short and Annoyed has a STR of 11 (STR die = 1d6) and is using a short sword with a leverage of 1d8. He attacks a goblin who is wearing furs (AV = 2) over most of his body, except his head. Brax hits the goblin, rolling a 7 for the hit location and a 3 and 6 for damage. The total damage done is 9 points, but the goblin's armor absorbs 2 points of this. The goblin takes 7 points of damage in his chest.

EFFECTS OF DAMAGE

When you are hit, you subtract the final damage taken (after armor) from your HIT total. If you run out of HITS, you are considered to be dying. However, there are other possible effects of taking damage. You may be wounded, stunned or knocked unconscious. These effects are described below.

STUNNING

Some wound results stun the defender for one or more rounds. A stunned combatant cannot act, but can defend himself with any of the standard defense modes. However, he takes a -2 to all his defenses due to his disoriented state.

UNCONSCIOUSNESS**At HALF HITS**

If a blow reduces you to less than half your maximum HITS, you have a chance to fall unconscious. This does NOT mean that one attack has to take away half your HITS. If at any time, you take enough damage to reduce your hit point total below the 50% mark, you must immediately check for unconsciousness.

When you are reduced to less than half your hit points, you must make a TOU save vs. DL 8 to remain conscious. If you fail this test, you fall unconscious until you can get 5 minutes of medical attention. Then, a medical skill test vs. DL 8 will rouse you. Alternately, any healing magic, potion or salve that can raise you to over half your maximum HITS will cause you to come conscious in about 5 minutes. Otherwise, you will remain out for 20-120 (2d12 x 10) minutes.

At ONE-QUARTER HITS

If a blow reduces you to less than one quarter of your maximum HITS, you must check for unconsciousness. This check is made against a DL 15. If you fail this test, you fall unconscious until you can get 20 minutes of medical attention. Then a medical test vs. DL 12 will rouse you. Alternately, any healing magic, potion or salve that can raise you to over half your maximum HITS will cause you to come conscious in about 5 minutes. Otherwise, you remain out for 2d12 hours.

Some notes and clarifications:

- Please note, you do **not** have to take the damage all in one blow to be knocked unconscious. Cumulative damage that takes you to under the half (or one quarter) threshold will force you to check for unconsciousness.
- Also note, you make a single unconsciousness check at the moment you cross a damage threshold. You do not have to check for each hit you take once you are below 50% (or 25%). Thus, if you are knocked below half your HITS, but succeed the TOU test, you do not have to roll again until you are knocked below one quarter your HITS (you just crossed another threshold), or until you are healed to above half your maximum HITS, and are subsequently knocked below half again.
- The GM should use the times for the medical checks and unconsciousness as guidelines. If the story would benefit from captured characters being unconscious for 3 days, or waking up just in time to see the villain carrying the princess out the window, then so be it.

Example of Unconsciousness: In the previous example, Brax hit a goblin for 7 points of damage. The goblin's total hit point total is 30, but he had taken some damage earlier in this battle and so he had only 20 hit points. Now, he takes 7 more point of damage, bringing his total to 13. This is less than 50%, which is 15, so the goblin needs to roll to remain conscious. The goblin has a TOU of 12 and the DL of the attribute test is 8. The goblin rolls a 4 for a total of 16. The GM rolls a 9 for a total of 17. The goblin sinks to the ground unconscious.

WOUNDING

If any **single** attack does damage equal to or in excess of 25% of your maximum HITS, then you have suffered a wound. A wound could be a graze (meaning there is no additional effect besides the damage done), it could impair your ability to fight, or it could mean the loss of a limb, or death.

When you suffer a wound, determine what fraction of your maximum hits the blow delivered, roll a d12 and consult the following chart.

WOUND SEVERITY CHART

Roll 1d12	Attack Did 25%	Attack Did 50%	Attack Did 75%
1	Graze (no effect)	Minor	Minor
2	Graze (no effect)	Minor	Minor
3	Minor	Minor	Serious
4	Minor	Minor	Serious
5	Minor	Minor	Serious
6	Minor	Serious	Serious
7	Minor	Serious	Serious
8	Minor	Serious	Mortal
9	Minor	Serious	Mortal
10	Serious	Mortal	Mortal
11	Serious	Mortal	Mortal
12	Mortal	Mortal	Mortal

Once you determine the severity of the wound, you can consult one of the following charts based on the wounded hit location.

HEAD WOUNDS

Severity	Roll	Effect if Roll Succeeds	Effect if Roll Fails
1 point or more	TOU vs. DL 8	None	Defender is stunned for one round. A stunned character cannot attack and defends at -2.
Minor	TOU vs. DL 10	Until the wound is healed, the defender is at a -1 to all skills involving INT, PER or DEX.	Defender is stunned for 1-3 rounds. If this check is failed by more than 3 points, the defender is unconscious (as though he had failed a 50% unconsciousness check). Until the wound is healed, the defender is at a -2 to all skills involving INT, PER or DEX.
Serious	TOU vs. DL 12	Defender is stunned 1-3 rounds. Until the wound is healed, the defender is at a -2 to all skills.	Defender is knocked out for 2d6 hours. Until the wound is healed, the defender is at a -3 to all skills.
Mortal	TOU vs. DL 12	Defender is knocked out for 2d12 hours. Until the wound is healed, the defender is -4 to all skills. A permanent -1 to all skills is suffered until magical aid can be found.	Instant death.

ARM AND HAND WOUNDS

Severity	Roll	Effect if Roll Succeeds	Effect if Roll Fails
1 point or more	DEX vs. DL 8	None	Defender drops anything he is holding in that hand.
Minor	TOU vs. DL 10	Defender drops what he is holding in that hand. Until the wound is healed, the defender loses 1 STR die step with that arm and he is at a -1 with any skill requiring that arm.	Defender drops what he is holding in that hand. Arm is useless until medical attention is received. Until the wound is healed, the defender loses 2 STR die steps with that arm and takes a -2 to any skill requiring its use.
Serious	TOU vs. DL 12	Defender drops what he is holding in that hand. Defender is stunned 1 round. Arm is useless until medical attention is received. Until the wound is healed, the defender loses 2 STR die steps with that arm and takes a -2 to any skill requiring its use.	Defender drops what he is holding in that hand. Defender is stunned for 1-3 rounds. Until the wound heals, the arm is useless.
Mortal	TOU vs. DL 12	Defender is knocked out for 2d12 hours. Arm is useless until the wound is healed.	Arm is shattered or removed (GM's call) and is useless until some magical assistance is found.

LEG AND FEET WOUNDS

Severity	Roll	Effect if Roll Succeeds	Effect if Roll Fails
Minor	TOU vs. DL 10	Until the wound is healed, the defender loses 1 from his Base Move and takes a -1 to all skills requiring AGI or SPD. All defenses are -1.	Defender is knocked to the ground. Until the wound is healed, the defender loses 1 from his Base Move and takes a -2 to all skills requiring AGI or SPD. All defenses are -2.
Serious	TOU vs. DL 12	Defender is stunned 1 round and falls prone. Leg is useless until medical attention is received. Until the wound is healed, the defender loses 2 from his Base Move and takes a -2 to all skills requiring AGI or SPD. All defenses are -2.	Defender is stunned for 1-3 rounds and falls to the ground. Until the wound heals, the leg is useless.
Mortal	TOU vs. DL 12	Defender is knocked out for 2d12 hours. Leg is useless until the wound is healed.	Leg is shattered or removed (GM's call) and is useless until some magical assistance is found.

CHEST WOUNDS

Severity	Roll	Effect if Roll Succeeds	Effect if Roll Fails
Minor	TOU vs. DL 10	Until the wound is healed, the defender takes -1 from any skill that requires strenuous activity. Defenses are -1. TOU rolls to remain conscious are -2.	Defender is stunned 1 round. Until the wound is healed, the defender takes -2 from any skill that requires strenuous activity. Defenses are -2. TOU rolls to remain conscious are -3.
Serious	TOU vs. DL 12	Defender is stunned 1-3 rounds. Until the wound is healed, the defender takes -2 from any skill that requires strenuous activity. Defenses are -2. TOU rolls to remain conscious are -3.	Defender is unconscious for 1d6 hours. Until the wound is healed, the defender takes -3 from any skill that requires strenuous activity. Defenses are -3. TOU rolls to remain conscious are -4.
Mortal	TOU vs. DL 12	Defender is knocked out for 2d12 hours. Until the wound is healed, the character cannot engage in any activity more strenuous than walking. A permanent -1 is taken to all skills that require strenuous activity and all defenses and TOU rolls until some magical assistance can be found.	Instant death.

DEATH

A character reduced to zero hit points or less is dying. He is unconscious and will lose 1 hit point each minute. When he reaches a negative hit point total equal to 25% of his total hit points, he is dead. The loss of hit points can be stopped if a character with medical or physician can treat the dying character. The DL of the skill test is 10 + the absolute value of the character's hit point total.

LETHAL AND NON-LETHAL DAMAGE

Most weapons do lethal damage. Any lethal damage taken reduces a character's hit points and can cause wounds and unconsciousness as described above. However, some weapons do non-lethal damage. Fists, clubs, staves and most improvisational weapons fall into this category.

Any attack that does non-lethal damage still counts against the hit points of the target and can still cause unconsciousness. A character that is reduced to zero hit points is knocked unconscious. He will be dying (see Death above) if the majority of his hit point loss was caused by lethal damage. Otherwise, he is just knocked out as though he failed his 75% TOU test.

Non-lethal damage can cause wounds. The criterion for a wound is the same as for lethal damage: 25% or more total hits in one blow. However, the roll on the wound severity chart is at -3, so many wounds will be grazes. Any damage that does cause a non-graze wound is considered lethal damage for purposes of death and automatic recovery.

After a character has had a few minutes to rest, 100% of the non-lethal damage taken is recovered.

ENGAGING YOUR OPPONENT

When a character is adjacent to an opponent, he is engaged with that opponent. An engaged character can move, but must remain adjacent to the combatant with which he is engaged. If he moves away from his opponent, then his opponent may immediately make an attack against him at a +2 to hit. This attack is free and does not take the opponent's action for that round.

One character can only engage one opponent. However multiple opponents may engage a character that is outnumbered. If he tries to disengage, then all characters with whom he is disengaging (moving to a hex that is not adjacent to them) get a free +2 attack.

The only way a character can disengage from melee without suffering the free attack is if the character has allies who are engaging his opponents. Opponents that are otherwise engaged will not get a free attack on a disengaging character. Put more simply, if your friends are keeping the enemy busy, then you can slip away with no penalty.

Example of Engaging: Brax the Short and Annoyed is fighting a bandit. Brax and the bandit move so they are in adjacent hexes. Since they are in adjacent hexes and hostile, they are engaged. Neither can move away from the other without facing a free attack.

Example of Multiple Opponents: Later, Brax faces two goblins. Now Brax is engaged by both goblins. If he tries to disengage, he faces a free attack from each goblin. However, either goblin could leave the combat since Brax would be kept busy (engaged) by the remaining goblin.

COMBAT MANEUVERS

To give combat a distinctive feel and allow more tactical flexibility, a large number of combat maneuvers are available. Combat maneuvers are special attacks or defenses that provide modifiers to a character's attack, defense and damage. In addition, some of the maneuvers have special effects. For instance, if you are facing a massively armored opponent, a piercing strike may be in order. If you need to win initiative to ruin the evil sorcerer's Spell of Ultimate Doom, perhaps you need to use a rushed strike.

MANEUVER TYPES AND RESTRICTIONS

Every combat maneuver has one of four types: standard attack, standard defense, special attack and special defense. The differences between the types are explained below.

ATTACK MANEUVERS

A combatant can perform one attack maneuver each round. Two attacks are not permitted. A combatant may choose an attack maneuver when it is his turn to act. Many attack maneuver penalties have modifiers associated with them. Attack modifiers are instant and last for the current action only. Defense modifiers last until the character's next action.

Example of Attack Modifiers: Brax wins initiative and tries a wild strike. He swings (at a -4 penalty), hits and kills one bandit. Another bandit attacks him later that round. Because he performed a wild strike, he is at a -2 to his defense. Next round, Brax loses initiative and the bandit gets to attack. Since Brax has not yet had his action, he is still at a -2 defense. When it is Brax's turn to act, his modifiers go away and he is able to choose another maneuver.

DEFENSE MANEUVERS

A combatant can perform one defense maneuver each round. Two defense maneuvers are not permitted. However, note that a defense maneuver may be combined with any number of defense modes. A combatant may choose a defense maneuver whenever he is attacked. Many defense maneuvers have modifiers associated with them. Defense modifiers are in effect until the end of the round. Attack modifiers are in effect through the end of the character's next action.

Example of Defense Modifiers: Brax is facing two bandits and is injured. He does not want to take another hit, if he can help it. Brax loses initiative and goes last this round. As the first bandit attacks, Brax decides to give ground, gaining a +2 to all defenses. With the modifier, both bandits miss. When it is Brax's turn to attack, he takes a -3 to his attack. As soon as Brax takes his action, his attack modifier is gone.

However, the round has not ended yet, so Brax still gets his +2 defense. When a third bandit jumps out of the brush, Brax still gets the benefit of his +2 defense. Once the bandit attacks and the round is over, Brax's defense bonus ends.

STACKING PENALTIES

There is a situation where a character might have to use two defense maneuvers before he gets an action. This occurs when a character wins initiative and acts, and then uses a defensive maneuver when he is attacked. Next round, he loses initiative. When he is attacked this round, he chooses to use a defensive maneuver again. In this case, he used two defensive maneuvers in two consecutive rounds. If both of these maneuvers carry attack penalties, then the penalties stack. This means that the character adds the penalties for the maneuvers on his next action. Similarly, if a character uses two special attacks that carry defense penalties, these penalties will stack as well.

Example of Stacking Penalties: Brax wins initiative on round 1 and attacks. When he is attacked, he gives ground. On round 2, Brax loses initiative. He is attacked and decides to give ground again. When he does get to attack at the end of round 2, he is at a -6.

In addition to modifiers, some defense maneuvers cause the combatant to lose his next action. This means that the combatant does not roll initiative and does not get to move or attack next round. However, they keep the modifiers through until the end of the next round.

Example of Losing an Action: Alanna is in trouble, facing four goblins by herself. On round 1, she wins initiative and attacks, injuring a goblin. However, now she is facing four attacks. She decides to all-out parry, which gives her a bonus to her parry and an additional free parry at the cost of her next action. She is very lucky and the four goblins all miss.

On round 2, Alanna gets no action, so she does not even roll initiative. The four goblins attack again. However, Alanna still gets the benefits of her all-out parry. Again, she is painfully lucky and is missed all four times.

On round 3, Alanna wins initiative. She attacks and kills one of the goblins. Now it is the goblins' turn. Alanna decides to all-out parry again.

On round 4, Alanna gets no action, but retains the defensive benefits of her parrying.

STANDARD MANEUVERS

Standard maneuvers are maneuvers like strike, parry, dodge and shield block. These generally have no special modifiers associated with them. There are no restrictions to using standard maneuvers, except that you cannot use two attack maneuvers, in a round. If a standard maneuver carries modifiers, then the modifiers act in accordance to the rules above.

SPECIAL MANEUVERS

Special maneuvers give special bonuses and penalties to the combatant. Generally, they are ways of gaining extra damage, accuracy or defense. All special maneuvers have trade-offs inherent in their use. If a strike does extra damage, then it will likely be inaccurate. Defensive maneuvers generally penalize the combatant's attack, and some do not allow an attack at all.

MANEUVER List

STANDARD ATTACK MANEUVERS

Maneuver	Type	Attack	Defense	Damage	Notes
Strike	StA	Skill	Mode	STR + LEV	This is the standard melee attack.
Club Weapon	StA	Skill - 1	Mode	STR(-1) + LEV(-1)	This attack allows the weapon to do non-lethal damage as opposed to lethal damage.
Escape	StA	Special	Special	None	The grabbed combatant rolls a STR test against the character holding him. If it is successful, he is free.
Aimed Ranged Attack	StA	Skill	Dodge	Special	This attack is a careful attack that takes a full action to execute.
Flail Attack	StA	Skill	Mode	STR + LEV	This is the standard attack used with a flail weapon. The defender cannot use shield block to defend this attack.
Grab	StA	Unarmed	Mode - 2	None	The defender is grabbed. The hit location is determined by a High Shot or Low Shot depending on the relative position of the combatants. Based on the hit location, the GM can rule on how much freedom of action the defender has, what limbs are pinned, if the target can parry or dodge and so on. To break out the defender must succeed in an escape maneuver.
Piercing Strike	StA	Skill	Mode	STR + LEV	This is the standard attack used by an armor piercing weapon. Any armor the defender is wearing has its protection halved (round down) when absorbing this attack.
Throw	StA	Unarmed-2	Mode	STR	If the attack is successful, the defender is thrown 1" and takes STR damage. The defender is prone. The defender can make a Breakfall roll (DL 10 + the amount the attack succeeded by) to avoid damage and roll to his feet.
Un-Aimed Ranged Attack	StA	Skill - 2	Dodge	Special	This is a rushed attack with a missile weapon that takes only a half action.

SPECIAL ATTACK MANEUVERS

Maneuver	Type	Attack	Defense	Damage	Notes
Aimed Strike	SpA	Skill - 3	Mode	STR(-1) + LEV(-1)	This is a careful attack with less power behind it. Both the STR and leverage die are reduced by one step.
Attack Weapon	SpA	Skill - 3	Mode	None	If this attack hits, then both attacker and defender roll their weapon's leverage die. The defender reduces his leverage die by one step for this roll. If the attacker rolls higher, the defender's weapon takes durability damage equal to the difference in the rolls. If the defender rolls higher, both attacker's and defender's weapons take one point of durability damage.

The use of special maneuvers is limited by two main rules. First, you may never use two special maneuvers in a round, though you may combine a special maneuver with a standard maneuver. Second, you may never use a special offensive maneuver on the round after you use a special defensive maneuver. Likewise, you may never use a special defensive maneuver on the round after you use a special offensive maneuver.

Example of Special Maneuvers: Brax is fighting a troll. On round 1, he attacks the troll with a strong strike. He misses and when the troll attacks, Brax takes a penalty to his defense. The troll hits Brax and does a fair bit of damage. Round 2, Brax loses initiative. He does not want to get hit again. He would like to take a defensive stance, but he cannot since he used a special offensive maneuver last round. He has to attack and defend with standard maneuvers this round. On round 3, Brax can take a defensive stance.

Charge	SpA	Skill - 2	Mode - 2	STR(+1) + LEV(+1)	The attacker must make a move of at least half his Base Move and not more than his full Base Move to approach the target. He then attacks, gaining a bonus of one die step to both STR and leverage dice if he hits.
Disarm	SpA	Skill - 4	Mode	None	If this attack hits, the defender must make a DEX save vs. DL 10 + (the amount by which the attack succeeded) to hold his weapon. If he fails, his weapon flies 0-2 hexes in a random direction.
Feint	SpA	Skill + 2	Mode	STR + LEV	If the attacker can make a DEX test vs. his opponent's PER, he gets the bonus. If he fails, he loses his attack this round. A trick like this generally only works on intelligent opponents and most will only fall for this once.
Press	SpA	Skill - 2	Mode	STR + LEV	If this attack is successful, normal damage is done and the defender must retreat 1". The attacker has the option of following into the vacated hex.
Rushed Strike	SpA	Skill - 3	Mode	STR + LEV	Unlike other attacks, this intention to use this strike must be stated before initiative is rolled. A character using rushed strike gets a +3 to his initiative that round.
Strong Strike	SpA	Skill - 2	Mode - 1	STR + LEV + 3	A powerful strike that sacrifices accuracy for damage. The attacker gets a +3 damage.
Sweep	SpA	Skill - 4	Mode	STR(-1) + LEV(-1)	Attacker can attack two opponents. Each attack takes the attack and damage penalty.
Tackle	SpA	Unarmed - 2	Mode - 2	STR(+1)	The attacker can make up to his full Base Move up to the defender. If the attack succeeds, then both combatants go down.
Wide Press	SpA	Skill - 2	Mode + 1	None	The attacker rolls to attack the best of the defenders in his front three hexes. If the attack is successful, then all three defenders must retreat 1". The attacker may follow up, if he desires.
Wild Strike	SpA	Skill - 4	Mode - 2	STR + LEV + 6	A crazed strike designed to do as much damage as possible.

STANDARD DEFENSE MODES AND MANEUVERS

Maneuver	Type	Attack	Defense	Damage	Notes
Base Defense	M	Skill	Base Def	--	This is the standard base defense. Base defense never decreases no matter how many times it is used in a round.
Dodge	M	Skill	Dodge	--	This is the standard dodge. Each time you dodge in a round, your dodge drops by 3.
Off-hand Parry	StD	Skill	Parry - 2 or Parry	--	A character fighting with a second weapon in his off-hand may parry using this maneuver. The parry is at a -2, unless the defender is ambidextrous, in which case there is no penalty. This maneuver may only be used once in any given round. It essentially allows an extra parry.
Parry	M	Skill	Parry	--	This is the standard parry. Each time you parry in a round, your parry score drops by 3.
Shield Block	M	Skill	Block	--	This is the standard shield block. Each time you block in a round, your block drops by 3.
Staff Parry	StD	Pole Arm-2	Parry + 1	--	Pole arms may parry in this fashion. However, since the weapon is out of position for an effective attack, there is an attack penalty.

SPECIAL DEFENSE MANEUVERS

Maneuver	Type	Attack	Defense	Damage	Notes
Acrobatic Dodge	SpD	Skill - 2	Dodge + 3	--	The defender must have two adjacent, empty hexes to perform this maneuver. He must make an acrobatics skill test at a DL of 9 + number of opponents near him + number of obstacles near him. Acrobatic dodges are free dodges against missile attacks, but degrade normally against melee attacks.
All-Out Dodge	SpD	None	Dodge + 3	--	All dodges against missile attacks are free. Against melee attacks, this dodge degrades by 3 points each attack. Defender loses his next action.
All-Out Parry	SpD	None	Parry + 3	--	In addition to the bonus, the defender gets one free parry this round. Defender loses his next action.

Block for Someone Else	SpD	Skill - 1	Parry - 1	--	The defender must be in the same hex as the target, or somehow directly between the target and his attacker. The defender's parry degrades normally for each attack against him as well as against the target.
Defensive Stance	SpD	Skill - 1	Mode + 1	--	The defender takes a -1 to his next initiative, but gets a bonus to all defenses.
Dive for Cover	SpD	None	Dodge - 2	--	If the defender can make an AGI or acrobatics test vs. DL 10, he may dive up to 2 hexes away. He lands prone. Otherwise, he remains in his hex. Either way, he loses his next action.
Give Ground	SpD	Skill - 3	Mode + 2	--	The defender must retreat 1 hex. All attackers may choose to follow.
Riposte	SpD	Skill	Parry - 2	--	If the defender's parry succeeds, his opponent is -2 initiative and -2 defense next round.
Run	SpD	None	Dodge - 2	--	The character can run up to 1½ times his Base Move. He cannot parry or shield block this round. He takes a -1 to his initiative next round.
Sprint	SpD	None	Base Def	--	The character can sprint up to 2 times his Base Move. He cannot parry, block or dodge this round. He takes a -2 to his initiative next round.
Turtle	SpD	None	Block + 4	--	All turtle blocks are free blocks. The defender loses his next action.

RANGED COMBAT

Ranged combat is resolved in a fashion similar to melee combat. The attacker makes a skill test pitting his weapon skill against the defender's dodge, shield block or base defense. A defender cannot parry a missile attack. Range and intervening obstacles between him and the target modify the attacker's missile skill.

RANGE MODIFIERS

The range between the attacker and target reduce the attacker's chance to hit. The longer the range, the greater the penalty. Each ranged weapon has a set of ranges listed in hexes for each range band.

RANGE PENALTIES

Range Band	Penalty
Point Blank	-0
Short	-2
Medium	-4
Long	-6
Extreme	-10

OBSTACLES

Intervening obstacles such as trees, boulders and bushes give a -1 to the attacker's skill for each obstacle in the line of fire. Obstacles such as characters or animals that move unpredictably give a -1 or -2 to the attack roll at the GM's discretion.

MISSILE WEAPON DAMAGE

Thrown weapons calculate damage in a fashion similar to melee weapons. The only difference is that the STR die of the attacker is reduced by 1 step when throwing a weapon. Other missile weapons calculate damage by adding the damage die of the weapon to the damage die of the projectile fired. In the case of slings and staff slings, the damage of the weapon is based on the STR die of the attacker and so these act much like thrown weapons.

ADDITIONAL WEAPONS AND ARMOR RULES

WEAPON LENGTH AND INITIATIVE

When two opponents first engage, the one with the longer weapon has the ability to preempt his opponent and attack. This attack is like any normal attack and uses the combatant's action for the melee round. Also, a character that has already used his action in a turn cannot preempt.

Example of Weapon Length: Janis MacCulluh is facing a swaggering duelist in single combat. The first round, the duelist wins initiative and moves to attack Janis with his sword. Since Janis has a long spear (length L2) and the duelist has a long sword (length M), Janis may preempt the swordsman and attack as soon as he is in range.

WEAPON LENGTH AND OBSTRUCTIONS

Weapons may suffer accuracy and parry penalties depending on the terrain in which they are used. Each hex on the tactical map has a number of obstructions. An obstruction is any feature that might hinder movement or the swinging of a weapon. Dead bodies, trees, barrels or walls (and any number of other things) can be obstructions.

The number of obstructions in a hex is based on how restricted movement is. Generally, if the hex is $\frac{1}{4}$ or less filled with obstacles then it has 1 obstruction. If it is $\frac{1}{2}$ filled then the hex has 2 obstructions. If it is more than $\frac{1}{2}$ filled then it has 3 or more obstructions.

A long weapon takes a penalty to accuracy and parry equal to the number of obstructions in the attacker's hex. A medium weapon takes a penalty equal to one less the number of obstructions in the attacker's hex. A small weapon takes a penalty equal to three less the number of obstructions in the attacker's hex.

Example of Obstructions: Janis MacCulluh wields a long spear. His attack skill is 15 and his parry skill is 14. Since his weapon is -1 accuracy and -1 parry, his skill is 14/13. He is fighting in a building with his back to a wall. The GM looks at the tactical map and since the wall cuts the hex in half, he decides there are 2 obstructions in the hex. Since Janis has a long weapon, he takes a -2 to accuracy and parry. This leaves his skills at 12/11.

DAMAGE TO WEAPONS AND ARMOR IN COMBAT

Weapons and armor can take damage as a result of combat. If, during a to hit test, either the attacker or defender roll a 12 or 1, then damage can occur to the combatants' equipment. If a combatant rolls a 12, then his opponent's equipment will take the damage. If he rolls a 1, then his equipment will degrade. See the chart below.

WEAPON DAMAGE CHART

Die Roll	Attack	Equipment Damage
12 (Attacker)	Hit	Defender's Armor
	Parry	Defender's Weapon
	Shield	Defender's Shield
	Dodge	None
1 (Attacker)	Hit	Attacker's Weapon
	Parry	Attacker's Weapon
	Shield	Attacker's Weapon
	Dodge	None
12 (Defender)	Hit	Attacker's Weapon
	Parry	Attacker's Weapon
	Shield	Attacker's Weapon
	Dodge	None
1 (Defender)	Hit	Defender's Armor
	Parry	Defender's Weapon
	Shield	Defender's Shield
	Dodge	None

Example of Weapon Damage: Janis is attacking the duelist. He swings and his blow is parried. The swordsman rolled a 12 while defending. Looking at the chart, we see that Janis' weapon takes 1 point of durability.

Another Example of Weapon Damage: The duelist attacks Janis who tries to parry the attack. Both roll a 12 on their combat dice. Since the duelist has a higher attack skill than Janis' parry, the duelist hits. Since both Janis and the duelist rolled a 12, we look at the chart twice and see that both Janis' and the duelist's weapon take a point of damage.

OPTIONAL COMBAT RULES

Combat in Bostonia RPG is detailed. At times the level of detail can be complicated to new players and GMs. These optional rules allow you to tailor the level of detail and complexity to your taste.

IGNORING INITIATIVE MODIFIERS

Initiative modifiers can be hard to remember and can lead to difficulties if a character changes weapons in the middle of a combat round. To avoid these situations, ignore the initiative modifiers for weapons and spells.

GROUP INITIATIVE

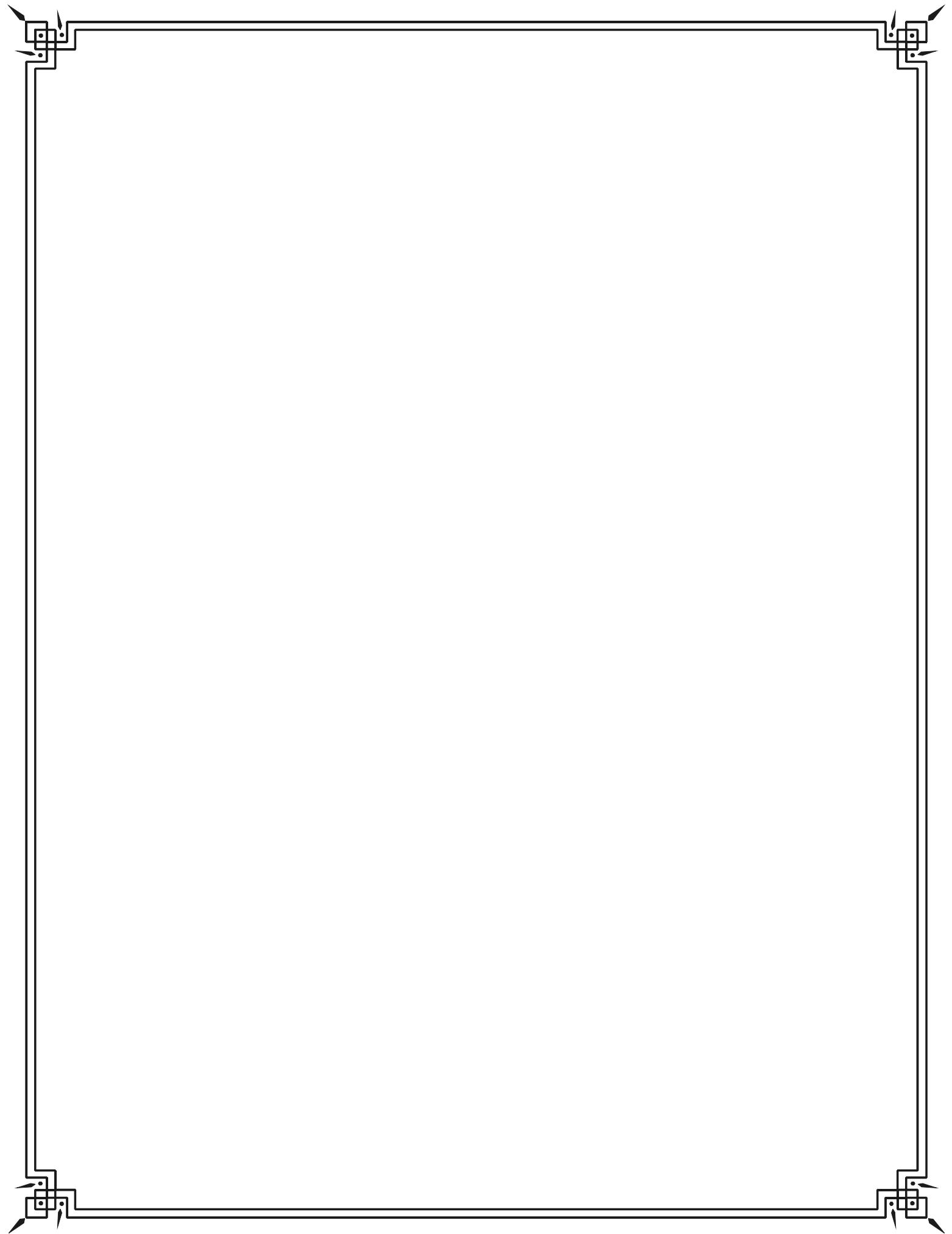
To really simplify the initiative system, have someone roll once for each group of combatants. The GM rolls once for all the enemies and a player rolls once for all the PCs. Characters with initiative bonuses may total their bonuses and add them to the roll, as can the enemies. Everyone from the same group moves and attacks at the same time.

IGNORE INITIATIVE

To simplify even more, ignore the initiative system altogether. Let the characters go first in a round, and then have their enemies go. Alternately, use this rule in tactical situations in which the GM rules that it does not matter who goes first. An example would be when the groups are so far apart that there is no chance of an attack occurring.

WOUND ROLL MODIFIERS

Change hit location #2 to be the "Midline" which is the line from the throat to the groin. For hits that occur in the head or the midline, add 1 to the wound roll if one is called for. For hits in the arms or legs, subtract 1 from the wound roll.



MAGIC

In Bostonia there are three main sources of magic. Runic magic is the most common and the most powerful type of magic. It is based on magical symbols left from ancient times. Runic spells require a few simple gestures and word of power. No material components or lengthy rituals are necessary. With practice, the powers gained through the binding of a rune become an innate part of the mage. However, binding a rune is often a dangerous process and not everyone is capable of it. Runes also tend to alter the mage physically and mentally.

Ritual magic allows a sorcerer to tap magical energy through the use of various materials and sometimes elaborate rituals. These spells can be learned by anyone with the intelligence and discipline to study them. The effects possible with rituals is varied, but ritual magic can never match the power to be gained from a rune. However, ritual magic does not carry the risks of a rune binding.

The final type of magic is spirit magic. The grunj shamans practice this rare type of magic. The shamans use herbs and drugs to enter a trance state where they see the spirits that pervade the land. They befriend or enslave these spirits and cause them to do their bidding. This type of magic can be very powerful, but also perilous. Most spirits do not want to do the shaman's bidding and they will fight to maintain their freedom. Still a skilled shaman is a powerful character. Spirit magic is not covered in this set of rules. In the near future, each race will be the subject of a supplement. The grunj supplement will cover their unique brand of magic.

RUNIC MAGIC

Magic power comes from foci called Runes. Each Rune has certain rituals to bind the Rune to the mage, spells the mage can cast and disadvantages associated with the binding. Runes are somewhat like mystical tattoos, marking the mage in exchange for power.

Some runes are just that, tattoos. The First Equation of the Mathematicians is a rune whose form and symbols is known by the highest in their mystical order. When a mage is ready to gain this rune, the order gathers for a ceremony where the acolyte mage is tattooed with the rune. The act of marking the mage, coupled with the ritual, is sufficient to imbue the mage with the new magic skill and the first circle (beginning) spells.

Other runes are ancient symbols and are tied to only one place. Elemental runes are generally found in ancient sites of power called rune sites. The nature of these sites always mirrors that of the rune it holds. Thus a fire rune may be found at the heart of a volcano; an ice rune in the cold northern wastes. Mages come to these lonely places and attempt to bind the rune to their bodies, often having to undergo some sort of trial to do so.

ACQUIRING RUNES

Gaining a rune is not an easy task. Runes are symbols of ancient elemental power. Many rune sites are located in remote and dangerous locations. Difficult and painful rituals are often necessary to bind the rune to the mage. Quite often, a test of will, spirit or intelligence will be required for successful binding. However, the acquisition of certain runes is so painful or physically grueling that strength and toughness may be tested.

If some sort of test is involved, its difficulty will be listed in the rune description. Failure often means the mage is not yet ready to gain the rune and can attempt again at a later time. In some cases however, there are permanent effects, perhaps even injury and death. These effects are also listed in the rune descriptions.

If the character succeeds in the test (or if one is not required), the character has bound the rune. He will gain the magic skill associated with that rune. In general, starting level of the magic skill is half the calculated skill (see section on Learning New Skills), though the GM could allow characters to begin new runes at their full skill as figured by the stats. The new mage will be able to cast spells of the first circle.

RUNES AND MAGIC SKILL

Once bound to the mage, each rune is a separate magic skill. All skill losses and gains discussed in the rules below apply separately to each rune the mage has. It is possible for a mage to suffer skill loss in one rune, yet have no such loss in another.

Characters who buy magic skill start with a Rune. Since each rune is represented by its own magic skill, a PC who wants to start the game with more than one rune will have to purchase the magic skill more than once. The starting skill level of the mage will determine the circle of spells the mage will be able to cast. In general, if the mage has sufficient skill for a circle, it should be assumed that he has met any conditions for that circle and can cast spells from that circle.

SPELL CIRCLES

Spells in each rune are divided into four circles. These circles represent the power of the spells in the rune. First circle spells are weak, while fourth circle spells represent spells of considerable power and effect. When a mage begins his learning of a rune, he can cast only first circle spells. Later, as he increases his skill level, he can cast spells of higher circle.

A mage is "ready" for a circle when his skill level in the rune is of a certain level. The minimum skill level for each circle is shown in the table below.

SPELL CIRCLE SKILL REQUIREMENTS

Spell Circle	Minimum Skill
First	1
Second	12
Third	16
Fourth	21

In addition, many runes have conditions or tests so the mage may prove he is ready for the new circle. Often, these conditions have to do with the purpose of the rune and become more difficult as the mage progresses. For instance, a rune with the purpose of slaying undead creatures might make a would-be second circle mage defeat a simple undead creature (a skeleton or zombie) single-handedly. For the third circle, he may have to defeat an intelligent undead (wraith or specter) and for the fourth circle a greater undead (vampire) may have to be challenged.

Conditions and tests are different for each rune and are listed in the rune descriptions.

CASTING SPELLS

Casting a spell is a skill test with the player's magic skill acting against the difficulty of the spell. A success means the spell is cast. A failure means the spell is not cast. A particularly poor result may cause the spell to backfire in some random fashion. As the mage casts spells, he expends power and his control of his rune begins to wane. This loss of control is affected by a temporary reduction in the mage's magic skill as he attempts spells.

SPELL SUCCESS/FAILURE TABLE

Skill Test	Effect
Success by 3+	Spell succeeds and no skill loss.
Success by 0-2	Spell succeed, mage loses 1 skill level.
Failure by 1-2	Spell fails and mage loses 1 skill level.
Failure by 3-6	Spell fails and mage loses 2 skill levels.
Failure by 7-9	Spell fails and mage loses 3 skill levels.
Failure by 10+	Spell fails; mage loses 3 skill levels (possible spell backfire)

SKILL LOSS

Mages temporarily lose levels in their magic skill as they cast and fail to cast their spells. This has the effect of making subsequent spells harder to cast. A mage can cast spells until his magic skill drops to 0. However, casting at such low skill levels is dangerous, as most spells will backfire.

BURNING HIT POINTS

In lieu of losing skill levels for casting, mages may choose to take damage to their hit points instead. A mage loses 3 hit points for each magic skill level they would have lost. This damage cannot cause wounds, but it can cause unconsciousness or death. This damage can only be healed over time, or by magic or a physician.

RECOVERING MAGIC SKILL

Each full night of rest gives a mage 2d4 levels in each of his runes. A mage that has his rest interrupted gets only 1d4 for his rest. A mage that gets no rest gains no magic skill levels.

MEDITATION

A mage that can rest quietly for an hour may test his meditation skill against a DL of 8. If he succeeds, he gains 1 level in one of his runes. A successful test against a DL of 12 returns 1d3 skill levels. A DL 18 returns 1d4+1 skill levels.

CASTING SPELLS IN COMBAT

Spells that can be cast in combat have casting times of **combat** or **not engaged**. Casting a spell in combat is a full action. However, it works differently than a normal action. On his initiative, the mage declares his intention to cast a spell. He prepares the spell for a round. The spell goes off on the mage's initiative for the **next round**. Releasing a spell is a no time action. Thus, directly after releasing his spell, the mage may take his full action.

Example of Casting a Spell in Combat: Tangent and his band are facing a horde of undead. Tangent does not have a lot of combat spells, but he can aid his companions by casting his speed spell on them. His speed spell has a casting time of combat, so Tangent can cast this spell. On round 1, Tangent has the highest initiative and goes first. He declares his intention to cast speed. Tangent spends the rest of the round casting. The undead and Tangent's friends all get to act. On round 2, Tangent's initiative comes in the middle of the round. When it is Tangent's action, his spell is cast and he releases it. Since releasing a spell is a no time action, Tangent has a full action to work with. He decides to declare he is casting his blur spell. It will finish on Tangent's initiative next round.

DEFENDING WHILE CASTING

While the caster is in the process of casting his spell, he cannot parry. He can dodge, and takes no penalty to do so. However, a casting mage may take no special defensive maneuvers. This means he can only defend with his dodge and not "all-out dodge", or "give ground".

If the caster takes damage while he is casting, he must succeed at a WIL test to maintain his concentration enough to continue his spell. The DL of this WIL test is equal to the damage taken + 5. In addition, a mage who is grabbed, otherwise restrained, silenced or knocked to the ground will have his spell casting interrupted.

MODE OF DELIVERY

All spells have a mode of delivery. Touch spells require the mage to touch his opponent. Bolt spells fire a thin ray at the target. Ball spells are balls of energy that are thrown at the target. Finally, direct spells automatically hit their targets.

Bolt spells use the combat: magic skill to determine the mage's chance to hit. Ball spells use either combat: magic, or combat: throwing to determine the mage's attack skill. Touch spell require an unarmed combat attack.

HOLDING A SPELL

A mage can hold a spell for three rounds after casting it. Only spells with casting times of combat or not engaged can be held. Holding a spell requires that the mage have a hand free in which to hold the magical energy. The mage can act normally in the rounds he is holding the spell. He can attack and defend with a weapon in his other hand, move or perform any actions he could otherwise perform one-handed. A mage holding a spell cannot cast other spells. If a mage holding a spell takes damage, he must make a WIL test to keep the spell held. This WIL test has a DL equal to the damage taken + 5.

Releasing a held spell takes no time and once the mage releases the spell, he can take his full action.

SAVING THROWS

Many spells allow the target a chance to ignore or reduce the spell's effects. Spells that allow such a saving throw will have one or more statistics and difficulty levels listed in the spell summary. The target must succeed an appropriate attribute test against the listed DL to save. If this test fails, the target takes the full effect of the spell. If the test succeeds then the effects of the spell are ignored or reduced. Each spell has details in its description.

CASTING TIMES

Instead of listing specific casting times, Bostonia breaks casting times into rough categories. These categories indicate when the spell can be cast and approximately how long it takes to cast. A description of the casting times follows.

COMBAT

Combat spells take only a few seconds and require no special preparation. A few key words and gestures are all that is necessary. These spells take a round to cast and may be interrupted. A caster can only dodge while casting a combat spell.

NOT ENGAGED

The spell can be cast in combat, but it takes a bit more effort and concentration. Not Engaged spells take one round to cast, just like combat spells. However, the caster cannot be engaged when he declares this spell. In addition, the caster can only use his base defense to defend against incoming attacks. If the mage is hit and takes any damage, the spell will fail. The normal WIL save does not apply.

VERY SHORT

A very short ritual takes less than a minute to complete. The gestures and phrases required are not too complex and there are only minimal preparations, if any. Still, this spell cannot be cast in combat. However, if there is a break in the fighting - even a brief one - the spell can be cast.

SHORT

The spell takes a couple of minutes to cast and the caster may need to get a few trinkets from his inventory, or draw a rune in the ground. Combat of any sort is too much distraction for this spell to be completed. If the caster is in the next room, behind a closed door, he may still cast. However, if his friends are valiantly holding a line in front of him, then a short ritual cannot be made.

LONG

The spell takes major preparation and concentration. The spell takes up to an hour to cast. Any disturbance will cause this spell to fail. The caster must be in quiet and peaceful surroundings.

VERY LONG

The requirements of this spell will usually be listed in the spell description. This spell is like a long ritual, only worse.

Maintaining Spells

Certain spells are maintainable. This means that the caster can continue gaining the benefit of the spell without having to take the time to recast it.

The DL to maintain a spell is generally 2 less than the DL to cast it. Each time the spell duration runs out, the mage can choose to maintain it. All he needs to do is make the magic skill roll at the maintaining DL. The mage rolls and checks the spell success chart. If a loss of levels is indicated, then the mage must lose the levels (or hit points) to maintain the spell, or deactivate the spell.

Example of Maintaining a Spell: Tangent is maintaining his warp space spell. The DL of the spell is 14 so the maintain DL is 12. Tangent has a magic skill of 15. He rolls a 2 on his d12 and adds his magic skill for a total of 17. The GM rolls a 7 on his d12 and adds the DL of 12 for a total of 19. Tangent fails the skill test by 2 points. Consulting the spell success chart, we see that Tangent must lose 1 magic level.

This means Tangent has three choices. He can lose the level and maintain the spell; he can lose 3 hit points and maintain the spell; or he can deactivate the spell and lose nothing.

Maintaining Multiple Spells

Maintaining more than one spell poses a problem. Generally, a mage will cast many different spells, each with different durations. Keeping track of when each spell ends and needs maintained would be a bookkeeping nightmare.

Instead, a caster maintaining two or more spells divides the spells into two groups: short duration spells and long duration spells. Short duration spells have their duration listed in **rounds**. Long duration spells have their duration measured in **minutes, hours or days**. The maintenance of each group of spells is calculated and rolled separately.

To maintain each group of spells, the caster adds the maintain DL of the most difficult spell and half the maintain DLs from the rest of the spells. This is the DL for maintaining the entire group of spells. This maintain roll must be made each time the spell with the shortest duration expires. The mage determines the result of his maintenance test by consulting the spell success chart. If a loss of levels is indicated, then the mage must lose the levels (or hit points) indicated, or deactivate spells to reduce the DL of the skill test such that no levels would be lost.

Example of Maintaining Multiple Spells: Zoltar the Oddly Named has three spells active:

DL: 10, Maintenance DL: 8, Duration: 10 rounds
DL: 12, Maintenance DL 10, Duration: 6 rounds
DL 14, Duration: 3 hours

These spells are divided into two groups. The first two are short duration spells and the last spell is a long duration spell. Let's determine the maintenance DL for the short duration spells first. The most difficult short spell is the second spell with a maintenance DL of 10. So Zoltar's maintenance DL starts at 10. He then adds half the maintenance DL of the other spells in the short duration group. The first spell is the only other spell in this group and its maintenance DL is 8. Half of this is 4. The total short duration maintenance DL is $10 + 4 = 14$. This must be rolled when the shorted duration spell ends. This means Zoltar must maintain his short duration spells at a DL of 14 every 6 rounds.

The long duration spell is simple. There is only one of them. Thus the maintenance is DL 12 every 3 hours.

Another Example of Maintaining Multiple Spells: After 6 rounds, Zoltar must maintain his short duration spells. He rolls badly, failing his maintenance test by 3. Looking at the chart, we see Zoltar must lose 2 levels, or 6 hit points to maintain the spells. Alternately, Zoltar could deactivate one of the spells in an attempt to reduce the DL of his maintenance test from 14 to 8 (remember, it is not enough to succeed the maintenance test; you must not lose levels).

If he deactivates spell #1, then spell #2 will be the only spell to maintain. Its maintenance DL is 10. This would not bring the DL down enough. However, if he deactivates spell #2, then spell #1 will be the only spell to maintain. Its maintenance DL is 8. This would meet the requirements.

CLEVER USE AND ALTERATION OF SPELLS

Nearly all of the spells listed have a specific effect listed in their description. However, there will be times when a mage will want to use a spell for a different purpose than the author intended. He may want to use his fog spell to dampen a growing fire or his stinging insects that normally distract spell casters to cause a ladder-climbing enemy to fall.

In general, the GM should encourage this clever thinking and allow a new effect if he deems that it is in the spirit of the original spell description. Read the spell description and determine the spell's effect and how it achieves that effect. If the power of the new effect is similar, and the GM is comfortable with the use of the spell, then he should allow it. However, he should maintain as closely as possible the intended effect of the spell as well as its duration, area of effect, range and saving throw.

Example of a Clever Use: An ice mage has a spell that coats the ground and makes it slippery. The spell has an area of effect of 4 hexes and targets must make an AGI save vs. DL 14 to not slip. The character wants to use this spell to coat the rungs of a ladder to make it hard to climb. This is a no-brainer as the only difference between this use and the written description is on what surface the spell is cast. The GM should use the same saving throw (perhaps changing the AGI to DEX) that the original spell uses to determine if someone can climb the ladder. In addition, he should translate the area of effect to cover 4 hexes of vertical ladder.

Another Clever Use: A character is lost in the woods, but knows his friends will be out looking for him. He casts his faerie lights spell on a rock and tosses it into the air. The GM reads the description and determines that since the spell allows a target to be tracked up to 200 hexes away, then the glowing rock could be used as a sort of flare and can be seen from a similar distance.

In some cases, a mage might want to alter a spell to produce an extended or slightly different effect than the standard spell. In general, mages can alter spells to increase their range, area of effect, accuracy or damage. A summary of these standard alterations is below.

SPELL ALTERATION TABLE

Alteration	+ to DL
Spell that affects self now affects single target. Note a self spell must get this alteration before it can have a range or area of effect.	+3
Give ball, bolt or direct spell a 1 hex area of effect.	+3
Give area of effect spell 2x area of effect.	+3
Give radius spell +1" radius.	+3
Give touch spell 5" range.	+3
Reduce casting time by one level. Spells with casting times of very short or combat cannot be reduced.	+3
Give ranged spell 2x range.	+2
+1 to hit (up to +3).	+1 per +1 to hit
+1 point of damage per die.	+2 per +1 damage
+1 to DL of saving throw.	+2 per +1 save DL

Other alterations must be adjudicated on a case-by-case basis. A good idea is to use the DL of the spell being cast and add from 2-6 to the DL. The GM can increase this penalty or reject the spell altogether if he thinks the alteration could imbalance the game if used too often. No spell alteration can create an effect of a higher circle spell in the same rune.

Example of Spell Alteration: An evil alchemist attacks a practitioner of the rune Gale of Teeth and his band. The alchemist tosses a potion that spews poison gas into the midst of the group. The mage could easily cast the spell Good Breath (DL 6) to save himself, but wants to save his companions as well. His companions are close to him (within 1 hex), so he attempts to alter the spell by making it affect others (+3 DL), giving it a 1 hex area of effect (+3 DL), then increasing the area of effect to 2 hexes (+3 DL). The final spell allows everyone in the caster's hex and all surrounding hexes to breathe in the gas. The final DL of the altered spell is 15.

Another Alteration: A practitioner of the Eye of the Hurricane is facing a heavily armored opponent. He wants to use his large bolt spell to fuse the armor joints and render the target immobile. The GM rules that this is an appropriate alteration and assigns a DL penalty of 4 to it. This makes the final DL for the altered spell 20.

CREATING NEW SPELLS

Mages may create new spells. Unlike impromptu spell alterations, created spells become a part of the mage's spell list and become easier to cast over time. Mages must have a skill level of 15 or greater to create new spells and can only create spells they could cast at in their current spell circle. In addition, all proposed created spells must have GM approval. The GM will place the spell in a circle and determine its DL.

The preparations for creating a new spell vary based on the spell being created, the rune the mage is creating it for, the situation and the GMs discretion. A general guideline is that it takes about 2 weeks to prepare to create a spell and requires materials worth 250 pennies times the spell circle of the new spell. Once the preparations are complete, the mage will have to have a revelation to acquire the spell.

The nature of the revelation depends on the rune. An elemental mage might need extreme contact with his element, or he might need to commune or battle with an elemental creature of some sort. A mathematician might need to study and research and make succeed at an INT test. A rune devoted to demon hunting might require a sacrifice of a traditional enemy. They should be difficult so that the amount of spells created remains low.

If the mage is successful with his revelation, he may try to bind the spell to his rune by casting it at its DL + 4. If successful, the mage has bound the spell to his rune and it becomes part of his spell list. The first three times a spell is cast, its DL is higher than normal as the mage learns the new spell. The spell's DL is +4 the first time he casts it (aside from the binding). The second time, the DL is +3. The third time it is cast, the DL is +2. However, once it is cast three times the spell is permanently bound to the rune and has no DL modification.

Created spells are available to the creating mage. When the mage returns to his rune site to gain a new circle, he transfers his created spells to the rune. Other mages with the same rune will now receive that spell when they return to the rune site. First through third circle spells are transferred this way. Fourth circle spells are only given to the rune site when the mage dies and he must be at the site at the time of his passing, otherwise the spells are lost.

RUNE KNOWLEDGE

The skill rune knowledge gives the mage an understanding of runes, their powers and limitations. Part of this information is gained by rote memorization of the way various runes look and how they behave. Much of the information comes from a general understanding of runes and the elemental or spiritual power they represent. Some of the many uses of rune knowledge are listed below.

IDENTIFYING INSCRIBED RUNES

Certain runes and arcane spells allow a mage to inscribe a rune on an area or item. These runes might be left as a ward or alarm or to store the power of a spell for later release. A mage that can succeed in a rune knowledge test can identify inscribed runes and the spells they hold.

DLs AND MODIFIERS FOR IDENTIFYING INSCRIBED RUNES

Activity	DL
Identifying a 1 st circle spell	8
Identifying an 2 nd circle spell	12
Identifying a 3 rd circle spell	16
Identifying a 4 th circle spell	20
Character is of a lower circle than the spell	+2
Character is of a higher circle than the spell	-4
Character can cast the spell himself (not cumulative with same or similar rune bonus)	-8
Character has the same rune (not cumulative with same spell or similar rune bonuses)	-4
Character has a similar rune (not cumulative with same spell or rune bonuses)	-2
Character has never seen the rune in question or one of its practitioners	+2
Spell is created recently or unique	+4
Rune is well known (mathematician or Sacred Falls)	-2
Rune is obscure	+2-4

IDENTIFYING A MAGE'S POWERS

All runes leave telltale signs on their practitioners. In some cases, the rune is tattooed, etched or burned onto the mage. Some runes give the mage a deformity such as an extra eye or a clawed hand. Others are subtler and change the mage mentally and emotionally. A character with rune knowledge can make a skill test to tell what powers a mage might have by seeing the marks left on his body by the rune binding process. Mages with very high rune knowledge might not even need to see the mage's rune to identify it. The behavior of the mage, his voice, eye or skin color may be enough to deduce his powers.

SUGGESTED DLs AND MODIFIERS FOR IDENTIFYING A MAGE'S POWERS

Activity	DL
Character can study the target's markings	12
Character can get a glimpse of the markings	16
Character cannot see the target's markings	20
Character has the same rune (not cumulative with similar rune bonus)	-10
Character has a similar rune (not cumulative with same rune bonus)	-4
Character has never seen the rune in question or one of its practitioners	+2
Rune is well known (mathematician or Sacred Falls)	-4
Rune is obscure	+2-4

DETECTING MAGICAL INFLUENCES

The environment can have an effect on spell casting. Mages with rune knowledge can detect these effects and use them to their advantage. For instance, a mage using a fire rune would be at a severe disadvantage if he were casting spells in the middle of a blizzard, or knee deep in water. However, that same mage might get a bonus when he casts in the middle of a dry and blighted forest, or standing in a bonfire. For elemental runes, the environment can be a huge factor in the success or failure of a spell.

SUGGESTED DLs AND MODIFIERS FOR DETECTING MAGICAL INFLUENCES

Activity	DL
Detecting influences for your rune	10-12
Detecting influences for other runes	12-14
Other rune is obscure	+2-4
Other rune is well known	-2-4

The GM must decide when a rune gets a bonus or penalty due to the environment. In general, the bonuses and penalties should be limited to 1 or 2 points. The GM should try to be fair and reasonable and watch for abuses. For instance, it is probably not reasonable for a fire mage carrying a torch to get a +1 to his spell skill. However, come first frost, he should not get a penalty either. These modifiers should occur only when extreme conditions are present.

ELEMENTS AND THE ENVIRONMENT

The presence or lack of the element, or the presence of an oppositional element always affects elemental runes. An earth mage buried underground is much happier than one on a ship at sea. Lightning mages cast more efficiently if it is storming or at least cloudy.

SPECIAL LOCATIONS

Certain runes may be tied to specific locations or a class of locations. Runes tied to a saint may be stronger when on holy ground or when there is a likeness of that saint nearby. Some runes are associated with a certain region and will generally gain power when used in that region. Others are tied to a terrain type such as a swamp or mountain rune. Most runes associated with rune sites will be more powerful when the caster is at the site.

In addition, certain places may weaken the power of a rune. The effect of necromantic magic might be lessened when the caster is near a church, or on holy ground. Runes that are tied to the energy of the woodlands tend to suffer in cities or on farms.

DATES AND TIMES

Runes tied to night and day will certainly get modifiers depending on when they are used. Runes tied to saints may gain power on the saint's birthday. In addition, it is said that various heavenly bodies have an effect on some runes and their power ebbs and flows with the position of those bodies in the sky.

MATERIAL COMPONENTS

Most runic magic does not require material components for spell casting. However, many materials have magical properties and can affect the casting of spells. Healing spells may benefit from the use of giant or troll blood. Spells that deal with magnetism are enhanced when lodestone is present. Spells of decay may be accelerated by the presence of acid.

RITUAL MAGIC

Ritual magic is the second type of magic that exists in Bostonia. Ritual magic is also called "scholarly" magic. Ritual spells do not belong to any rune. Instead, they are studied and practiced. Ritual spells require exact gestures, incantations and material components. Generally (though not always), they take a fairly long time to cast and require significant preparation. Anyone can learn a ritual spell if they can find a book or teacher from which to study.

Each ritual spell is bought as its own skill. Each spell has its own attributes that determine the character's starting skill rank. In addition, each spell has a list of difficulties that determine the DL when performing the ritual. Ritual magic "skills" can be raised like any other skill. They take 3 improvement points to raise unless the spell description states otherwise.

Ritual spells are not tied to any rune. Thus there is no skill loss incurred for using ritual magic. Instead, the ritual mage must lose 3 hit points for each point of level loss called for on the spell success/failure table, but only if the spell fails. There is no penalty for success. This is exactly like 3.1.4.1.1 Burning Hit Points.

Rules for casting times, saving throws, to hit rolls, etc. are the same as for runic magic.

PRIEST POWERS

Priests of Stratus do not take runes or cast ritual magic. Long ago, they were permitted to do so, but many of these mage-priests became heady with their power and broke from the teachings of the Church. St. Michael and the last of the loyal mage-priests struck down the rebels and then gave up their runes, forsaking magic for all time.

Priests are not without recourse however. They are the chosen of Father Stratus and leaders among men. Though their powers are not as devastating, or obvious as those of mages, they are still formidable characters.

TURN UNDEAD

The ability to turn undead is unique to the priests of Stratus. Stratus is a sun god and hates creatures of the night. Also, having destroyed the Deceiver and his minions, he is enemy to all of demonic blood. Both classes of creatures are affected by this power.

Turn undead functions much like a skill. The attributes to determine the priest's starting skill level are SPI/SPI/WIL. Turning a creature takes a full action and a successful skill test with the creature's SPI score acting as the DL. If successful, the undead or demon is irrevocably destroyed. If the test is failed, then that priest can never turn the creature. Others may attempt, but only if their turn undead ability is higher than others who have tried in the past.

PRIESTLY RITUALS AND POWERS

The Church of Stratus has many rituals written into its worship of the Father. Some of these rituals are purely ceremonial. Others call upon the favor of the Father to provide blessings and protection. All rituals with a DL listed require successful tests against theology skill to take effect. Some of the "powers" listed here do not require a skill roll. Read the description for more details.

ABSOLUTION

This rite allows the Ilpader to beg the Father for forgiveness on behalf of a follower. The follower must desire forgiveness and confess his sins to the Ilpader. The DL of this rite varies depending on the nature of the offenses perpetrated by the petitioner. This ritual is often performed as a last rite, or when death is imminent.

AURA OF THE ILPADER

Perhaps the most important power of the priesthood is simply the fact that priests are highly regarded in Bostonian society. This is one fact that should not be forgotten in play. The Church is the most powerful organization in the land, and the priests are its agents. Priests are held in high esteem by commoners and nobility alike.

This does not necessarily mean that PC priest can automatically have access to Barons, or that common folk will follow his orders all the time. It does mean that people will treat the priest with respect and generally consider what he says. It also means that priests of higher rank will often be able to gain access to officials and nobility. This should come out in the role-playing of encounters the priest has with NPCs. In addition, priests get a +1 to all administrate, persuade and orate skill rolls, when they are among Bostonians and the GM feels it is appropriate.

BLESSING OF THE FATHER

This is not really a ritual, but instead simulates the favor of the gods given to the devout. Each time a character celebrates a major holy day, or takes time to honor a confession day; the GM should award them a blessing. Each blessing translates into a +1 to a single die roll. Once a blessing is used, it is gone for good. The blessing cannot be used to violate the rules or interests of the Church.

For a character to receive a blessing, the character must celebrate the holy observance by attending the proper ceremonies led by a priest. Any other traditions must be followed in addition. Blasphemous behavior, disrespect to a priest, cursing or otherwise violating Church rules and traditions will result in the loss of one or more blessings.

Confessional days occur once a month. There are 8 high holy days throughout the year. Thus, there are about 20 chances to gain a blessing in the course of a year. If the GM thinks this might imbalance the game, he can limit the number of blessings a character can accrue. Please note, priests cannot be blessed in this way since they are expected to be devout followers.

CONSECRATION

This rite takes a brief prayer and a sprinkling of blessed water. It can remove the taint from areas that have been fouled by demonic or undead presence. It does not make the ground holy. However, it gives the priest a +1 to other rituals done here for the next 24 hours. In addition, it causes necromantic and demonic magic to have a -1 to all casting skill rolls, and -1 point of damage (or effect) for each die. The DL for this ritual is 12.

CREATE BLESSED WATER

This ritual takes about 30 minutes and requires a bowl of fine silver. It is used to create blessed water. This water is used in many of the rituals of the Father's Church. In addition, it has the effect of repelling the undead and damaging demons. An undead must make a WIL test vs. DL 14 to approach a large amount of this water, or cross an unbroken line of it. Demons take from 2d4 to 2d10 from contact with this substance depending on the amount of it to which they are exposed. The DL of this ritual is 12.

DIVINE INTERVENTION (OPTIONAL)

Any character may call upon the Father in a desperate situation. Stratus is a stern god and would rather his children fend for themselves. Thus, he rarely answers these direct pleas for aid. It is possible however. A normal character may call for divine intervention once. This call has a 1% chance of succeeding regardless of the number of people asking for intervention in the same situation. The exact results of god appearing and saving the character is unknown and up to the GM. Once a character has asked for such intervention, they cannot ask again until performing some major service to the Church.

Priests have a 3% chance for a plea for divine aid to be heard.

MAJOR CONSECRATION

This ritual is rather lengthy, taking the priest 30 minutes to an hour to perform. It can be used to consecrate an area the size of a small one-story house. The ground comes under the influence of the Holy Father. All the benefits of a regular consecration are gained.

In addition, all saves against magic are made at +1, and all saves against pagan, demonic and necromantic magic are made at +3. All enemies of the Father receive a -1 penalty to all skill rolls (in addition to any other penalties). Undead can enter holy ground, but cannot be raised here. The effects last for the next 24 hours. However, if three priests in succession successfully perform this ritual on the same area, the effect is permanent. The DL for this ritual is 17.

PRAYER OF VENGEANCE

This rite takes 20 minutes and the effects last until sunset that same day. It incites the faithful to acts of valor in the name of the Father. Anyone who joins in the prayer gains a +1 to all attack and damage rolls when fighting the enemies of the Father. The DL for this ritual is 17.

SACRIFICE

This ritual can only be done at a domed temple of Stratus. These temples have stained glass domes aligned such that the morning sun shines directly down on the altar. The priest places a magic item on the altar and prays for Stratus to heed his sacrifice. The prayer takes the entire morning and if it succeeds, the item is destroyed and the priest gains a boon.

The nature of the boon depends on the magic item so sacrificed as well as the GM's discretion. Generally, the boon will correspond to the power level, the permanence and the nature of the item. Thus, sacrificing an item with limited charges will grant only a temporary boon. Sacrificing a magic ring with a lasting effect would give the priest a permanent boon. Keeping in mind that this is supposed to be a sacrifice, the boon granted is generally much less powerful than the power of the item.

For instance, sacrificing a Bracelet of Strength might give the priest a +1 to his STR permanently. Sacrificing a wand, might give the priest a bonus to saving throws against powers and elements similar to the ones controlled by the wand.

WILLPOWER

By quoting scripture and standing steadfast in the face of evil, a priest can give himself and his allies a +2 to saves against any magic that corrupts, controls or causes fear. The prayers to provide this bonus have a DL of 12.

MAGIC ITEMS in BOSTONIA

In Bostonia, the primary source of magic is runic mages – where elemental power is bound to a living being. However, magic can be bound to items as well. Spirits can be trapped in a ring or a sword. Runes can be etched into a wand, storing spells to be released by speaking words of power. Certain materials have unique properties that allow them to steal energy from the living to power magical effects. Finally, the world is littered with relics from ancient times, waiting for the clever (or unwary) to unleash their powers.

ARTIFACTS SKILL

The primary means of detecting and analyzing magic items in Bostonia is the artifacts skill. This skill permits the artificer to study an unknown item, note the materials from which it is made, any markings or runes engraved on it, research tomes and manuscripts for hints on the item's history and experiment with different ways of unleashing its power.

Each item has two DLs associated with it. The first DL is the analyze DL. Generally, an artificer will want to study a device before wearing it, or attempting to unleash its power. Analyzing an artifact takes anywhere from several hours to several weeks depending on the item, the GM's discretion and how detailed report the artificer wants to compile. In general, getting a basic idea of what types of magic the item possesses and how that magic might be accessed takes hours. Learning the history of an item, getting a full list of powers, information on potential side effects and recharging methods takes weeks.

Attempting to activate an item takes little or no time if the artificer has successfully studied the piece. Otherwise, he has to experiment and that can take several days. This artifacts test is against the activate DL of the device. A success means the device activates and the artificer can now use the device, or teach someone else how to use it. A failure might mean wasted charges, nothing happens, or a mishap (if the roll is failed by 10 or more points). Once the artificer has activated the item, he can generally do so without more skill rolls. In addition, he can teach others to activate the item. However, activating an item does not mean you know everything about it. Without analysis, you may never learn all the powers of your item, or the means to recharge it.

SUGGESTED DLs AND MODIFIERS FOR ARTIFACTS

Activity	DL
Artificer has tools and equipment	-2
Artificer has library at his disposal	-2-6
Artificer is rushing to analyze the object	+2-4
Artificer trying to activate a device before analyzing it	+5-6

ITEM TYPES

Magic items can be classed into wands, jewelry and clothing, miscellaneous items and weapons. Items of a like class have certain features and behaviors in common. Each class and the rules that apply to them will be described below.

WANDS, RODS AND STAVES (CHARGED ITEMS)

Wands, rods and staves differ in size and material. However, they all have two things in common. First, all have runes of power and command carved somewhere on them. If these runes are deciphered, they often indicate the wand's method of activation and sometimes, its purpose. Second, all items in the wand category have limited uses that are replenished by the consumption of minerals, gems, crystal or precious metal. The mineral consumed and the manner of consumption varies with each item.

RINGS, AMULETS AND CLOTHING (ALTERATION ITEMS)

Items worn close to the body are often ensorcelled with alteration magic. These items have spirits bound in them. These spirits are trapped in the item and forced to lend their magic to the wearer. However, they power this magic by stealing some of the life force of the wielder, so there is almost always a trade-off.

Because of the parasitic nature of alteration magic, all magic rings, amulets and similar items all have side effects. The effect will begin once the item's magic has been activated for the first time. It grows quickly to its maximum effect. Once they have taken hold, the item's side effects are continuous and will last for as long as the host wears the item and for several weeks after (regardless if he uses the item's powers or not). Once you put such a device on, you must deal with the consequences for some time.

SWORDS AND OTHER WEAPONS

Weapons come in a variety of types and powers. In Bostonia, magical weapons are all created from a meteoric metal called spirit iron. This is a strong metal that alloys easily with many other materials. These weapons are hard to break and hold their edge well. Spells and runes can be etched into the metal to bind spells to the weapon. In addition, spirit iron has the unique property that it attunes itself to its wielder. This is a gentle process that takes many years, but over time such a weapon will gain power due to the deeds and legends associated with their owners.

MISCELLANEOUS ITEMS

These items are hard to classify. They come in all manner of shapes and sizes and can exhibit a wide variety of powers. A small number of these are deliberately created by mages. Others are of ancient origin, or the result of magical experiments or backlash. In general, these items do not have charges and do not have the same deleterious side effects of jewelry.

Instead, these items work on a balanced effect principle. Each time they are activated and cause an effect, another nearly opposite effect occurs. Unlike alteration magic, this effect is not necessarily bad and it does not have to occur to the user of the item. It will affect something close to the item, but otherwise the target of the balancing effect will be random. The GM should try to have fun with this whenever possible.

SAMPLE RUNES

This section contains a selection of magic runes for mages in your game. This is not a complete list. There are hundreds of runes in the world of Bostonia. Runes will be published on the Bostonia website and in future supplements. The players and the GM are encouraged to create their own runes using these as a guideline.

Effects

Mages possessing this rune abhor contact with metal objects. Touching such an object for more than a split second will cause a loss of one skill level in the Hand as though the mage lost the level casting a spell. This penalty does not occur if the mage is struck with a metal weapon unless the weapon is left in the mage's body for a round or more. This level can be regained through rest or meditation. Prolonged contact sickens the mage and he will lose 1 STR and TOU each hour (after he has lost all of his skill levels in the rune, of course). This sickness will not kill the mage, but once he is reduced to 0 STR or 0 TOU, he is unable to act. Once the contact is ended, the mage will regain his STR and TOU at a rate of 1 point each day.

Skill: The magic skill for this rune costs 8 points. The base level of this skill is determined by SPI/INT/WIL.

First Circle Spells**St. Elmo's Fire**

Casting Time:	Short
Range:	Touch
Area of Effect:	2 Hex Radius
Initiative:	---
Delivery:	---
Difficulty:	6
Duration:	1 Hour
Save:	None
Maintain:	4/2

This spell causes a wooden object to glow. It lights a small area with a dim glow equivalent to a large candle's light. It is suitable for reading and examining your immediate surroundings, but is not useful for viewing things at a distance.

Sparks

Casting Time:	Combat
Range:	10 Hexes
Area of Effect:	1 Hex Area
Initiative:	+3
Delivery:	Area Effect
Difficulty:	6
Duration:	Instant/Held
Save:	None
Maintain:	None

This spell causes sparks to shoot from the caster's hands. These sparks are sufficient to start fires from dry kindling as well as light oil and other volatile materials. A miniature pyrotechnics display is produced. The sparks do no damage by themselves, but can do incidental damage in certain circumstances (ex. If they hit a person doused in oil).

THE HAND OF LIGHTNING**Description**

This rune appears as a jagged, blue-tinged lightning bolt brand across the chest of the mage.

Purpose

This is an elemental rune of lightning. As such, it does not have a purpose aside from that of its practitioners.

Rune Site

There is no rune site associated with this rune. The original practitioners of the Hand constructed three magical lightning rods. These rods are long metal branding irons that are made of the lightning sigil attached to a long metal rod. These rods are able to transfer the rune to a mage who knows the proper procedure.

Binding and Raising

To bind the Hand of Lightning, a mage must possess one of the three rods. During a thunderstorm, he takes the rod to the highest possible point. Then the mage lay flat on the earth and places the rod on his chest. He chants calls to the lightning to call it down upon himself. When lightning strikes the rod, the mage makes a TOU save vs. DL 10. If he succeeds, the rod becomes hot and brands the mage's chest. If he fails, he is electrocuted and dies.

Raising the Hand involves a similar test. There are two important differences, however. First, before taking the test to raise his rune, the mage is drained of his electrical powers by deliberate contact with metal. This contact is maintained long enough to drain the caster of all his spell levels, but not long enough to reduce his TOU. The second difference is that each TOU save gets harder as the mage gains higher and higher spell circles. The 2nd Circle test is DL 12, the 3rd is DL 14 and the 4th is DL 16. Many mages seek herbal, alchemical or magical aid before embarking on this dangerous test.

Practitioners

This rune is more common than most. There are three masters that possess the rune rods (Araxis in Salem; Trenna who lives alone in the wilds of the northwest; and Sxtaa a cobrat that lives in the city-state of Oniss) and young mages seeking the considerable combative power of the Hand often petition them for access to the rune. The masters are generally careful about to whom they give the rune. There are about a dozen practitioners of the Hand (not including the masters). These range from 1st to 3rd circle. Most are human, but there are 2 cobrat who practice this rune.

Magnetize

Casting Time:	Very Short
Range:	Touch
Area of Effect:	1 Metal Object
Initiative:	---
Delivery:	---
Difficulty:	8
Duration:	6 Hours
Save:	STR vs. DL 10
Maintain:	None

To cast this spell, the mage utters the mystic phrases while he touches a piece of metal. The contact drains some of the caster's power and channels it into the metal. The metal becomes a powerful magnet, able to hold around 25 kilograms (55 pounds). Ferrous objects within a hex of the magnetized object will be pulled toward it. A STR save vs. DL 10 is required to resist this pull. Because the mage is required to touch the metal to activate the spell, he automatically loses at least 1 spell level regardless of his spell casting success.

Shocking Grasp

Casting Time:	Combat
Range:	Touch
Area of Effect:	1 Target
Initiative:	+1
Delivery:	Touch/Unarmed
Difficulty:	8
Duration:	Instant/Held
Save:	None
Maintain:	None

The caster touches his victim who takes 2d8 from the shock. Metal armor does not protect against this damage. Cloth and leather armor do offer protection.

Know Weather

Casting Time:	Long
Range:	Touch
Area of Effect:	10 Kilometer Radius
Initiative:	---
Delivery:	---
Difficulty:	10
Duration:	Instant
Save:	None
Maintain:	None

This spell gives the caster accurate knowledge of the weather for a 10 kilometer radius around the caster. This information pertains to the next 3-5 days. In addition, this spell detects whether a coming weather phenomenon is natural or magical in nature.

Static

Casting Time:	Very Short
Range:	10 Hexes
Area of Effect:	1 Object
Initiative:	---
Delivery:	---
Difficulty:	8
Duration:	10 Minutes
Save:	None
Maintain:	None

This spell causes a large static charge to collect on an object. The charge is not large enough to do damage, but will cause an uncomfortable shock when discharged. In addition, the static will have other miscellaneous effects such as causing a person's hair to stand on end, their clothes to have static cling and so on.

SECOND CIRCLE SPELLS**Stun**

Casting Time:	Combat
Range:	Touch
Area of Effect:	1 Target
Initiative:	+2
Delivery:	Touch/Unarmed
Difficulty:	12
Duration:	1d3+1 Rounds
Save:	TOU vs. DL 14
Maintain:	None

The target must make a TOU save vs. DL 14 or be stunned for 2-4 rounds. A stunned opponent cannot attack or move, but can defend himself at a -2. If the target makes his save, he is not stunned, but is still at a -2 to all actions for 1 round.

Wind

Casting Time:	Combat
Range:	10 Hexes
Area of Effect:	5 Hex Radius
Initiative:	0
Delivery:	Direct/Area Effect
Difficulty:	12
Duration:	1 Rounds
Save:	None
Maintain:	10/5

The caster causes a whipping wind to blow. The wind hampers all missile fire through the area of effect. Any missile that crosses an effected hex takes a -3 penalty to its accuracy. In addition, this spell will blow out torches, candles and lanterns in the area of effect and keep the area safe from gases, fogs and cloud spells.

Lightning Shield

Casting Time:	Combat
Range:	Self
Area of Effect:	Self
Initiative:	+1
Delivery:	---
Difficulty:	12
Duration:	10 Rounds
Save:	None
Maintain:	10/5

This spell creates an electrical shield around the mage. This shield gives a -2 accuracy penalty to anyone attacking the mage with a metal weapon. In addition, if the mage is hit with a metal weapon, or with a bare-handed attack, then the attacker takes 2d4 points of damage to his hands. Metal armor does not protect against this damage.

Small Bolt

Casting Time:	Combat
Range:	20 Hexes (5/10/15/20)
Area of Effect:	1 Target
Initiative:	+1
Delivery:	Bolt
Difficulty:	12
Duration:	Instant/Held
Save:	None
Maintain:	None

This spell causes a bolt of lightning to shoot from the caster's hand, or staff. This bolt attacks one person and if it hits, it does 2d10 points of damage. Like all of the lightning-based attacks, this spell's damage is not reduced by metal armor.

Lightning Trap

Casting Time:	Very Short
Range:	Touch
Area of Effect:	1 Object
Initiative:	---
Delivery:	---
Difficulty:	14
Duration:	1 Hour
Save:	None
Maintain:	None

This spell requires the mage to touch a metal object. The object is infused with a portion of the mage's power and holds this power within it until it is touched by another character. When someone other than the mage disturbs the object, it discharges, with two possible effects.

The first possible effect is that the object can become magnetized as per the Magnetize spell. The second possible effect is that the object can discharge a bolt of lightning, doing 2d8 points of damage to the character that touched it.

THIRD CIRCLE SPELLS

Magnetize II

Casting Time:	Combat
Range:	10 Hexes
Area of Effect:	1 Object
Initiative:	-1
Delivery:	Direct
Difficulty:	10
Duration:	2d3 Hours
Save:	STR vs. DL 15
Maintain:	None

This is a refinement of the Magnetize spell. It is a ranged spell so the mage does not have to touch the object to be affected. In addition, this spell is more easily cast than its weaker cousin and so can be cast in combat. Finally, this spell is more powerful than Magnetize and the resulting magnet can hold up to 50 kilograms (about 110 pounds).

The affected object will pull other ferrous objects towards it. Anyone within 2 hexes will have to make a STR save vs. DL 15 to resist the magnetic force. Any combatants within a 2 hex radius of the affected object will have a -2 accuracy due to the magnetic pull, assuming they can hold onto their weapon in the first place. Any combatants trying to strike the affected object with a metal weapon will not suffer the penalty. Instead, they will get a +2.

Cloudburst

Casting Time:	Long (10 minutes)
Range:	Self
Area of Effect:	All in Sight
Initiative:	---
Delivery:	---
Difficulty:	17
Duration:	20 Minutes
Save:	None
Maintain:	15/8

Dark clouds quickly roll in from the horizon. There is a clap of thunder and then it begins to rain heavily for the next 20 minutes. The effects of this spell are left to the GM. Dirt roads might be made muddy or impassible. Fires will be doused. Animals will run for shelter. Signs of passage may be wiped away.

Coming Storm

Casting Time:	Short
Range:	50 Hexes
Area of Effect:	20 Hex Radius
Initiative:	---
Delivery:	---
Difficulty:	17
Duration:	10 Minutes
Save:	WIL vs. DL 14 or Animal Handler vs. DL 14
Maintain:	15/8

This spell causes the sky to become dark and the wind to pick up. The effect is much like that of a coming storm. Animals can sense the storm. They will get spooked and find a place to hide if they can. Animals that are tied, are being ridden, or are otherwise restrained will become agitated. They may bolt, jump their fences or throw their riders. An animal-handling test vs. DL 14 can prevent such mishaps and calm the animals.

People will also feel uneasy under the effects of this spell. They will be able to act normally, but their sense of peril will be heightened. If faced with a threat, their first instinct will be to flee. A WIL test vs. DL 14 is required to fight this urge and face any threat.

Large Bolt

Casting Time:	Combat
Range:	30 Hexes (6/12/20/30)
Area of Effect:	1 Target
Initiative:	0
Delivery:	Bolt
Difficulty:	17
Duration:	Instant/Held
Save:	None
Maintain:	None

This spell is similar to the Small Bolt, but delivers 3d10 points of damage if it hits. Metal armor is no protection against this spell.

Ball Lightning

Casting Time:	Combat
Range:	30 Hexes
Area of Effect:	8 Hexes
Initiative:	-1
Delivery:	Direct/Area Effect
Difficulty:	18
Duration:	Instant/Held
Save:	None
Maintain:	None

This spell affects an 8 hex area. Everyone in the area takes 2d10 points of damage as though they had been hit by the Small Bolt spell. The spell's area must be continuous.

FOURTH CIRCLE SPELLS**Hurricane Bolt**

Casting Time:	Combat
Range:	50 Hexes (8/16/30/40)
Area of Effect:	1 Target
Initiative:	-1
Delivery:	Bolt
Difficulty:	24
Duration:	Instant/Held
Save:	None
Maintain:	None

Hurricane Bolt is similar to the other bolt spells, but does 5d10 points of damage to its target. Metal armor is no protection against this spell.

Ball Storm

Casting Time:	Combat
Range:	50 Hexes
Area of Effect:	8 Hexes
Initiative:	-2
Delivery:	Direct/Area Effect
Difficulty:	24
Duration:	Instant/Held
Save:	None
Maintain:	None

Like the spell Ball Lightning, but does 3d10 to everyone in the area of effect.

Summon Storm

Casting Time:	Very Long (2 Hours)
Range:	Sight
Area of Effect:	Sight
Initiative:	---
Delivery:	Direct/Area Effect
Difficulty:	26
Duration:	6 Hours
Save:	None
Maintain:	None

This spell summons a storm of hurricane-like power. The storm gathers for 2 hours, rages for 2 hours, and then slowly recedes for another 2 hours. The power of this storm is such that it can fell trees, cause floods, knock down small buildings and otherwise make a terrible mess. In general, a person in some shelter will be safe. However, someone in the open may take from 1-4d8 points of damage from exposure and flying debris.

The ritual takes 2 hours of preparation and requires that the caster possess one of the lightning rods with which the lightning mages gain their power. Casting this spell costs the mage 2 skill levels which can only be regained through experience.

THE RUNE OF EARTHSBLOOD

Description

This rune manifests itself as a tarry, earthy substance that replaces a portion of the caster's blood. A first circle mage has about 25% of his blood replaced, making it brown, thick and gritty. A fourth circle mage no longer has human blood. There is no visible mark on the caster's skin. However, as soon as he is cut, his inhuman nature will become apparent.

Purpose

Earthsblood is an elemental rune of earth and has no agenda. Most who seek it are mages that desire the considerable power associated with elemental earth. There is one pagan cult in Bostonia that views this rune as holy. Priests of this earth cult seek to master this rune.

Rune Site

This rune is found in a dark swamp in the wilds between Bostonia and the cobrat lands. The swamp is difficult to cross and filled with dangers. Disease carrying mosquitoes, giant spiders, quicksand and man-eating plants make finding the site dangerous. At the heart of this place is a black, oozing pool that contains the elemental power of Earthsblood.

Binding and Raising

A mage who wishes to obtain the Earthsblood rune must immerse himself in the tarry mess and allow it to enter his body. Exactly how this happens is not generally known. Some scholars speculate that the mage must wound himself before entering the pool. Others argue that the process is closer to drowning. Only practitioners of the rune know for sure and they are not sharing their secrets.

Assuming the mage has properly entered the pool, binding the rune takes a SPI check vs. DL 12. Success means that Earthsblood accepts him and he emerges with a host of new powers. Failure means the mage is rejected by the elemental power and must struggle to the surface or drown. Doing so is difficult requiring a STR (or swimming test) vs. DL 17.

Raising the rune requires that the mage return to the rune site to accept more of the earth's essence into his blood. Since the Earthsblood has accepted him once, there is no danger associated with this ritual.

Practitioners

There are few practitioners of Earthsblood in Bostonia. Only four mages have taken the rune and returned to the lands. The rest of the Earthsblood mages belong to a pagan cult that believes the rune is the manifestation of an elemental god. This cult consists of about 30 members, five of which are mages. These pagans dwell at the edge of the swamp, protecting it from intruders and trying to fathom the wishes of their bubbling, oozing master.

Effects

Mages that bind Earthsblood tie a portion of their life energy to the earth. If the mage is not in contact with the earth, he cannot regain spell levels or hit points for resting. Instead, he loses 1 hit point each day. Being in contact with the earth means that he is standing on the ground, or underground. If he is on a floor made of earthen materials, then he is considered in contact with the earth. However, if a floor is wooden, then it must be directly above the ground (say no more than a couple inches from the earth). Thus, an Earthsblood mage could not sleep on the second story of a standard wooden building and regain his strength or magical power. In blighted or diseased lands, the effect is accelerated and the mage loses 1 hit point each hour.

Skill

The magic skill for this rune costs 8 buy points and has a base level of SPI/SPI/WIL.

FIRST CIRCLE SPELLS

Climbing Claws

Casting Time:	Short
Range:	Self
Area of Effect:	Self
Initiative:	---
Delivery:	---
Difficulty:	10
Duration:	10 Minutes
Save:	None
Maintain:	8/4

Claws extend from the caster's fingertips. These claws dig into earth and stone and allow the caster to climb a rock face or a brick wall. The claws give the caster a climbing skill of 13, or add 3 to his current climbing skill, whichever is higher.

Stoneskin

Casting Time:	Combat
Range:	Touch
Area of Effect:	1 Target
Initiative:	0
Delivery:	---
Difficulty:	10
Duration:	10 Rounds
Save:	None
Maintain:	8/4

This spell causes the skin of the target to become hard as stone. The target gains 4 value armor, or his existing armor value is increased by 2 points, whichever is higher. This spell restricts the caster's movement and his defense skills all drop by 1, as does his base move and initiative.

Whipping Stones

Casting Time:	Combat
Range:	20 Hexes (4/8/12/20)
Area of Effect:	1 Target
Initiative:	+2
Delivery:	Thrown
Difficulty:	10
Duration:	Instant/Held
Save:	None
Maintain:	None

This spell causes a stone to fly through the air. If it hits the target, it does 2d8 points of damage.

Detect Minerals

Casting Time:	Short
Range:	Self
Area of Effect:	50 Hex Radius
Initiative:	---
Delivery:	---
Difficulty:	8
Duration:	5 Minutes
Save:	None
Maintain:	6/3

This spell allows the caster to probe the earth and space around him to detect a specific mineral. The mineral must be stated at the time of casting and cannot be changed unless the spell is recast. The mage will be able to detect the stated mineral and have a general idea of the amount of mineral present.

Encapsulate

Casting Time:	Very Short
Range:	Touch
Area of Effect:	1 Object
Initiative:	---
Delivery:	---
Difficulty:	10
Duration:	30 Minutes
Save:	None
Maintain:	8/4

This spell causes one object held by the caster to be encapsulated in stone. The object must be small enough to fit inside the palm of the caster's hand and he must be able to wrap his fingers around it. The stone protects the encapsulated object and there are no obvious markings to indicate that the stone is out of the ordinary. When the spell wears off, the stone will crumble, freeing the object.

Phantom Digger

Casting Time:	Short
Range:	100 Hexes
Area of Effect:	1 Laborer
Initiative:	---
Delivery:	---
Difficulty:	10
Duration:	1 Hour
Save:	None
Maintain:	8/4

The caster calls a minor earth elemental into being. The creature can dig or build earthen structures at the same rate as an average man; can follow simple instructions and can move up to 100 hexes away from the caster. This spell may be cast multiple times to summon multiple elementals, but each additional casting raises the DL of the spell by 2 points.

SECOND CIRCLE SPELLS**Preserve**

Casting Time:	Short
Range:	Touch
Area of Effect:	1 Object
Initiative:	---
Delivery:	---
Difficulty:	14
Duration:	Permanent
Save:	None
Maintain:	None

This spell causes a moderately sized object (one that would be small enough to be carried by the caster) to sink into the earth, surrounded by stone. The object will remain perfectly preserved in stone until the caster returns to the spot (he must be no more than 20 meters from the original spot) and recasts the spell. The object can be dug up by normal means, but will remain covered in stone. This spell cannot be cast on a living object, or an object that is magical or has a spell affecting it.

Move Earth

Casting Time:	Short
Range:	50 Hexes
Area of Effect:	10 Cubic Meters
Initiative:	---
Delivery:	---
Difficulty:	14
Duration:	10 Minutes
Save:	None
Maintain:	12/6

This spell allows the caster to move up to 10 cubic meters of earth. This volume is approximately that of a mapped hex 2 meters across and about 2.5 meters deep. This spell affects only soft earth and clay. Stone and mineral deposits cannot be moved by this spell.

Earth Sink

Casting Time:	Not Engaged
Range:	Self
Area of Effect:	Self
Initiative:	-3
Delivery:	---
Difficulty:	13
Duration:	10 Minutes
Save:	None
Maintain:	10/5

This spell causes the caster to sink from 2-10 meters into the earth. This allows him to hide and it protects him from attacks or environmental effects that cannot reach underground. The spell does not give the caster any special awareness of activities on the surface. The caster can end the spell at any time, or be dug up by particularly determined enemies.

One With the Earth

Casting Time:	Not Engaged
Range:	Self
Area of Effect:	10 Hex Radius
Initiative:	-2
Delivery:	---
Difficulty:	12
Duration:	10 Rounds
Save:	None
Maintain:	10/5

The spell gives the caster an awareness that extends into the ground around him in a 10 hex radius. This allows the caster to sense vibrations in the earth, which gives him the ability to detect movement. This means he has a rudimentary sense of creatures around him, even in total darkness and cannot be surprised, backstabbed or flanked in combat.

In addition, One With the Earth gives the caster a sense of the layout of the earth around him. This allows the mage to sense the presence of tunnels and secret passages with the spell's area of effect.

Melt Stone

Casting Time:	Short
Range:	5 Hexes
Area of Effect:	1 Cubic Meter
Initiative:	---
Delivery:	---
Difficulty:	13
Duration:	Instant
Save:	None
Maintain:	None

This spell destroys a moderately sized stone object. The object must be small enough to fit into the caster's arms (approximately 1 cubic meter can be affected). It must be made of stone. Metal objects are safe, as are objects that are magical or under the effects of another spell.

Singing Stones

Casting Time:	Very Short
Range:	Caster's voice
Area of Effect:	1 Object
Initiative:	---
Delivery:	---
Difficulty:	14
Duration:	1 Question
Save:	None
Maintain:	None

This spell makes the stone come alive. The stone may be of any shape and there is no size limitation. The stones will answer one simple question posed by the caster. The question must be such that one-word will answer it. In addition, the stones are limited to answering questions that deal with passage across it, someone having touched it, something that has been sitting on or next to it for a long time, or the layout of adjacent floors and walls. The GM must decide whether a particular question is appropriate. Some examples are below.

Whipping Rock

Casting Time:	Combat
Range:	20 Hexes (4/8/12/20)
Area of Effect:	1 Target
Initiative:	+1
Delivery:	Thrown
Difficulty:	16
Duration:	Instant/Held
Save:	None
Maintain:	None

This spell is similar to Whipping Stone. However, the rock does 3d10 points of damage.

Hail of Stones

Casting Time:	Combat
Range:	20 Hexes (4/8/12/20)
Area of Effect:	1-4 Targets
Initiative:	0
Delivery:	Thrown
Difficulty:	17
Duration:	Instant/Held
Save:	None
Maintain:	None

This spell is similar to Whipping Stone. However, 4 stones can be targeted against up to 4 different targets. Each stone does 2d8 points of damage. The attack and damage of each stone must be rolled and resolved separately.

Bloody Earth

Casting Time:	Combat
Range:	10 Hexes
Area of Effect:	1 Hex
Initiative:	0
Delivery:	Direct/Area Effect
Difficulty:	16
Duration:	10 Rounds
Save:	STR vs. DL 16
Maintain:	14/7

The earth dissolves into a bloody marsh. Anyone in the target hex must make a STR test vs. DL 16 or be caught in the marsh, unable to move. A caught character can attack and defend himself at a -2. Attempting to escape the bloody earth takes a full action and allows the victim to attempt the STR save again. Characters with the swimming skill can use their swimming skill level to escape.

The Cage

Casting Time:	Combat
Range:	20 Hexes
Area of Effect:	1 Target
Initiative:	-1
Delivery:	Direct
Difficulty:	18
Duration:	1 Hour
Save:	SPI vs. DL 18
Maintain:	None

This spell causes a jagged array of stone, earth and metal to rise from the ground to imprison an opponent. The cage of stone is supported by 1d4+1 particularly sharp teeth that jab into the target's skin, causing him great pain if he moves. These teeth can be broken by any blow directed at them at the rate of 1 tooth/combat round. However, if any of the teeth are broken, the remaining teeth tear into the victim, each doing 1d6 points of damage (armor does not protect from the cage). Once all the teeth are gone, the target is freed. The target may attempt a SPI save vs. DL 18 to avoid the effects of this spell.

Call Earthen Wolf

Casting Time:	Short
Range:	6 Hexes
Area of Effect:	1 Wolf
Initiative:	---
Delivery:	---
Difficulty:	18
Duration:	1 Hour
Save:	None
Maintain:	16/8

This spell calls a wolf made of earth, roots and stone to appear. The wolf has the attributes of a normal wolf, but has the added ability to sink into the earth and move unseen. This power is similar to the Earthslip spell and the wolf can use it at will. The caster controls the wolf through a telepathic link. The same caster can summon multiple wolves, but each wolf requires the spell to be recast and the DL increases by 2 for each wolf. Statistics for the Earthen Wolf can be found in the Bestiary.

FOURTH CIRCLE SPELLS**Gruesome Cage**

Casting Time:	Combat
Range:	50 Hexes
Area of Effect:	1 Target
Initiative:	-2
Delivery:	Direct
Difficulty:	22
Duration:	6 Hours
Save:	SPI vs. DL 22
Maintain:	None

This spell is similar to The Cage, but 2d4+1 teeth appear.

Sink Into Stone

Casting Time:	Not Engaged
Range:	10-150 Hexes
Area of Effect:	Self
Initiative:	0
Delivery:	---
Difficulty:	21
Duration:	Instant
Save:	None
Maintain:	None

This spell causes the caster to sink into the earth and instantly reappear up to 10 hexes away. If the caster has 3 rounds to concentrate, he can travel up to 150 hexes with a single casting.

Animate Statue

Casting Time:	Very Long (1 Hour)
Range:	Touch
Area of Effect:	1 Statue
Initiative:	---
Delivery:	---
Difficulty:	24
Duration:	1 Week
Save:	None
Maintain:	22/11

This spell animates a statue. The animated statue will understand the caster's language and follow his commands. No telepathic link exists, however. The exact attributes of the statue are up to the GM and should depend on the size, material and shape of the statue. A statue of a warrior would have better fighting skills than a statue of an accountant. The spell can be maintained, but each week, the statue has a 25% chance of crumbling away.

One With Earth True

Casting Time:	Short
Range:	Self
Area of Effect:	250 Hex Radius
Initiative:	---
Delivery:	---
Difficulty:	22
Duration:	30 Minutes
Save:	None
Maintain:	20/10

This spell is similar to One With Earth. However, the sense extends to 500 meters and a limited sense of the surface terrain is granted as well. The caster can essentially "see" the lay of the land for 500 meters in any direction. This gives the caster a +6 bonus to navigation skill tests and will make trails, mountain passes, river crossings and other features easy to find.

Earthquake

Casting Time:	Long (20 Minutes)
Range:	Sight
Area of Effect:	100 Hex
Initiative:	---
Delivery:	---
Difficulty:	25
Duration:	2-4 Minutes
Save:	None
Maintain:	None

This spell causes an earthquake. Structures in the quake will likely be leveled, or severely damaged. Creatures in the area of effect may take anywhere from 0-20d6 damage and will be knocked to the ground and unable to act in any coherent fashion. Damage is based on the location of the individual. If they are in the open, they are likely to take no damage or very light damage (3d6 at the most). However, if they are in a structure that collapses, they could take 10-20d6 damage from falling debris.

Eternal Rest

Casting Time: Short
Range: Touch
Area of Effect: 1 Target
Initiative: ---
Delivery: ---
Difficulty: 24
Duration: Permanent
Save: SPI vs. DL 24
Maintain: None

This spell covers an object in stone and buries it up to 10 meters deep in a fashion similar to the Preserve spell. The one difference is that it can be cast on a living object (willing or unwilling). The target will not age or otherwise be harmed while under the effects of this spell. The object may be dug up, or recalled by the mage if he stands within 50 meters of the site of the original casting.

FIRST EQUATION OF THE MATHEMATICIANS

Description

This rune manifests as a complex tattoo extending up the arm of the mage. The tattoo consists of mathematical symbols and formulae, incomprehensible to the layman.

Purpose

This rune symbolizes the understanding of time and space. No spiritual purpose is associated with this rune. However, since greater skill comes only through greater understanding, the First Equation demands study and scholarly pursuit from its disciples.

Rune Site

There is no site associated with this rune. Given the correct conditions, it could be bound anywhere.

Binding and Raising

This rune takes several years of study and preparation to bind. A mage wishing to become a mathematician must have the skill craft: mathematics. In addition, they must study various complex mathematical works. Finally, they must come to an innate understanding of Meridian Mechanics and its axiomatic First Equation. After years of arduous scholarship, the most intelligent and disciplined students will be ready to bind the rune. The actual binding ritual requires the mage to formulate the answers to dozens of complicated arcane questions administered by a 4th circle proctor. A KN: Mathematics test is required to gain the rune. The DL of this test is 10.

Raising the rune requires more tests. Each circle, the DL of the test increases by 2 and must be administered by a 4th circle proctor.

Practitioners

The only practitioners of the First Equation are members of the Mathematicians' Guild, which has offices all over Bostonia. The Guild consists of over 3000 members. Of these, only 100 have mastered the First Equation. Of these, the large majority are 1st or 2nd circle. Only 12 individuals have this rune at the 3rd circle and only 4 mages have the final circle.

No outsiders are allowed to study the arcane texts, or runic tattoos of the mages. The Guild goes through great pains to keep their knowledge secret. They even go as far as to collect the bodies of their fallen to insure that no one can study the dead mage's tattoo.

Effects

This rune stresses understanding of cause and effect, time and space. Practitioners are trained to observe their surroundings and analyze them. This gives them a +1 PER. However, this bonus is offset by a -3 to all saves dealing with illusions. Mathematicians are likely to interpret sensory data as evidence to be analyzed, as opposed to something that can be discounted and disbelieved.

Skill

The magic skill for the First Equation costs 8 points and has a base level of INT/WIL/SPI.

FIRST CIRCLE SPELLS

Calculate

Casting Time:	Very Short
Range:	Self
Area of Effect:	Self
Initiative:	---
Delivery:	---
Difficulty:	8
Duration:	10 Minutes
Save:	None
Maintain:	6/3

This spell increases the caster's mathematical ability, allowing him to quickly perform mathematical calculations in his head. This gives the caster a +1 to trading and administration skill tests, as well as any other skill test where mathematical acumen would be helpful. In addition, the caster gains the ability to estimate the approximate chance of an event occurring, or a skill test succeeding given he has enough time to observe the situation and/or some rudimentary knowledge of the situation.

Time Jump

Casting Time:	Combat
Range:	Self
Area of Effect:	Self
Initiative:	+1
Delivery:	---
Difficulty:	10
Duration:	2d2 Rounds
Save:	None
Maintain:	None

This spell causes the caster to randomly jump forward in time. The jump is tiny, perhaps a second or so, but it gives the caster a +2 to his initiative score for three rounds.

Decay

Casting Time:	Combat
Range:	Touch
Area of Effect:	1 Target
Initiative:	0
Delivery:	Touch/Unarmed
Difficulty:	10
Duration:	Instant/Held
Save:	None
Maintain:	None

This spell does 1d8 points of damage to bare flesh. If the caster hits the target in an armored location, then the armor is destroyed if the spell does damage greater than the armor value of the piece in question. A weapon can be destroyed if the caster can do damage greater than the maximum leverage damage the weapon can do. If the equipment attacked survives the spell, it still takes 1 point of durability damage. If the caster uses this spell to damage other objects, the GM will have to determine the effectiveness of the spell.

Blur

Casting Time:	Combat
Range:	Self
Area of Effect:	Self
Initiative:	+1
Delivery:	---
Difficulty:	10
Duration:	1d4+5 Rounds
Save:	None
Maintain:	6/3

This spell alters space around the caster, causing his form to appear distorted. This makes him harder to hit. All of the caster's defenses are +3 for the duration of this spell. Creatures who don't rely on sight to target the caster ignore the effects of this spell.

Counting Days

Casting Time:	Short
Range:	Self
Area of Effect:	Self
Initiative:	---
Delivery:	---
Difficulty:	8
Duration:	Varies
Save:	None
Maintain:	None

This spell alters the caster's perception of time. The caster can choose to have his perception of time passing accelerated, or decelerated by a factor of up to 100x. Thus a trip of 1 week (168 hours) can seem to the caster to take only 1.68 hours. On the other hand, a puzzle must be solved in 5 minutes can be "extended" to 500 minutes by the use of this spell.

Counting Days does not change the passage of time, nor does it change anyone else's perception of time, just the caster's. The caster will enter a semi-trancelike state while this spell is active. He can perform physical activity, and engage in brief, meaningless conversations, but if he is distracted from his "daydreams", the spell is ended.

SECOND CIRCLE SPELLS**Speed**

Casting Time:	Combat
Range:	Touch
Area of Effect:	1 Target
Initiative:	0
Delivery:	---
Difficulty:	14
Duration:	1d4+2 Rounds
Save:	None
Maintain:	None

This spell speeds the recipient a tiny amount. It increases the target's base movement by +1 hex per round. It gives the target a +2 initiative bonus and a +2 to all running skill tests. In addition, if the target rolls a 10-12 on his initiative die (not counting the +2 bonus for this spell), he gets an additional half action that round.

Warp Space

Casting Time:	Combat
Range:	Self
Area of Effect:	Self
Initiative:	-1
Delivery:	---
Difficulty:	14
Duration:	1d4+5 Rounds
Save:	None
Maintain:	None

This spell warps space around the caster, creating a barrier between the caster and the outside world. This barrier can displace small objects that touch it. Any missile attacks directed at the caster automatically miss. Also, very tiny creatures cannot penetrate the warp. The barrier does not affect gas and wind attacks. Melee attacks are also unaffected, since the weapon is being held by a creature too massive to be displaced.

Slow

Casting Time:	Combat
Range:	10 Hexes
Area of Effect:	1 Target
Initiative:	+1
Delivery:	Direct
Difficulty:	14
Duration:	1d4+5 Rounds
Save:	SPI vs. DL 14
Maintain:	None

This spell slows a target. The target gets a -1 to his base move, a -2 initiative and a -2 to all running skill tests. In addition, if the target rolls a 3 or lower on his initiative die (not counting the penalty for this spell), then the target loses his action for the round. He may defend, but does so, as though he had already been attacked. Thus he loses his first (and best) defense mode.

Confuse

Casting Time:	Very Short
Range:	10 Hexes
Area of Effect:	1-3 Targets
Initiative:	---
Delivery:	---
Difficulty:	13
Duration:	10 Minutes
Save:	INT vs. DL 13
Maintain:	8/4

This spell is worked into a conversation. The caster begins to speak about increasingly convoluted and confusing subject, while seeming to remain on topic. Up to three listeners may be affected by this spell. Anyone who fails an INT test vs. DL 13 will become confused and disoriented and will tend to agree with the caster so as not to look foolish. This gives the caster a +3 bonus to persuasion, bartering and fast talk attempts.

Minor Telekinesis

Casting Time:	Very Short
Range:	20 Hexes
Area of Effect:	1 Object
Initiative:	---
Delivery:	Direct
Difficulty:	13
Duration:	Varies
Save:	STR vs. DL 7
Maintain:	None

This spell allows the caster to warp space so as to move a small object with his mind. The object must be small enough that the caster could hold it in a single hand and it cannot weigh over 10 kilograms (about 22 pounds). The spell lasts until the caster's concentration on the object stops. The caster can move the object at a speed of 10 hexes each combat round.

If this spell is used to hold a creature, then the creature can break the spell by making a STR test vs. DL 7. If the caster throws a held object, then it could do up to 2d6 points of damage to a target at the GM's discretion.

Glimpse

Casting Time:	Short
Range:	Self
Area of Effect:	Self
Initiative:	---
Delivery:	---
Difficulty:	14
Duration:	Instant
Save:	None
Maintain:	None

This spell gives the caster a glimpse into the future. The glimpse is very brief and shows the caster the immediate consequences of a specific course of action such as "What happens if I pull this lever?" or "What happens if I open this door?" This spell drains the caster such that he loses at least one magic skill level regardless of his magic roll's success. In addition, once casting this spell, the caster must wait at least one hour before casting it again.

THIRD CIRCLE SPELLS**Telekinesis**

Casting Time:	Very Short
Range:	20 Hexes
Area of Effect:	1 Object
Initiative:	---
Delivery:	---
Difficulty:	16
Duration:	Varies
Save:	STR vs. DL 16
Maintain:	None

This spell is similar to Minor Telekinesis, but the size and mass of the object that can be lifted is increased. Telekinesis can lift an object of man-sized or smaller and the object can have a mass of about 100 kilograms (about 220 pounds).

If this spell is used to hold a creature, then the creature can break the spell by making a STR test vs. DL 16. If the caster throws a held object, then it could do up to 2d10 points of damage to a target at the GM's discretion.

Teleport

Casting Time:	Not Engaged
Range:	100 Hexes
Area of Effect:	Self
Initiative:	-1
Delivery:	---
Difficulty:	17
Duration:	Instant
Save:	None
Maintain:	None

This spell teleports the caster and anything he can hold up to 100 hexes away from his current location. If the caster can see his destination, or knows the distance and direction, then he can use this spell to teleport there. So, this spell could be used to teleport to a rooftop the caster could see, or to a position “just behind that door,” or “60 hexes east.”

If the caster cannot see his destination and cannot state a direction and distance, then he must have knowledge of the destination. He must have spent some time there (an hour or more is a good guideline) and be able to picture the location in his mind. Teleporting to the caster’s home, a favorite inn, or a campsite would be possible with this spell.

If the caster accidentally teleports into a space that is occupied by solid matter, the spell automatically fails, and the caster loses 3 magic levels.

Wither

Casting Time:	Combat
Range:	20 Hexes (6/12/16/20)
Area of Effect:	1 Target
Initiative:	0
Delivery:	Bolt
Difficulty:	16
Duration:	Varies
Save:	None
Maintain:	None

This spell is similar to Decay, but does 2d8 points of damage. If an armored location is hit, then the armor can be destroyed as before and any remaining damage harms the target creature.

Time Prison

Casting Time:	Combat
Range:	Sight
Area of Effect:	1 Target
Initiative:	-2
Delivery:	Direct
Difficulty:	18
Duration:	1d6 Days
Save:	SPI vs. DL 18
Maintain:	None

This spell freezes the target in time. The target no longer moves or ages. The spell lasts for 1d6 days or until someone touches the target with significant force, shattering the prison. Attacks directed at the target shatter the prison, but do no other damage. The target may be moved, as long as he is not struck, dragged, or dropped in a way that would cause him damage (and thus shatter the prison). An unwilling target may make a SPI save vs. DL 18 to avoid the effects of this spell.

Accelerate Healing

Casting Time:	Short
Range:	Touch
Area of Effect:	1 Target
Initiative:	---
Delivery:	---
Difficulty:	18
Duration:	Instant
Save:	None
Maintain:	None

This spell speeds the healing process of the body, healing 1d4 hits as if they had been healed by natural means. This means Accelerate Healing can be cast in addition to other healing performed on a target, including other spells. Casting this spell on someone more than once a week can upset their temporal balance and do 1d4 damage, as opposed to healing.

FOURTH CIRCLE SPELLS**Temporal Bubble**

Casting Time:	Combat
Range:	Self
Area of Effect:	2 Hex Radius
Initiative:	+1
Delivery:	---
Difficulty:	23
Duration:	1d4+8 Rounds
Save:	None
Maintain:	None

This spell creates a bubble in time through which nothing can pass. This means that no attacks or effects from outside the bubble can affect the people on the inside and vice versa. Matter that touches the bubble will not be damaged, but will “bounce” off and stop just in front of the bubble’s edge. The caster can control the activation of the bubble while the spell lasts; deactivating and reactivating the bubble up to one time each round.

Rot

Casting Time:	Not Engaged
Range:	20 Hexes (6/12/16/20)
Area of Effect:	1 Target
Initiative:	-2
Delivery:	Bolt
Difficulty:	22
Duration:	Instant/Held
Save:	None
Maintain:	None

This spell is like the Wither spell, but 4d8 points of damage are done.

Rejuvenate

Casting Time:	Short
Range:	Touch
Area of Effect:	1 Target
Initiative:	---
Delivery:	---
Difficulty:	24
Duration:	Instant
Save:	None
Maintain:	None

Like the spell Accelerate Healing, but 2d4 points of damage are healed.

Improved Teleport

Casting Time:	Short
Range:	1000 Hexes
Area of Effect:	1-8 Targets
Initiative:	---
Delivery:	---
Difficulty:	24
Duration:	Instant
Save:	None
Maintain:	None

Like the spell Teleport, but up to 1-8 people can be teleported with the caster.

Second Chance

Casting Time:	Long (30 Minutes)
Range:	Varies
Area of Effect:	Varies
Initiative:	---
Delivery:	---
Difficulty:	27
Duration:	Instant
Save:	None
Maintain:	None

This spell allows the caster to go back in time as far as a week and change one event in which the caster directly took part. The caster could go back in time and could have his fellowship avoid an encounter that cost several party members their lives. The GM will have to determine the effect of the Second Chance – not only the result of the changed event, but also the subsequent effects of that event. For instance, the group that avoided the deadly encounter may not have found the item that allowed them to defeat the evil wizard later on.

The caster loses one level permanently from the First Equation. This level can be regained with experience.

Effects**THE SACRED FALLS OF AESTRA****Description**

This rune appears as a beautiful blue waterfall cascading down the priestess' shoulders and back. Green trees and rocks flank the falls. The sky is just visible on the shoulders of the priestess, as are golden rays of sunlight. It is a striking and colorful tattoo beyond the skill of any Bostonian artist.

Purpose

This rune is given to the worthy sisters of the Church of Aestra. It is her gift to those that excel in learning her ways. It gives its practitioners power over healing and the elements of water. Its purpose is to heal and protect the faithful and spread the ideals of the Church.

Rune Site

The rune site is located at the Sacred Temple of Camille at the Dark Lake, which is in the caverns near Sunsrest.

Binding and Raising

This rune is bound in the ceremony inducting new sisters into the Church. Once an initiate has undergone enough training and understands the ways of the Mother, her superiors will judge if she is ready to bind the rune. If she is ready, she will undergo the ceremony, which consists of walking into the sea and giving herself to the protection of the Mother. This ultimate act of faith binds the woman to the goddess and the Sacred Falls.

Raising the rune means returning to the Dark Lake and repeating the binding ritual. There is no test or danger involved. However, generally the rune increase is granted only if the sister has performed some service to the church (GM's discretion).

Practitioners

There are about 600 temples to Aestra and 5000 priestesses of various ranks and titles. Of these, only a small fraction is deemed to have sufficient virtue and faith to attain the Sacred Falls. Approximately 300 priestesses qualify as Learned Sisters (the title given to those with the Sacred Falls). All of these women are devout followers of the Mother, skilled at healing and ministering to the people.

All priestesses are respected and revered and can expect to have allies and friends at any temple of the Mother and among the common people of Bostonia. In addition, this rune makes the priestess more thoughtful and introspective. This gives them a +1 CHA, +1 SPI and -1 INI. This rune is tied to the element of water and unless the mage can immerse herself in water at least once a day, her power cannot be recharged and she will not regain her spell levels for that night's rest.

Skill

The skill for the Sacred Falls costs 7 points and is based on SPI/SPI/WIL

FIRST CIRCLE SPELLS**Healing Waters**

Casting Time:	Short
Range:	Touch
Area of Effect:	1 Target
Initiative:	---
Delivery:	---
Difficulty:	10
Duration:	Instant
Save:	None
Maintain:	None

The priestess needs a small amount of blessed water to cast this spell. The water is sprinkled over the injured area. 1d4 points of damage are healed.

Breeze

Casting Time:	Long (20 Minutes)
Range:	200 Hexes
Area of Effect:	A Breeze
Initiative:	---
Delivery:	---
Difficulty:	10
Duration:	20 Minutes
Save:	None
Maintain:	8/4

This spell conjures a gentle sea breeze. This breeze is enough to propel a sailing ship at a slow speed. The spell can also combat gas-based spells and effects. This spell can only be cast near a large body of water.

Ease Pain

Casting Time:	Combat
Range:	Touch
Area of Effect:	1 Target
Initiative:	-2
Delivery:	---
Difficulty:	10
Duration:	30 Minutes
Save:	None
Maintain:	8/4

The priestess touches her target and immediately eases that person's pain. This returns 1d6 hit points to the target and makes them temporarily immune to the effect of wounds. In addition, the target receives a +2 to any saving throw dealing with resisting pain or falling unconscious (this includes the roll for being at 50% or 25% of your hit points).

These effects wear off when the spell ends. The extra hit points are lost. Furthermore, if the character suffered a wound and ignored the effects, they take an additional 1d4 points of damage from overexertion. Unconscious checks made by the character while the spell was active must be remade at this point.

Detect Water

Casting Time:	Short
Range:	Self
Area of Effect:	60 Hex Radius
Initiative:	---
Delivery:	---
Difficulty:	8
Duration:	10 Minutes
Save:	None
Maintain:	6/3

This spell allows the priestess to detect any significant amount of water (a barrel or more). Whether the water is fresh water, salt water or contaminated in some way is also apparent to the caster of this spell.

Purify Water

Casting Time:	Short
Range:	Touch
Area of Effect:	1 Barrel
Initiative:	---
Delivery:	---
Difficulty:	10
Duration:	Instant
Save:	None
Maintain:	None

A tiny bit of blessed water is poured into contaminated water and the water turns into fresh, drinkable and clean water. A barrel full of water can be so treated by only a sprinkle of blessed water. This spell can be used to turn salt water into fresh water, though this effect is optional.

SECOND CIRCLE SPELLS**Hands of Healing**

Casting Time:	Short
Range:	Touch
Area of Effect:	1 Target
Initiative:	---
Delivery:	---
Difficulty:	14
Duration:	Instant
Save:	None
Maintain:	None

The priestess needs a small amount of blessed water to cast this spell. She rubs her hands in the water and lays them on the injured person. 2d6 points of damage are healed by this spell.

Water Walking

Casting Time:	Very Short
Range:	Self
Area of Effect:	Self
Initiative:	---
Delivery:	---
Difficulty:	14
Duration:	10 Minutes
Save:	None
Maintain:	12/6

This spell permits the priestess to walk on still water as though it were normal ground. She can walk on choppy water at half speed. Rolling waves and breakers will require an AGI test vs. DL 16 (or an acrobatics test vs. DL 13) to avoid being knocked over.

Calm Water

Casting Time:	Very Short
Range:	Self
Area of Effect:	60 Hex Radius
Initiative:	---
Delivery:	---
Difficulty:	13 (or Opposing Spell DL)
Duration:	10 Minutes
Save:	None
Maintain:	11/6

This spell calms a large area of water, turning crashing waves into tiny ripples while it lasts. This effect works regardless of the body of water, or the source of the waves. For instance, a boiling pot of water would stop bubbling and rolling, though the water would still be very hot. If the source of the waves is magical in nature, then the DL of this spell becomes the DL of the spell being countered.

Free Action

Casting Time: Combat
 Range: Touch
 Area of Effect: 1 Target
 Initiative: +2
 Delivery: Touch
 Difficulty: 13
 Duration: 1 Hour
 Save: None
 Maintain: 11/6

This spell allows the target to maneuver in a difficult environment without penalty. Normally, this spell is used to permit someone to move and fight underwater. However, it can also be used to permit movement through quicksand, sticky webs, slippery surfaces and mud. Please note, this spell does not grant the ability to breathe or ignore damage from a dangerous environment, it simply eliminates the movement penalty.

Still Blood

Casting Time: Very Short
 Range: Touch
 Area of Effect: 1 Target
 Initiative: ---
 Delivery: ---
 Difficulty: 14
 Duration: 1 Hour
 Save: SPI vs. DL 14
 Maintain: 12/6

This spell stops the biological processes of the target. The target cannot move or perceive his surroundings. However, he does not need to eat, breathe or excrete and poisons, disease or blood loss does not affect him. This spell takes less than a minute to cast, but any combative activity nearby is enough to disrupt its casting.

Still Blood is automatically successful against targets that are willing or unconscious. Others may make a SPI save vs. DL 14 to resist the effects. A successful save is proof against this spell for one day. Only characters with a metabolism to stop are affected. Golems, spirits, machines and the undead are immune to this spell.

THIRD CIRCLE SPELLS

Sacred Immersion

Casting Time: Long (10 Minutes)
 Range: Touch
 Area of Effect: 1 Target
 Initiative: ---
 Delivery: ---
 Difficulty: 17
 Duration: Instant
 Save: None
 Maintain: None

A basin of water large enough to immerse the target is required for this spell. The target is submerged in the water, while the priestess lays hands upon his injuries and prays to the Mother. 3d8 points of damage are healed. This spell drains the priestess. Regardless of the success/failure of this spell, the priestess will lose at least 2 levels from her magic skill. These levels can be regained with rest or meditation.

Guardian Water

Casting Time: Combat
 Range: 20 Hexes
 Area of Effect: 1 Guardian
 Initiative: -2
 Delivery: Direct
 Difficulty: 17
 Duration: 20 Rounds
 Save: None
 Maintain: 15/8

If a pool-sized (or greater) body of water is nearby, this spell causes a minor water elemental to appear and aid the priestess. The creature is under the control of the priestess.

Water Breathing

Casting Time: Very Short
 Range: Self
 Area of Effect: Self
 Initiative: ---
 Delivery: ---
 Difficulty: 17
 Duration: 1 Hour
 Save: None
 Maintain: 15/8

This spell allows the priestess to breathe water as though it were air.

Cure Poison

Casting Time: Very Short
 Range: Touch
 Area of Effect: 1 Target
 Initiative: ---
 Delivery: ---
 Difficulty: 18
 Duration: Instant
 Save: None
 Maintain: None

This spell cures normal, non-magical poisons. The origin of the poison can be animal, alchemical or plant-based. If this spell succeeds, the target is immediately free of the effects of the poison, though damage already taken will remain until healed normally.

Mass Water Walk

Casting Time: Very Short
 Range: Self
 Area of Effect: 8 People within 10 Hexes
 Initiative: ---
 Delivery: ---
 Difficulty: 17
 Duration: 10 Minutes
 Save: None
 Maintain: 15/8

This spell acts like the Water Walking spell except that up to 8 people can follow the priestess as long as they remain within 10 hexes of her.

FOURTH CIRCLE SPELLS**Cure Disease**

Casting Time: Very Long (1 Day)
 Range: Touch
 Area of Effect: 1 Target
 Initiative: ---
 Delivery: ---
 Difficulty: 23
 Duration: Instant
 Save: None
 Maintain: None

This spell cures normal, non-magical disease. A successful casting ends the deleterious effects of the disease and the target will recover in a number of days equal to half the days he had the disease.

Part Water

Casting Time: Very Short
 Range: Self
 Area of Effect: 5500 Square Meters
 Initiative: ---
 Delivery: ---
 Difficulty: 24
 Duration: Varies
 Save: None
 Maintain: None

The priestess chants a brief prayer to the Mother and raises her arms and the water parts. The corridor created can be any shape the priestess desires, but cannot exceed 5500 square meters. A 3-meter wide corridor could extend about 1800 meters (close to a mile). A 1-meter wide corridor could extend 5500 meters (about 3 miles). The corridor lasts until the priestess leaves it, or is killed.

Summon Guardian Elemental

Casting Time: Short
 Range: 10 Hexes
 Area of Effect: 1 Guardian Elemental
 Initiative: ---
 Delivery: ---
 Difficulty: 24
 Duration: 8 Hours
 Save: None
 Maintain: 22/11

This spell summons a small water elemental to do the caster's bidding. This creature will remain for 8 hours and then disappear. Only one of these creatures can serve a priestess at a given time. Casting this spell drains the priestess and she will lose at least 2 spell levels regardless of the success/failure of the casting roll.

Mass Water Breathing

Casting Time: Very Short
 Range: Self
 Area of Effect: 8 People within 30 Hexes
 Initiative: ---
 Delivery: ---
 Difficulty: 24
 Duration: 1 Hour
 Save: None
 Maintain: 22/11

This spell acts like the Water Breathing spell, except that it allows up to 8 people to breathe water so long as they remain within 30 hexes of the priestess. In addition, this spell allows the targets to act freely underwater as though a spell of Free Action had been cast on them.

Practitioners**THE BLIZZARD****Description**

This rune appears as frosty trails along the veins in the mage's arms. His visible veins (on his hands for instance) appear white and have icy crystals along them. The web of ice looks much like a frosty window in the winter.

Purpose

The Blizzard is the manifestation of an ice spirit. The spirit is trapped and is looking for a means of release. By granting power to chosen mortals, the spirit is hoping to find a way of freeing itself. However, his power is limited, so he tests those who seek to bind his power.

Rune Site

The blizzard spirit is trapped in an ancient tomb that lies far to the north of Bostonia in the Borakki homelands. The area around the tomb is forested hills, which the spirit buffets with wind and icy storms.

Binding and Raising

To bind the Blizzard, a mage must brave the ice storms and find the tomb. He must then invoke the ice spirit by calling its name, or presenting an offering of a large woodland animal such as a stag or a bear. When the spirit appears, it will be hostile toward its summoner, hoping to test him. The mage must defeat it, trap it or otherwise coerce it into granting the rune.

Defeating the spirit is very difficult since it has 100 hit points, cannot be affected by normal physical attacks (only magic weapons or spells) and a magic skill of 30 in the rune. A direct combat is foolish and the spirit will almost certainly kill the mage. However, the creature fears fire and will cower from large fires and obviously powerful fire spells. This fact could be used to coerce it, or trap it.

In addition, the creature will certainly bargain with a mortal it feels could help it. The mage would have to display amazing skill, or have information that might lead the spirit to feel the mage was worthy.

Raising the rune requires the mage return to the rune site and present the spirit with some sacrifice. This could either be some enemy of the cult, a magic item or the body of a magical cold-dweller (like a winter wolf or frost giant). Alternately, the ice spirit could be coerced or tricked into raising the mage's circle, but this is rare and of course, dangerous.

There are only two Bostonian mages with the Blizzard. Most who attempt to bind the rune flee or die in the process. However, a small Borakki cult has evolved around the rune. This cult has thirty-five members, four of which have bound the Blizzard. Their purpose is to free the ice spirit as they believe it is an avatar of one of their gods. To this end, they train new members, quest for a means to free the spirit and direct hopeful mages to the tomb in exchange for services, ritual spells and magic items.

Effects

Practitioners of this rune take on some of the personality traits of the spirit that grants the rune. They become cold and aloof in their personal relationships and take a -1 to CHA and skills pertaining to social situations.

In addition, they feel the need to help the creature in its quest to be free. This is a strong drive and the mage must make a WIL test against DL 17 to resist it. If the mage fails the test, he must spend some of his time (about 25%) researching various magic in the hopes of freeing his master. If he succeeds, he has no such desire and can do as he pleases. However, both the spirit and his cult will be unhappy with such a character and they will actively try to kill or capture the character when he returns to increase his circle.

Finally, this rune allows the character to ignore the effects of normal cold. He could easily stand naked in a snowstorm and feel no effects. He gets a +2 to all spell saves pertaining to cold and takes -2 points of damage/die from ice spells. However, he hates hot weather and gets a -1 to all skills when the temperature is hot (about 80 degrees Fahrenheit or more). All spell saves are at -2 against fire spells and he takes +2 damage/die of effect from fire spells.

Skill

The skill for The Blizzard costs 8 points and is based on SPI/SPI/WIL.

FIRST CIRCLE SPELLS**Frostbite**

Casting Time:	Combat
Range:	Touch
Area of Effect:	1 Target
Initiative:	+2
Delivery:	Touch/Unarmed
Difficulty:	8
Duration:	Instant/Held
Save:	TOU vs. DL 12
Maintain:	None

This spell causes the mage's hands to become covered in magical frost. Anyone the mage touches will take 2d6 points of damage. Armor counts against this damage, but if 3 or more points of damage gets through the armor, then the target suffers a debilitating effect (roll 1d6 on the table below to determine the effect) in addition to the damage. A TOU save vs. DL 12 will negate this extra effect.

In addition, this spell could be used to cause several minor effects. These include making ice cubes, snowballs, freezing roses and so on.

FROSTBITE EFFECTS

D6	Head	Arms	Body	Legs
1-2	+2 Damage	+1 Damage	+1 Damage	+1 Damage
3-4	+3 Damage	Drop Anything in That Hand	+2 Damage	Knocked Down
5	Stunned One Round	Arm Numb, -2 STR Dice and Skills 1d3 Rounds	+3 Damage	Legs Numb, -2 Defense, Move and AGI Skills for 1d3 Rounds
6	Stunned 1d3 Rounds	Arm Useless for 1d3 Rounds	+4 Damage	Legs Useless for 1d3 Rounds

Chill

Casting Time: Very Short
Range: 30 Hexes
Area of Effect: 5 Hex Radius
Initiative: ---
Delivery: ---
Difficulty: 8
Duration: 1 Hour
Save: None
Maintain: 6/3

This spell puts a chill into the air, dropping the air temperature by about 25 degrees Celsius (about 45 degrees Fahrenheit).

Ice Shield

Casting Time: Combat
Range: Self
Area of Effect: Self
Initiative: +2
Delivery: ---
Difficulty: 8
Duration: 10 Rounds
Save: None
Maintain: 6/3

This spell creates a small disk of ice on the caster's arm. The disc acts like a shield with a parry value of +3. If the caster does not have the skill combat: shield, he gains that skill at a level of 10 for the duration of the spell.

Resist Cold

Casting Time: Short
Range: Touch
Area of Effect: 1 Target
Initiative: ---
Delivery: ---
Difficulty: 10
Duration: 1 Hour
Save: None
Maintain: 8/4

This spell allows the recipient to resist normal cold without suffering any ill effects. Magical cold still does damage, but all saves are at a +2 and all damage done is reduced by 1 point/die. Thus a spell that did 2d6 points of damage would only do 2d6-2 points to a target of this spell.

Snow

Casting Time: Short
Range: Self
Area of Effect: 100 Hex Radius
Initiative: ---
Delivery: ---
Difficulty: 10
Duration: 1 Hour
Save: None
Maintain: 8/4

This spell causes a steady snow to fall. The snow will be heavy enough to accumulate 6-9 centimeters (about 3 inches) on the ground, though the actual amount that will remain depends on the temperature in the area.

SECOND CIRCLE SPELLS

Ice Spike

Casting Time: Combat
Range: 30 Hexes
Area of Effect: 1 Target
Initiative: +1
Delivery: Thrown
Difficulty: 12
Duration: Instant/Held
Save: None
Maintain: None

This spell creates a large icicle that can then be thrown by the caster. The spike does 2d10 points of damage to the target if it hits. The caster can also create a number of smaller icicles that give the caster a +3 to hit, but do only 2d6 points of damage.

Igloo

Casting Time:	Short
Range:	Self
Area of Effect:	4 Hex Radius
Initiative:	---
Delivery:	---
Difficulty:	14
Duration:	1 Hour
Save:	None
Maintain:	12/6

This spell creates a zone that protects everyone in it from the effects of cold. Anyone in the zone of effect is protected as if they had the spell Resist Cold cast on them.

Ice Armor

Casting Time:	Combat
Range:	Self
Area of Effect:	Self
Initiative:	0
Delivery:	---
Difficulty:	12
Duration:	12 Rounds
Save:	None
Maintain:	10/5

This spell creates a thin coating of magical ice that covers the caster's skin. The ice will protect the caster from damage as though it were value 2 armor. Against fire damage, the armor provides 10 points of defense. The armor is brittle and will chip away as it is struck. When the mage is struck, the ice armor on that location is reduced by 1 point. Fire attacks melt the entire covering, negating the spell.

Snowblind

Casting Time:	Not Engaged
Range:	20 Hexes
Area of Effect:	5 Hex Radius
Initiative:	-1
Delivery:	Direct/Area Effect
Difficulty:	12
Duration:	10 Rounds
Save:	None
Maintain:	10/6

This spell causes a chill wind to kick up snow from the ground, causing whiteout conditions. The whiteout blinds anyone looking through the area of effect. If no snow exists, the wind still appears, but no whiteout occurs. This can still be useful to disperse gas attacks and put out small flames (candles and torches).

This spell can also kick up particles of sand or fine dust to cause the blinding cloud. It is up to the GM whether the conditions are suitable for this.

Freeze

Casting Time:	Short
Range:	Touch
Area of Effect:	1/4 Cubic Meter
Initiative:	---
Delivery:	---
Difficulty:	13
Duration:	Instant
Save:	None
Maintain:	None

This spell flash freezes an amount of matter that can be held in the caster's arms (about 1/4 cubic meters or 6-7 cubic feet). This matter will remain frozen based on the temperature in the area.

Solid Ground

Casting Time:	Very Short
Range:	Touch
Area of Effect:	50 Hex Area
Initiative:	---
Delivery:	---
Difficulty:	14
Duration:	Instant
Save:	AGI or STR vs. DL 14
Maintain:	None

A specialized version of Freeze, this spell will freeze marshy ground or water so that it is solid and easy to cross. The duration of the freezing depends on the temperature of the area, but should be at least 10 minutes on the hottest days and 30 minutes or more on "average" spring days.

People who are standing in the marsh or water when this spell is cast can be caught in the ice. If they are on the edge of the area of effect, they may leap from the freezing marsh by making an AGI save vs. DL 14. If they are not able to leap free, they may make a STR save vs. DL 14 to break free each round.

Frost

Casting Time:	Not Engaged
Range:	20 Hexes
Area of Effect:	4 Hex Area
Initiative:	-1
Delivery:	Direct/ Area Effect
Difficulty:	12
Duration:	Instant
Save:	AGI vs. DL 15
Maintain:	11/6

This spell causes a small area of ground to become frosty and slippery. Anyone passing through the affected hexes must make an AGI test vs. DL 15 or fall. A character that falls loses the remainder of their action and they must take a $\frac{1}{2}$ action to stand next round. Standing takes an AGI save vs. DL 11. Failure causes the character to fall again, losing their action.

THIRD CIRCLE SPELLS**Ice Prison**

Casting Time:	Combat
Range:	30 Hexes
Area of Effect:	1 Target
Initiative:	0
Delivery:	Direct
Difficulty:	17
Duration:	10 Rounds
Save:	AGI or STR vs. DL 17
Maintain:	15/8

This spell freezes the target in a block of ice. They will be unable to move or act, but will not suffocate due to the magical nature of their ice prison. Targets can resist the spell with an AGI test vs. DL 17, or with a STR test vs. DL 17. The target may also be freed if his friends can do a total of 60 points of damage to the ice prison.

Wall of Ice

Casting Time:	Not Engaged
Range:	30 Hexes
Area of Effect:	6x1.5x1 Hexes
Initiative:	-2
Delivery:	Direct/ Area of Effect
Difficulty:	17
Duration:	10 Minutes or More
Save:	None
Maintain:	15/8

This spell creates a wall of ice 6 hexes x 1.5 hexes x 1 hex (approximately 40 feet x 10 feet x 6 feet). The dimensions of the wall can be exchanged, though the wall must be at least a $\frac{1}{4}$ hex thick to stand. The wall will stand on its own without anchor points on either side. Living creatures of rat-sized or greater cannot be trapped within the wall. The spell will fail if this is attempted.

The wall will remain structurally sound for 10 minutes on warm days. On cold days, this duration will increase to 1-2 hours. If the temperature is below freezing, the wall will remain indefinitely. However, if the wall can be destroyed if it takes enough damage. The wall has 100 hit points for each hex of thickness it has.

Summon Winter Wolf

Casting Time:	Not Engaged
Range:	Self
Area of Effect:	1 Wolf
Initiative:	-2
Delivery:	Direct
Difficulty:	18
Duration:	20 Rounds
Save:	None
Maintain:	None

This spell summons a winter wolf to aid the caster in battle. See the monster list for details and statistics. This spell only works if there is wintry weather (either natural or magical in the area).

Ice Storm

Casting Time:	Combat
Range:	30 Hexes
Area of Effect:	1-3 Targets
Initiative:	0
Delivery:	Thrown
Difficulty:	17
Duration:	Instant/Held
Save:	None
Maintain:	None

This spell is similar to Ice Spike, except that 3 spikes are created. These spikes can be thrown at separate targets or all at one target. The caster must roll to hit with each spike. Each does 2d10 points of damage, or 2d6 points of damage with a +3 to hit.

Erode

Casting Time:	Long
Range:	Touch
Area of Effect:	1 Hex Wall Section
Initiative:	---
Delivery:	---
Difficulty:	17
Duration:	Instant
Save:	None
Maintain:	None

This spell causes the water in a porous material to freeze and melt hundreds of times in a matter of seconds. The material cracks and breaks apart under the strain. This spell affects most types of stone, wood and earth. Metal is not affected.

FOURTH CIRCLE SPELLS

Ice Tomb

Casting Time:	Not Engaged
Range:	30 Hexes
Area of Effect:	1 Target
Initiative:	-2
Delivery:	Direct
Difficulty:	23
Duration:	Permanent
Save:	AGI or STR vs. DL 23
Maintain:	None

This spell is like Ice Prison. The target can jump free with a successful AGI test vs. DL 23. If that is failed, a STR test may be attempted once every 2 minutes for 10 minutes. If the STR tests are failed, the spell is permanent and the target can only be freed by magical fire. 100 points of magical fire damage must be done to the tomb to free a captive.

Blizzard

Casting Time:	Very Long (1 Hour)
Range:	Sight
Area of Effect:	Sight
Initiative:	---
Delivery:	---
Difficulty:	24
Duration:	1 Hour
Save:	Survival: Arctic vs. DL 20
Maintain:	22/11

This spell causes a massive snowstorm that will drop $1d16+16$ centimeters (about $1d6+6$ inches) of snow on a region. In addition, bitter cold and winds will rage for the duration of the spell. People with shelter and an adequate heat source will be safe, but travel will be perilous at best. People caught outside during the storm will have to make skill tests to avoid taking 3-6d6 points of damage due to exposure.

Cold Realm

Casting Time:	Very Long (3 Days)
Range:	Self
Area of Effect:	30 Kilometer Radius
Initiative:	---
Delivery:	---
Difficulty:	24
Duration:	Permanent
Save:	None
Maintain:	None

This spell requires that an ice elemental be defeated and its essence captured in an Ice Prison. If successfully cast, the spell causes the area of effect to become unnaturally cold. Regardless of the region's normal climate, it will be trapped in a wintry state until the mage is killed, or the elemental essence is freed.

Body of Ice

Casting Time:	Not Engaged
Range:	Self
Area of Effect:	Self
Initiative:	-2
Delivery:	---
Difficulty:	23
Duration:	20 Rounds
Save:	None
Maintain:	21/11

This spell turns the caster's body into solid, enchanted ice. This has several effects. First, the caster gets value 3 armor on all hit locations. Second, he takes no damage from piercing attacks such as spears and arrows. Half damage is taken from slashing attacks such as one-handed swords. Weapons like maces, axes, picks and two-handed swords do full damage. Third, he is ice, so he floats. Fourth, he may cast one Ice Spike (as per the spell) each round. Finally, the caster freezes anything he touches. He leaves a trail of frozen plants and ground where he walks. Anyone that touches the caster immediately takes 3d4 damage from the cold.

Practitioners**RUNE OF THE BEAST****Description**

This rune is a series of scars that ring the caster's body. Each new spell circle brings another ring. Upon close examination, the scars can be seen to be tiny runic script. The words make up the ritual used by the caster to gain the spell circle.

Purpose

This rune is tied to the magic of demons and devils. It is used by mages that hunt or revere these beasts. The purpose of the rune is to give the caster demon-like abilities and bring him closer to demonkind. Hopefully, bringing the mage closer to his enemy gives him a greater understanding of that enemy and thus a better chance of success. Unfortunately, it also attracts those that desire to commune with demons for their own nefarious purposes.

Rune Site

This rune site can be found on a small island about 6 hours sail to the northwest of Ismoth. The island has some scattered wooded areas surrounding a set of jagged peaks. At the top of one of these peaks is a tiny cave. The cave holds a variety of physician's equipment and a nasty looking cage. The cage is fitted with several tiny bladed wheels sitting at the end of articulated arms that extend into the cage. Beside the cage sits a granite altar.

Binding and Raising

A mage seeking the Rune of the Beast needs to sacrifice an enemy (either a demon, a demonologist, or a demon hunter), enter the cage, and speak the phrases that will start the cage on its gruesome work. The wheels spin and enter the cage, cutting the mage with the mystic symbols that make up the rune.

Starting the cage takes an act of will (and a WIL save vs. DL 10). Failure to start the device has no penalty. However, the would-be mage will have to wait at least a month before having the courage to try again. Once the process has begun, it cannot be stopped before the mage is marked. He will take 8d6 damage from the marking. If he survives, he has bound the rune.

Raising this rune requires that the mage undergo the same ritual marking as he did to originally gain the rune. He will take the same damage (8d6) as is done by the initial binding. No WIL roll is necessary.

Mages who bind the Rune of the Beast are either demon hunters, or cultists. There are currently ten mages with the rune in Bostonia. Of these, four are demon hunters and six are demonologists. These two groups make war with each other at every opportunity. When they are not busy elsewhere, they actively attempt to keep the rune site from falling under the control of the other group.

Effects

This rune twists the mage's soul, bringing him closer to demonkind. This makes both hunter and cultist more prone to evil and violence. They see killing to be a tool in their war and human life cases to have meaning outside of the context of the individual's use in the hunt. Beast Mages become kin to demons and thus, kin to the Deceiver himself. This gives the mage a +1 to all skill tests that involve lying or fooling someone (fast talk and persuade being two possibilities). Beast Mages become quick to anger and resort to violence and get a +1 INI. Finally, the gods write off practitioners of this rune. They cannot have any beneficial spells or effects cast on them by priests or priestesses. They can be turned by priests of Stratus and are affected by spells and other magical effects that affect demons.

Skill

The Beast Rune costs 7 points and is based on WIL/WIL/SPI.

FIRST CIRCLE SPELLS**Detect Demonic Magic**

Casting Time:	Short
Range:	Self
Area of Effect:	10" Radius
Initiative:	---
Delivery:	---
Difficulty:	10
Duration:	5 Minutes
Save:	None
Maintain:	None

This spell allows the caster to feel the presence and strength of the demonic taint in the area. Most demons powerful enough to hide themselves among humans are immune to this spell, having learned to counter it ages ago. However, spells cast by demons, items forged by demonic hand and people under the direct (magical) influence of demons will be detected.

Claws of the Beast

Casting Time: Combat
 Range: Self
 Area of Effect: Self
 Initiative: +1
 Delivery: ---
 Difficulty: 8
 Duration: 10 Rounds
 Save: None
 Maintain: 6/3

This spell causes the caster's hands to become scaly and drip with ichor. Claws sprout from the mage's fingertips. These claws are lethal weapons with a leverage die of 1d6 (in addition to the mage's STR die). The mage uses his unarmed combat skill to attack with his claws. The claws are considered magical weapons with regards to doing damage to insubstantial creatures, demons, were-creatures and the like.

Scales of the Beast

Casting Time: Combat
 Range: Self
 Area of Effect: Self
 Initiative: 0
 Delivery: ---
 Difficulty: 8
 Duration: 10 Rounds
 Save: None
 Maintain: 6/3

This spell causes the caster's skin to grow into a thick, scaly hide. These scales provide 3 value armor to an unarmored mage, or a +1 to the mage's armor value if he is wearing armor already (though the minimum armor value is 3). The scales are inflexible and slow the mage down, giving him a -1 to his INI score while the spell is active.

Voice of the Beast

Casting Time: Very Short
 Range: Self
 Area of Effect: Self
 Initiative: ---
 Delivery: ---
 Difficulty: 10
 Duration: 1 Command of 1 or 2 sentences
 Save: None
 Maintain: None

This spell causes the caster's voice to take on a deep, eerie, rumbling tone. The caster gains a +3 to his interrogation skill, or interrogation at level 12, whichever is higher. This bonus applies to any attempt at intimidating or frightening a target. If the interrogation skill test is successful, then the targets will be cowed and will likely do what the mage says.

Courage

Casting Time: Very Short
 Range: Self
 Area of Effect: Self
 Initiative: ---
 Delivery: ---
 Difficulty: 8
 Duration: 10 Minutes
 Save: None
 Maintain: 6/3

This spell gives the caster a +3 to all WIL saves made while the spell is active.

SECOND CIRCLE SPELLS**Quiet Sleep**

Casting Time: Long (about 20 minutes)
 Range: Touch
 Area of Effect: 1 Person
 Initiative: ---
 Delivery: ---
 Difficulty: 12
 Duration: 1 Night's Sleep
 Save: SPI vs. DL 19
 Maintain: None

This spell allows the target to sleep soundly and dreamlessly the night it is cast. Any magic or other powers that affect the target while he is sleeping, or alter his dreams will be ineffective. The caster of the intrusive, sleep-altering magic needs to make a SPI save vs. DL 19 for his spell to defeat the Quiet Sleep spell and affect the target.

Visage of the Beast

Casting Time: Not Engaged
 Range: 8 Hexes
 Area of Effect: 3 Targets
 Initiative: -2
 Delivery: Direct
 Difficulty: 12
 Duration: 1d6 Rounds
 Save: WIL or SPI vs. DL 12
 Maintain: None

This spell contorts the caster's face into a demonic mask. Up to 3 targets within 8 hexes of the caster can be affected by this transformation. The targets must make a WIL or SPI save vs. DL 12. If they fail they will react based on the following chart. The effects of this spell last for 1d6 rounds.

Roll (1d6)	Effect
1-2	Target runs in a random direction.
3	Target is enraged and will attack the caster with no thought to his safety. He will defend at a -4 penalty, but he gets a +2 to hit and damage.
4-5	Target trembles in fear and can only defend himself. He cannot move or attack.
6	Target vomits and for one round he cannot move or attack and can only defend at his base defense. For 1d6 rounds afterwards, he is at a -2 to all skills and damage rolls due to severe nausea.

Aura Sword

Casting Time:	Very Long (1 hour)
Range:	Touch
Area of Effect:	1 Weapon
Initiative:	---
Delivery:	---
Difficulty:	14
Duration:	1 Day
Save:	None
Maintain:	12/6

This spell places a magical aura on a weapon. For as long as the spell lasts, the weapon can hit creatures that are otherwise affected only by magical weapons. It imparts no other abilities on the weapon. The caster must spend at least one hour enchanting the weapon and needs a supply of human blood in which to dip it.

Stench of the Beast

Casting Time:	Short
Range:	Self
Area of Effect:	Self
Initiative:	---
Delivery:	---
Difficulty:	13
Duration:	10 Minutes
Save:	WIL or TOU vs. DL 13
Maintain:	11/6

The caster of this spell assumes the smell and aura of a demonic creature. This stench causes animals to avoid him, or act hostile towards him. It makes people uncomfortable and they must make a WIL or TOU save vs. DL 13 to approach within 2 hexes of him. In addition, the caster may breathe on an enemy, making him ill for 1 round. That round, he can only defend and make half moves. Breathing on an opponent ends the spell.

Wings of the Beast

Casting Time:	Short
Range:	Self
Area of Effect:	Self
Initiative:	---
Delivery:	---
Difficulty:	14
Duration:	20 Minutes
Save:	No
Maintain:	11/6

This spell causes a set of small bat-like wings to grow from the caster's back. The wings allow the caster to fly at 8 hexes each combat round. They are not terribly strong and are best used for gliding from a high altitude. If the caster wants to gain altitude, he can do so, but at the rate of 2 hexes each round.

Bone Mace

Casting Time:	Combat
Range:	Self
Area of Effect:	Self
Initiative:	+1
Delivery:	---
Difficulty:	13
Duration:	10 Rounds
Save:	No
Maintain:	11/6

The caster's hand forms a large spiked mace. The mace does 1d8 points of damage in addition to the caster's STR die. The caster can use his unarmed combat skill, or his mace skill to determine his attack skill level with this weapon. As with the claws, this damage is lethal and can affect creatures that can otherwise only be hit by magical weapons.

THIRD CIRCLE SPELLS**True Scales**

Casting Time:	Combat
Range:	Self
Area of Effect:	Self
Initiative:	---
Delivery:	---
Difficulty:	17
Duration:	10 Rounds
Save:	None
Maintain:	15/8

The caster grows a thick, scaly hide like that of major demons. This skin provides 5 armor value, or +2 to any existing armor (whichever is higher). However, the caster is slowed and all his defense modes are at a -1 for the duration of the spell.

Tower of Courage

Casting Time:	Very Short
Range:	Self
Area of Effect:	6 Hex Radius
Initiative:	---
Delivery:	---
Difficulty:	16
Duration:	10 Minutes
Save:	None
Maintain:	14/7

This spell gives all allies in the area of effect a +4 to all WIL and SPI saves. In addition, all allies within the area of effect are immune to all fear spells and effects.

True Visage

Casting Time:	Short
Range:	30 Hexes
Area of Effect:	1 Demon
Initiative:	---
Delivery:	---
Difficulty:	18
Duration:	Instant
Save:	SPI vs. DL 22
Maintain:	None

By speaking a short incantation, the caster can force a creature to reveal their true nature if they are using magic or demonic powers to hide their identity. The caster must cut himself and bleed for 2d6 hit points of damage for the spell to take effect. If the target can make a SPI save vs. DL 22, they negate the effects of this spell and remain hidden.

Talons of the Beast

Casting Time:	Combat
Range:	Self
Area of Effect:	Self
Initiative:	+2
Delivery:	---
Difficulty:	17
Duration:	10 Rounds
Save:	None
Maintain:	15/8

Large bone blades spring from the caster's forearms. These weapons do 1d10+2 points of damage in addition to the caster's STR die. They affect creatures that can only be hit by magical weapons.

True Wings

Casting Time:	Combat
Range:	Self
Area of Effect:	Self
Initiative:	-2
Delivery:	---
Difficulty:	18
Duration:	20 Minutes
Save:	None
Maintain:	None

This is a larger version of the Wings of the Beast spell. The wings allow the caster to fly at 12 hexes each combat round and the caster can climb 1 hex for every 2 hexes of movement expended.

FOURTH CIRCLE SPELLS**Pure Blood**

Casting Time:	Long
Range:	Touch
Area of Effect:	1 Target
Initiative:	---
Delivery:	---
Difficulty:	24
Duration:	Instant
Save:	None
Maintain:	None

This spell cures most normal poisons as well as any magical poison of demonic origin.

Banish

Casting Time: Very Long (1 Day)
 Range: Touch
 Area of Effect: 1 Weapon
 Initiative: ---
 Delivery: ---
 Difficulty: 24
 Duration: 3 Days
 Save: SPI vs. DL 24
 Maintain: None

This spell enchants a weapon for 3 days. If the caster can strike a demon and do damage with the enchanted weapon, then the demon will be exiled from the world. The exact length of time of the exile is up to the GM, but should be on the order of years. The demon gets a SPI save vs. DL 24 to ignore the effects of this spell, though future castings (not just future blows with the same weapon) require a new save. The caster loses a point of SPI for a month after casting this spell.

Summon Demons

Casting Time: Short
 Range: 6 Hexes
 Area of Effect: 1d3 Demons
 Initiative: ---
 Delivery: ---
 Difficulty: 24
 Duration: 6 Hours
 Save: SPI vs. DL 23
 Maintain: 22/11

This spell calls 1d3 mid-level demons (horned demons, enforcers) to this world. The demons must make a SPI save vs. DL 23 or serve the caster for the duration of the spell. If the demons succeed in saving, they can wreak havoc as long as they remain here. When the spell ends, the demons return to their home.

The Becoming

Casting Time: Long
 Range: Self
 Area of Effect: Self
 Initiative: ---
 Delivery: ---
 Difficulty: 24
 Duration: Varies
 Save: Varies
 Maintain: Special

This spell turns the caster into a powerful demon. The spell has no set duration, but the caster must cast a Return spell to return to his normal form. The base DL of this spell is 10, but increases by 2 for each hour the caster remains in demonic form. If the spell fails, it may be recast (though after the normal decrease in magic skill level). If the Return spell is failed 3 times, the caster is trapped permanently in this demon form.

The demon form gives the caster +5 STR and +5 TOU and increases to figured stats and skills based on these attributes. All transformation spells (wings, talons, etc.) can be activated at will. Any of the attack spells of this rune (Voice, Visage, Stench) may be used in place of the caster's normal attack. In addition, the caster gains 5 value armor and regenerates 1 hit point every 10 minutes while in the demon form.

THE SIGIL OF THE ONE TREE

Description

This rune is a green and brown tattoo of a huge oak tree that covers the mage's chest and abdomen. The skin of the mage takes on the texture of the tree's parts, smooth and soft where the leaves of the tree are, and tough and bark-like on the trunk.

Purpose

This rune is holy to the followers of the One Tree, otherwise known as the Green Druids. The rune gives its practitioners great powers over the forest and its denizens. The Druids consider themselves protectors of their people, their land and the One Tree.

Rune Site

The location of this rune site is a closely guarded secret. Somewhere deep in the southern Great Woods, south of the goblin lands is the Druid's enclave and their sacred worship site, The One Tree. The Druids believe that this Tree is the source of all life, its roots extending underneath the entire land.

Binding and Raising

A person who would be a Druid must first be blessed by a High Druid. The initiate is then partially buried in the ground near The One Tree. Over the course of a week, the roots of the Tree snake around and over him, embracing him. The Tree accepts the initiate if he is true to the Druids' cause and can make a SPI test vs. DL 14. If the initiate is rejected, he will be lifted by the roots of The Tree and be slowly forced out of the ground. A failed initiate is often exiled from the enclave.

Raising the Sigil requires the mage to return to the One Tree and undergo another SPI test. The 2nd and 3rd circle test are DL 14. The 4th circle test is DL 20 however. Failure means that the character must complete some quest for the One Tree. This quest will be assigned by the High Druid. Once this quest is complete, the druid may try again, this time with a +4 to his roll.

Practitioners

The Druids are descendants of a lost tribe called the Druidine. Their ancestors were embraced and protected by the Mother when the world was destroyed. They emerged in an isolated region, far from the other tribes. Throughout the tribal times, the Druidine never encountered other Bostonians and developed their own technologies and traditions. In time, they found The One Tree, learned its ways and came to worship it as their patron.

The Druidine are a small tribe of about 1000 people. They live by hunting, gathering and a small amount of agriculture. The Druidine excel at woodcraft, agriculture and herbalism. Of the people in this tribe, 25 have the Sigil of The One Tree. These 25 Druids act as priests, leaders, advisors and protectors.

Effects

Because all plants are aspects of The One Tree, Druids are very protective of plant life. Agriculture is seen as partaking of The Tree's bounty, but logging, burning and wholesale destruction of plant life is not tolerated. The Sigil intensifies this attitude and all who take the rune feel a strong need to protect the woodlands.

The Sigil also ties the mage to The Tree, giving him an affinity for the forests (as per the advantage). However, it also makes him more vulnerable to fire and fire magic. The mage will have a -2 to all saves vs. fire magic and all effects and damage will be +1 point/die of effect.

Skill

The magic skill for the Sigil of The One Tree costs 8 buy points and is based on SPI/SPI/PER.

FIRST CIRCLE SPELLS

Barkskin

Casting Time:	Combat
Range:	Self
Area of Effect:	Self
Initiative:	+2
Delivery:	---
Difficulty:	8
Duration:	10 Rounds
Save:	None
Maintain:	6/3

This spell covers the mage's body in a thick bark. This bark provides value 3 armor on all the mage's hit locations, or it adds +1 to existing armor (whichever provides the best final armor value). However, the mage suffers a -1 to initiative, base move and all defense modes.

Bounty of the Land

Casting Time: Short
 Range: Self
 Area of Effect: Self
 Initiative: ---
 Delivery: ---
 Difficulty: 10
 Duration: Instant
 Save: None
 Maintain: None

Various woodland animals will bring the caster enough food for one day. The spell can be cast multiple times in a single day, but the DL increases by one for each successive casting. If the spell fails, it can no longer be cast that day.

Vine

Casting Time: Not Engaged
 Range: 6 Hexes
 Area of Effect: 20 Hex Length
 Initiative: -2
 Delivery: ---
 Difficulty: 8
 Duration: 10 Minutes
 Save: STR vs. DL 16
 Maintain: 6/3

This spell causes a vine to spring out of the ground and grow 20 hexes in any direction, anchoring itself at the far end if the mage chooses. The vine cannot be used to entangle a moving target, but it will anchor itself firmly to any immobile object or location. It will support 200 kilograms. A character wishing to break the vine, or free an anchored object must make a STR save vs. DL 16.

Roots That See

Casting Time: Short
 Range: Self
 Area of Effect: 2-Kilometer Radius
 Initiative: ---
 Delivery: ---
 Difficulty: 10
 Duration: 1 Day
 Save: None
 Maintain: None

This spell causes the plants to speak to the caster. They tell him about the topography in a 2-kilometer radius. In addition, the plants in the region will aid the character in finding pathways and signs of passage. This gives the character a +3 to any tracking and navigation tests (or a skill level of 12, whichever is higher) as well as a +1 to survival and herbalism.

Thorns

Casting Time: Combat
 Range: 20 Hexes (5/10/15/20)
 Area of Effect: 1 Target
 Initiative: +1
 Delivery: Bolt/Indirect
 Difficulty: 10
 Duration: Instant/Held
 Save: None
 Maintain: None

This spell causes a plant to grow about 1 hex away from the target and shoot one thorn that will do 2d8 points of damage if it hits. Since the plant grows near the target, this attack can generally ignore intervening barriers as long as the caster can see the target. Regardless of where the plant grows in relation to the target, the range penalty is calculated based on the distance between the mage and the target.

Know Weather

Casting Time: Short
 Range: Self
 Area of Effect: Self
 Initiative: ---
 Delivery: ---
 Difficulty: 8
 Duration: Instant
 Save: None
 Maintain: None

This spell gives the caster information on the weather that is in store for the region over the next 2-4 days.

SECOND CIRCLE SPELLS**Entangling Roots**

Casting Time: Combat
 Range: 10 Hexes
 Area of Effect: 2 Hex Radius
 Initiative: +1
 Delivery: Direct/Area Effect
 Difficulty: 13
 Duration: 10 Rounds
 Save: AGI vs. DL 13
 Maintain: 11/6

Roots break through the ground and reach up to grab at the legs and feet of the caster's opponents. Every turn one of the caster's opponents moves into the area of effect, or starts their action in the area of effect, they must make an AGI save vs. DL 13. If they fail, they are tripped and lose their action. They may defend at a -1, but cannot move or act.

Druid's Walk

Casting Time: Short
 Range: Self
 Area of Effect: Self
 Initiative: ---
 Delivery: ---
 Difficulty: 14
 Duration: 1 Hour
 Save: None
 Maintain: 12/6

This spell causes the plants and animals in a forest to aid the druid's movement. The druid may double his normal movement rate if he is traveling through wooded lands.

Clear the Path

Casting Time: Very Short
 Range: Self
 Area of Effect: 1 Hex Wide Corridor
 Initiative: ---
 Delivery: ---
 Difficulty: 12
 Duration: 1 Hour
 Save: None
 Maintain: 10/5

This spell will clear a 1 hex wide corridor through any natural vegetation. The vegetation is not removed. Instead, it grows out of the way to create a path. The path remains clear as long as the spell lasts.

Brambles

Casting Time: Not Engaged
 Range: 20 Hexes
 Area of Effect: 7 Hexes x 1.5 Hexes x 1 Hex
 Initiative: -1
 Delivery: Direct/Area of Effect
 Difficulty: 14
 Duration: 20 Rounds
 Save: None
 Maintain: 12/6

This spell creates a wall of thorny brambles measuring 7 hexes x 1.5 hexes x 1 hex (about 50 feet x 10 feet x 6 feet). The dimensions of the wall may be exchanged, but the wall must be at least $\frac{1}{2}$ hex thick to stand. Each hex of this wall will take up to 50 points of damage before being cleared. A character can push through a hex of this wall with a full move, but he must take 2d8 points of damage from the thorns.

Plant Growth

Casting Time: Short
 Range: Touch
 Area of Effect: 1 Plant
 Initiative: ---
 Delivery: ---
 Difficulty: 12
 Duration: 1 Minute/Permanent
 Save: None
 Maintain: None

This spell causes one plant to grow to a healthy maturity in one minute. A plant affected by this spell must be of a species that will grow to a length of 4 meters (about 12 feet) or less. Thus, the spell can affect grass, flowers, weeds, sunflowers and bushes, but not trees.

Warp Wood

Casting Time: Very Short
 Range: Touch
 Area of Effect: 1 Object
 Initiative: ---
 Delivery: ---
 Difficulty: 12
 Duration: Instant/Permanent
 Save: None
 Maintain: None

This spell allows the caster to shape one hand-held wooden object as desired. The density, total mass and volume of the wood cannot change, but the shape can be anything the caster needs.

THIRD CIRCLE SPELLS**Cure Poison**

Casting Time: Short
 Range: Touch
 Area of Effect: 1 Target
 Initiative: ---
 Delivery: ---
 Difficulty: 18
 Duration: Instant
 Save: None
 Maintain: None

This spell will cure most normal plant or animal based poisons. It will not work on poisons that are wholly mineral in nature, nor does it work on magical poisons.

Woodwalking

Casting Time:	Not Engaged
Range:	Touch/100 Hexes
Area of Effect:	Self
Initiative:	-3
Delivery:	---
Difficulty:	17
Duration:	5 Rounds
Save:	None
Maintain:	None

As he completes this spell, the caster will merge with one tree within arm's length. He enters the tree and can travel at a speed of 20 hexes/round for up to 5 rounds, emerging from another tree at the end of his journey. While woodwalking, the druid cannot be detected by normal means. If the druid finds himself trapped without a tree to emerge from after 5 rounds, he emerges from the last tree he entered, takes 4d8 points of damage and is stunned for 1d6 rounds.

Tree of Life

Casting Time:	Long
Range:	Touch
Area of Effect:	1 Target
Initiative:	---
Delivery:	---
Difficulty:	16
Duration:	Instant
Save:	None
Maintain:	None

This spell permits the caster to channel some of the life energy from a tree or bush to a human or animal. The creature stands or sits close to the plant and the druid stands between the two beings, touching both and forming a conduit. The energy flows from the plant to the animal, healing 2d6 points of damage.

Thorn Spray

Casting Time:	Combat
Range:	30 Hexes
Area of Effect:	1-4 Targets
Initiative:	0
Delivery:	Bolt/Indirect
Difficulty:	17
Duration:	Instant/Held
Save:	None
Maintain:	None

This spell is similar to the Thorns spell. However, this spell causes 2d2 plants to appear. Each of them shoot a thorn doing 2d8 points of damage.

Warp Wood II

Casting Time:	Short
Range:	Touch
Area of Effect:	4 Hexes
Initiative:	---
Delivery:	---
Difficulty:	17
Duration:	Permanent
Save:	None
Maintain:	None

This spell allows the caster to shape any and all wooden objects in a 4 hex area. Similar to Warp Wood, the caster can cause the wood to take any shape desired, but cannot alter the density, mass or volume of the wood.

Plant Prison

Casting Time:	Combat
Range:	30 Hexes
Area of Effect:	1 Hex Area
Initiative:	0
Delivery:	Direct/Area Effect
Difficulty:	17
Duration:	20 Rounds
Save:	STR vs. DL 17
Maintain:	15/8

This spell causes vines to grow around the target hex, trapping anyone inside. Targets may make a STR save vs. DL 17 to break free. The vines will quickly bind and constrict the character; so only one STR save can be attempted. Someone from the outside may free the target by doing 50 points of damage to the prison.

Grow Tree

Casting Time:	Short
Range:	Touch
Area of Effect:	1 Tree
Initiative:	---
Delivery:	---
Difficulty:	17
Duration:	10 Minutes/Permanent
Save:	None
Maintain:	None

This spell causes a tree to grow to full maturity in the span of 10 minutes.

Healing Sap**FOURTH CIRCLE SPELLS****Awaken Tree**

Casting Time: Very Short
 Range: 6 Hexes
 Area of Effect: 1 Walking Tree
 Initiative: ---
 Delivery: ---
 Difficulty: 25
 Duration: 1 Hour
 Save: None
 Maintain: None

This spell awakens one tree, allowing it to move and act on behalf of the caster. The walking tree will become dormant after one hour. A single druid can only awaken one tree at any given time.

Call the Forest

Casting Time: Long
 Range: Self
 Area of Effect: 50 Hex Radius
 Initiative: ---
 Delivery: ---
 Difficulty: 23
 Duration: 1 Hour/Permanent
 Save: None
 Maintain: None

This spell causes all the plant life within a 50 hex radius of the caster to grow to full maturity in the course of one hour. Providing there are plants, trees and seeds here to begin with, the final effect of this spell is an area completely choked with trees and vegetation. The woods will provide excellent cover, make travel difficult and the sudden growth will damage structures in the affected radius.

Casting Time: Long
 Range: Touch
 Area of Effect: 1 Target
 Initiative: ---
 Delivery: ---
 Difficulty: 25
 Duration: Instant
 Save: None
 Maintain: None

The druid touches a tree and causes a small amount of sap to seep through the bark. This sap can be consumed, heals 4d6 points of damage and cures any poisons or diseases affecting the target. The sap can be kept for up to 1 week before losing its potency. This spell drains the caster and regardless of his success at the casting roll, he will lose at least one level.

THE THIRD EYE

Description

This rune manifests as a third, bloodshot eye in the center of the mage's forehead.

Purpose

This rune's origins are unknown. Its powers rely on the caster's third eye as a focus and deal with clairvoyance, vision and hypnosis. It has been said that the Deceiver created this rune so he could see through the eyes of its practitioners. There is no evidence of this fact, however.

Rune Site

The site of The Third Eye is a natural cave that is nearly circular in shape. A set of lit oil pits illuminates the cave. There are dozens of tiny alcoves along the walls and a large statue dominating the center of the site. Each alcove contains a ten-centimeter (about four inches) tall pedestal with a small ivory disk sitting on it. Closer inspection by a physician or medic will reveal that the disks are made of bone from the foreheads of various humanoid creatures.

The statue looks like a molten heap of metal with a number of faces straining to peer out. In addition to the faces, a number of eyestalks with life-like eyes extend from the statue. Anyone looking at the statue for a prolonged period will see that it shifts and flows **very** slowly. An eyestalk will move about a couple centimeters (an inch) or so over the course of a couple hours. In addition, the faces seem to distort, flow and move.

Binding and Raising

The first person that gets too close to the statue will be in for quite a surprise. They will see stars and feel a blinding pain in their head. They will be knocked unconscious by the force of the blow. Their companions might see a small amoeba-like arm shoot out from the statue and strike the victim square in the forehead. There is a sickening crunch of broken bone and a high-pitched buzz. Before the unconscious victim can fall, another arm strikes him in the head, this time with a popping noise.

The victim loses 2d8 hit points and has a -2 to all skills and actions for 2d3 days due to dizziness. When they awaken from their sleep, they will have a fully functional third eye in the center of their forehead. The victim's face is added to the statue and a new alcove opens in the wall, with a new bone disk on a pedestal.

In a day or so after claiming a new face, the cave will disappear, only to reappear again in another remote hilly region.

Raising this rune is automatic once the character gains the proper skill level. However, as the eye gains power, the mage suffers blurred vision and terrible headaches. This leaves him in a weakened state for a week. During this time, all rolls made by the mage will be at a -3 penalty due to blurred vision, dizziness and pain. Most practitioners tend to wait out the change in a quiet, safe and totally dark place.

Practitioners

Since it is possible to obtain this rune by accident, its practitioners have few common features. At any time, there are about 5-10 characters that are cursed with The Third Eye.

Effects

The mage gains the disadvantage ugly, which gives him a -3 to any CHA test in which appearance is a factor. Otherwise, he gains a working third eye.

Skill

The magic skill for The Third Eye costs 7 buy points and is based on SPI/WIL/PER.

FIRST CIRCLE SPELLS

Night Vision

Casting Time:	Very Short
Range:	Self
Area of Effect:	Self
Initiative:	---
Delivery:	---
Difficulty:	8
Duration:	15 Minutes
Save:	None
Maintain:	6/3

This spell allows the caster to see in the dark. He can treat normal darkness as though it were daylight. This spell provides no assistance in the case of magical darkness, gas, fire or mist.

Rear Guard

Casting Time:	Short
Range:	Self
Area of Effect:	Self
Initiative:	---
Delivery:	---
Difficulty:	6
Duration:	15 Minutes
Save:	None
Maintain:	4/2

The caster pulls the third eye from its socket and it floats behind him, looking to the rear. The caster cannot be surprised by a creature approaching from the rear. In combat, an attack against the caster from the rear or flank gains no special bonus. Normal defense mode restrictions apply. For example, the caster still cannot parry a blow from the rear, but the attacker loses his +2 bonus.

Keen Vision

Casting Time:	Short
Range:	Self
Area of Effect:	Self
Initiative:	---
Delivery:	---
Difficulty:	10
Duration:	15 Minutes
Save:	None
Maintain:	8/4

This spell gives the caster great distance vision. The caster gains a +3 to PER tests and can see objects 100 meters away as though they were only 10 meters away.

Bloodshot Eye

Casting Time:	Combat
Range:	10 Hexes
Area of Effect:	1 Target
Initiative:	+1
Delivery:	Direct
Difficulty:	8
Duration:	1 Hour
Save:	TOU vs. DL 11
Maintain:	6/3

This spell makes the eyes of the target dry, itchy and watery as though the target were suffering a severe allergy attack. This is not damaging, merely annoying. The victim takes a -2 to all PER tests and skills and is generally miserable and distracted. His eyes become bloodshot and tear as he rubs and blinks in an attempt to find relief.

Third Watch

Casting Time:	Long
Range:	Self
Area of Effect:	1 Campsite
Initiative:	---
Delivery:	---
Difficulty:	10
Duration:	4 Hours
Save:	None
Maintain:	None

The eye floats above a campsite and watches for intruders with the PER of the caster. If something is detected, the caster wakes. The eye can take a 4 hour watch, after which time it is tired and cannot be used for spell casting for at least 1 hour.

Protection from Dust

Casting Time:	Combat
Range:	Self
Area of Effect:	Self
Initiative:	+3
Delivery:	---
Difficulty:	6
Duration:	1 Hour
Save:	None
Maintain:	4/2

This spell allows the caster to see through clouds of dust, smoke or gas. In addition, this spell protects the caster's eyes from the irritating effects of these substances.

SECOND CIRCLE SPELLS

Mesmerize

Casting Time:	Combat
Range:	5 Hexes
Area of Effect:	1 Target
Initiative:	-1
Delivery:	Direct
Difficulty:	13
Duration:	6 Rounds
Save:	SPI or WIL vs. DL 14
Maintain:	None

The caster takes his eye out of its socket and tosses into the air. The eye then weaves and dances, creating a pattern of shapes and lights that causes the target to be transfixed and unable to act for 6 rounds. If the creature is attacked while staring at the eye, he defends for one round at a -2, but then the spell is broken.

Floating Eye

Casting Time:	Very Short
Range:	100 Hexes
Area of Effect:	1 Eye
Initiative:	---
Delivery:	---
Difficulty:	14
Duration:	20 Minutes
Save:	None
Maintain:	12/6

The eye floats under the control of the caster. The caster can still see out of the eye. The eye cannot travel more than 200 meters from the caster. When the spell ends, the eye must be in the possession of the caster. If this is not the case, then when the spell ends, the eye will attempt to return to the caster, but it will be blinded for a day. During this time it will be useless for spell casting. If the caster cannot retrieve the eye, he cannot use this rune until the eye is returned to his head.

Eyes Open

Casting Time:	Very Short
Range:	Self
Area of Effect:	Self
Initiative:	---
Delivery:	---
Difficulty:	14
Duration:	20 Minutes
Save:	None
Maintain:	12/6

This spell allows the caster to see through illusions. The caster gains an automatic PER save against any illusion-based spell he encounters. This save is at a +6. If the save is successful, the caster sees through the illusion. If the spell does damage, or has some other debilitating effect, a successful save negates all damage.

Shielded Gaze

Casting Time:	Combat
Range:	Self
Area of Effect:	Self
Initiative:	+2
Delivery:	---
Difficulty:	12
Duration:	20 Minutes
Save:	None
Maintain:	12/6

The caster is immune to flash, gaze or sight-based attacks for the duration of the spell.

Detect Scrying

Casting Time:	Short
Range:	Self
Area of Effect:	20 Hex Radius
Initiative:	---
Delivery:	---
Difficulty:	12
Duration:	Instant
Save:	None
Maintain:	None

The caster will know whether he or anyone nearby is the target of a divination or scrying spell.

Archer's Eye

Casting Time:	Combat
Range:	Self
Area of Effect:	Self
Initiative:	+2
Delivery:	---
Difficulty:	12
Duration:	10 Rounds
Save:	None
Maintain:	10/5

The caster's vision and depth perception are enhanced and he receives a +2 to bow, thrown or magic combat skills.

THIRD CIRCLE SPELLS

Gaze Reflection

Casting Time:	Combat
Range:	50 Hexes
Area of Effect:	1 Creature
Initiative:	+1
Delivery:	---
Difficulty:	16
Duration:	10 Rounds
Save:	None
Maintain:	12/6

One creature can be protected by this spell. The Third Eye floats above the target creature's head and interposes itself between the target and any gaze or flash attack. The individual so protected is immune to such attacks for the duration of the spell. In addition, any gaze or flash attacks directed at this creature are reflected back at their originator, who must save or be affected by their own attack.

Borrowed Eyes

Casting Time:	Long
Range:	Infinite
Area of Effect:	1 Target
Initiative:	---
Delivery:	---
Difficulty:	17
Duration:	3 Days
Save:	None
Maintain:	15/8

A rune of an eye is inscribed on the target's back. The caster can see through the eyes of the marked individual for the duration of the spell. Any creature as large as a mid-sized dog is large enough to properly draw the rune.

Proof Against Scrying

Casting Time:	Long
Range:	Self
Area of Effect:	20 Hex Radius
Initiative:	---
Delivery:	---
Difficulty:	17
Duration:	1 Day
Save:	SPI vs. DL 21
Maintain:	15/8

The caster and his surroundings are immune from detection, divination and scrying spells. Anyone wishing to locate the caster using these methods must make a SPI save vs. DL 21 or their spell automatically fails.

Eye Blight

Casting Time:	Combat
Range:	20 Hexes
Area of Effect:	1-3 Creatures
Initiative:	-1
Delivery:	Direct
Difficulty:	17
Duration:	10 Rounds
Save:	SPI vs. DL 17
Maintain:	15/8

This spell blinds the targets and renders any of the targets' gaze attacks ineffective. A SPI save vs. DL 17 negates the effects.

Eyes Closed

Casting Time:	Long
Range:	Self
Area of Effect:	Self
Initiative:	---
Delivery:	---
Difficulty:	16
Duration:	3 Hours
Save:	PER vs. 16
Maintain:	14/7

This spell shuts the Third Eye and seals the lid. To the casual observer, the eye looks like a hideous scar across the forehead. The character is still ugly, but his nature is not readily apparent. A PER save vs. DL 16 will allow anyone taking a closer look to discern the true nature of the scar.

FOURTH CIRCLE SPELLS**Steal Gaze**

Casting Time:	Very Long (1 Day)
Range:	Touch
Area of Effect:	1 Eye
Initiative:	---
Delivery:	---
Difficulty:	23
Duration:	Permanent
Save:	None
Maintain:	None

This spell enchants the eye of a defeated creature. The caster must remove the eye and keep it intact until the spell can be cast. If the spell is successful, the eye is enchanted and can the caster can replace his eye with the enchanted eye.

Changing eyes takes the caster one combat round during which the caster can only defend with his dodge mode. The caster gains the vision powers, gaze attacks and gaze immunities of the creature whose eye has been enchanted. The caster may use these powers with the same frequency, power levels and limitations as the original creature. The caster may not use the Third Eye while he is using another eye.

Strike Blind

Casting Time:	Combat
Range:	50 Hexes
Area of Effect:	Up to 25 Creatures
Initiative:	-2
Delivery:	Direct
Difficulty:	24
Duration:	1 Hour
Save:	SPI vs. DL 20
Maintain:	22/11

This spell strikes blind up to 25 creatures within 50 hexes of the caster. A SPI save vs. DL 20 can negate the effect.

Sinister Eyes

Casting Time:	Combat
Range:	10 Hexes
Area of Effect:	2d3 Sinister Eyes
Initiative:	0
Delivery:	---
Difficulty:	23
Duration:	3 Hours
Save:	None
Maintain:	None

This spell summons 2d3 Sinister Eyes to aid the caster. Each time the caster attempts this spell in a single day, the DL increases by 2 for the remainder of that day.

Devourer of Eyes

Casting Time:	Combat
Range:	Touch
Area of Effect:	1 Target
Initiative:	Special
Delivery:	Touch
Difficulty:	23
Duration:	3 Rounds
Save:	SPI vs. DL 19
Maintain:	None

To cast this spell, the caster must be holding a conscious victim down. The spell can be cast in combat, but takes a full three rounds to execute, during which time the caster must concentrate on the victim and can defend himself with his base defense only.

When this spell is completed, the eyelashes of The Third Eye grow long and strong, becoming tentacles that reach out to the victim. The tentacles move to the victim's eye, pulling it from its socket and to the Third Eye. The Eye eats the victim's eye. If the victim saves, his eye is spared.

Each eye eaten gives the caster a point of SPI. This increase lasts for a month. The mage can gain a maximum of 8 points of SPI at any one time, regardless of the number of eyes devoured.

Effects

Unlike many runes, the Virtues have no specific effects on the mage who binds them. Instead, the purpose the mage had for binding the runes is intensified and becomes a more prominent part of his character. Thus, if a mage came to the School seeking to perfect himself, then he will become dedicated to perfection and practice several hours each day. If he binds the rune to gain power in the pursuit of vengeance, then the rune will hone his vengeance into a dangerous weapon.

Skill

The magic skill for this rune costs 7 points and is based on TOU/STR/WIL.

FIRST CIRCLE SPELLS**Strong Body**

Casting Time:	Not Engaged
Range:	Self
Area of Effect:	Self
Initiative:	0
Delivery:	---
Difficulty:	8
Duration:	10 Rounds
Save:	None
Maintain:	6/3

This spell increases the STR, AGI and TOU of the caster by 2. In addition, the caster gains 5 hit points and +1 to any skills based on these attributes. When the spell ends, the 5 hit points are lost, unless that would take the caster to 0 hits or less. In this case, the caster ends the spell with 1 hit point.

Blade Hand

Casting Time:	Combat
Range:	Self
Area of Effect:	Self
Initiative:	+2
Delivery:	---
Difficulty:	10
Duration:	6 Rounds
Save:	None
Maintain:	8/4

This spell makes the caster's hands hard as tempered steel. The caster does 1d6 points of damage with his hands (in addition to STR damage). His hands have their parry value raised to 0, negating the normal penalty for an unarmed character parrying against weapons. Finally, if the character is hit in the hands, he takes no damage.

THE VIRTUES OF THE BODY**Description**

This rune appears as a simple circle tattoo on the chest of the mage. Ancient script inside the circle signifies strength, fortitude and control.

Purpose

The School of Seven Virtues is a small cloister in the southwestern section of the Seeker's Valley. Students from all over Bostonia come to the school to engage in the rigorous training regimen. Those that graduate can bind the runes that make up the Seven Virtues. The traditions of the school teach students to challenge and perfect themselves and their abilities.

Rune Site

There is no rune site associated with this rune. Any fourth circle practitioner of The Virtues can train and test a worthy initiate, allowing him to bind the rune, or increase his circle.

Binding and Raising

This rune can only be bound in the presence of an existing fourth circle practitioner, called a master. The master devises and administers a test for an aspiring initiate. The details of this test are left to the master, but are generally tests of STR, AGI or TOU (or some combination of these) with a DL centering on 12.

Examples might be balancing on one foot on a narrow post for a full day, digging a trench around a village in the course of a day or crushing a stone block with only your fists.

Raising the rune requires a similar test. This test can be given by any student that has attained the desired circle or higher. The DL of the test increases by 2 each circle above 1st. Alternately, the student can defeat a practitioner of the desired circle in single combat.

Practitioners

All practitioners of this rune are or have been students of the School of Seven Virtues. At any given time, there are from 1 to 4 masters (having earned 4th circle in one or more of the runes) at the school and from 10-30 students. Of the students, most of these will have at least one of the three runes at 1st circle or higher and about half will have more than one rune.

Pain Resistance

Casting Time: Combat
 Range: Self
 Area of Effect: Self
 Initiative: 0
 Delivery: ---
 Difficulty: 8
 Duration: 10 Rounds
 Save: None
 Maintain: 6/3

This spell causes the caster to resist pain. This resistance gives him the equivalent of 2 points of armor. If he is wearing armor, then it adds 1 to the value of that armor. In addition, the caster gains a +2 bonus on all TOU saves, or any save that involves resisting pain.

Breath Control

Casting Time: Very Short
 Range: Self
 Area of Effect: Self
 Initiative: ---
 Delivery: ---
 Difficulty: 10
 Duration: 10 Minutes
 Save: None
 Maintain: 8/4

This spell allows the caster to hold his breath for up to 10 minutes. If the caster maintains this spell, then he does not need to breathe for as long as the spell is maintained.

SECOND CIRCLE SPELLS**Feat of Strength**

Casting Time: Short
 Range: Self
 Area of Effect: Self
 Initiative: ---
 Delivery: ---
 Difficulty: 14
 Duration: 1 Day
 Save: None
 Maintain: None

When this spell is cast, magical energy is stored in the caster's body. During a time of stress, the caster can release the energy and increase his STR score by 10 points for one single action. This action cannot last more than 30 seconds. Once the caster has expended the energy of the spell, his STR drops by 1 point until he gets a good night's sleep.

Adrenal Rush

Casting Time: Combat
 Range: Self
 Area of Effect: Self
 Initiative: +1
 Delivery: ---
 Difficulty: 12-14
 Duration: 10 Rounds
 Save: None
 Maintain: 12/6

This spell gives the caster a surge of adrenalin. He gains a +1 bonus to hit and his defenses and a +2 to all damage done by blows. In addition, he can ignore the unconsciousness test he would normally make upon reaching 50% of his hit points. He gets a +2 to the 75% unconsciousness test. The DL to cast this spell is 14 if the caster has more than half his hit points. The DL is only 12, if the caster has half his hits or less.

Light Walk

Casting Time: Very Short
 Range: Self
 Area of Effect: Self
 Initiative: ---
 Delivery: ---
 Difficulty: 14
 Duration: 5 Minutes
 Save: None
 Maintain: 12/6

This spell allows the caster to walk lightly, barely touching the surface beneath his feet. The caster will not trigger pressure plates, make noise, or leave tracks when he walks or runs. In addition, he treads so lightly as to be able to walk on any horizontal surface, including mud, marsh, quicksand or water.

Self Heal

Casting Time: Combat
 Range: Self
 Area of Effect: Self
 Initiative: -1
 Delivery: ---
 Difficulty: 14
 Duration: Instant
 Save: None
 Maintain: None

This spell heals the caster of 2d4 hit points.

Blur

Casting Time: Combat
 Range: Self
 Area of Effect: Self
 Initiative: +2
 Delivery: ---
 Difficulty: 12
 Duration: 1 Day
 Save: None
 Maintain: None

Causes the caster's body to vibrate and blur, making it hard to see and hit. This gives the caster a +2 to his defenses.

Stretch

Casting Time: Short
 Range: Self
 Area of Effect: Self
 Initiative: ---
 Delivery: ---
 Difficulty: 14
 Duration: 20 Minutes
 Save: None
 Maintain: 12/6

This spell gives the caster the ability to stretch his arms or legs up to 12 meters (about 36 feet). He can attack out to this distance as well as reach and grab with his normal DEX. If he stretches his legs, he can add up to 3 hexes to his base combat move, or add +6 to his running and jumping skills.

THIRD CIRCLE SPELLS

Invisibility

Casting Time: Very Short
 Range: Self
 Area of Effect: Self
 Initiative: ---
 Delivery: ---
 Difficulty: 18
 Duration: 20 Minutes
 Save: PER vs. DL 18
 Maintain: 16/8

This spell makes the caster invisible. Those with keen hearing or smell can detect him, but anyone wishing to do so must make a PER test vs. DL 18. An invisible character cannot be engaged in combat. He can be attacked if his opponent can detect him, or if he has attacked his opponent and remained in an adjacent hex, or if his opponent has any other reason to believe he is there.

Sword Hands

Casting Time: Combat
 Range: Self
 Area of Effect: Self
 Initiative: ---
 Delivery: ---
 Difficulty: 17
 Duration: 20 Rounds
 Save: None
 Maintain: 15/8

This spell makes the caster's hands hard as tempered steel. The caster does 1d10 points of damage with his hands (in addition to STR damage). His hands have their parry value raised to 0, negating the normal penalty for an unarmed character parrying against weapons. Finally, if the character is hit in the hands, he takes no damage.

Alteration

Casting Time: Short
 Range: Self
 Area of Effect: Self
 Initiative: ---
 Delivery: ---
 Difficulty: Varies
 Duration: 20 Minutes
 Save: None
 Maintain: Varies

The caster can make one alteration of his body. This alteration could be a change to a body part, or growing an entirely new part. The DL of this spell must be determined by the GM and is based on the magnitude of the change. Some examples are below.

Alteration	DL
Making your eyes glow	6
Shrinking/growing a several centimeters	8
Turning your hands/feet into flippers	10
Growing an eye in the back of your head	12
Growing a tail	14
Shrinking/growing half total height	16
Growing wings	18
Shrinking to several centimeters	22
Turning to liquid	27
Turning to gas	30

Phase

Casting Time: Very Short
 Range: Self
 Area of Effect: Self
 Initiative: ---
 Delivery: ---
 Difficulty: 17
 Duration: 2 Rounds
 Save: None
 Maintain: None

This spell gives the caster some control over the matter in his body, allowing him to become insubstantial for a few seconds at a time. The caster is unaffected by all physical attacks and can pass through all types of barriers. If the spell ends with the caster still in some solid object, both the caster and the object in question take 4d8 points of damage with no armor applied.

FOURTH CIRCLE SPELLS**Continual Phase**

Casting Time: Combat
 Range: Self
 Area of Effect: Self
 Initiative: -2
 Delivery: ---
 Difficulty: 23
 Duration: 5 Minutes
 Save: None
 Maintain: 21/11

This spell allows the caster to phase in a similar fashion to the Phase spell. However, this spell lasts 5 minutes and during that time the caster can become solid and insubstantial by concentrating for 1 full action.

Titanic Strength

Casting Time: Combat
 Range: Self
 Area of Effect: Self
 Initiative: -1
 Delivery: ---
 Difficulty: 23
 Duration: 10 Rounds
 Save: None
 Maintain: 21/11

This spell gives the caster amazing strength, adding 15 to his STR score and 10 to his TOU. In addition, the caster gets a +4 to all STR based skills, and a +2 to all TOU based skills, as well as 18 hit points.

Death's Hand

Casting Time: Combat
 Range: Self
 Area of Effect: Self
 Initiative: 0
 Delivery: ---
 Difficulty: 23
 Duration: 10 Rounds
 Save: None
 Maintain: None

This spell makes the caster's hands hard as tempered steel. The caster does 1d16 points of damage with his hands (in addition to STR damage). His hands have their parry value raised to 0, negating the normal penalty for an unarmed character parrying against weapons. Finally, if the character is hit in the hands, he takes no damage.

Effects

Unlike many runes, the Virtues have no specific effects on the mage who binds them. Instead, the purpose the mage had for binding the runes is intensified and becomes a more prominent part of his character. Thus, if a mage came to the School seeking to perfect himself, then he will become dedicated to perfection and practice several hours each day. If he binds the rune to gain power in the pursuit of vengeance, then the rune will hone his vengeance into a dangerous weapon.

Skill

The magic skill for this rune costs 7 points and is based on INT/PER/WIL.

FIRST CIRCLE SPELLS**Peaceful Mind**

Casting Time:	Short
Range:	Self
Area of Effect:	Self
Initiative:	---
Delivery:	---
Difficulty:	8
Duration:	1 Hour
Save:	None
Maintain:	6/3

This spell calms the caster and clears his mind. This clarity gives the mage a +1 bonus to skills based on knowledge, memorization, reading, calculation and meditation. Spell casting is NOT given a bonus, but magical research is. Combat, strenuous physical activity, continuous interruptions or other threatening or annoying situations cancel this spell.

Keen Eye

Casting Time:	Short
Range:	Self
Area of Effect:	Self
Initiative:	---
Delivery:	---
Difficulty:	10
Duration:	10 Minutes
Save:	None
Maintain:	8/4

This spell gives the caster a +2 to PER tests.

THE VIRTUES OF THE MIND**Description**

This rune appears as a simple circle tattoo on the chest of the mage. Ancient script inside the circle signifies intelligence, perception and control.

Purpose

The School of Seven Virtues is a small cloister in the southwestern section of the Seeker's Valley. Students from all over Bostonia come to the school to engage in the rigorous training regimen. Those that graduate can bind the runes that make up the Seven Virtues. The traditions of the school teach students to challenge and perfect themselves and their abilities.

Rune Site

There is no rune site associated with this rune. Any fourth circle practitioner of The Virtues can train and test a worthy initiate, allowing him to bind the rune, or increase his circle.

Binding and Raising

This rune can only be bound in the presence of an existing fourth circle practitioner, called a master. The master devises and administers a test for an aspiring initiate. The details of this test are left to the master, but are generally tests of INT or PER (or some combination of these) with a DL centering on 12.

Examples might be solving a difficult puzzle, or defeating the master at a challenge of logic.

Raising the rune requires a similar test, the DL of which increases by 2 for each level above 1st. Any student of a higher circle than the mage can administer this test. Alternately, the student can defeat a practitioner of the desired circle in such a test.

Practitioners

All practitioners of this rune are or have been students of the School of Seven Virtues. At any given time, there are from 1 to 4 masters (having earned 4th circle in one or more of the runes) at the school and from 10-30 students. Of the students, most of these will have at least one of the three runes at 1st circle or higher and about half will have more than one rune.

Clear Thought

Casting Time:	Combat
Range:	20 Hexes
Area of Effect:	Self
Initiative:	+2
Delivery:	Direct
Difficulty:	10
Duration:	Instant/Held
Save:	None
Maintain:	None

This spell cures the target from any spell or effect that causes confusion, befuddlement or stunning.

Rational Sight

Casting Time:	Very Short
Range:	Self
Area of Effect:	Self
Initiative:	---
Delivery:	---
Difficulty:	10
Duration:	10 Minutes
Save:	None
Maintain:	8/4

This spell gives the caster a +4 to all PER or INT tests to see through illusions. Any spells that rely on illusory effects to do damage (or have some other baneful effect) allow the mage a +4 to his save.

SECOND CIRCLE SPELLS**Knowing**

Casting Time:	Short
Range:	Self
Area of Effect:	Self
Initiative:	---
Delivery:	---
Difficulty:	13
Duration:	3 Hours
Save:	None
Maintain:	11/6

This spell gives the caster one knowledge skill at level 11. The scope of this skill must be general. Skills about a region, a city, types of item, a species or race of people are acceptable. Skills about specific people, places, events and items are not allowed.

Silent Speech

Casting Time:	Very Short
Range:	Line of Sight or 100 Hexes
Area of Effect:	1 Target
Initiative:	---
Delivery:	---
Difficulty:	13
Duration:	20 Minutes
Save:	WIL vs. DL 11
Maintain:	11/6

This spell allows the caster to communicate telepathically with one willing individual. The caster and the target can communicate so long as they remain within 100 Hexes (200 meters or about 600 feet) or can see one another. This spell only allows the communication of conscious surface thoughts, so the caster cannot use it to read the target's mind.

The caster can use the spell to communicate with an unwilling target. The target will know the origin and nature of the voice in his head. He may make a WIL save VS. DL 11 to negate the spell.

Recall

Casting Time:	Very Short
Range:	Self
Area of Effect:	Self
Initiative:	---
Delivery:	---
Difficulty:	14
Duration:	20 Minutes
Save:	None
Maintain:	12/6

This spell gives the caster total recall of one event, place, item or person studied. The amount of detail that the mage can remember depends on the amount of time the mage has to study the item in question. For instance, if he only catches a glimpse of a person he wants to recall, he might be able to remember the face or clothing of the person. If he can watch him for a few minutes, then his mannerisms and actions could be memorized as well. If the individual's voice could be heard, then the mage could remember that as well.

Mindlock

Casting Time:	Combat
Range:	20 Hexes
Area of Effect:	1 Target
Initiative:	0
Delivery:	Direct
Difficulty:	14
Duration:	2d3 Rounds
Save:	INT vs. DL 14
Maintain:	None

This spell causes the target to be unable to formulate a thought or plan. As a result, the target will continue to perform the same action he was performing when the spell was cast. He will do this to the exclusion of anything else, even if it puts him in serious danger.

For instance, if the target was fighting, he will continue fighting the same opponent, unable to think tactically. If the target is walking, he will continue walking in the same direction for the duration of the spell – even if it means walking off the side of a cliff.

An INT test vs. DL 14 negates the effect of this spell.

Mental Blast

Casting Time:	Combat
Range:	10 Hexes
Area of Effect:	1 Target
Initiative:	0
Delivery:	Direct
Difficulty:	14
Duration:	2d4 Rounds
Save:	INT vs. DL 14
Maintain:	None

This spell sends a wave of mental energy at the target. If the target fails an INT save vs. DL 14, he rolls on the following chart to determine the effects.

Roll 1d12	Effect
1-3	The target is disoriented and takes a -1 to all actions for the duration of the spell.
4-5	The target is dizzy and nauseous. They must make a TOU save vs. DL 12 or be helpless due to vomiting for 1 round. Afterward, they are weak and take a -2 to all actions for the rest of the spell duration.
6-8	The target is stunned and cannot act other than defending at -2.
9-10	The target is blinded for the duration of the spell.
11-12	The target is confused and takes a -2 to all attacks and defenses. He cannot cast spells. He will wander the battlefield aimlessly in a random direction. If he finds himself next to another character (friend or foe), he has a 75% chance of attacking that character.

THIRD CIRCLE SPELLS**Telepathy**

Casting Time:	Very Short
Range:	Self
Area of Effect:	Self
Initiative:	---
Delivery:	---
Difficulty:	18
Duration:	5 Minutes
Save:	INT or WIL vs. DL 18
Maintain:	16/8

This spell allows the caster to read the mind of a target. The caster can read surface thoughts, or dig deeper in the mind of the target and learn his secrets, or sort through his memories. The caster can maintain contact with the target so long as he can see him, up to the duration of the spell.

The target can resist the spell with a successful INT or WIL save vs. DL 18. If the save is successful, the target knows the mage was probing his mind. Otherwise, he is oblivious to the assault. This target's save is modified based on the information the caster is attempting to retrieve.

Activity	DL Modifier
Reading surface thoughts, conscious thoughts, inner dialogue	0
Reading hidden thoughts not in the character's conscious thought process	-2-4
Reading deep secrets, repressed thoughts or long forgotten memories	-8

Mental Storm

Casting Time:	Combat
Range:	10 Hexes
Area of Effect:	Up to 4 targets in 2 hex radius
Initiative:	0
Delivery:	Direct
Difficulty:	18
Duration:	2d4 Rounds
Save:	INT vs. DL 14
Maintain:	None

This spell sends a wave of mental energy at the targets. Each target gets to make an INT save vs. DL 14 to avoid the effects. Those characters that fail their save must roll on the Mental Blast chart.

Alter Memory

Casting Time:	Long
Range:	Touch
Area of Effect:	1 Target
Initiative:	---
Delivery:	---
Difficulty:	18
Duration:	Permanent
Save:	INT vs. DL 16
Maintain:	None

This spell allows the caster to change or implant a memory in a sleeping or unconscious target. The memory must be of a single specific event. For instance, the caster could implant a memory of a great battle, but he could not construct a new childhood for the target. A mage could not implant the memory that the target's dire enemy was a lifelong friend, but he could implant a memory of an event in which the target's enemy saved his life.

The target can make an INT save vs. DL 17 to know that something is amiss. He will still have the memory, but realize that it is flawed and that his mind has somehow been altered. The saving throw DL is modified based on the plausibility and scope of the altered memory.

Alteration	DL
Scope of the memory alteration is minor and perfectly natural based on the target's knowledge of reality. For instance, a detail about an event might be changed – the color of someone's clothes, what someone said, what the target ate or whether it was raining.	+5-6
An alteration that is either very reasonable, given the characters knowledge, or is minor (but not necessarily both). The target might recall a friendly conversation with a comrade, or a few key words of a real conversation could be changed.	+2-4
A memory that is reasonable and plausible and does not stretch the character's idea of reality.	0
A memory that has a basis in reality, but is weird. If the character would think the event is strange, then more than likely, he will think the memory is strange as well. He may remember himself or a friend acting totally out of character.	-2-4
The implant or alteration strains credibility but is still <i>possible</i> . A simple peasant might remember leading an army to battle.	-5-6
The implanted memory or alteration is absurd and flies in the face of the character's idea of reality. The character might remember an instance when he flew, or when everyone was purple, or when fish fell from the sky.	-7-10

Mental Link

Casting Time:	Long
Range:	10000 Meters
Area of Effect:	1 Target
Initiative:	---
Delivery:	---
Difficulty:	17
Duration:	3 Hours
Save:	None
Maintain:	15/8

This spell links the mage and a single willing target. They can communicate telepathically regardless of intervening obstacles for the duration of the spell.

FOURTH CIRCLE SPELLS

Psychic Surgery

Casting Time: Very Long (2 or 3 hours)

Range: Touch

Area of Effect: 1 Target

Initiative: ---

Delivery: ---

Difficulty: 24

Duration: Permanent/1 Year

Save: INT vs. DL 22

Maintain: None

This spell is similar to Alter Memory, however the scope of the changes can be more drastic. Whereas Alter Memory is limited to memories of single events, Psychic Surgery can be used to construct entire scenarios. A peasant can remember being born and raised as nobility. A man can have his spouse or children erased from his memory.

The target is permitted a INT test vs. DL 22 to resist the effects. Each year, the target repeats the save. Once the save is made, flashes of memory will start to assail the target. Within a couple weeks, his normal memory will return.

Effects**THE VIRTUES OF THE SPIRIT****Description**

This rune appears as a simple circle tattoo on the chest of the mage. Ancient script inside the circle signifies spirituality, willpower and control.

Purpose

The School of Seven Virtues is a small cloister in the southwestern section of the Seeker's Valley. Students from all over Bostonia come to the school to engage in the rigorous training regimen. Those that graduate can bind the runes that make up the Seven Virtues. The traditions of the school teach students to challenge and perfect themselves and their abilities.

Rune Site

There is no rune site associated with this rune. Any fourth circle practitioner of The Virtues can train and test a worthy initiate, allowing him to bind the rune, or increase his circle.

Binding

This rune can only be bound in the presence of an existing fourth circle practitioner, called a master. The master devises and administers a test for an aspiring initiate. The details of this test are left to the master, but are generally tests of SPI or WIL (or some combination of these) with a DL centering on 12.

Examples might be defeating the master at a game of riddles or a staring contest.

Raising the rune requires a similar test, the DL of which increases by 2 for each level above 1st. Any student of a higher circle than the mage can administer this test. Alternately, the student can defeat a practitioner of the desired circle in such a test.

Practitioners

All practitioners of this rune are or have been students of the School of Seven Virtues. At any given time, there are from 1 to 4 masters (having earned 4th circle in one or more of the runes) at the school and from 10-30 students. Of the students, most of these will have at least one of the three runes at 1st circle or higher and about half will have more than one rune.

Unlike many runes, the Virtues have no specific effects on the mage who binds them. Instead, the purpose the mage had for binding the runes is intensified and becomes a more prominent part of his character. Thus, if a mage came to the School seeking to perfect himself, then he will become dedicated to perfection and practice several hours each day. If he binds the rune to gain power in the pursuit of vengeance, then the rune will hone his vengeance into a dangerous weapon.

Skill

The magic skill for this rune costs 7 points and is based on SPI/SPI/WIL.

FIRST CIRCLE SPELLS**Spirit Barrier**

Casting Time:	Short
Range:	Self
Area of Effect:	1 Hex
Initiative:	---
Delivery:	---
Difficulty:	10
Duration:	3 Days
Save:	None
Maintain:	None

This spell creates a barrier in the spirit world that keeps spirit creatures from entering or leaving the area of effect. It can be used to trap such a creature, or protect the caster from such creatures.

Spirit Sight

Casting Time:	Short
Range:	Self
Area of Effect:	Self
Initiative:	---
Delivery:	---
Difficulty:	8
Duration:	1 Hour
Save:	None
Maintain:	6/3

This spell gives the caster the ability to see into the world of spirits. It allows the caster to detect ghosts, poltergeists, invisible faeries and otherworldly creatures. Please note that the caster gains no other enhancements to his sight. Thus, he cannot see in the dark or through physical objects.

Iron Will

Casting Time: Very Short
 Range: Self
 Area of Effect: Self
 Initiative: ---
 Delivery: ---
 Difficulty: 8
 Duration: 10 Minutes
 Save: None
 Maintain: 6/3

This spell gives the caster a +2 to all saves and attribute tests dealing with SPI or WIL.

Command

Casting Time: Combat
 Range: 40 Hexes
 Area of Effect: 1 Target
 Initiative: +2
 Delivery: Direct
 Difficulty: 10
 Duration: 1 Round
 Save: SPI vs. DL 12
 Maintain: None

The caster can issue a simple, one-word command. If the target fails his save he is compelled to comply for one round after which, he gains his senses. This spell does not work on creatures that cannot hear the command (though they do not have to understand it), or those without a soul (golems and undead).

Detect Life

Casting Time: Short
 Range: Self
 Area of Effect: 30 Hex Radius
 Initiative: ---
 Delivery: ---
 Difficulty: 10
 Duration: 6 Rounds
 Save: None
 Maintain: None

This spell gives the caster a brief feeling of the living beings around him. The mage can feel life forces as well as get an idea of the general state of the creatures (ex. excited, in pain, frenzied). No more information can be gained. This spell is not maintainable and tires the caster such that he loses a level from his magic skill regardless of his success level when casting the spell.

SECOND CIRCLE SPELLS**Spirit Speak**

Casting Time: Short
 Range: Self
 Area of Effect: Self
 Initiative: ---
 Delivery: ---
 Difficulty: 13
 Duration: 1 Hour
 Save: None
 Maintain: 11/6

This spell allows the mage to see (like the spell Spirit Sight) and communicate with spirit creatures. This spell allows communication regardless of the type of spirit, but does not ensure that the spirit will want to talk to the caster.

Spirit Lash

Casting Time: Combat
 Range: 20 Hexes
 Area of Effect: 1 Target
 Initiative: 0
 Delivery: Direct
 Difficulty: 14
 Duration: Instant/Held
 Save: SPI vs. DL 14
 Maintain: None

This spell attacks the soul of the target, reducing his SPI score by 1d4 points. A successful SPI test vs. DL 14 negates the effect. A character at 0 SPI suffers no ill effects, but can be affected by possession or soul affecting spells as though he were unconscious, dead or his spirit was separated from his body. For example, such a character may fall victim to a Spirit Trap spell.

Siphon

Casting Time: Very Short
 Range: Self
 Area of Effect: 5 Hex Radius
 Initiative: ---
 Delivery: ---
 Difficulty: 14
 Duration: 1 Hour
 Save: None
 Maintain: 12/6

This spell allows the caster to borrow points of SPI from willing targets around him. He gains 1 point of SPI for each willing target within the area of effect of the spell. However, the transfer process is inefficient and so each target loses 1d4 points of SPI. The transferred SPI lasts for 1 hour, unless the spell is maintained.

Riddle

Casting Time:	Very Short
Range:	10 Hexes
Area of Effect:	1 Target
Initiative:	---
Delivery:	---
Difficulty:	14
Duration:	1d6 Days
Save:	INT or SPI vs. DL 14
Maintain:	None

The mage asks the target a difficult riddle. The target may test his INT or SPI vs. DL 14 to answer the riddle immediately, in which case, the spell has no effect. If the target fails his save, then he ponders the riddle for 1d6 days. During this time, he is continuously distracted thinking of the riddle. He will ponder it, talk about it, stare into space for minutes on end and otherwise obsess over this riddle.

The target suffers a -1 to all skills in his distracted state. Skills that take a large amount of concentration (such as alchemy, spell casting, physician or disarm traps, for instance) are at a -2. In addition, the target will be obviously distracted and will have a hard time completing mundane tasks and dealing with people.

Window

Casting Time:	Very Short
Range:	1 Hex
Area of Effect:	1 Target
Initiative:	---
Delivery:	---
Difficulty:	13
Duration:	Instant
Save:	SPI vs. DL 13
Maintain:	None

The caster looks deeply into the target's eyes and sees a myriad of swirling colors. These colors represent the soul of the target. The caster can interpret the colors to get a rough idea of the target's character. The GM should think of 1d4+1 adjectives to describe the character and tell the caster. These adjectives should accurately represent the target.

Examples of adjectives you might use are kind, generous, saintly, tranquil, steadfast, stubborn, driven, timid, meek, disturbed, murderous, diabolical, honest, deceptive, fearful, cowardly, brave, violent, analytical, thoughtful, aggressive, greedy, slothful, impetuous and passive. Take a few moments to think of the best words to describe the character and use them.

The strongest character traits will tend to be the clearest, so these will come first on the list. Transient emotions generally do not register under this spell, unless they are very strong, overpowering the target's normal disposition.

THIRD CIRCLE SPELLS**Spirit Leech**

Casting Time:	Combat
Range:	20 Hexes
Area of Effect:	1 Target
Initiative:	0
Delivery:	Direct
Difficulty:	18
Duration:	1d4 Hours/Held
Save:	SPI vs. DL 17
Maintain:	None

This spell attacks the soul of a character, reducing his SPI score by 1d6 points. A character with 0 SPI suffers no ill effects, but can be affected by possession or other soul affecting spells as though he were unconscious or dead. For example, such a character may fall victim to a Spirit Trap spell. The reduction lasts for 1d4 hours. The mage can then use the drained SPI in a number of ways.

He can raise his own SPI score by 1 point. This gain lasts for 1d4 hours. He can gain 1d6hit points. If these hits are used to heal existing damage, then the healing is permanent. However, if the hits are used to increase the mage's hit point total above its normal maximum, then the extra hits are lost in 1d4 hours. Finally, he can use the SPI to power his magic, gaining 1 skill level in any magic skill. If this increase is used to offset losses due to spell casting, then the gain is permanent. If it is used to increase the mage's skill level above its normal maximum, then the levels are lost after 1d4 hours.

Spirit Walk

Casting Time:	Long
Range:	Self
Area of Effect:	Self
Initiative:	---
Delivery:	---
Difficulty:	18
Duration:	4 Hours
Save:	None
Maintain:	16/8

This spell allows the caster's soul to leave his body and walk in the world of spirits. This grants the caster the ability to see spirits and speak to them. The character is insubstantial and invisible to physical beings. He can be detected by magical means (like Spirit Sight), and mental spells requiring a SPI save can still affect him. He can cast spells that are direct and do not require a physical component.

Travel in the spirit world is based on the thoughts and memories of the spirit, as opposed to physical distance. While spirit walking, the character can quickly travel to places that he knows well. Such a trip takes a couple minutes regardless of the distance traveled. Places that are only nominally known to the character take from 10-60 minutes to reach. Searching for unknown places takes from 30-120 minutes or more and require a PER test at the GM's discretion.

For example, a spirit wishing to return to his childhood home can do so in 2 or 3 minutes. A spirit traveling to a tavern he visited a couple times could take 30-40 minutes. Searching for an enemy hideout could take 2 hours or longer (and require a PER test).

While spirit walking, the character's body lies in a comatose state. The character will not be able to see or feel his body, but will know if the body is being harmed. The caster can return to his body in a matter of minutes (as though it were a well-known location), but doing so ends the spell. If the caster's body is killed while this spell is in effect, the spell becomes permanent (and no longer requires maintenance). The caster becomes a disembodied spirit that must roam until he can find a body to possess (by successfully casting the spell). If he cannot cast the Possess spell to inhabit a body, then he remains a spirit forever.

The character may maintain this spell for as long as he has the magic skill to do so. If he runs out of magic skill levels, he may use his SPI points to maintain the spell instead. If for some reason, the caster cannot return to his body before reaching 0 SPI, then his soul is destroyed forever.

Possession

Casting Time:	Long
Range:	Touch
Area of Effect:	1 Target
Initiative:	---
Delivery:	---
Difficulty:	18
Duration:	Varies
Save:	SPI vs. DL 17
Maintain:	None

This spell allows the caster's soul to take over a target body. The caster must either physically touch his target, or if he is spirit walking, his spirit must be in the same room. The target body must be dead, unconscious or have a SPI score of 0. If the target is unconscious, they get a SPI test vs. DL 17 to reject the possession. If the save is failed, the body is under the total control of the caster. The caster's body is left in a comatose state. The caster may return to his body at any time, but doing so ends the spell.

The caster retains his mental attributes (INT, WIL, SPI, CHA), while his physical attributes (STR, DEX, AGI, SPD, TOU) become that of the target. The PER score is the average of the caster and his new body. At the GM's discretion, the caster's CHA score may be adjusted up or down depending on the appearance of the possessed body (a rotting corpse with a great personality still has a low CHA). Like the attributes, the mental skills of the caster are retained and the caster gains the physical skills of the target body. All the caster's runes are transferred to the new body. If the target had runes, their use is lost, though the markings remain.

A dead body can be possessed for an indefinite period of time. However, the body is still dead and will rot, losing 1 point of each physical characteristic each day. When any of the stats reaches 0, the body is so rotted as to be unusable. A live body will not rot, but the target's soul remains in the body, repressed. The repressed soul will fight for control of the body, getting a saving throw each 1d4 hours. A successful save returns the caster's soul to his body.

Exorcism

Casting Time:	Very Long (1d6 days)
Range:	Touch
Area of Effect:	1 Target
Initiative:	---
Delivery:	---
Difficulty:	Varies
Duration:	Permanent
Save:	None
Maintain:	None

This spell expels intruding spirits from a target. The spell requires a long time to cast and requires that the caster, or an assistant (who also has this rune, but not necessarily at 3rd Circle) remain active and with the victim throughout the casting. In addition, Exorcism requires the caster use an assortment of incense, herbs, oils and other accoutrements that cost from 100-300 pn.

During the casting of the spell, the spirit will try to do anything in its power to disrupt or destroy the mage and his assistant and escape. This could involve talking to the mage and trying to intimidate or trick him, or it could involve the use of powers or even physical violence.

When the spell is complete, the mage rolls for success. The DL of the spell is the SPI score of the spirit who is being expelled. Success means that the spirit is banished from the target body. Failure means that the spirit remains in the body and the mage is powerless to exorcise that spirit until he increases his magic skill. If the mage fails his skill roll by 8 or more points, then he must make a SPI save vs. the SPI of the spirit. If he fails the save, the malevolent creature may possess HIM.

Spirit Trap

Casting Time:	Very Long (1 day)
Range:	20 Hexes
Area of Effect:	1 Hex
Initiative:	---
Delivery:	---
Difficulty:	18
Duration:	Permanent
Save:	SPI vs. DL 21
Maintain:	None

This spell creates a prison for spirits. When the spell is cast, a 1 hex area is “marked” by the caster. Generally, the marking takes the form of a tiny ring of runic script. Carving the script takes one day and at the end of the carving, the spell may be cast. Once carved, the script is invisible to spirit creatures. The marked area becomes the spirit trap. The mage can activate the trap at will any time after the spell succeeds. Alternately, the mage can specify a condition that will trigger the trap.

When activated, the trap becomes a barrier against spirits. Spirits cannot enter or leave the trapped hex unless they make a SPI save vs. DL 21. They must make the save whenever they enter or exit the hex and once they fail, they can never cross the barrier again until it is physically broken.

Spirit Trap does not affect living beings, nor does it affect spirits in bodies. However, creatures that have their SPI score drained to 0 can be trapped by this spell.

FOURTH CIRCLE SPELLS

Bind

Casting Time:	Very Long (3-18 days)
Range:	Touch
Area of Effect:	1 Spirit/Object
Initiative:	---
Delivery:	---
Difficulty:	24
Duration:	Permanent
Save:	SPI vs. DL 25
Maintain:	None

This spell causes the target spirit to be bound to an item. The item absorbs the spirit and gains its powers. The item must be of fine quality and contain some amount of a special substance called spirit iron. Generally, such an item will cost 2000 pn or more to create.

The exact effects of the binding are up to the GM. The item will gain the mental and spirit-based powers of the target spirit. A being that could drain the life from someone at a touch would create an item that could do the same. A powerful wolf spirit might create an item that allows its owner to summon wolves and communicate with them.

The target spirit is allowed to make a SPI save vs. DL 25 to resist the effects of Bind. This spell works on disembodied spirits (usually trapped with the Spirit Trap spell) or living beings with their SPI score drained to 0. If a living being is the target, the save is based on their original SPI score, not the drained score.

Paradox

Casting Time:	Very Short
Range:	10 Hexes
Area of Effect:	1 Target
Initiative:	---
Delivery:	---
Difficulty:	25
Duration:	1d6 Years
Save:	INT or SPI vs. DL 23
Maintain:	None

The mage poses a paradox to the target. The target may test his INT or SPI vs. DL 23 to disregard or resolve the paradox immediately, in which case, the spell has no effect. If the target fails his save, then he is consumed by the idea of solving the paradox.

He does nothing but think of the paradox and ponder its meaning. He will behave in a totally irrational manner, ignoring all but the basic necessities of survival and the next step in his “quest.” He will ignore friends, family, enemies and impending danger (though immediate danger to his person will be dealt with). He may lock himself in a room for weeks, travel for miles to visit the sea, purchase books and consult with scholars.

The spell lasts 1d6 years. Each year, the victim loses 1d6 points of WIL. Upon reaching 0 WIL, the target is permanently insane and can be cured only by powerful magic. Victims of this spell tend to end up without friends, impoverished and insane.

There are couple ways to cure a victim of this spell. The first is for the victim to meet someone that has survived this spell. There are a finite number of paradoxes that are known to the practitioners of this rune. Thus, it is possible for a survivor of the spell to know the answer to a particular Paradox. Upon talking to the survivor for 1 day, the victim gains a new saving throw at +6. Even if this save fails, there is a 10% chance that the survivor knows the answer to the Paradox and cures the victim.

The second way this spell can be foiled is by causing the target to forget he heard the Paradox through the use of an Alter Memory (or Psychic Surgery) spell. In this case, the victim gets a save against the Alter Memory spell at a DL of 12 (Psychic Surgery DL is still 22). If he fails the save, he forgets having heard the Paradox and is cured.

Effects

PIERCING THE NIGHT

Description

This rune appears as colorful tattoo on the right arm of the mage. The rune depicts a brilliant yellow sun and its rays reaching into a dark, starry night.

Purpose

It is believed that this rune is a tool given to the earliest Bostonians as they emerged from the nearby lakes. The faithful that emerged were cold, frightened and without tools. It is said that the Father and Mother gave the tribes the tools they needed to survive in the hostile Bostonian landscape.

Rune Site

The rune sight for Piercing the Night is a tribal burial ground in an isolated region of northwestern Bostonia. In the middle of the cemetery sits a statue that depicts the sun rising from the sea.

Binding and Raising

The binding ritual for this rune is a nightlong vigil in the burial grounds. Spirits and ghosts swirl about the mage. The mage must block the distractions from his mind and will the night to retreat from him. In doing so, the mage causes light to appear from the statue through the force of his will. In game terms, this is a WIL test vs. DL 12. If the mage fails, he suffers no ill effects. However, he is driven from the site and cannot attempt to bind the rune again.

Raising the rune requires another nightlong vigil. The vigil can be performed anywhere and during the vigil the caster will receive a vision. This vision will be of an enemy that must be defeated, or some task that must be completed to raise the rune.

Practitioners

This rune is said to be the focus for an ancient cult that worships Stratus in his most basic form: a bringer of light and punisher of evil. This cult has existed throughout history, training its members to protect the outlying settlements and destroy enemies of humanity. At any given time, there are 6-20 of these mages, most of which also have warrior and ranger skills.

Practitioners of Piercing the Night are drained by total darkness and immersion in water. Anytime they are exposed to either of these conditions, they lose one spell level immediately and one more for every minute of exposure thereafter.

Skill

The magic skill for Piercing the Night costs 7 points and is based on SPI/INT/WIL.

FIRST CIRCLE SPELLS

Blessing of Dry Wood

Casting Time:	Short
Range:	Touch
Area of Effect:	1 Pile of Kindling
Initiative:	---
Delivery:	---
Difficulty:	6
Duration:	Instant
Save:	None
Maintain:	None

This spell causes a small spark to appear, lighting kindling, hay, grass or any other small amount of flammable material. The spell also dries the material so that it can be lit even if soaked.

Camp Ward

Casting Time:	Short
Range:	Touch
Area of Effect:	5 Hex Radius
Initiative:	---
Delivery:	---
Difficulty:	10
Duration:	6 Hours
Save:	None
Maintain:	None

This spell requires a small campfire to be burning as it is cast. The spell summons a lesser fire spirit who will guard the campsite, alerting the mage and his companions as soon as an intruder enters the radius of the camp. The alert will be a loud popping and cracking from the campfire. All people in the spell's radius can make a PER save vs. DL 6 to hear the noise and wake up.

Flare

Casting Time:	Combat
Range:	50 Hexes
Area of Effect:	10 Hex Radius
Initiative:	0
Delivery:	Area Effect
Difficulty:	10
Duration:	2 Rounds
Save:	None
Maintain:	None

This spell causes a flame to shoot from the mage's hand into the air. This causes a bright, but brief flash to illuminate the area. Anyone within 400 meters of the mage will see the flare and know the mage's location. In addition, the area is illuminated to be as bright as daylight. Darkness spells in the area of effect will be dispelled.

Smokeless Flames

Casting Time:	Short
Range:	Touch
Area of Effect:	1 Fire
Initiative:	---
Delivery:	---
Difficulty:	10
Duration:	6 Hours
Save:	None
Maintain:	None

This spell causes a campsite to be hard to detect, even if there is a fire present. The fire targeted by the spell will put off no smoke and even though it will light the campsite, it will not cast its light beyond the camp. In addition, if the camp is in any way hidden from view (in other words, not out in open sight), then the spell hides the camp further. Anyone trying to find the camp will have to make a concealment or tracking test against DL 14.

Tiny Flame

Casting Time:	Very Short
Range:	20 Hexes
Area of Effect:	3 Hex Radius
Initiative:	---
Delivery:	---
Difficulty:	6
Duration:	6 Hours
Save:	None
Maintain:	None

This spell causes a small flame to spout from the mage's hand. This flame creates light and can be used to light flammable materials. The flame can be directed to float at a speed of 6 hexes/round. It can travel up to 20 hexes away from the mage.

SECOND CIRCLE SPELLS**Warm Embers**

Casting Time:	Long
Range:	Touch
Area of Effect:	5 Hex Radius
Initiative:	---
Delivery:	---
Difficulty:	13
Duration:	1 Hour
Save:	None
Maintain:	11/6

This spell is cast on a torch or walking stick. The stick slowly burns, keeping the mage and those around him warm even in the coldest of weather. The spell consumes the torch in an hour and the mage will have to have another handy to maintain the spell. In addition to heating the characters, the spell gives them a +2 to save against cold-based attacks and any damage or effect they take from such spells is reduced by 1 point/die.

Flamewalk

Casting Time:	Short
Range:	Self
Area of Effect:	Self
Initiative:	---
Delivery:	---
Difficulty:	14
Duration:	10 Minutes
Save:	None
Maintain:	12/6

This spell allows the mage to ignore all damage from normal flame and smoke. In addition, the mage saves against magical flame at a +4 and reduces all damage or effect taken from such attacks by 3 points/die.

Torchwand

Casting Time:	Combat
Range:	10 Hexes
Area of Effect:	1 Torch
Initiative:	+1
Delivery:	Bolt/Thrown
Difficulty:	14
Duration:	6 Rounds
Save:	None
Maintain:	12/6

This spell turns a normal torch into a wand of flame. For 6 rounds, the mage may throw flame at 1 enemy/round. A successful hit from this "wand" does $2d6+2$ points of damage. Once the mage casts this spell, he may hand the wand off to someone else and they may use it.

Night Vision

Casting Time: Short
 Range: Self
 Area of Effect: Self
 Initiative: ---
 Delivery: ---
 Difficulty: 13
 Duration: 30 Minutes
 Save: None
 Maintain: 11/6

This spell allows the mage to see heat in addition to his normal vision. He may see creatures and other heat sources in pitch darkness. Large fires close to the mage, or spells or potions that cause a great deal of heat to be produced in a short period of time can blind the mage for 1d3 rounds at the GM's discretion.

Cure Blindness

Casting Time: Combat
 Range: Touch
 Area of Effect: 1 Person
 Initiative: -1
 Delivery: Touch
 Difficulty: 14
 Duration: Permanent
 Save: None
 Maintain: None

This spell cures one target of blindness caused by magic or other effect. The target must have visual organs and the organs need to be in good enough condition to function. If the target is missing his eyes, or if they are too damaged to see, then they will need to be regenerated for this spell to be of any use.

Temper

Casting Time: Very Short
 Range: Touch
 Area of Effect: 1 Metal Item
 Initiative: ---
 Delivery: ---
 Difficulty: 13
 Duration: 30 Minutes
 Save: None
 Maintain: 11/6

This spell tempers one metal item held by the mage, making the item strong and resistant to damage. A weapon, or piece of armor that is tempered will not take damage from combat. Any item treated with Temper will be able to withstand strain that would normally bend or break it.

For example, a tempered sword could be used for prying or chopping where an un-tempered one would dull or break. A tempered lock would take massive amounts of damage before breaking. As a guideline, assume that all STR tests to bend or break the object are at a +6 DL.

THIRD CIRCLE SPELLS

Torchwand II

Casting Time: Combat
 Range: 10 Hexes
 Area of Effect: 1 Torch
 Initiative: +1
 Delivery: Touch
 Difficulty: 18
 Duration: Permanent
 Save: None
 Maintain: None

This spell turns a normal torch into a wand of flame. For 6 rounds, the mage may throw flame at 1 enemy/round. A successful hit from this "wand" does 2d8+2 points of damage. Once the mage casts this spell, he may hand the wand off to someone else and they may use it.

Firebird

Casting Time: Not Engaged
 Range: 10 Hexes
 Area of Effect: 1 Bird
 Initiative: -3
 Delivery: ---
 Difficulty: 18
 Duration: 20 Rounds
 Save: None
 Maintain: None

This spell summons a fiery bird the size of a hawk. The firebird will serve the caster in combat, defending the mage and his party. If the bird is reduced to 0 hit points, he is dispelled.

Fire Ward

Casting Time: Not Engaged
 Range: 30 Hexes
 Area of Effect: 6 Hexes
 Initiative: -3
 Delivery: Area Effect
 Difficulty: 18
 Duration: 12 Rounds
 Save: WIL vs. DL 16
 Maintain: 16/8

This spell summons a raging wall of flames. Animals with a natural fear of fire will not approach the wall unless they are controlled or summoned, in which case, they will approach if their master can make a WIL save vs. DL 16.

Anyone passing through the wall will take 3d8 points of damage. Armor protects from this damage, as will certain spells, and precautions. Someone soaked in water might take -1 point per die for instance.

Billinging Smoke

Casting Time:	Not Engaged
Range:	10 Hexes
Area of Effect:	6 Hex Radius
Initiative:	-2
Delivery:	Area Effect
Difficulty:	18
Duration:	20 Rounds
Save:	TOU vs. DL 16
Maintain:	16/8

This spell allows the mage to create a thick cloud of black smoke. The cloud blocks vision and chokes and irritates those who are in it. Anyone in the cloud must make a TOU save vs. DL 16. If they succeed, they are irritated and coughing, but can still function at a -1 to all skill rolls, attacks and defenses. If they fail, they are -2 INI, -2 to all skill rolls, attacks and defenses. In addition, if a 1 or 2 is rolled on the initiative roll, that character loses their action that round. Anyone failing their save by more than 3 points can only move at half speed until they are out of the cloud.

Become Smoke

Casting Time:	Short
Range:	Self
Area of Effect:	Self
Initiative:	---
Delivery:	---
Difficulty:	18
Duration:	30 Minutes
Save:	None
Maintain:	16/8

This spell causes the mage to become a cloud of smoke. He cannot be affected by physical attacks. Air magic, water magic and conditions such as winds, or heavy rains can affect the mage. He can fly at 7 hexes each round and pass through barriers that are not airtight. He can see, though his vision is hazy and smoky and he will take a -3 to all PER tests. The mage cannot hear while he is in the smoky form.

FOURTH CIRCLE SPELLS

Fireshift

Casting Time:	Long
Range:	10000 Meters
Area of Effect:	Self
Initiative:	---
Delivery:	---
Difficulty:	23
Duration:	Instant
Save:	None
Maintain:	None

This spell allows the mage to step into a campfire and appear in another campfire up to 10 kilometers away. The mage must have a general idea of where the destination campfire is (for example, "in those hills" will suffice) before he can teleport to it. The mage takes 1d6 points of damage when he casts this spell. Armor does not protect against this damage, and it is considered "permanent" damage, that can only be healed by rest or application of the physician skill.

Fire Ward II

Casting Time:	Not Engaged
Range:	10 Hexes
Area of Effect:	18 Hexes
Initiative:	-3
Delivery:	Area Effect
Difficulty:	24
Duration:	20 Rounds
Save:	WIL vs. DL 22
Maintain:	22/11

This spell summons a raging wall of flames. Animals with a natural fear of fire will not approach the wall unless they are controlled or summoned, in which case, they will approach if their master can make a WIL save vs. DL 22.

Anyone passing through the wall will take 4d8+2 points of damage. Armor protects from this damage, as will certain spells, and precautions. Someone soaked in water might take -1 point per die for instance.

Temper Divine

Casting Time:	Very Long
Range:	Touch
Area of Effect:	1 Metal Item
Initiative:	---
Delivery:	---
Difficulty:	25
Duration:	Permanent
Save:	None
Maintain:	None

This spell tempers a metal object such that it will never dull or rust and will only break under the most extreme circumstances. Normal forces will not break the object, but throwing it into a volcano might. In addition, the item gains an aura of magic and will affect creatures that normal metal cannot.

Armor treated with this spell protects against attacks of a magical nature that normally ignore armor. In addition, any spell that would rust, melt, heat, warp, dull, or otherwise adversely affect armor will fail to affect divinely tempered armor.

This spell is permanent. However, the mage permanently loses one magic skill level in Piercing the Night when he casts Temper Divine. This loss can only be regained through experience and occurs whether the casting is successful or not.

Light of Day

Casting Time: Not Engaged
 Range: 50 Hexes
 Area of Effect: 20 Hex Radius
 Initiative: -2
 Delivery: Area Effect
 Difficulty: 24
 Duration: 20 Rounds
 Save: None
 Maintain: 22/11

This spell causes the area to be flooded with bright, magical light. Aside from lighting the area, this light has several effects. First, it dispels all darkness, or vision blocking effects. This includes darkness, fogs and gases that impair sight. Second, it has a chance to momentarily blind creatures caught in the area of effect. Anyone caught in the area of effect when the spell is cast must make a SPD save vs. DL 17 or be blinded for 1d6 rounds. Third, any mage in the light that deals with darkness, mist, necromancy, ice or destructive fire will take a -3 to all magic skill rolls. Fourth, demons, devils, undead, spirits and summoned creatures in the light will take 4d8 hit points of damage. Finally, the mage's allies will gain a +1 to all attack, damage and skill rolls when they are in the area of effect.

MARSH SONG

Description

The marsh song shows itself as a thin mat of tiny reeds and rushes growing from the character's skin. In most cases the reeds grow from the scalp and become entwined with the mage's hair. In other cases, the reeds grow from the mage's back forming a thin mat of grass down his back.

Purpose

Marsh song has no true purpose. It is an elemental rune dealing with swamps and summoning marshland creatures. Many cobrat priests take this rune for the purpose of entrapping the creature from which it comes.

Rune Site

Deep in the dank and steamy marshes far to the south of Bostonia, there was a Cobrat city named Shan'Shar. Legend has it that the high cobrat that ruled the city were learned scholars and mages. These highs learned of a powerful elemental creature of the marsh and used a powerful magic weapon to subdue the creature. For years, the city stood guardian over the elemental. One day the beast escaped. In its rage, it destroyed the city and submerged it in the swamp. However, in the battle, the cobrat mages wounded the creature and it once again fell dormant. The site where the creature fell contains the elemental's power for the bold to bind.

Binding and Raising

The elemental of Shan'Shar is not dead, but simply dormant and healing slowly. To bind the rune, a mage must have some healing magic (or potion) available to him to partially revive the creature. When the creature stirs, the mage then siphons some of its energy, binding it to him and attaining the rune. This energy comes from the elemental's life energy and thus every mage that binds marsh song ensures the creature remains dormant for a longer period of time. This process requires that the mage know the ritual to do so. Generally, he would have to be instructed on how to do this by a marsh song practitioner, or study and research the site (perhaps an INT test at DL 14 to do the proper research). If the mage knows the ritual, then the binding requires a SPI test vs. DL 14 to succeed.

Raising the rune requires the mage to return to the elemental and again drain some of its energy. This requires another SPI test at DL 14 to succeed. Failure means that the mage will be damaged by the creature (3d8 hit points) and will have to try again when he regains his strength.

Practitioners

There are few practitioners of the marsh song. The rune site and required ritual are hard to find unless the mage knows another who has bound this rune. In addition, the site is remote and the swamp is rife with beasts and disease. Only 2 Bostonians have this rune. A little over a dozen cobrat have the rune and many of those are mage/priests of the Great Turtle who have bound marsh song to keep the Shen'Shar elemental dormant.

Effects

In binding the energy of the elemental, the mage also takes on aspects of the creature's personality. A mage of the marsh song becomes greedy, haughty and cowardly. Treat these as compulsions at the 35% level.

Skill

The magic skill for marsh song costs 7 points and is based on SPI/SPI/WIL.

First Circle Spells

Marshy Ground

Casting Time:	Very Short
Range:	40 Hexes
Area of Effect:	10 Hexes
Initiative:	---
Delivery:	---
Difficulty:	8
Duration:	10 Minutes
Save:	None
Maintain:	8/4

This spell causes an area of ground to become soaked, marshy and difficult to navigate. Anyone moving in this area will have his movement rate cut in half. In addition, fighting is difficult and combatants in the marsh have their defenses reduced by 2.

Fog

Casting Time:	Short
Range:	0 Hexes
Area of Effect:	50 Hex Radius
Initiative:	---
Delivery:	---
Difficulty:	10
Duration:	1 Hour
Save:	None
Maintain:	8/4

This spell causes the region around the caster to be enshrouded in fog. This cuts visibility to 6 hexes (12 meters or 40 feet). Everyone in the fog is affected, including the caster. In addition, fire spells and effects take -1 point/die of effect due to the increased moisture in the air.

Fog Sight

Casting Time:	Very Short
Range:	Self
Area of Effect:	Self
Initiative:	---
Delivery:	---
Difficulty:	6
Duration:	1 Hour
Save:	None
Maintain:	4/2

This spell allows the caster to see in mist and fog as though it were a clear day.

Marsh Lights

Casting Time:	Very Short
Range:	10 Hexes
Area of Effect:	1-4 Lights
Initiative:	---
Delivery:	---
Difficulty:	6
Duration:	1 Hour
Save:	None
Maintain:	4/2

This spell causes small lights to flutter about the caster. The lights look like large fireflies, but are very bright and provide as much light as a lamp. The caster can move and control these lights so long as he does not move them more than 10 hexes away from himself.

Snare

Casting Time:	Short
Range:	1 Hex
Area of Effect:	1 Hex
Initiative:	---
Delivery:	---
Difficulty:	8
Duration:	1 Hour
Save:	AGI/PER vs. DL 11
Maintain:	None

This spell creates a small snare trap. The snare can be set by the caster in any hex adjacent to him. It lasts for 1 hour. Anyone who steps in the trapped hex must make a save or be snared until they can be freed, or until the spell expires.

True Ground

Casting Time:	Short
Range:	Self
Area of Effect:	Self
Initiative:	---
Delivery:	---
Difficulty:	8
Duration:	1 Hour
Save:	AGI/PER vs. DL 11
Maintain:	4/2

This spell allows the caster to traverse muddy, marshy and otherwise difficult ground as though it were dry and even. This means the caster will have his normal movement rate through difficult terrain and can ignore any combat terrain penalties for bad footing.

SECOND CIRCLE SPELLS**Decay**

Casting Time:	Not Engaged
Range:	Touch
Area of Effect:	1 Object
Initiative:	-2
Delivery:	Touch
Difficulty:	12
Duration:	1 Hour or 4 Rounds
Save:	SPI/TOU vs. DL 12
Maintain:	None

This spell causes any object made of organic material to age and decay at a rapid rate. The decay caused by this spell will rot through a rope, eat away straps on a backpack, make a wooden support weak and crumbly and cause food to rot into disgusting goop. The caster can choose the rate of this decay, causing the rot to occur over the course of an hour, or in seconds.

The caster can attack with this spell as well. Anytime this spell is used as an attack, its duration is 4 rounds. If he hits armor, then the armor will rot away at the end of the spell if it is leather or cloth. Metal armor is not affected. If the caster touches flesh, then the victim must make a TOU or SPI save vs. DL 12 for each of the 4 rounds of the spell. Each round the save is failed, the victim suffers 1d6 points of damage.

Marsh Guide

Casting Time:	Long (20 minutes)
Range:	Self
Area of Effect:	Self
Initiative:	---
Delivery:	---
Difficulty:	14
Duration:	1 Day
Save:	None
Maintain:	None

This spell gives the caster an innate feeling for the swamp. The caster gains the following skills Kn. Marshes and Swamps 14, Survival: Swamp 14, Swimming 14, Stealth 12. If the caster has any of these skills at levels higher than this, then that skill is increased by 1 for the spell's duration.

Summon Snake

Casting Time:	Not Engaged
Range:	5 Hexes
Area of Effect:	1 Snake
Initiative:	-1
Delivery:	Direct
Difficulty:	14
Duration:	20 Minutes
Save:	None
Maintain:	11/6

This spell summons one large snake to fight for the caster and otherwise do his bidding. The snake will follow simple telepathic commands like "attack the man" or "get the apple." The caster can summon as many snakes as he likes. However, each snake after the first increases the spell's DL by 1. The stats for the snake are as follows:

SNAKE, GIANT (SUMMONED)

Physical	10	Attack	13
Swiftness	16	Defense	14/12/11/10
Mental	3	Damage	2d6
Perception	10	Armor	Loc AV
• Smell	17		1 3
Hit Points	20		2-4 3
Initiative	+2		5-7 3
Move	7		8-9 3
			10-12 3
Special Abilities:			
<u>Magical Nature</u> : The magical nature of this summoned creature means that it does not have to check for unconsciousness. When it is reduced to zero hit points, it disappears in a puff of smoke.			
<u>Description</u> : A jet black snake with shiny scales.			

Envenom

Casting Time:	Very Short
Range:	Touch
Area of Effect:	1 Item
Initiative:	---
Delivery:	---
Difficulty:	12
Duration:	5 Minutes
Save:	TOU vs. DL 13
Maintain:	None

This spell creates a weak poison on any single object the caster touches. The poison must enter the bloodstream to be effective. Anyone affected by the poison, must make a TOU save vs. DL 13 each round for 3 rounds. Each failed save means the victim takes 1d6 points of damage. The poison lasts for one application, or for 5 minutes.

Weaving Weeds

Casting Time:	Short
Range:	Touch
Area of Effect:	1 Target
Initiative:	---
Delivery:	---
Difficulty:	12
Duration:	Instant
Save:	None
Maintain:	None

This spell takes a handful of live grass or flowers and weaves them into a wound. This heals 2d4 points of damage.

Summon Mosquito

Casting Time:	Not Engaged
Range:	0 Hexes
Area of Effect:	1 Mosquito
Initiative:	-2
Delivery:	Direct
Difficulty:	13
Duration:	Combat
Save:	None
Maintain:	None

This spell summons a single giant mosquito to fight for the caster. The creature will immediately attack the enemy nearest to the caster and continue fighting until the battle is over or until the creature is killed. The stats for the giant mosquito can be found in the bestiary.

Thorns

Casting Time:	Combat
Range:	10 Hexes (6/10)
Area of Effect:	1 Target
Initiative:	0
Delivery:	Thrown
Difficulty:	12
Duration:	Instant
Save:	None
Maintain:	None

This spell causes thorns to shoot from the caster's hands, striking a target for 2d10 points of damage.

THIRD CIRCLE SPELLS

Summon Swarm

Casting Time:	Not Engaged
Range:	100 Hexes
Area of Effect:	10 Hex Radius
Initiative:	-2
Delivery:	Direct
Difficulty:	18
Duration:	6 Rounds
Save:	None
Maintain:	16/8

This spell brings a large swarm of angry insects into being. The insects appear the round after the spell is cast, buzzing in from the sky or crawling in a mass along the ground. The swarm can have one of several effects depending on the type of swarm created. Once the swarm is summoned, it can move up to 2 hexes each combat round under the direction of the caster.

- **Buzzing Swarm:** Summons a swarm of noisy flies. All actions within the swarm are at a penalty of -2 and actions taking concentration (like spell-casting or picking a lock) take a -4.
- **Creeping Swarm:** Summons a horde of beetles and ants. Anyone in the swarm must make a WIL save vs. DL 18 or flee in terror until they are out of the swarm. Once they leave the swarm, they may save again. If they fail, they continue to run for another 1d4 combat rounds.
- **Stinging Swarm:** Summons a horde of wasps. Anyone in the swarm takes 1d3 hit points of damage each round.

Quicksand

Casting Time:	Combat
Range:	20 Hexes
Area of Effect:	1 Hex
Initiative:	0
Delivery:	Direct
Difficulty:	17
Duration:	20 Rounds
Save:	STR vs. DL 17
Maintain:	None

This spell causes the ground in one hex to become quicksand. Anyone in the hex, or entering it, will become trapped unless they can make a STR save vs. DL 17. Anyone trapped will start to sink, becoming totally covered in quicksand after 6 rounds. The first 4 rounds, the victim can attempt to escape by making a STR save. However, this save is at a -1 penalty for each round the character has been trapped. The fifth round, the character is submerged to the neck and can only be freed by others.

Characters outside the quicksand can help the victim escape. When a single character is helping the victim, the character with the higher STR score makes the save. Additional characters pulling the victim out add +2 to the save for each helper.

Knowing Tentacles

Casting Time:	Long (30 minutes)
Range:	Self
Area of Effect:	500 Hex Radius
Initiative:	---
Delivery:	---
Difficulty:	17
Duration:	1 Hour
Save:	None
Maintain:	15/8

This spell gives the caster intimate knowledge about a marsh or swamp as though he has a specific knowledge skill of 24. He will know all of the natural terrain, hiding places, creatures, plant life and any hazards of the area. In addition, he may make a knowledge roll to determine if he senses the presence of non-native beings, construction or other odd features.

Ball of Mud

Casting Time:	Combat
Range:	16 Hexes (4/9)
Area of Effect:	1 Target
Initiative:	0
Delivery:	Thrown
Difficulty:	17
Duration:	1d4+1 Rounds
Save:	STR/AGI vs. DL 18
Maintain:	None

This spell creates a ball of mud and slime that the caster can throw at opponents. The ball of mud does 2d8 points of damage if it hits. In addition, the target will take an additional 1d4 points of damage each round from suffocation as mud and slime fill the nose and mouth. This damage lasts until the spell ends, or the target takes a combat round to clear the goop from his face.

The ball of mud also traps its victims. Anyone hit by this projectile must make a STR or AGI save vs. DL 18. If they fail, they are partially entangled by the slime. A partially entangled character can only move at half-speed, they cannot jump or run and take a -3 to all attacks, defenses and skills that require any motion or fine motor control. If the target of the spell fails by more than 3 points, he is entirely covered in the mud and cannot move or act for the duration of the spell (including clearing his face to avoid the suffocation damage).

Marsh Gas

Casting Time:	Combat
Range:	20 Hexes
Area of Effect:	4 Hex Radius
Initiative:	-1
Delivery:	Direct
Difficulty:	17
Duration:	6 Rounds
Save:	TOU vs. DL 18
Maintain:	None

This spell causes a cloud of noxious gas to appear. The gas incapacitates anyone in the area of effect who fails a TOU check vs. DL 18. Those that fail will find themselves unable to move and only able to attack and defend themselves at a -3. This effect lasts 6 rounds.

The caster can move the cloud at a rate of 2 hexes each combat round. Anyone caught in the cloud must save or be incapacitated as above. Anyone who finds himself outside the cloud can make a second save at DL of 14 to regain their senses.

FOURTH CIRCLE SPELLS**Wisp Guardian**

Casting Time:	Long
Range:	0 Hexes
Area of Effect:	1 Wisp
Initiative:	---
Delivery:	---
Difficulty:	24
Duration:	6 Months
Save:	None
Maintain:	None

This spell causes a wisp to appear. The creature is bound to serve the caster as a guardian of a location. The wisp will follow specific instructions on its guardianship as long as the instructions consist of no more than 100 words. Once the instructions are spoken to the wisp, they cannot be changed and the wisp will follow them to the letter.

Create Marsh

Casting Time:	Long
Range:	100 Hexes
Area of Effect:	200 Hex Radius
Initiative:	---
Delivery:	---
Difficulty:	24
Duration:	Permanent
Save:	None
Maintain:	None

This spell causes the target area to turn become a marshland complete with marshy ground, standing water as well as swamp flora and fauna. The effect is permanent, though if the land was previously unsuited to be swamp (i.e. if it was desert or rocky) then it will revert to its previous state in 2-24 months. Otherwise, this spell is permanent, but it takes one magic level from the caster that must be regained through experience.

Toman's Bounty

Casting Time:	Very Short
Range:	0 Hexes
Area of Effect:	1 Patch of Herbs
Initiative:	---
Delivery:	---
Difficulty:	23
Duration:	Instant
Save:	None
Maintain:	None

This spell allows the caster to find 2-8 (2d4) doses of any herb about which he has knowledge. The caster must be in the proper terrain for this spell to work, but the seasonal weather conditions and relative scarcity of the herb do not matter. The caster will find the herb within 10 minutes of casting the spell. At the GM's discretion certain herbs may be excluded from this spell's effects, though any such herbs should be told to the player before he attains this spell.

RUNE OF GOSSAMER WINGS**Description**

This rune appears as a small pair of faerie wings (about 1' total wingspan) on the back of the character. The wings are useless (without some magical aid) for flight.

Purpose

This rune is associated with the magic of faeries and wood spirits. It has druidic and pagan significance and is often found with mages who act to protect woodland sites and creatures. It is given by the faeries to mortals they favor.

Rune Site

This rune is given by faerie mages to mortals they favor. These are often members of druidic sects, but can be anyone who has somehow provided a service to the faerie powers. On rare occasions, a mage might acquire the rune by coercion, trading or trickery. However, the long-term cost for obtaining the rune in these fashions can be quite painful for the mage as the faerie creatures consider such a practitioner their enemy and will try to make his life miserable.

Binding and Raising

A mage binding the faerie rune must have a faerie mage sing a binding song to the character. That is all that is required. This benefit is reserved for special friends of the faerie people. If the GM is using the advantage rules, anyone who wishes to obtain this rune must have the luck advantage.

Raising the rune occurs automatically when the mage is eligible. However, it is common (75% chance) that the faeries that provided the rune in the first place will require some task from the mage at this time.

Effects

This rune gives the caster faerie blood. He can be detected by spells that detect faeries and he is affected by magic that can affect only these types of creatures. In addition, he can be summoned at any time by the mage that sang the binding song. The character loses a point of TOU and STR and gains SPD and AGI.

Skill

This rune costs 7 points and its skill is SPI/INT/CHA.

First Circle Spells**Wildwood**

Casting Time:	Short
Range:	0 Hexes
Area of Effect:	Self
Initiative:	---
Delivery:	---
Difficulty:	10
Duration:	1 Day
Save:	None
Maintain:	None

This spell gives the caster the ability to move easily through wooded areas, allowing an overland movement rate of x1.5 that of a normal human. In addition, the character will gain the skills navigation and survival (woods) at a 12 level or get a +2 if they already have these skills. Finally, the character will avoid all snares or spells that use plants to entrap their victims.

Faerie Tongue

Casting Time:	Long (20 minutes)
Range:	0 Hexes
Area of Effect:	Self
Initiative:	---
Delivery:	---
Difficulty:	6
Duration:	1 Day
Save:	None
Maintain:	4/2

This spell allows the caster to speak the language of all faerie creatures.

Faerie Dust

Casting Time:	Very Short
Range:	1 Hex
Area of Effect:	1 Handful
Initiative:	---
Delivery:	---
Difficulty:	10
Duration:	10 Minutes
Save:	Varies
Maintain:	None

This spell creates a small handful of sparkling dust that the caster can hold for up to 10 minutes. The dust is thrown at a target in an adjacent hex and will spread out enough that it always hits. The effects of the dust are random and based on the chart below. In general, a successful save will allow the target to ignore the effects of the dust. Any saves listed are vs. DL 11.

Roll	Effect
1	<u>Itching Powder</u> - The target starts to itch unbearably and must stop and scratch for 2 rounds doing nothing else, or take a -2 to all actions due to the distraction. This lasts 1-6 rounds. Save vs. WIL to ignore the itching.
2	<u>Sneezing Powder</u> - The target begins sneezing and does so for 1-2 rounds. They can do nothing but defend themselves at a -3 for as long as this continues. Save vs SPD to avoid breathing the dust.
3	<u>Burning Powder</u> - The target feels a burning sensation and takes 2d3 damage. Armor does not apply to this damage. Save vs. TOU to avoid the damage.
4	<u>Numbing Powder</u> - The powder numbs the location hit. The target loses 1 level to all skills and rolls that involve that hit location. However, all damage done to that hit location is -2 because the person feels no pain. This effect lasts 20R. Save vs. TOU to resist the numbing.
5	<u>Oooh Sparklies</u> - The powder flashes color and the target is distracted, taking a -1 to skill rolls for 1d6 rounds. Mages take a -3 to all spell casting due to the effect on their concentration.
6	<u>Dust of Huh?</u> - The powder causes the target to be momentarily confused. The target will attack the nearest creature friendly to it. This condition lasts for 1d2 rounds. Save vs INT to realize that the dust has created an illusion.
7	<u>Dust of Strength</u> - Uh oh, the powder increases the STR of the target creature by 2d3 points. This lasts for 1d6 rounds.
8	<u>Dust of Speed</u> - Ack! The creature acts more quickly and gets a +1 INI. In addition, if the creature rolls a 6 for his initiative, he gets 2 actions that round. This lasts 1d3 rounds.

Faerie Lights

Casting Time: Combat
 Range: 30 Hexes
 Area of Effect: 1-3 Targets
 Initiative: +1
 Delivery: Direct
 Difficulty: 8
 Duration: 5 Minutes
 Save: SPI vs. DL 12
 Maintain: 6/3

This spell causes a creature to be surrounded in a dim glow. They will be easier to spot and all stealth or concealment rolls made by these creatures will be at -5. In addition, once the targets are spotted, they will be easy to follow and track as long as the trackers stay within 200". This spell will work on any creature the caster can detect (even invisible ones).

Woodsight

Casting Time: Long (20 Minutes)
 Range: Self
 Area of Effect: Self
 Initiative: ---
 Delivery: ---
 Difficulty: 8
 Duration: 1 Hour
 Save: None
 Maintain: 6/3

This spell gives the caster the sight of faerie creatures. It increases his PER by 3. In addition, he becomes acutely aware of the small woodland creatures and faeries around him. This allows the caster to make contact with these otherwise impossible to find beings.

Glimpse

Casting Time: Very Short
 Range: 30 Hexes
 Area of Effect: 1 Hex
 Initiative: ---
 Delivery: ---
 Difficulty: 8
 Duration: Instant
 Save: SPI vs. DL 12
 Maintain: None

This minor illusion will cause the target to see or hear whatever the caster wants for a brief instant. The target may make a SPI save vs. DL 12 to understand the true source of the sight or sound. If he fails, he might become confused, chasing a glimpse of a figure running around a corner, or a quiet call for help.

SECOND CIRCLE SPELLS

Woodspeak

Casting Time: Short
 Range: Self
 Area of Effect: Self
 Initiative: ---
 Delivery: ---
 Difficulty: 12
 Duration: 15 Minutes
 Save: None
 Maintain: 10/5

This spell allows the caster to speak with woodland creatures. It also makes the creatures calm enough to be approached. Note, it does not raise the intelligence of the target creature, so any information received may be useless. Creatures tend to think in terms of food, predators and locations as opposed to details.

The GM should consider the questions being asked and formulate the creature's response in these terms. This spell does not bind these creatures to service, or even make them necessarily friendly to the caster.

Sting

Casting Time:	Combat
Range:	10 Hexes
Area of Effect:	1 Target
Initiative:	+1
Delivery:	Direct
Difficulty:	12
Duration:	Instant
Save:	None
Maintain:	None

This spell causes a small stinging insect to appear on the target and sting him. The sting does only 1d4 points of damage. However, armor does not stop this damage. Remember, mages hit with this damage must roll to maintain their spell.

Bedazzle

Casting Time:	Combat
Range:	10 Hexes
Area of Effect:	1 Target
Initiative:	0
Delivery:	Direct
Difficulty:	12
Duration:	2-5 Rounds
Save:	SPD vs. DL 14
Maintain:	None

This spell blinds a target for 1d4 rounds, unless SPD save can be made vs. DL 14. A blind target can attack at a -5 and defends at a -3. If a PER roll can be made at DL 12, the defense penalty is reduced to -1.

Fay Visions

Casting Time:	Very Short
Range:	Caster Line of Sight
Area of Effect:	1 Hex
Initiative:	---
Delivery:	---
Difficulty:	13
Duration:	1 Hour
Save:	PER vs. DL 16
Maintain:	None

The ritual for this spell is short, but it still cannot be cast in combat. It allows the caster to create a small illusion up to the size of a person. The illusion may be anything the caster desires, but must be something he has seen before to be effective. Anyone seeing the illusion may make a PER save vs. DL 16 to ignore the illusion. The illusion continues for 1 hour, or until it is touched.

Sleep

Casting Time:	Short
Range:	30 Hexes
Area of Effect:	1 Target
Initiative:	---
Delivery:	---
Difficulty:	12
Duration:	1 Hour
Save:	SPI vs. DL 16
Maintain:	None

This spell causes the target to fall asleep unless he can make a SPI save vs. DL 16. It cannot be used to fell creatures that are aroused and ready for trouble, but works wonders on bored guards.

See Invisible

Casting Time:	Short
Range:	Self
Area of Effect:	Self
Initiative:	---
Delivery:	---
Difficulty:	13
Duration:	1 Hour
Save:	None
Maintain:	11/6

This spell allows the caster to see invisible creatures.

THIRD CIRCLE SPELLS

Faerie Walk

Casting Time:	Not Engaged
Range:	Self
Area of Effect:	Self
Initiative:	-3
Delivery:	Direct
Difficulty:	17
Duration:	30 Minutes
Save:	None
Maintain:	16/8

This spell turns the caster invisible for the duration of the spell. Any violent acts by the caster negate this spell. People looking for the caster may make a PER roll to note signs of passage (ex. flattened grass, sounds). The DL of this roll is up to the GM and should be based on the terrain the invisible character is traveling on and the circumstances. However, the DL should be centered on 17 or so.

Bedazzle II

Casting Time: Combat
 Range: 30 Hexes
 Area of Effect: 1-3 Targets
 Initiative: 0
 Delivery: Direct
 Difficulty: 17
 Duration: 2-5 Rounds
 Save: SPI vs. DL 17
 Maintain: None

This spell behaves as the Bedazzle spell, but affects up to 3 targets at once.

Mask

Casting Time: Long (10 Minutes)
 Range: Self
 Area of Effect: Self
 Initiative: ---
 Delivery: ---
 Difficulty: 17
 Duration: 1 Hour
 Save: None
 Maintain: 15/8

This spell allows the caster to impersonate a non-descript member of any humanoid race. It does not confer any knowledge or language skills, but the sound of the speech and the caster's smell will be that of the impersonated species.

Mirror Image

Casting Time: Combat
 Range: Self
 Area of Effect: Self
 Initiative: +2
 Delivery: Direct
 Difficulty: 17
 Duration: 12 Rounds
 Save: None
 Maintain: None

This spell causes 2d3 images of the caster. These are perfect images and mimic the character's actions exactly. Any attack that is targeted against the caster and hits, might hit one of the mirrors. The chance of this is 1 in x where x is the number of mirrors that exist. When a mirror is hit, it disappears.

Wings of Gossamer

Casting Time: Short
 Range: Self
 Area of Effect: Self
 Initiative: ---
 Delivery: ---
 Difficulty: 17
 Duration: 30 Minutes
 Save: None
 Maintain: 15/8

This spell causes the caster's wings to grow to a size that will enable flight. The caster can fly at a rate of 13 hexes per combat round. The wings can be fouled by nets, grappling, etc.

FOURTH CIRCLE SPELLS**Curse of Sleep**

Casting Time: Very Long (1 Day)
 Range: Any
 Area of Effect: 1 Target
 Initiative: ---
 Delivery: ---
 Difficulty: 24
 Duration: Permanent
 Save: SPI vs. DL 24
 Maintain: None

This spell takes 1 day to cast and requires one personal item from the target. It works over any range and causes the target to fall into a deep sleep if a SPI save is failed. At the time of casting, the mage must state one relatively simple way that the target can awaken. Otherwise, this spell lasts indefinitely. After casting this spell, the mage forfeits 1 SPI point until the target wakes.

Faerie Form

Casting Time: Long (10 Minutes)
 Range: Self
 Area of Effect: Self
 Initiative: ---
 Delivery: ---
 Difficulty: 24
 Duration: Permanent
 Save: SPI vs. DL 24
 Maintain: None

This spell transforms the mage into a sprite for one day. The sprite form is 3" tall, can fly, has faerie sight and can speak the tongue of the faerie. In addition, all the powers of the mage are still available to him. The mage's STR and TOU drop to a level of 4, with a resultant loss of HP.

SAMPLE RITUAL SPELLS

Bladeturning

Casting Time:	Not Engaged
Range:	Self
Area of Effect:	Self
Initiative:	-2
Delivery:	---
Difficulty:	8-20
Duration:	10 Rounds
Save:	None
Maintain:	6-18
Skill:	WIL/WIL/SPI
Cost:	3 Buy Points
Components:	Scale (10-50pn), Blood (10pn/use)

This spell requires the scale and blood from a giant lizard, trog or other strong, scaly creature. This scale must be inscribed with the proper rune of warding. The mage can activate this power with a few gestures and a touch of the scale. When activated, Bladeturning provides 1-4 AV armor on the entire body of the caster.

Bladeturning can be cast at four different power levels. The level that can be cast is based on the character's skill in bladeturning. The following chart shows the armor levels and the corresponding DLs. A character cannot cast a specific level of bladeturning until they have a skill level in the spell equal to the DL of that armor value.

Armor	DL
1	8
2	12
3	16
4	20

Charm

Casting Time:	Very Long (1 Day)
Range:	Touch
Area of Effect:	1 Item
Initiative:	---
Delivery:	---
Difficulty:	13
Duration:	1 Use
Save:	None
Maintain:	None
Skill:	SPI/SPI/SPI
Cost:	3 Buy Points
Components:	Personal Item from Target (0 pn)

This spell allows the mage to take a personal effect from a person and enchant it so that it bestows luck on its owner. This luck gives the character a +1 to any roll he otherwise would have missed. The charm works once and then its magic is depleted.

The mage can create as many charms as he likes. However, if the mage has even one charm still activated, he suffers a -1 penalty to all skill rolls.

Contingency

Casting Time:	Short
Range:	Spell Range
Area of Effect:	1 Spell
Initiative:	---
Delivery:	---
Difficulty:	14-23
Duration:	Permanent
Save:	None
Maintain:	None
Skill:	WIL/WIL/INT
Cost:	4 Buy Points
Components:	Pearl Dust (100 pn)

This spell is cast directly before the target spell is cast. As the mage finishes his Contingency spell, he speaks a simple (20 words or less) condition. Then he casts the target spell. The target spell does not go off when the mage casts it though. Instead it is stored. It will be released when the Contingency's condition is met. The mage may only have one Contingency spell cast at any given time.

The DL for this spell is dependent on the level of the target spell. A 1st circle target is a Contingency DL of 14, a 2nd circle is a DL of 17, a 3rd circle target is a DL of 20 and a 4th circle target is a DL of 23.

Detect Magic, Minor

Casting Time:	Short
Range:	Touch
Area of Effect:	1 Item
Initiative:	---
Delivery:	---
Difficulty:	13
Duration:	Instant
Save:	None
Maintain:	None
Skill:	INT/INT/SPI
Cost:	2 Buy Points
Components:	Brecht Crystal (100 pn) Green Seln Dust (20 pn/use)

This spell allows the mage to sense whether an item has magical properties or not. The dust is sprinkled on the item in question, the ritual is begun and the brecht crystal is made to touch the item. If the item has magical properties, the dust will glow and spark.

Detect Scrying

Casting Time:	Short
Range:	Self
Area of Effect:	Sight
Initiative:	---
Delivery:	---
Difficulty:	13
Duration:	Instant
Save:	None
Maintain:	None
Skill:	SPI/SPI/INT
Cost:	2 Buy Points
Components:	Amber Dust (50 pn/use)

This spell allows the caster know if someone in his range of sight is a target of scrying. Someone under the effects of such a spell will glow green momentarily.

Dispel Magic

Casting Time:	Long (about 1 Hour)/Not Engaged
Range:	Touch
Area of Effect:	1 Spell
Initiative:	---/-3
Delivery:	---/Touch
Difficulty:	Target DL +2/+4
Duration:	Instant
Save:	None
Maintain:	None
Skill:	WIL/WIL/SPI
Cost:	4 Buy Points
Components:	Special

This spell causes the target spell to cease functioning. The difficulty level of Dispel Magic is the target spell's casting DL+2. The spell takes about an hour to complete and requires several material components based on the spell to be destroyed. For instance, to defeat a Wall of Fire, a bucket of water might be needed. To remove a faerie curse, the blood of a faerie might be needed.

The short version of this spell can be cast in combat (with the casting time not engaged). However, it is less reliable, and requires a DL of the target's DL+4. The proper material components are still required.

Divination

Casting Time:	Long (about 1 Hour)
Range:	Varies
Area of Effect:	1 Question
Initiative:	---
Delivery:	---
Difficulty:	10-24
Duration:	Instant
Save:	None
Maintain:	None
Skill:	SPI/SPI/INT
Cost:	3 Buy Points
Components:	Finger Bones, Crystal Ball, Cards or other divination device

This spell allows the mage to ask a question. The question must be one that can be answered with one word, or a short phrase. Upon a successful casting of this spell, the divination device the caster is using provides the answer in the form of a series of symbols. If the spell is miscast, an incorrect or painfully vague answer can be given at the GMs discretion.

Familiar

Casting Time:	Very Long (1-3 Days)
Range:	Self
Area of Effect:	1 Creature
Initiative:	---
Delivery:	---
Difficulty:	14/22
Duration:	Permanent
Save:	None
Maintain:	None
Skill:	SPI/SPI/WIL
Cost:	2 Buy Points
Components:	Special

This spell summons a common creature and binds it to the caster. The creature called is one that would normally reside in the locale in which the spell is cast. The caster must give up 1 hit point and 1 point of WIL to the creature, but gains a limited telepathic link to the beast as well as some of the special abilities of the creature.

The abilities gained depend on the creature called and the discretion of the GM. A cat might give the caster night vision and good balance. A bird might provide excellent distance vision. A frog might enable his caster to leap great distances. Use your imagination.

Casting this spell takes 1d3 days during which the caster meditates, burns incense and mixes a small amount of his blood with animal blood. The DL of Familiar is 14. However, if the GM allows it and the caster wishes to summon a fantastic creature, then he can cast this spell at DL 22.

Farscry

Casting Time:	Long
Range:	10 Kilometers
Area of Effect:	1 Target and 10 Surrounding Hexes
Initiative:	---
Delivery:	---
Difficulty:	19
Duration:	1 Hour
Save:	None
Maintain:	17/9
Skill:	SPI/SPI/INT
Cost:	3 Buy Points
Components:	Azure Crystal (300 pn) Item from Target

This spell allows the caster to spy on an individual regardless of the distance separating him and his target. Alternately, the caster can spy on a well-known area, such as a room in his house. This spell provides both visual and auditory information.

Grow

Casting Time:	Long (about 1 Day)
Range:	0 Hexes
Area of Effect:	3 Hex Radius
Initiative:	---
Delivery:	---
Difficulty:	10
Duration:	1 Month
Save:	None
Maintain:	None
Skill:	SPI/SPI/WIL
Cost:	2 Buy Points
Components:	Animal Dung (1 pn/use)

This spell causes the soil in the area of effect to become fertile and rich. The area of effect is small, so enchanting an entire field would be time consuming.

Inscribe Rune

Casting Time:	Long (about 20 Minutes)
Range:	Touch
Area of Effect:	1 Spell
Initiative:	---
Delivery:	---
Difficulty:	12-21
Duration:	Permanent
Save:	None
Maintain:	None
Skill:	INT/INT/DEX
Cost:	4 Buy Points
Components:	Special

This spell is cast directly before the target spell is cast. The mage inscribes a rune representing the target spell onto a reasonably smooth surface. The target spell is cast into the rune and is absorbed. If the rune is subsequently disturbed, touched or marred, the spell will be released with the disturbing character as the target. The mage can disturb the object by speaking a word of command that disables the rune for a short period of time.

This spell is meant as a spell of protection and warding and not as a way for the mage to create mini-magic items. GMs take note, if the inscribed item is moved, then the rune activates. The mage can move the object by speaking the proper command, but the disabling of the rune only lasts a few minutes. It would be very inconvenient for the mage to carry an inscribed object for any length of time and the chance of mishap would be high.

Inscribe rune requires a writing implement that can score the surface upon which he is trying to draw the rune. In addition, materials are required with which to draw the rune. These materials cost no less than 100p/circle of the spell being inscribed and should be appropriate to the type of spell. A fire spell might require molten copper with which to draw the rune. A spell of lightning may require ground lodestone.

Invisible Arms

Casting Time:	Very Short
Range:	Self
Area of Effect:	2 Arms and Small Object
Initiative:	---
Delivery:	---
Difficulty:	14
Duration:	5 Minutes
Save:	PER vs. DL 22
Maintain:	12
Skill:	SPI/SPI/INT
Cost:	2 Buy Points
Components:	Drunken Eye Gems (50 pn) Alcohol (2 pn/use)

This spell makes the caster's arms and any held object that can fit inside his palm invisible. An illusion of his arms in a normal position will be maintained throughout the duration of the spell. The caster gains a +4 to all sleight of hand/pickpocket skill tests where the victim's sight is a factor. Thus, a mage performing a card trick would get the bonus, but a mage trying to lightly steal a pouch from a sleeping victim would not.

In addition, the mage may be able to surprise an enemy by pretending to raise his arms while reaching invisibly for a weapon. In this case, the victim may test his PER vs. DL 22 to notice something is wrong. Failure means the mage gets a surprise round. The spell confers no other combat bonus, since a weapon is certain to be larger than the mage can hide, though it may be useful to scare someone with an ominous, floating sword.

Invisible Servant

Casting Time:	Short
Range:	10 Hexes
Area of Effect:	1 Creature
Initiative:	---
Delivery:	---
Difficulty:	13
Duration:	20 Minutes
Save:	None
Maintain:	11
Skill:	WIL/WIL/SPI
Cost:	4 Buy Points
Components:	Circle (??), Gift (??)

This spell summons a manifestation of a spirit creature to serve the wizard. The creature can perform any regular task, but cannot fight for the mage or otherwise be forced into a situation where it will certainly be harmed (GM's discretion). Any attempt to do so will cause the creature to leave and no other creatures will answer the mage's summons for a year. Otherwise, the creature can perform menial tasks and physical labor as though it had a STR of 15.

To cast the spell, the mage needs a circle large enough for the creature to step or climb through. The circle can be made of almost anything, drawn in the dirt, made of rocks, drawn on paper, as long as it is of a size sufficient for a 6-foot tall person to fit through. In addition, the mage must have something to give the creature when it arrives. The nature of the gift is up to the GM. It can be small, but should be a gift that is fit to give a person. A trinket or a piece of clothing will suffice in most cases.

Both the gift, and anything directly used to create the circle disappear when the spell ends. Thus, a mage that created a circle of stones would find the stones gone when the spell ended. A mage that used a dagger to draw the circle in the dirt would lose the dagger. A mage hurriedly drawing the circle with his finger would be quite displeased when the spell terminated.

Lighten Burden

Casting Time:	Short
Range:	5 Hexes
Area of Effect:	100 Kilograms
Initiative:	---
Delivery:	---
Difficulty:	14
Duration:	6 Hours
Save:	None
Maintain:	12/6
Skill:	WIL/WIL/INT
Cost:	3 Buy Points
Components:	Lodestone (100 pn) Iron Filings (2 pn/use)

This spell causes a metal disc of 1 meter in diameter to float about 3 meters behind the caster and 1 meter off the ground. The disc will carry up to 100 kilograms.

Read Magic

Casting Time:	Short
Range:	Self
Area of Effect:	1 Scroll, Page or Set of Runes
Initiative:	---
Delivery:	---
Difficulty:	12-18
Duration:	10 Minutes
Save:	None
Maintain:	10-16
Skill:	INT/INT/SPI
Cost:	3 Buy Points
Components:	Brecht Lens (400 pn) Lead Dust (5 pn/use)

This spell gives the mage the ability to read magical writings, glyphs, inscribed runes and other mystic text. It can aid the caster in deciphering ancient symbols and command words on items. At the GM's discretion, it can fully translate a given text, or it may only partially translate it. Even if the text is not translated, the mage should receive a +2-4 bonus to the skill he is using to decipher the runes. This can be artifacts, ancient knowledge or rune knowledge.

Repel Liquid

Casting Time:	Very Short
Range:	Self
Area of Effect:	Self or 1 Small Item
Initiative:	---
Delivery:	---
Difficulty:	12
Duration:	30 Minutes
Save:	None
Maintain:	10
Skill:	WIL/WIL/SPI
Cost:	2 Buy Points
Components:	Thick Oil (7 pn/use)

This spell protects the mage's skin and worn belongings with a magical field that repels liquid. No water, steam, acid or other liquid or liquid-based attack can touch the caster. He can submerge himself in water and emerge totally dry. The caster cannot drown while under the effects of this spell, but since the field holds only a small bit of air, he will still start to suffocate after 5 minutes.

Ritual of Tendrils

Casting Time:	Long (20 Minutes)
Range:	Self
Area of Effect:	Varies, 1 Enclosed Space
Initiative:	---
Delivery:	---
Difficulty:	13
Duration:	Varies
Save:	None
Maintain:	None
Skill:	SPI/SPI/WIL
Cost:	2 Buy Points
Components:	Mirrored Bowls (200 pn) Incense (5 pn/use)

This spell requires several bowls of smoldering incense scattered throughout the area to be affected. If the ritual is successful, the wisps of smoke become enchanted and the caster can see anywhere in the area covered by the smoke. The caster can see anything that happens in the area of effect. If a PER test is required (to see a stealthy person for instance), the caster gains a +2 bonus to the test. The spell lasts as long as the incense keeps burning. The amount listed in the components section lasts from 1d4 hours.

Scrye

Casting Time:	Short
Range:	10 Kilometers
Area of Effect:	1 Target and 10 Surrounding Hexes
Initiative:	---
Delivery:	---
Difficulty:	14/17
Duration:	1 Hour
Save:	None
Maintain:	12/6
Skill:	SPI/SPI/INT
Cost:	3 Buy Points
Components:	Azure Crystal (300 pn)

This spell allows the caster to spy on an individual within 10 kilometers of the caster. Alternately, the caster can spy on a well-known area, such as a room in his house. This spell provides only visual information if cast at the DL of 14. The mage may cast the spell at a DL 17 to gain the ability to hear his victims as well.

Spirit Mirror

Casting Time:	Long (30 Minutes)
Range:	Touch
Area of Effect:	1 Mirror
Initiative:	---
Delivery:	---
Difficulty:	15
Duration:	3 Hours
Save:	None
Maintain:	13
Skill:	SPI/SPI/INT
Cost:	2 Buy Points
Components:	1 Fine Mirror (75 pn)

This spell enchants a mirror, allowing it to reflect creatures that normally cannot be seen. This includes spirits, faeries, invisible creatures and mages who have cast invisibility spells. If the holder of the mirror wishes to strike a creature in the mirror, he suffers a -3 to his attack roll due to the difficulty of attacking something he cannot see directly.

Suppress Magic

Casting Time:	Very Short
Range:	Self
Area of Effect:	5 Hex Radius
Initiative:	---
Delivery:	---
Difficulty:	16
Duration:	30 Minutes
Save:	None
Maintain:	12
Skill:	INT/WIL/SPI
Cost:	3 Buy Points
Components:	

This spell absorbs magical energy and thus gives any mages who cast within the area of effect a -3 penalty to all casting rolls. In addition, all saving throws to negate spells are at a +2.

Teleport Familiar

Casting Time:	Long
Range:	Varies
Area of Effect:	1 Creature
Initiative:	---
Delivery:	---
Difficulty:	12/16
Duration:	Instant
Save:	SPI vs. DL 20
Maintain:	None
Skill:	INT/INT/SPI
Cost:	2 Buy Points
Components:	Part of a similar animal (?? pn/use)

This spell has two possible effects. The easier effect is to call the caster's familiar to him. If the spell succeeds, the familiar appears at the mage's feet regardless of the distance separating them. Certain spells and perhaps special intervening materials can negate this effect at the GMs discretion.

The second effect allows the caster to teleport to his familiar. Distance is not an issue, but certain protective spells or materials may be. Alternately, if you have the familiar of another mage in hand, you can summon that familiar's master to you. This works over any distance, but the target may make a SPI save vs. DL 20 to resist the call.

Thief's Candle

Casting Time:	Very Short
Range:	Line of Sight
Area of Effect:	Line of Sight
Initiative:	---
Delivery:	---
Difficulty:	15
Duration:	30 Minutes
Save:	WIL or SPI vs. DL 15
Maintain:	None
Skill:	WIL/WIL/SPI
Cost:	3 Buy Points
Components:	Hand of Thief

The material component of this spell is a candle made from the severed hand of a thief. To cast the spell, the mage whispers a magic phrase while lighting the candle. The candle burns for 30 minutes. While it is burning, it affects any sleeping person upon whom its light falls. Affected will sleep as normal, but if they awaken, they will be paralyzed with fear and unable to move or see anything more than shadowy, blurry forms.

There is no saving throw unless the victim sees the shadowy form move close to him and perform a threatening act. In that case, the victim is permitted to make a WIL or SPI save vs. DL 15 to break the spell and move to defend himself.

Translate

Casting Time:	Short
Range:	Self
Area of Effect:	Self and All Within 3 Hexes
Initiative:	---
Delivery:	---
Difficulty:	14
Duration:	10 Minutes
Save:	None
Maintain:	12
Skill:	INT/INT/SPI
Cost:	3 Buy Points
Components:	Baby Gem Fish (40 pn/use)

This spell allows the caster to understand languages spoken to him and allows everyone within 6 meters to understand what he is saying. The speech is not perfect, and the character will suffer penalties (generally -1 or -2) to social skills due to his accent.

SAMPLE MAGIC ITEMS

This section contains a list of magic items for your game. This list is meant to be a starting point for your own creations. More magic items will be published on the Bostonia website and in future supplements.

WANDS, RODS AND STAVES

Rod of Infinite Utility

Analyze DL: 14
Activate DL: 11

This is a plain metal rod, about one meter long. Very tiny runes of command are etched on each flat end. When the proper command word is spoken, the rod will take the shape of the next tool the user names. The tool has to be about the same size as the rod (one meter in length), but the GM can allow any tool that he feels is reasonable. The rod will remain in the new shape for up to a day. Each transformation takes one charge. Recharging a rod of infinite utility takes 15-25 p of lead and a similar amount of iron.

Rod of Inscribing

Analyze DL: 18
Activate DL: 15

This is a pointed metal rod with no markings. When a mage holds this rod and casts a spell, tiny glowing script appears on its surface. When activated, this wand allows the mage to inscribe spell runes onto a surface. The mage can inscribe the rune of any spell he can cast. To inscribe a spell, the mage casts it while writing with this wand. The mage must succeed at casting the spell, and level losses apply.

Once a spell is inscribed, its power is locked away. The spell remains stored in the rune indefinitely until someone physically disturbs the rune. This could be done through stepping on it, touching it or spilling something over it. When this happens, the spell activates as though it were cast at the person that disturbed the rune.

Each time this rod is used, from 1-4 charges are used. The number of charges is equal to the circle of the spell inscribed. The rod is recharged by consuming 50 p of lead for each charge.

Rod of Water Control

Analyze DL: 18
Activate DL: 16

This is a short metal rod with a colorful, nearly spherical gem at one end. Runic script inside the gem can be seen when the wand is immersed in water. This wand can control and move water and can be used in several different ways.

First, the wand can be used to shoot a jet of water at enemies. At least a barrelful of water must be at hand to do this. The jet hits based on the user's combat: magic skill level. If it hits, the jet does 2d8 points of damage and knocks the target to the ground. Each jet takes one charge from the wand.

Second, the wand can be used to part water. A tunnel up 200 meters long can be formed through a body of water and maintained indefinitely for a cost of 5 charges each hour. Shorter tunnels require proportionately less charges. So a 40-meter tunnel (or shorter) takes 1 charge each hour.

Third, the wand can move water. Up to 5 cubic meters of water (5 metric tons) can be moved. The user's control lasts for as long as he maintains concentration on the control. The speed of the water (about 2 hexes/combat round) is not such that it could be used to strike or crush someone. However, this power could be used to dry an area, move water from a low spot to a higher one, or bail a boat to keep it from sinking. Each such use takes one charge.

Staff of Bridges

Analyze DL: 18
Activate DL: 15

This staff is an obscure device of ancient manufacture. No known mages have learned the secret of its manufacture. When placed next to a barrier or chasm and the command word is spoken, the staff will become a solid, one hex wide bridge that will last until the user dispels it. The user of the staff must be able to see the point to which the staff will connect. When dispelled, the bridge disappears and the staff reappears in the user's hands. Small gaps of 10 meters or less require one charge to cross. Gaps of 100 meters or less take two charges. Gaps of more than 100 meters take four charges. The maximum length of a bridge is 500 meters. Recharging this device requires granite, mortar or some other solid building material. A small one-story house made of brick will replenish four charges (one per wall).

Staff of Doorways

Analyze DL: 14
Activate DL: 12

This wand has several uses. First, if the shape of a door is traced on a wall that is no more than 1 foot thick, the staff will create a functioning door leading through the wall and to the space beyond. The door vanishes in 5 minutes. Second, a door can be magically locked for a period of 4 hours. Third, by knocking on a locked door three times, it can be opened.

Each time the wand is used, a charge is consumed. This wand consumes diamonds. Each diamond it is fed (approx. value 500p) will replenish 10 charges.

Staff of Tentacles

Analyze DL: 20

Activate DL: 16/automatic

This staff is jet black and has an oily appearance and feel. Runes are carved up and down its surface, but they are very difficult to see. This staff has three powers.

The first power is activated automatically if it is wielded in combat. The staff will parry for the mage with a parry skill of 16. This skill does not degrade regardless of how many times the mage is attacked in a given round (the mage has infinite free parries). When the staff parries a weapon, the weapon's wielder must make a STR save vs. DL 17 or the weapon will be torn from his hand and land 1d6 hexes away in a random direction. This takes one charge for each parry.

The second power is activated by a command word. The staff will wrap the target in sticky tentacles of goop. The tentacles have a STR of 17 and the victim may attempt to break out every other round. Each use of tentacles takes two charges.

The third power is activated by command word. If the mage is in trouble, he can cause the staff to spew a pitch black, inky cloud blocking all vision (even magically enhanced vision) in a 6 hex radius. The wielder's vision is unaffected. Each use of this power takes two charges.

The staff can be recharged by consuming black pearls. Each pearl returns 1d4 charges to the staff and costs around 300-500p.

Wand of Blood

Analyze DL: 16

Activate DL: 13

These wands are short and made of featureless steel. There are rarely runes or markings on these wands. When activated, the wand of blood fires a beam of light at the target. The target must make an AGI save vs. DL 14 to dodge the beam. Otherwise, they take 2d10 points of damage. Armor does not protect from this damage. Each use requires one charge. Charges can be replenished by consuming a precious red gem called a bloodstone. On average, each bloodstone costs 200p and returns 1d3 charges to the wand.

Wand of Brilliant Light

Analyze DL: 13

Activate DL: 10

This type of wand often looks like a wand of light (see below). It has the same power as a wand of light. However, this type of wand has the additional power of releasing a brilliant flash. This effect expends 6 charges from the wand and fires a directed beam of intense light. This beam can blind one target that is within 6 hexes and looking in the caster's direction. The target gets a SPD save vs. DL 14 to shield his eyes in time. If he fails, he is blinded for 2d3 rounds.

Wand of Fear

Analyze DL: 15

Activate DL: 13

This type of wand is often made of carved bone. Runes are carved down the side of the wand. When activated, a dim, purple light spreads in a cone that starts in the hex in front of the wielder and is 4 hexes wide at a distance of 4 hexes from the caster (for an area of 10 total hexes). Anyone in this area of effect must make a WIL save vs. DL 17. Anyone who fails cannot attack and can only move or defend at a -2. Anyone failing by more than 3 points must move as fast as possible away from the user. Each such activation takes one charge. To recharge this wand, a human's worth of bones must be obtained, cleaned and consumed. The consumption takes about one hour and returns one charge.

Wand of Light

Analyze DL: 8

Activate DL: 6

This type of wand is generally made of wood inlaid with bronze or copper script. Runes on the wand represent fire, light or glow depending on the type of mage that created the wand. When activated, this wand produces a smokeless light equal to torchlight. If the wand's creator used a fire rune to create this wand, then it is possible that it produces a small amount of heat as well. Each charge of this wand lasts one hour. Recharging a wand of light takes between 10-20 p of copper or sulphur (it depends on the rune) per charge.

Wand of Lightning

Analyze DL: 12

Activate DL: 16

This wand is made of iron, but usually has a handle made of wood. Several runes appear to be burned into the handle. Often, wooden handle of this device reveals its purpose; hence the relatively low DL to analyze it. However, activating it can be tricky, and a failure may mean the artificer is shocked (1 in 4 chance).

When activated, the wand of lightning can fire a bolt of lightning at one target. This bolt will hit its target unless the target can make an AGI save vs. DL 16. If the bolt hits, then the target takes 2d8 points of damage. Metal armor does not protect against this damage. This attack takes one charge.

In addition, a ball of lightning can be created. The ball of lightning fills a hex anywhere 7-12 hexes from the user. The user can choose the direction in which the ball is created, but the distance is random. Each round, the ball will travel from 1-6 hexes in a random direction. Anyone in the ball's hex or in its path of movement takes 3d8 damage. Anyone adjacent to its path takes 2d8, but can dodge the attack with an AGI save vs. DL 16. The lightning ball takes four charges to create and one charge to maintain each round after the first.

Recharging a wand of lightning requires an amount of lodestone that costs roughly 30-50 p each charge. Alternately, the user can purchase simple iron for 10-20 p per charge and cause it to be struck by lightning. The GM can determine the success or failure of this enterprise.

Weighty Spike

Analyze DL: 13
Activate DL: 11

This rod looks like a simple iron spike. The only odd feature is a tiny rune carved in its base. Despite its simple appearance, the spike can be a useful tool. It can be driven into any stone or earthen substance with no more than a person's hand. In addition, once driven, the spike cannot be removed unless the proper command word is spoken. The weight of the spike can be controlled by its owner and can range from near weightless to 400 pounds.

This "wand" has no charges. Instead, each time the spike is used, it destroys a mass of silver valued at about 40p. This mass is the closest mass to the person who spoke the command phrase. If there is no silver within 100 meters of the spike, then it cannot activate.

RINGS, AMULETS AND CLOTHING

Bracelet of Strength

Analyze DL: 14
Activate DL: Automatic if worn

This bronze bracelet can be worn on either wrist. It is a series of interlocking bronze links. The runes are engraved in fine script along the links. The limb wearing the bracelet will have +4 STR. This will affect the STR damage dice and any STR based combat skill. Most other skills and hit points will be unaffected. The limb will lose some fine motor control and thus any skill requiring it (such as lockpicking) will be at -2.

Elemental Rings

Analyze DL: 13
Activate DL: Automatic if worn

These rings come in various forms. Each resembles the element for which it is enchanted. The fire ring is made of red crystal that shimmers and reflects light. The ice ring is white and cold and has the consistency of packed snow.

Each ring provides protection from its element. The wearer of the ring is immune to normal forms of the element and gets a +4 save vs. spells dealing with the element and -2 points per die of damage. However, the wearer is adversely affected by manifestations of the opposite element. He will get a -3 save and take +1 point/die of effect.

Ring of Flight

Analyze DL: 20
Activate DL: 16

This azure ring has feather designs etched around the stone. It allows its wearer to fly at a speed of 10 hexes each round in combat and at a sustained speed of 15 Kph. This ring withers the legs of its wearer, resulting in a -1 base move and dodge (when on the ground), a -2 swimming, running, jumping and climbing skills. Presumably, the skill reductions should never matter since the wearer can fly in most situations. However, the ring of flight has a fairly common set of circumstances that render it powerless. This could be night, when it is wet, in the presence of a child or whatever the GM can come up with.

Ring of Light-footedness

Analyze DL: 14
Activate DL: Automatic if worn

This thin metal band has a dark finish that swirls black and brown across its surface. It is clearly marked with runic script in three places. This ring makes the character walk as lightly as a cat. He gains a +4 to stealth, breakfall, acrobatics and jumping. In addition, tracking tests made against the character (assuming he is alone) are at a -4. Any skills listed are at a +4 to the wearer's skill or 14; whichever is higher.

The character that wears this ring acquires an aversion to water. The character will be reluctant to touch water, or get too close to water that could soak him. Drinking is not a problem, but reaching into a washbasin or sitting on a raft or bathing take a WIL save at DL 18. In addition, the ring makes the character slightly more prone to damage. Any attack, fall or other damage taken will be increased by 1 point.

Ring of Lightning

Analyze DL: 16

Activate DL: Automatic if worn

This ring is made of an odd, shiny yellow material. It is hard, and feels like stone, but it is not stone, or metal. The ring is styled like a jagged lightning bolt.

Whoever dons this ring has his skin become "charged". It will discharge whenever a metal weapon strikes the character. The attacker will take 1d6 damage (with no armor reducing the damage). In addition, the character can do an extra 1d6 points of damage with his bare hand, if he strikes a location covered by metal armor.

The character cannot wear metal armor, and experiences terrible discomfort (-2 to all skills and attribute rolls) when contacting any metal object against his skin. He takes damage from prolonged exposure, suffering 1d6 damage each hour.

Ring of Night

Analyze DL: 16

Activate DL: Automatic if worn

This ring is made of intertwined bands of red crystal and dark granite. Its form is said to represent the sunset and the closing of Father Stratus' eyes to the world. It is highly sought after by thieves, assassins, necromancers, college students and other creatures of the night.

When worn, it provides the wearer with night vision and a +1 to every roll made from sunset to sunrise. Every skill roll, to-hit, damage and initiative roll will be at a +1 bonus. The character also gets a +2 stealth skill (in addition to the +1) or a 14 skill if the character does not already have stealth.

The character also gains an unfortunate aversion to daylight and suffers a -1 to all rolls from sunrise to sunset. The light hurts their eyes and thus, they take a -2 to all perception rolls (in addition to the -1).

Ring of Nobody

Analyze DL: 20

Activate DL: Automatic if worn

This magical ring is a thick metal band of some base metal. It has no distinguishing features of any kind. Only the closest examination by a skilled artificer will notice the tiny runic markings that cover the inner surface of the ring. When worn, this ring makes its wearer totally nondescript and forgettable. His charisma score is immediately changed to 10 and all distinctive features are lost. He will be able to blend in with any crowd. People will not remember him, his name or what he looked like. People he talks to will tend to forget important details about the conversation.

In general, you can assume that the character goes unnoticed and unrecognized. If the person looking at or talking to the wearer of this ring will not notice or remember the character unless they are making a specific effort to do so. Even then, they have to make a PER test at DL 20 to succeed.

This is the perfect item for would be assassins, or their prey. However, the ring has the side effect of making the character a non-person. People will tend to ignore him, abruptly end conversations with him to talk to others. Waitresses will forget he is there. Even his friends will find it hard to pay attention to him. The character will be unable to lead, or participate in meaningful discussions or planning.

Ring of Phasing

Analyze DL: 19

Activate DL: Automatic if worn

This jet-black ring is said to contain the spirit of a were-creature. It allows the wearer to become insubstantial for a couple seconds at a time. This allows the character to pass through doors, floors and walls of regular thickness. Barriers over 5 meters will require a WIL roll be made to pass through. The DL of this roll is 12 and failure means the character fails to cross the barrier and takes 2d8 points of damage (no armor applies). Barriers thicker than 10 meters cannot be crossed.

Another use of this ring allows the character to phase to dodge blows. This gives the character an extra phasing defense mode against melee attacks that come from the front. Any blow the ring's wearer could parry or shield block can be dodged using phasing. The phasing defense is equal to the character's PER+4 (maximum of 18). Unlike other defense modes, phasing can only be used against one defender a round. However, if the character rolls a 1 on his defense die while he is using his phasing defense and he is hit, he takes double damage from the attack and no armor applies.

This ring makes the character less substantial and he loses 2 STR, 2 TOU and 3 HITS. Skill reductions apply.

Ring of Strength

Analyze DL: 16

Activate DL: Automatic if worn

This ring is made of ruby red crystal with veins of pearly white substance throughout. When worn, it gives its user incredible strength, increasing their strength attribute by 8 points, or to a score of 18, whichever is higher. Figured attributes and skill levels should be recalculated to account for this new strength. However, the ring also makes the wearer clumsy and he often has a hard time controlling his newfound muscles. A -3 to agility and dexterity is suffered. Skills and figured attributes based on these scores decrease as well.

Rings of Submission

Analyze DL: 22
 Activate DL: Automatic if worn in proximity to each other

This ring is a band of plain iron with no markings on it. A forge's heat will cause the ring to glow red-hot and only then can the runes inscribed on the metal be seen. Rings of Submission are made in pairs. One ring is the Master and the other is the Slave.

The wearers of the rings can sense each other and communicate telepathically if they are within 20 kilometers from one another. When within range of each other, the rings' magical effects become apparent. The rings alter the minds of their wearers and force the wearer of the Slave ring to be subservient to the wearer of the Master ring. The submission is complete and the Slave ring bearer will follow the Master's orders unless the orders will obviously result in the death of the Slave, or the death of someone the Slave cares about. However, the Slave will fight for the Master (keeping in mind the certain death restriction) and carry out all other commands to the best of his ability.

Note that the Master can take his ring on and off at will. However, removing the ring frees the Slave from his submission, allowing him to remove his ring. Otherwise, the Slave ring binds itself to the hand of its wearer. The ring cannot be removed by any normal means short of amputating the finger. The magic of the ring prohibits the Slave from thinking of this, or submitting to it.

There are two main side effects of the rings. The first is that rings bind the life force of their wearers. If either of them removes their ring (or has it removed), then both Slave and Master suffer a wasting sickness, losing 1d6 hit points each day for 10 days or until the rings are back on the hands of both Slave and Master. This damage cannot be healed in **any way** until the sickness ends. The second side effect is a rumor. It is said that the rings occasionally (perhaps once every few years) switch roles, suddenly turning Master into Slave and vice versa.

Skywalker Boots

Analyze DL: 18
 Activate DL: 15

These boots look like knee-high soft, hide boots. Several tassels decorate them, each with several feathers dangling from it. A person wearing skywalker boots can run or walk on air as though it were firm ground. The wearer must imagine a staircase or surface upon which to walk. As they walk upon their imaginary surface, they will rise and move in the air as though the surface were real.

The boots have the basic limitation that the surface imagined must be one upon which the character could actually walk. This means that stairs, flat surfaces and reasonable inclines are permitted. In addition, the character still expends energy as though they were moving on that surface. Thus, climbing might be accomplished by skywalking 10,000 stairs, but the character doing so would become exhausted far before he reached the summit.

The boots have the side effect that they slow the character. A character wearing these boots will have his base movement reduced by 1 hex/round. His running and jumping skills will be reduced by 2 and his overland movement rate will drop by 10%.

Torc of Fortune

Analyze DL: 14
 Activate DL: Automatic if worn

This ornate necklace is made of silver and brass. It looks as though the metals are two cords woven together. A small ruby is set in the throat of the necklace.

The torc gives the wearer three levels of luck (as the advantage). Thus, three times a gaming session, he can roll a skill, to hit, damage or attribute roll three times and take the highest of the rolls.

However, the wearer also suffers from bouts of unluck as well as luck. When the wearer uses his luck, he must roll a d6. If he rolls a "1", then he rolls three times, and takes the **lowest** of the rolls. In addition, the GM should feel free to curse the player with occasional and minor unluck. He may lose small items, get splashed by passing ox-carts; get rained on by freak showers and so on.

WEAPONS AND ARMOR

In Bostonia, nearly all magical armaments are made from a special metal called spirit iron. Spirit iron is quite rare. The only known source of the material is meteors. Spirit iron is easy to form into several very strong alloys. Weapons and armor made from these alloys do not take durability checks in combat. It takes extreme conditions to damage or break them.

Spirit iron also has an affinity for magic. Magic spells can actually be cast into the material. Once this is done, the spells are held in the material, waiting to be released. Once cast, the spells will recharge over time, drawing from the owner's life energy to do so. These are the spell-like powers listed for the weapon. They may change over the lifetime of the weapon, as the spells in the blade are dispelled and new ones added.

CLAW (LONG SWORD)

Weapon	Acc	Throw	Lev	Parry	Init	Len	Dur	Str	Notes
Claw	0	N/A	1d10+1d10	0	-1	M	---	11	magical long sword

Legendary Powers:

- Extra Damage: Claw does an additional 1d10 leverage damage, making its total leverage 2d10. Claw leaves horrible claw-like wounds on its victim.
- Fear Aura: Claw casts an aura of fear within 12 hexes of it. Anyone affected (see history below) suffers a -2 to all skill rolls while they remain in the area of effect.
- Susceptibility to Demonic Magic: Claw makes its wielder more susceptible to demonic magic. The wielder suffers a -3 to all saves against such spells or powers.

Spell-Like Powers:

- Climbing Claws: Claw can give its wielder claws that will allow him to cling to any stone, wooden, earthen or metal surface. The claws last for 1 hour. This power can be used 3 times each day.
- Animal Affinity: Claw can grant its wielder the ability to speak with animals and command them. Up to 12 animals can be affected. The animals must be normal (wolf, bat, bear, etc.) and not controlled or summoned. This power lasts for 1 hour. This power can be used 1 time each day.

History:

Claw is a relatively new weapon, being perhaps 100-120 years old. Claw was originally forged for the master of a school of swordsmen known as the Beast Blades. The school taught that succumbing to one's animal passions led to being a more ferocious and unpredictable fighter. The master Bern Yil was said to be a crazed combatant who would claw and bite at his opponents.

Some time later, Claw fell into the hands of Aldora Berg, a notorious pirate. Aldora sailed the southern sea for well over 50 years and earned the nickname The Butcher for her bloody exploits. One reason for Aldora's success was that she openly cavorted with demons and The Five were rumored to have given her great gifts in exchange for her service.

One of these gifts was Aphade's Aura. The aura gave Aldora the ability to charm men who looked upon her. She would charm entire ship's crews and kill anyone not affected by her powers (including women, priests, eunuchs and homosexual men). It is said the sword fed off of Aldora's power and compensated for her "weakness" by casting fear into the hearts of those who did not fall under her spell.

This constant drain of energy does not seem to have any deleterious effects on the weapon's owner. However, it does affect the weapon. Magical weapons and armor draw from their owners and somehow the legends that surround them. Over time, they gain powers based on their owners' deeds and the stories that come from those deeds. Thus, older weapons with history and legends surrounding them tend to be more powerful than newly created weapons, or those that have no stories associated with them. These powers are listed in the weapon description as legendary powers.

First Blood (Long Sword)

Weapon	Acc	Throw	Lev	Parry	Init	Len	Dur	Str	Notes
First Blood	+2	N/A	1d10+2	+2	0	M	---	10	magical long sword

Legendary Powers:

- First Parry: In any combat, First Blood always parries the first attack against its wielder that would have done damage.
- Immobilize Demons: When fighting creatures of demonic origin, First Blood will immobilize them on an attack where the wielder rolls an 11 or 12 on his combat dice and hits his opponent. The demon gets a SPI save vs. DL 25. If it fails, the demon will remain paralyzed until the sword is removed from his body.

Spell-Like Powers:

- Light: First Blood can cast light within 10 hexes of its wielder. The light lasts 1 hour and can be cast 5 times a day.
- Detect Secrets: First Blood will vibrate softly when it is within 3 hexes of a secret door or compartment.

History:

First Blood was originally forged during the War of Unification to protect Dovid from his enemies in the Tunderrim and Ander tribes. Copied from The History of the War of Unification written by scholar Timmaeus Madelin:

"As Dovid and his warriors rested and regrouped in the hills and caves, a corps of Ander tribesmen worked their way through the mountains to cut the Bost off from their homeland. Their leader, Yaelin Ander, possessed a powerful sword called Grunderkin. The legend of this weapon dated back to the tribal period. It always struck true against the leader of the enemy group. As Dovid's men tried to escape, Yaelin charged Dovid, attacking him with the fabled weapon. Dovid was felled, but miraculously, he survived the blow and was saved by his men.

Upon return to their homeland, the armies of the unification were demoralized. Their leader had been struck down and their force defeated. The Tunderrim, heady with their victory, were planning a counterattack into the north with the Ander and their foul weapon in tow.

At this time, a Pelar mage named Fermandel entered the Zealots' camp. He presented them with a weapon. It was a minor blade made with Borakki metals and had runes of skill and power. Into this, Fermandel had bound several minor spells. Still, the blade was far from powerful and certainly no match for Grunderkin. Furthermore, the powerful leader of the Bost armies was incapacitated.

A young warrior, Rehesse Jherod took up the sword and led Fermandel and a host of fresh Pelar troops to the south to meet the Tunderrim and Yaelin Ander. Before he left the northlands, an elder from the Bost church, Telerind took the sword and begged the Mother and Father to bless it, and its bearer in the coming battles.

When the two forces met, the battle raged for days. At one point, a group of Tunderrim, led by Yaelin overran a Pelar camp where Rehesse Jherod was resting. The two leaders met in battle. Yaelin strode forward, bearing Grunderkin. Jherod prayed to the Mother and Father that they would favor him. Yaelin attacked first and true to its legend, Grunderkin struck directly at the head of young Jherod. However, with the blessing of Aestra and Stratus, the magical blade provided by Fermandel moved to parry the deathblow.

With that amazing parry, Jherod momentarily had the upper hand and struck at Yaelin, killing him. The blessed blade was damaged, so Jherod picked up Grunderkin and seeing the lieutenant of the Tunderrim. He threw the blade at this leader and the foul blade flew through the air, piercing the chest of the enemy second in command.

With their leaders killed, the Tunderrim forces were in chaos and fled the field of battle. The forces of unification held the field. Grunderkin was lost in the chaos of the retreat, and a young Ander lieutenant, Vens Ander, retrieved it. He hid the blade and returned to his homeland. Fermandel took the damaged blessed blade and repaired it, but the force of Grunderkin's blow destroyed the runes on the blade. However, it was considered very lucky by Jherod and his troops. To commemorate his battle with Yaelin Ander, he called the sword First Blood."

More recently, First Blood found its way into the hands of a young demon-hunter known as Zahn. His exploits are said to have given the blade great power against demonkind.

GRUNDERKIN (BROAD SWORD)

Weapon	Acc	Throw	Lev	Parry	Init	Len	Dur	Str	Notes
Grunderkin	+1	Special	1d8+2	+1	0	M	---	12	magical broad sword

Legendary Powers:

- Beheader: When fighting the leader of an enemy group, Grunderkin always hits. This is true even when the weapon is thrown (Grunderkin normally can be thrown only at an enemy leader. Otherwise, like most swords, Grunderkin is too clumsy to throw.). On the first such attack, Grunderkin does 2d8+4 leverage damage (in addition to the wielder's strength damage).
- Unseen Killer: Though Grunderkin is a regular-sized broadsword, its size reduces when it is hidden, allowing it to be stashed underneath a cloak or robe with ease.

History:

Grunderkin is a powerful weapon dating from tribal times. Uln Grunder is said to have made the weapon for the leader of the Ander tribe, Yaelin Ander. The Ander tribe conquered neighboring tribes in the Seeker's Valley. During these battles, Yaelin would challenge the enemy leaders to single combat. As he killed his opponents, the legends about Yaelin's fighting prowess and the shining blade he carried grew.

REFLECTOR (SMALL SHIELD)

Shield	Acc	Throw	Lev	Parry	Init	Len	Dur	Str	Notes
Reflector	+0	n/a	1d3N	+2	0	S	---	7	magical small shield

Legendary Powers:

- Spell Reflector: Reflector gives its wielder the ability to shield block spells as though they were normal missile attacks. Any bolt or thrown magical attacks directed at Reflector's owner can be shield blocked. A reflected spell travels in a random direction (roll 1d6 for the direction) and hits the first character it comes upon. If the attack fails by 3 or more points, then Reflector's wielder gains some control over where the reflected spell goes.

Misses By	Effect
1-2	Roll 1d6 for direction. Spell hits first character/thing it encounters.
3-5	Roll 1d3 for direction. Reflector's wielder can determine the 3 contiguous hex sides into which the spell can be reflected.
6-7	Reflector's wielder can determine into which hex side to reflect the spell.
8+	Reflector's wielder can target the spell.

- Gaze Immunity: Reflector makes its owner immune to all gaze and sight-based attacks.
- Light Reflector: Any light striking the surface of this shield is reflected and intensified. A light as dim as a single candle will, when held next to the shield's surface produce enough light to light a moderately sized room. A large fire would produce light comparable to daylight.

Spell-Like Powers:

- Eyebright: Once a day, Reflector can create a flash of light. The flash will blind any characters in the wielder's front three hexes if they are facing Reflector. Flashed characters must make a SPD save vs. DL 16 or be blinded for 2d3 rounds.

History:

Camilla Verdas was a warrior in service of the Bostonian church. In her journal, she detailed her travels into remote regions of Bostonia in search of ancient pagan sites. On one of these trips, she found what she called a "Valley of Shields." In her journal she describes an ancient forge containing ingots and armaments made of an unusual material. A monstrous centipede with a metallic carapace and bladed mandibles guarded the valley. Camilla and her party did not have the strength to defeat this beast, but managed to avoid it and gain entrance into the forge.

Once inside, she found "...a small round shield made of a metal that resembled polished silver, but was strong and resilient to even the strongest of blows. The surface was neither dented nor scratched by our assaults. And it was so perfect – as smooth and reflective as a mirror. Only, it was clear that this was not an ordinary mirror, for even our dim torchlight was brilliant when seen in the face of the shield."

PAGAN'S TOMB

Weapon	Acc	Throw	Lev	Parry	Init	Len	Dur	Notes
Pagan's Tomb	0	n/a	1d10	0	+1	M	---	magical broad sword

Legendary Powers:

- Elemental Resistance: Pagan's Tomb grants its wielder a +3 to all saving throws dealing with elemental powers and spells.
- Elemental Damage: Pagan's Tomb can hit all elementals and summoned elemental creatures, even if they are phasing or otherwise non-corporeal.
- Elemental Seeker: Pagan's Tomb can detect elemental creatures and magic without fail in a radius of 250 meters.
- Entomb: Pagan's Tomb can permanently trap an elemental creature. The attacker must roll a 11 or 12 on his attack die and hit the elemental. The creature is trapped in an inert state (such as a rock, or a pond, or an eternal flame) for as long as the blade remains within it.

Spell-Like Powers:

Pagan's Tomb has powers for each of the four elements. Each elemental group can be used up to three times each day.

Fire Group:

- Bolt of Fire: The character uses combat: thrown, or combat: magic skill to determine the to-hit chance. Any other missile combat skill may be substituted at a -3 to hit. If the fire bolt hits, it does 2d12 points of damage.
- Control Flames: The wielder can cause flames in a 10 hex area to move, become stronger or weaker, change color or extinguish. The control lasts for several minutes.

Ice Group:

- Bolt of Ice: This bolt does 2d8 points of damage, but affects the target like the 1st circle Blizzard spell, Frostbite.
- Freeze: The wielder can cause an amount of liquid, or marshy ground up to 20 hexes to freeze and become passable. Creatures trapped in the ice need to make a STR save at DL 17 to break out.

Earth Group:

- Entangling Earth: The ground under the target gets soft, then hardens, trapping him. The target is held for 20 rounds unless an AGI or STR save vs. DL 17 can be made. Once the victim is trapped, a STR save vs. DL 21 will still free him.
- Wall of Earth: A wall of up to 9 hexes may be created. It lasts for one hour.

Air Group:

- Powerful Gust: The target is picked up by a gust of wind and thrown 2d6 hexes (taking that much damage as well). Armor does not affect this damage.
- Fly: The caster can fly for 1 hour at a rate of 11" each round.

History:

Many years ago there was a pagan cult that worshipped an earth elemental named Garok. Garok gave his followers power over the earth in the form of an earth rune (not detailed here). His followers provided him with sacrifice of precious metals and the occasional human prisoner. Using a powerful weapon, the leader of the First Order of Templars, Aln Tirnfaddon, battled Garok and imprisoned him in stone. However, in doing so, he lost the magical blade forever.

The name of this powerful sword is Pagan's Tomb and it is a weapon that feeds on elemental energy. Forged of "heavenly metal", the blade was designed to damage elementals and rob them of their magical power. Pagan's Tomb was created by the great elemental master, Caluud, and presented to Aln Tirnfaddon to aid him in ridding Bostonia of the pagan elemental gods.

MISCELLANEOUS**Drunken Porter's Chest**

Analyze DL: 18
 Activate DL: 16

This device looks like a fine chest with bindings made of precious metal. They can be found in various sizes, but are most often the size of a large footlocker. If something is placed in the chest and the lid is closed, the item inside gets lighter by a factor of 10. However, like other items of its type, the chest comes with an annoying side effect. Namely, something (or things) outside the chest becomes heavier to compensate for the weight "lost" by the items in the chest.

When the lid is closed, the GM should roll a 1d12. This is the number of items outside the chest that are made heavier by the chest. The weight displaced by the chest will be distributed equally among these things. Then the GM should randomly pick the items that will be affected.

Ivory Figurines

Analyze DL: 14
 Activate DL: Automatic if broken

These are figurines made of carved ivory. They are amazingly lifelike and detailed. If broken, they activate and become a life-sized version of the creature they depict. The creature will remain for 20 combat rounds (or until it is destroyed) and will follow simple verbal commands from the person that activated it.

The device draws the life force of living beings to power its magic. When the figurine is activated, a random character within 6 hexes will suffer 2d6 damage. Armor does not protect against this damage.

Hourglass of Altered Time

Analyze DL: 23
 Activate DL: 20

This device looks like a finely crafted hourglass with a wooden frame. It is about one foot tall and fairly heavy and bulky. It is activated by flipping it while speaking a word of command. When it is activated it slows time for creatures within 20 hexes of the user. Time flows at $\frac{1}{4}$ speed for those within the area of effect. People inside the radius of altered time sense no difference, but see those outside moving at a lightning pace. So, two combatants within the radius would fight normally, but an archer outside the radius would get 4 rounds of action for each 1 action that occurs inside the area of effect.

Keep in mind; anyone that enters the affect radius has his time slowed. Thus, if a character is bleeding to death inside the altered time, a medic who enters to save him will be slowed and gets no extra time to save the victim. However, if a character is poisoned inside the altered time and the closest help is a mile away, then those who run to get the doctor will do so 4 times faster (according to the slowed dying character).

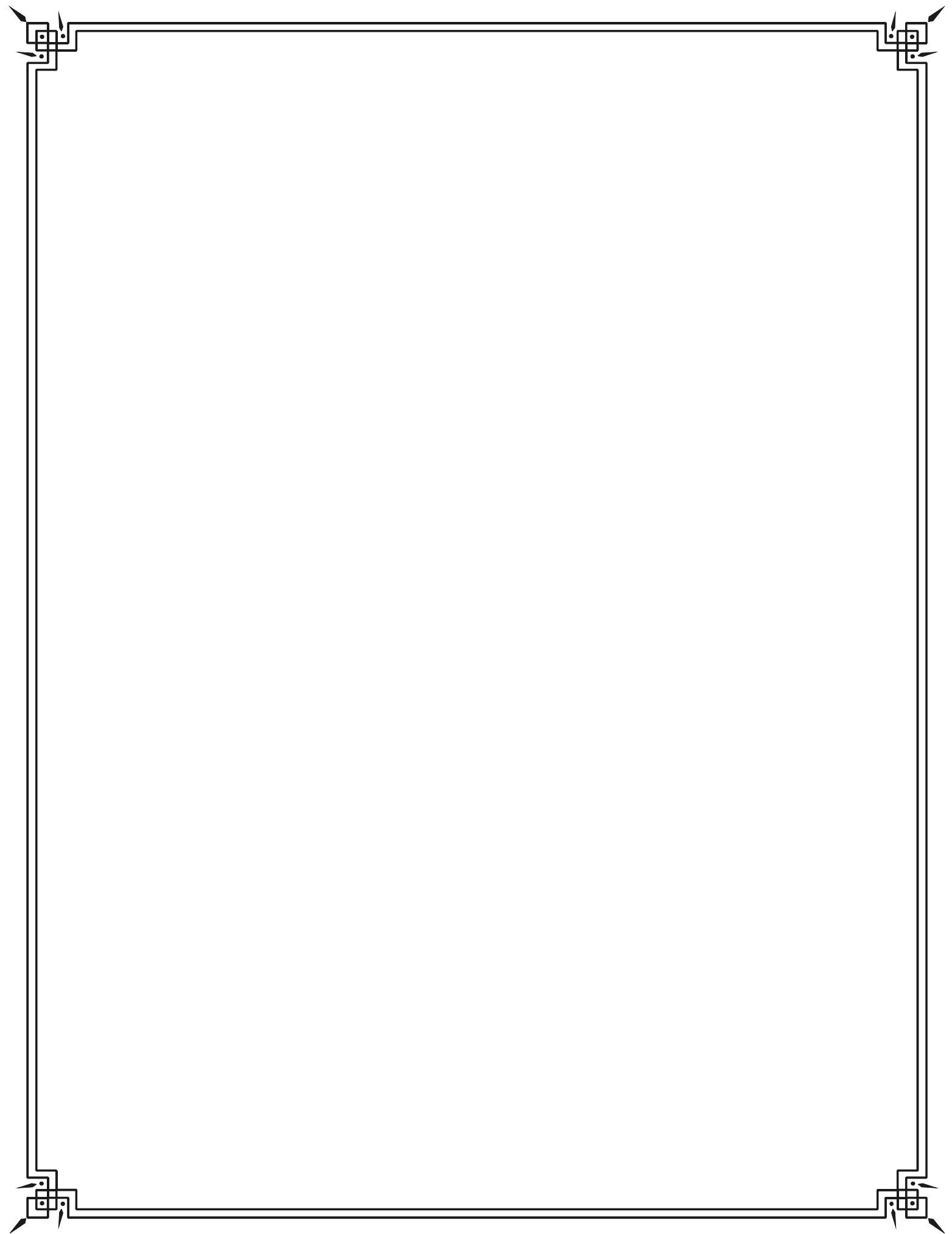
This device has two side effects. First, when it is deactivated, everyone that experience slowed time will experience an equal amount of accelerated time. Time will flow 4 times faster for these characters. They will get 4 times as many actions, eat and breathe 4 times as much, etc. Thus a character that spend 20 minutes slowed (while 80 minutes passed outside) will then experience a period of 20 accelerated minutes where he acts 4 times faster than those who were not slowed. 80 minutes will pass for him in this span.

The second effect is that anyone who experiences any amount of altered time has a chance of being aged by the hourglass. This chance is 25% and is rolled once for each 6 hours (or fraction of 6 hours) spent with altered time. So, a character that spent 1 second in altered time has a 25% chance of aging 1 year. A character that spent a whole day under altered time has to roll this chance 4 times, aging up to 4 years.

Farscrye Shaft

Analyze DL: 14
 Activate DL: 16

These are arrows or javelins that when fired or thrown, allow the caster to see and hear as though he were standing at the spot where the missile landed. A 360-degree view is permitted, as well as up and down. Viewing is instantaneous as soon as the missile hits something and lasts for up to 6 hours. However, the user's perception and consciousness is focused on the missile and things occurring right next to him will go unnoticed. In addition, it takes a full minute to "wake up" from viewing through this item.



EXPERIENCE

Bostonian characters start their careers with some experience. Most characters start the game with skill levels of 8-11 in most of their skills and 13-17 in one or two primary skills. As characters adventure and use their skills, they gain expertise and their skill levels increase.

IMPROVEMENT POINTS

Improvement points are the means by which a character increases his skill levels. Each skill has a separate improvement point total. The player should keep a note of the improvement points earned in each skill. When a character earns enough points in a particular skill, he erases the improvement points for that skill and the skill level increases by one.

Example of Improvement Point Totals: Zahn the Demon Hunter has the following skills marked on his sheet:

Skill Name	Level	Imp. Points
Combat: Swords	13	2
Stealth	12	2
Trading	11	1

He goes on an adventure where he earns 2 improvement points in his sword skill, 1 in stealth and 1 in trading. After adding the improvement points to his character sheet, it looks like this.

Skill Name	Level	Imp. Points
Combat: Swords	13	2+2=4
Stealth	12	2+1=3
Trading	11	1+1=2

Looking at the skill chart, we see that Combat: Sword takes 5 improvement points to raise and trading takes 3. Zahn does not yet have enough experience to raise these skills. However, Zahn has the required 3 points to raise his stealth skill. His new stealth skill level is 13 and he erases his improvement points in that skill. His character sheet now looks like this.

Skill Name	Level	Imp. Points
Combat: Swords	13	4
Stealth	13	0
Trading	11	2

Characters have a chance to earn improvement points in their skills when they receive checks through using their skills, or by succeeding in their adventures.

SKILL CHECKS

When characters successfully use their skills in an adventure, the GM might award them a skill check. A skill check is awarded when a character successfully uses a skill in a fashion that furthers his own ends, the ends of his adventuring group, or the plot. The GM has the final decision as to whether a skill check is warranted for a character's actions. Here are some guidelines.

1. Did the skill use have some purpose? Actions that further the goals of the character or his group often deserve a check. Actions that are frivolous, or are taken to "practice" the skill do not get checks. Practicing skills is simulated by assigning free checks to that skill (See Free Checks).
2. Did the action entail some risk? Risk does not necessarily mean risk of death. It is hard to imagine a situation where a character using the administrate skill is risking death. Characters may risk money, time, honor, and loss of face or respect when they take action. Actions that entail risk should have more of a chance to earn checks than actions that do not.
3. Did the action challenge the character? A character that has a skill level of 18 in a skill is no longer challenged by mundane tasks. Generally, if a character's skill level is 8 or more points higher than the DL of a task, no check is awarded for the task. It is simply not challenging enough.
4. A flurry of activity where the character uses a skill repeatedly in a short period of time is generally worth only one check in that skill. For instance, in a combat, characters can earn one check in each of their combat, parry, block and dodge skills. However, unless they do something exceptional, they only earn one check in each... no matter how many times they swing their swords.
5. A skill roll is not required to gain a skill check. Players may prefer to describe or role-play the use of skills like conversation, persuasion and administrate. Based on the GM's discretion and the gaming group's style of play, successful role-playing of these skills may warrant a skill check.

TURNING CHECKS INTO IMPROVEMENT POINTS

At the end of a gaming session, each character has the opportunity to convert skill checks into improvement points. For each skill check earned in a given skill, roll a d30. If the die roll is higher than the character's current level in that skill, the check is erased and an improvement point is earned. If the roll is equal to or lower than the character's current skill, the check is lost and no improvement point is gained.

Example of Rolling for Improvement Points:

After a hard night of adventuring, Zahn has earned one check in combat: swords and one in trading. His skill in swords is 13. He rolls a d30 and gets a 17. Since this is higher than his skill level, his check becomes an improvement point. For trading, he rolls a 2. That is lower than his current skill level of 11 and the check is lost.

FREE CHECKS

At the end of each gaming session, the GM should award free checks to the characters. Free checks are just like skill checks. However, free checks can be saved and used to learn new skills or they can be assigned to skills the character already possesses. Once assigned, a free check acts just like a skill check and a roll is made to turn it into an improvement point.

SUGGESTED FREE CHECK AWARDS

Description	Free Checks
The game went poorly. The PCs did not have much success. They missed clues and opportunities to role-play. They were not thinking. A bad night.	0 for each PC
An average night. Some successes, some failures. Nothing spectacular happened, but everyone performed adequately.	1 for each PC
A good night. The PCs succeeded in some goal, perhaps finishing a small scenario or defeating an important bad guy. They did well and earned a reward. They were thinking and role-playing well.	2 for each PC
A great night. Some major success was achieved and an important goal reached. The role-playing and tactical thought was excellent.	3 for each PC
This character solved some important puzzle, dealt with his plotline or achieved some personal goal.	+1-2 for that PC
Each session, the players nominate and vote for a "Cool Move" award. The winner of this award gets an extra free check.	+1 for that PC

LEARNING NEW SKILLS

Characters can use their free checks to learn new skills. A character must find a trainer, materials and possibly perform research at a university or library. How the PCs find their trainers and materials is up to the GM. He may choose to role-play it, or deal with training off-screen.

The chart below provides guidelines for training times and costs. These will be modified by the campaign economy, circumstance and GM discretion. PCs could be forced to pay handsomely for their training, or could receive free training as a reward for performing a quest. Remember, these are just guidelines. Having trainers, materials and research where none is needed can shorten the time required to learn the skill by 25-50%. Alternately, characters may be able to do without a required category if they are willing to take 2 to 3 times longer to learn the skill.

When a character learns a new skill, he figures his base skill level using the chart. The character records the new skill and base level on his sheet. From there, the skill increases normally through skill checks and free checks.

Example of Learning Skills: Zahn decides to spend a number of saved free checks on self-improvement. He spends several weeks studying the art of trading by wandering Ismoth's many bazaars. After 6 weeks and a fair bit of money spent bartering with clever merchants, the GM allows Zahn to spend 10 free checks on the trade skill. Because the trade skill has a default value of half, once Zahn learns the skill, he gets his full base level. His CHA is 8, his PER is 12 and his WIL is 14. This gives him a trade of 9.

LEARNING NEW SKILLS

Skill/Skill Type	Checks	Time	Materials	Trainer	Research
Acrobatics	20	2-4 months	No	Yes, 200-600 p	No
Alchemy	20	6-12 months	Yes, 1000-3000 p	No	Yes, 250-1000 p
Artifacts	15	2-4 months	No	No	Yes, 250-1000 p
Carousing	10	2-6 weeks	Yes, 50-300 p	No	No
Combat Skills: Axes, Swords, etc.	10	2-6 weeks	No	Yes, 100-300 p	No
Crafts	5	2-12 months	Yes, 100-1000 p	Yes, 1000-2000 p	No
Herbalist	15	2-4 months	Yes, 100-200 p	No	Yes, 100-500 p
Knowledges	5	2-28 days	No	No	Yes, 10-500 p
Languages	15	2-12 months	No	No	No
Outdoor Skills: Navigate, Survival, Track	10	2-12 weeks	No	No	No
People Skills: Acting, Administrate, Conversation, Diplomat, Orate, Persuasion, Streetwise,	10	2-6 weeks	No	No	No
Physical Skills: Breakfall, Climb, Fast Draw, Juggle, Stealth, Swim	10	2-6 weeks	No	No	No
Physician	20	6-12 months	Yes, 500-1000 p	Yes, 3000 p	Yes, 100-500 p
Repair	15	2-6 months	Yes, 100-400 p	No	Yes, 100-200 p
Scholarly Skills: Ancient Knowledge, Engineer, Rune Knowledge, Theology	15	2-6 months	No	No	Yes, 200-1000 p
Trade	10	2-6 weeks	Yes, 100-500 p	No	No
Trap Skills: Detect, Disarm	10	4-8 weeks	Yes, 100-200 p	No	Yes, 100-200 p

INCREASING ATTRIBUTES

Characters can increase their attributes in a fashion similar to skills. Checks in attributes can be given for successful tests at the GM's discretion. However, not all attribute tests should result in checks. Only tests that greatly influence the course of the adventure should be rewarded with a check. In addition, free checks may be used to increase attributes.

Attributes take 10 improvement points to raise. Finally, when rolling to determine if a check becomes an improvement point, a d20 is rolled (as opposed to a d30). If this roll is higher than the character's current attribute score (ignoring any modifiers for the character's race), the check becomes an improvement point. Otherwise, the check is lost.

Example of Raising Attributes: Zahn is desperately trying to raise his STR attribute from an 11 to a 12. He currently has 6 improvement points in STR. He spends 3 checks to raise his STR and rolls a 6, a 11 and a 13. Only one of these rolls is higher than his STR score of 11, so Zahn gets only one additional improvement point. He now has a total of 7 points.

In addition, characters may gain checks in attributes when their skills increase. When a character gains enough improvement points to raise his level in a skill other than a knowledge or a craft, then he gains one check in any one attribute that is used to determine the base level for that skill.

Example of Gaining Attribute Check By Skill Increase

Increase: Zahn is having a hard time increasing his STR. However, during his adventures, he gains enough improvement points in his combat: mace skill to raise his skill level. He can now choose to gain a check in STR, AGI or DEX. He chooses STR and records a check in that attribute.

EFFECT OF INCREASING ATTRIBUTES

When an attribute is increased through experience, the player should refigure the character's figured stats using the new attribute value. In addition, the character's base skill level for each of his skills (based on the raised attribute) should be recalculated using the skill defaults chart. If the new attribute value would increase the character's base level in a skill, then his current level in the skill goes up by 1 point.

Example of Raising Attributes: When Zahn finally does get his STR to 12; he refigures his hit points as well as his base move. In addition, his sword skill is based on his STR, so he must recalculate this as well. Zahn's current sword skill is 13, but this is due to experience gained over a couple of adventures. Zahn's base skill level in sword was only 10 when he started his career. Refiguring, Zahn's player adds his DEX of 12, his AGI of 16 and his STR of 12. Looking at the chart, we see that his base skill level in swords increased from 10 to 11. His sword skill thus increases from a current value of 13 to a 14.

INCREASING Hit Points

For three free checks, a character may increase his total hit points by one. No roll is required. A character can only increase his hit points by a total of 4 points plus the number of bonus hits received from his template.

Example of Increasing Hit Points: After a particularly successful adventure, Tarus finds himself with four free checks to spend. He takes three of these checks and increases his hit point total from 34 to 35. His original hit point total was 34. Since he is a warrior (a template with +5 hit points), he could raise his hit point score a maximum of 9 points, to a total of 43 hit points. His mage (trained mage template with +0 hit points) friend, Barthaw can only gain a maximum of 4 more hit points.

HEALING

The world of Bostonia is a dangerous place. While adventuring, characters can expect to be accosted by creatures and brigands, affected by foul spells and imperiled by traps. Any of these things can damage characters. Injured characters might find it difficult to achieve their goals and complete their quests. Access to healing is critical to the success and survival of the PCs.

FLURRIES OF INJURY

As characters adventure, all the injuries they take in a single scene or a short series of events is called a “flurry” of injury. A flurry can be a single combat, a series of traps or spells, or a running battle that occurs over some period of time. A flurry of injury does not end until the PCs are out of danger long enough to catch their breath and apply some medical treatment to their wounds. When the danger ends, so does the flurry.

Each flurry can be treated with spells, potions, medical skill and healing herbs. Each of these methods can be used once on each flurry of injury. These treatments represent the best effort of the healers and any damage left over cannot be treated again. This left over damage becomes “persistent” damage and can only be treated by a physician, or recovered naturally. In addition, if a character is injured and does not receive healing before the next flurry begins, then all the damage from the previous flurry becomes “persistent”.

Example of a Flurry of Injury: Boggart the Borakki is aiding in the defense of a village. Over the course of an hour, Boggart is involved in a series of short battles with no rest period in between. In one of these battles, Boggart takes 13 points. In another, he takes 8 points. Even though two separate battles took place, the whole scene and all the damage taken is considered one flurry. All 21 points must be healed as a unit. Later, when the local doctor treats Boggart, he receives 10 hit points. The remaining 11 are persistent. They will be healed with time.

Another Flurry of Injury: While exploring an ancient ruin, Vorlund is attacked by a goblin. In the fight, he takes 5 points of damage. Vorlund decides to flee and in doing so, runs into a trapped hallway. The trap does 10 points of damage. Vorlund escapes and finds a healer. Since the injuries occurred in a short space of time, with no rest period in between, they are in a single “flurry”. The healer gives Vorlund 6 hit point back. The remaining 9 points are persistent and will need to be recovered with time.

MEDICAL SKILL

The medical skill represents a character's ability to provide first aid and treatment to himself and his companions. A character with the medical skill knows how to set bones and dislocated joints, control bleeding and bandage wounds. Characters with the medical skill can use it to produce the following game effects:

HEAL DAMAGE

Medical skill can be used to heal damage. As indicated above, medical skill can only be used once on a given flurry of injury. A successful medical skill test will return 1d4 hit points to the character. The DLs for the skill tests are in the chart below.

Task	Time	DL
Heal damage if target has lost 50% or less of his total hit points.	10-30 min	10
Heal damage if the target has lost more than 50% of his total hit points.	10-30 min	16
Performing medical on self.	---	+2
Working in filthy conditions.	---	+2-4
Working without bandages, splints, etc.	---	+2-4

PREVENT DEATH

A character reduced to zero hit points or less is dying. He is unconscious and will lose 1 hit point each minute. When he reaches a negative hit point total equal to 25% of his total hit points, he is dead. The loss of hit points can be stopped if a character with medical or physician can treat the dying character. The DL of the skill test is 10 + the absolute value of the character's hit point total.

Example of Preventing Death: Boggart has been hit hard by his foes and lies dying at -3 hit points. Boggart has a maximum 40 hit points, and so he can go to -10 hits before he expires. Losing 1 hit point each minute, he has 7 minutes to live. Luckily, Boggart was traveling with a healer, who immediately begins working to mitigate Boggart's injuries. Since Boggart is at -3 (the absolute value of which is 3), the healer must make a medical or physician test vs. DL 13 for Boggart to survive.

PREVENT INFECTION

Receiving treatment for wounds helps prevent characters from contracting dangerous infections. Generally, no additional rolls are required for this use of the medical skill. If a character is wounded and then treated by a character with medical skill to heal damage, then that character is protected from infections regardless if the attempt to heal was successful or not.

If the GM desires to be more realistic, or if he feels that the characters have a particularly high chance of contracting an infection from their wounds, then he should decide on a DL and have the medic test against that DL.

ROUSE UNCONSCIOUS CHARACTER

Medical skill can be used to rouse characters that have been knocked unconscious due to failing their unconsciousness checks after taking cumulative damage equal to 50% and 75% of their total hit points. Also, characters that fall unconscious due to wound effects can be roused. The skill test DLs and time to perform the tests are listed below.

Task	Time	DL
Rouse character that failed 50% TOU check.	5 min	8
Rouse character that failed 75% TOU check.	20 min	12
Rouse character that fell unconscious due to minor wound.	5 min	8
Rouse character that fell unconscious due to serious wound.	20 min	12
Rouse character that fell unconscious due to mortal wound.	N/A	---

PHYSICIAN SKILL

Physician skill is the ability to treat serious injury, diagnose and cure disease, provide long-term treatment and determine a cause of death. Characters with the physician skill are doctors and surgeons. To fully use the physician skill, a character should own a set of surgical tools. These tools consist of various scalpels, knives, clamps and tweezers, as well as a needle and fine thread. A complete kit costs around 500 p. Incomplete kits, or kits of lesser quality can provide a penalty to the skill. Uses of the physician skill are listed below.

DIAGNOSE DISEASE/POISON

Physicians can often determine what disease or poison is causing a character's symptoms. In cases of well-known diseases or poisons, the diagnosis can be performed by simply seeing the patient. However, more obscure afflictions require tests, bloodletting, research and time to diagnose. Once diagnosed, known afflictions can be cured by applying the proper treatment. If a cure for a specific problem is not known, then the GM may allow an additional skill test for the physician to discover one.

A related use of the physician skill allows the doctor to determine the cause of a character's death. In obvious cases, the skill is not required. However, when someone dies for no apparent reason, a physician may be able to piece together the cause of death and determine if disease, or poison was the culprit.

Task	Time	DL
Disease/poison is very common and well known.	0-10 min	4-6
Disease/poison is common.	0-6 hours	8-11
Disease/poison is rare.	1-10 days	15-19
Disease/poison is unknown to medicine.	???? days	22-26
Disease/poison has no obvious symptoms.	---	+0-4
No access to research or other physicians.	---	+0-8
Limited access to research or other physicians.	---	+0-4

HEAL PERSISTENT DAMAGE

Once a flurry of injury has ended, either because another flurry has begun, or because it has been treated with all possible alchemical, herbal, magical and medical means, the remaining damage becomes persistent. This means that further healing attempts are useless, and the damage will have to heal over the course of time. This can take anywhere from days to months. However, the constant care of a trained physician can greatly speed the process.

Every seven days, a physician can treat an injured character. A successful treatment heals the patient of 2d4 points of persistent damage.

Task	Time	DL
Healing non-wound damage.	30-120 min	10
Healing wound damage	1-6 hours	16
Performing physician on self.	---	+4
Working in filthy conditions.	---	+2-4
Working without complete kit.	---	+2-4

Render Unconscious

Because their work involves surgery, physicians learn many ways to render a subject unconscious. Some use alchemical and herbal concoctions to do the job. Others know the location of pressure points on the body. Still others are very good with a rock.

A successful physician roll allows the character to knock out a target without doing damage to them. A failed test means that the target is still conscious and at the GM's discretion, takes 1d4 points of damage from the physician's clumsy efforts. The DL of the skill test depends on the situation.

Task	DL
Target is willing.	6
Target is unwilling, but restrained.	10
Target is unwilling, but surprised.	16

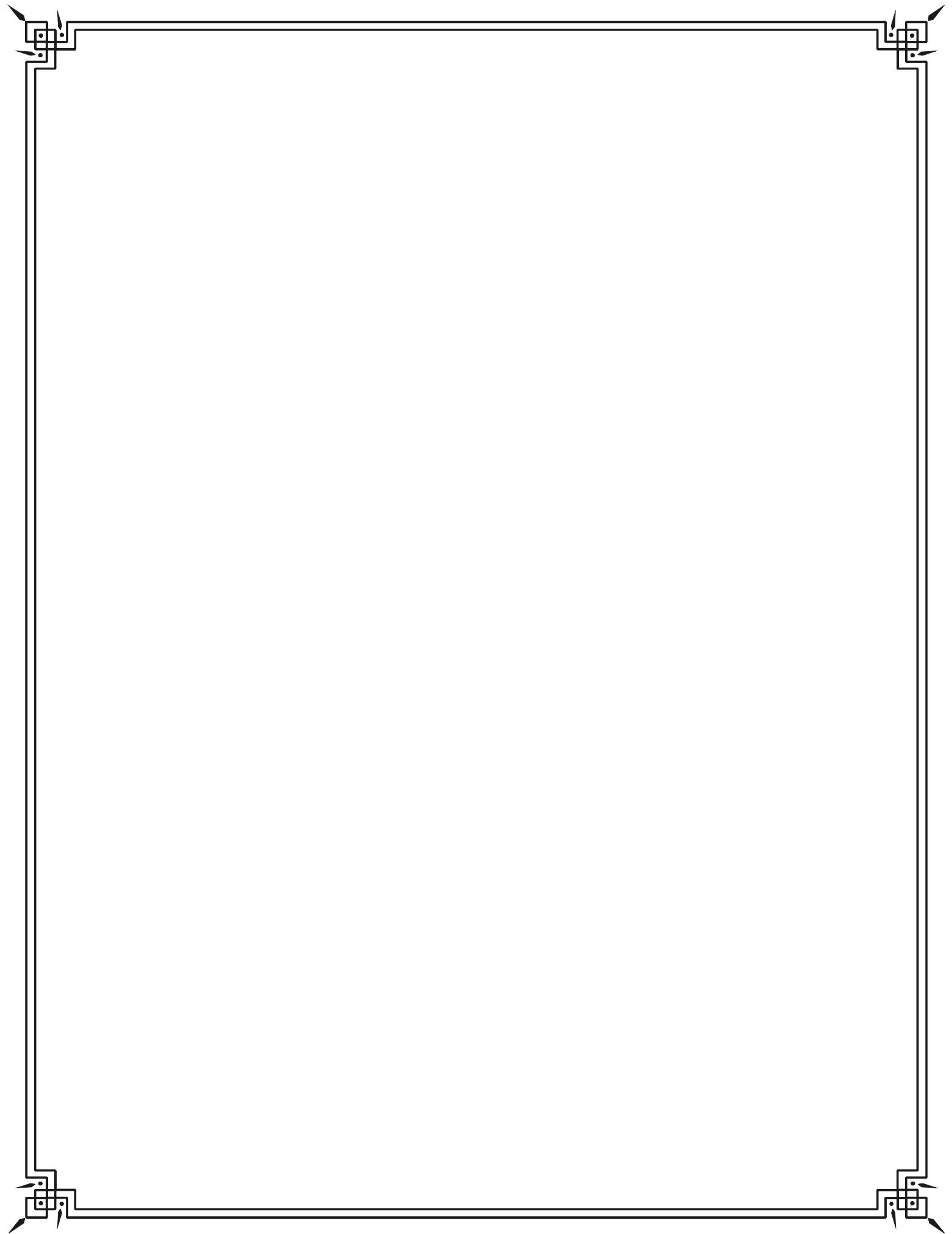
These techniques do not render themselves to combat situations and cannot be used on a target who is struggling, wearing armor on the head, face and neck (locations 1&2), is non-humanoid, or of a species that the character has never treated.

NATURAL HEALING

Damage heals over time. Each day of rest, a character regains a small portion of his hit points. The exact amount is based on whether the damage healed is normal damage, or wound damage. A character that has only non-wound damage heals 1 hit point each day. Wounds heal significantly more slowly.

Type of Damage	Points Healed/Day
Normal	1 Hit/Day
Minor Wound	1 Hit/2 Days
Serious Wound	1 Hit/3 Days
Mortal Wound	1 Hit/4 Days

Though it is unrealistic, the player can determine the order in which his character's damage heals. Thus a character with some normal damage and a wound can decide whether to heal his normal damage (at the quick rate of 1 hit point/day), or to slowly heal his wound (and thus recovering from the associated penalties faster).



ALCHEMY

Though the world of Bostonia has a level of technology similar to that of medieval Europe, there are several areas where the Bostonians are more advanced. One of the fields in which Bostonians excel is the field of alchemy. Part science and part magic, alchemy allows those who know its secrets to create potions. These potions range between mundane dyes and cures to magical elixirs of flight and strength.

ALCHEMY SKILL

The alchemy skill allows characters to identify, analyze and create potions. Alchemy can be a very powerful skill. The alchemist can heal and kill, as well as produce any number of "magical" effects. However, the practice of alchemy is expensive and difficult and requires specialized equipment and lots of time. The uses of the alchemy skill are detailed in the sections below.

IDENTIFYING POTIONS

Identifying a potion requires only a small amount to be used. Generally after identification, enough of the original potion is left to remain potent. The alchemist takes the test sample and sniffs it, tastes it, adds various chemicals to it and notes the reaction of the sample.

Identifying a potion can take anywhere from a few minutes, to several days. The DL for the skill test, and the time required to complete the identification are based on the commonality of the elixir. A successful test will tell the alchemist the use of the potion and its affects when applied or consumed. However, it will not tell the alchemist how to manufacture the potion.

Commonality	Base Time	Identify DL
Very Common	10 minutes – 2 Hours (1d12x10 minutes)	8
Common	1-6 Hours (1d6 hours)	12
Uncommon	2-24 Hours (2d12 hours)	16
Rare	1-6 Days (1d6 days)	20
Very Rare	2-12 Days (2d6 days)	24

ANALYZING POTIONS

Alchemists can learn new recipes by studying recipes they find or acquire through trade. In addition, when an alchemist finds an unknown potion, he can study it, learn its ingredients and ultimately the secret of its creation.

Analyzing a potion takes several days, and unless sophisticated equipment is used, destroys the entire potion. The DL of an analysis test is the same as the DL for creating the potion, with an additional +2 to the DL because the alchemist is not working from a known recipe. A successful test means the alchemist can add the recipe to his list of known recipes and create the potion in the future.

CREATING POTIONS

Each potion has a recipe, which is the list of reagents, processes and time required to create it. In addition, each potion has a DL. Given the mage has the reagents and equipment required to make the potion, a successful alchemy test creates the potion.

BEGINNING RECIPES

A beginning alchemist will know a number of recipes based on his starting alchemy skill level. The recipes known can be determined in any fashion the GM and player can agree upon. During play, alchemists can buy, sell, trade, steal and analyze potions to get new recipes.

Alchemy Level	Recipes
7 or less	2
8-10	3
11-14	4
15-17	5
18-20	6
21+	7

In addition, certain character templates have extra recipes to start. See Template Abilities for more details.

ALCHEMICAL EQUIPMENT

Being a practitioner of alchemy is expensive and requires the use of specialized equipment. A well-equipped alchemy lab can cost well over 10,000p. Some of the equipment used in an alchemy lab is listed in this section. At the GM's discretion, certain pieces of equipment can modify alchemy skill tests. Any such modifiers are listed with the equipment description.

The following list of alchemical equipment is only a partial list. The GM and players should feel free to create new pieces of equipment, or even ignore this information if they feel it is too complex. The list is included to give the GM an idea of the types of things that might be found in a Bostonian alchemy shop and to add flavor to the game, especially if you have an alchemist PC.

Consumable costs are listed by use or by time period. The time periods assume regular use. So if a device lists a cost of 5p/day, it means 5p/day of use. If the equipment is unused, then it costs nothing.

Analyzer

Cost: 750p
Consumables: 5p/use

A clever device that contains a mini-separator, burner, atomizer and other equipment. It is designed for small samples and allows the alchemist to analyze potions more quickly and using less of the substance. The analyzer gives a +1 to alchemy tests dealing with analysis, allows the alchemist to keep the potion after analysis and cuts the time to analyze to a few hours.

Analyzer, Miniature

Cost: 1000p
Consumables: 5p/use

A miniature version of the analyzer mentioned above. This version is smaller, more resistant to damage, and more compact than its regular counterpart, making it ideal for the traveling alchemist. It can be carried and will resist normal bumps and bangs from walking about. The mini-analyzer provides no bonus to alchemy tests, but allows the alchemist to keep the potion after analysis and cuts the time to analyze to a few hours.

Atomizer

Cost: 200p

A device that takes a liquid reagent and sprays it in a fine mist. It is very useful for analysis. Not having an atomizer can give a -1 to alchemy tests regarding analyzing potions.

Blower, Alchemical

Cost: 400p
Consumables: 2p/day

A fan attached to an alchemical drive system. This device creates a constant breeze that is used to disperse dangerous vapors. A blower is a required piece of equipment in any lab. Work with vapors, or on substances that produce fumes is impossible without a blower.

Blower, Mechanical

Cost: 50p

A fan attached to a pedal system. This device creates a constant breeze that is used to disperse dangerous vapors. A blower is a required piece of equipment in any lab. Work with vapors, or on substances that produce fumes is impossible without a blower.

Condenser, Cheap

Cost: 50p

This device gently cools vapor into liquid or crystal. This simple version of condenser consists of a set of metal rods that extend from an existing icebox. This version works, but tends to lose a fair bit of material and contaminate it with water. A cheap condenser gives a -1 penalty to alchemy tests requiring condensation.

Condenser, Regular

Cost: 1000p standalone
600p add-on
Consumables: 10p/day

This device gently cools vapor into liquid or crystal. It is an enclosed box containing metal coils upon which the condensate settles and crystals to desiccate the air and minimize contamination. An add-on unit may be purchased if the lab already has an alchemical icebox.

Condenser, Super

Cost: 2000p standalone
1200p add-on
Consumables: 16p/day

This device can act as a regular condenser but also has the added ability to liquefy substances that are gas at normal temperatures. An add-on unit may be purchased if the lab already has an alchemical icebox.

Consumables, General

Consumables: 150p/month

This includes papers, replacement glassware, tubing, oil and other consumable goods that do not appear elsewhere.

Desiccator

Cost: 250p
Consumables: 3p/day

This device uses special alchemical crystals to draw the water from a substance. It can turn almost any organic material into powder in a matter of hours.

Dryer

Cost: 100p

A dryer attaches to an oven. It takes the hot air from the oven, cools it in a water-free chamber, and then blows it over a substance. It is used to gently dry a material without heating it.

Electrifier

Cost: 1500p
 Consumables: 20p/month

This device uses a simple mechanical process to produce a small electrical charge. This charge is then applied to a substance through the use of thin copper wires. An electrifier is required for certain rare processes. Various parts of the device will wear over time, leading to the monthly maintenance cost.

Glassware

Cost: 2000p

All alchemy labs have assorted glassware. Beakers, tubes, flasks, mixers, spoons and various pieces of pottery are included. Glass and clay are considered to be alchemically inert and so are used instead of metal. Without this equipment, there is no lab.

Icebox, Alchemical

Cost: 300p
 Consumables: 8p/day

Iceboxes are used to keep reagents fresh and to control the speed and violence of certain reactions. An alchemical icebox uses a series of special mixtures to cool the interior. The alchemist has a fair bit of control over the temperature.

Icebox, Common

Cost: 300p
 Consumables: 2p/week

Iceboxes are used to keep reagents fresh and to control the speed and violence of certain reactions. A common icebox is simply an insulated box. Ice must be found to cool the inside. During warm months, this ice may have to be purchased at a cost of 2p/week. A common icebox provides no fine control over the temperature and may give a -1 to alchemical tests requiring this device.

Icebox, Magical

Cost: 5000+p

Iceboxes are used to keep reagents fresh and to control the speed and violence of certain reactions. A magical icebox is enchanted to allow the alchemist total control over the box's temperature and costs nothing to run. This type of icebox gives a +1 to alchemical tests requiring refrigeration.

Infuser, Coarse Manual

Cost: 250p

Made of a tapered glass tube with a small reservoir and pump system, an infuser is used to forcibly inject one substance into another. The coarse infuser is typically used to inject liquids and small pellets or powders into a relatively large target substance. A manual infuser uses a hand pump to inject the infusate. The process is crude and much of the infusate can be lost, giving a -1 to any alchemy rolls requiring infusion.

Infuser, Coarse Steam

Cost: 500p

Made of a tapered glass tube with a small reservoir and pump system, an infuser is used to forcibly inject one substance into another. The coarse infuser is typically used to inject liquids and small pellets or powders into a relatively large target substance. A steam infuser uses pressurized steam to do its work.

Infuser, Fine

Cost: 1000p

When the target substance is small, the infusate is a gas, or when exact control of the infusion process is required, then a fine infuser must be used. This device has a similar reservoir and pump system as a coarse infuser, but the delivery system is a tiny tube with a dozen or so hollow spines used to deliver the infusate. All fine infusers are steam powered. Fine infusers allow precise control over the amount and speed of infusion.

Mixer, Alchemical

Cost: 500p
 Consumables: 2p/day

Many experiments and processes last for several days and must be stirred continuously. This machine uses an alchemical mix for power and will slowly stir for days on end. If you are really pressed for cash, you could skip this and hire a few apprentices instead. Just pray they don't fall asleep.

Oil Burner, Common Lamp

Cost: 10p
 Consumables: 1p/week

A lamp is used to melt, heat and boil substances and as a catalyst for reactions. Lamps provide little control over the temperature of the flame and if such control is needed, a -1 to the alchemy test is applied.

Oil Burner, Standard

Cost: 50p
 Consumables: 3p/week

An enhanced version of the oil lamp, the standard burner provides the alchemist some control over the size and heat of the flame.

Oven, Alchemical

Cost: 1500p
Consumables: 5p/day

An oven is used for mixtures that must cook to become potent. The alchemical oven can burn hotter and with more control than a common oven. This is the standard oven used in most alchemical labs.

Oven, Common

Cost: 150p
Consumables: .5p/day

This oven is a simple brick oven fueled by wood or coal. It is common and inexpensive, but allows little control over the temperature and cannot burn as hot as an alchemical oven. If such heat or control is required, then a -1 will be applied to the alchemical test.

Oven, Magical

Cost: 5000+p

The magical oven is enchanted to produce heat on command with amazing control. It gives a +1 bonus to alchemy tests and requires no consumables or maintenance.

Scale, Common

Cost: 20p

Reagents must be measured precisely to insure the purity of the mixture. A common scale is little more than a crude balance and weights. It is not very accurate and confers a -1 penalty to alchemy tests.

Scale, Fine

Cost: 250p

A fine scale is accurate and is considered standard equipment for an alchemy lab.

Scale, Mechanical

Cost: 600p

A mechanical scale dispenses with the weights and uses one or more mechanical principles to determine the weight of a substance. It confers a +1 bonus to tests where the accuracy of measurement is important.

Separator, Alchemical

Cost: 500p
Consumables: 1p/day

The separator is a primitive centrifuge which slowly spins samples until they separate. The alchemical version spins on its own and thus, saves tons of manual labor.

Separator, Manual

Cost: 200p

This is a manual version of the separator requiring someone to hand crank the device. This is what apprentices are for.

Still, Alcohol Homemade

Cost: 30p
Consumables: 2p/week

This is a still used to ferment plant product and produce alcohol. This version produces alcohol that is not quite pure and thus confers a -1 to alchemy tests in which it is used.

Still, Alcohol Standard

Cost: 400p
Consumables: 2p/week

A slightly better version of the alcohol still. The alcohol produced by this still is pure.

Still, Water

Cost: 1000p
Consumables: 5p/week

Used to distill water. Pure water is required for many alchemical processes, including the simple act of cleaning the equipment. This is a required piece of equipment.

Vaporizer

Cost: 1200p standalone
800p add-on
Consumables: 4p/day

The vaporizer is an alchemical device that heats a substance quickly and turns it to vapor. A vaporized substance is always more reactive than a liquid or solid. This device is required for some recipes. An add-on unit may be purchased if the lab already has an alchemical oven.

ALCHEMICAL REAGENTS

Reagents are the materials that are combined to make potions. Reagents can be purchased or traded at alchemy shops, apothecaries or markets. Alternatively, the alchemist can harvest reagents. A list of reagents is below. The GM and players should feel free to add to this list as they see fit.

Reagent Name	Commonality	Purchase	Harvest	Description
Acid, Amazing	Very Rare	200p	100p	Violent acid that can eat through most substances. This substance is quite rare and can only be found in the digestive systems of certain creatures, or through very expensive reactions.
Acid, Strong	Rare	60p	25p	A powerful acid that causes minor burns to skin and reacts with other substances to slowly break them down.
Acid, Weak	Common	25p	10p	Acid of mild strength, such as that found in peppers and vinegar. It is used as an irritant, to break down other substances, or to speed alchemical reactions.
Alcohol, Grain	Common	15p	5p	Used in potions that alter mood or dull the senses.
Aloe	Common	20p	0p	Used in potions of healing and as a soothing agent for the skin.
Ancient Stone	Rare	40p	5p	Many ancient sites are constructed of the same featureless, white stone. When ground into a powder, this stone is used to extend the effects of certain potions.
Ash	Common	0-100p	0p	This is simply ash from the burnt wood or coal, normally. A recipe will specify what kind of ash is needed or if common ash will do. Some recipes will call for ash from a rare type of wood or even a corpse with correspondingly higher price tags. Ash is most often used in recipes with effects of fire or flame, but other uses can occur. Another common use is for traveling alchemists. If distilled water is not available, rainwater filtered through ash is substituted.
Berry Juice	Common	2-20p	0p	Various berries are used to flavor or color potions. Some of the more rare berries might have special powers, but these are listed elsewhere.
Beeswax	Common	5p	5p	Relatively easy to find at least anywhere there are bees. The wax can often be purchased at candle shops or directly from beekeepers but generally costs just as much to purify. Used in many cases to replace thick oil, or when you need a solid rather than a liquid end product.
Betbind	Rare	50p	15p	A metallic substance found in the northern hills, betbind is often used to alloy metals. Many metal smiths claim that betbind tempers alloys and makes them stronger. In alchemy, betbind is used to bind metal reagents, as well as to mix substances that otherwise might not normally do so.
Black Pearl	Rare	150p	10p	A tiny black pearl produced by certain sea serpents. The pearl is said to have magical properties and is associated with darkness or blindness. It must be crushed into a powder for most uses and that generally costs 10p or so. Potions of blindness, darkness or cures of the eyes might use this reagent.
Bone, Common	Common	5-25p	0p	Powdered bone is used in some potions with adverse effects. Generally, the type of bone required will be specified.

Cat's Eye	Common	70p	35p	The eye of a cat frozen by a process requiring a magical icebox. Cats are said to be able to perceive the spirit world. Potions dealing with perception, seeing spirits or invisible things will use this reagent. Grunj's eye is considered a better quality reagent, but is much harder to obtain.
Choking Essence	Very Rare	50p	35p	A byproduct of firea extraction, this yellow gas can choke and kill if breathed. It is dangerous to extract and store. It is used in many potions that deal with gas and poison.
Copper	Common	35p	8p	Used due to its electrical properties. Copper is needed in many reactions that require electrification.
Deadman's Breath	Very Rare	75p	0p	It is said that the last breath of a dying man holds special power. Potions that deal with death, paralysis, suspending bodily functions and the undead often use this reagent. The high cost is due to the fact that gathering this substance is considered necromancy and is outlawed by the Church.
Diamond	Very Rare	500p	200p	Diamond is the hardest substance known to man. As such, it is invaluable for potions of defense and toughness. However, it is very expensive, since it needs to be magically treated before it will react with any substance.
Distilled Water	Common	10p	0p	Used as the base for many potions. A still is required to produce this pure water. Most alchemy labs have this equipment, but traveling alchemists often have to purchase this relatively common substance. It is also used to clean equipment.
Druth	Common	25p	5p	A gummy substance found in the forests of the southern regions. The cobra flavor this substance and use it as candy. Useful since it binds reagents and can be used to hold together substances that might otherwise repel one another. Also used as a delivery agent for some potions.
Essence of Air	Very Rare	400p	200p	Very difficult to obtain, essence of air is a light gas that can be produced by using essence of fire, an electrifier and a super condenser. It is dangerous to make, and though it is not flammable, it takes special containers to store, or else it will escape into the air. Used in potions of flight and levitation.
Essence of Fire	Rare	60p	20p	Bubbled into potions that require flame or explosive reactions, this reagent can only be obtained by an obscure process utilizing water and an electrifier. It is hard to create and very dangerous to store. It is rarely kept in large quantities.
Essence of Ice	Rare	200p	55p	This reagent is a metallic substance that absorbs and releases heat incredibly quickly. The essence is cooled in an icebox (alchemical or magical) and then the cold is trapped by the application of a liquid that coats and seals the essence.
Eye of Gaunt	Rare	100p	20p	Used to enhance or affect sight. The eyeball needs to be kept fresh (generally with an icebox) until used.

Firmirberry Juice	Common	10p	0p	Firmirberry is a reddish berry that grows on the vines in the northern climates. The berry tastes slightly sweet and is often used as a flavoring and coloring in confections. When fermented, the juice has a slightly hallucinogenic effect.
Firea	Very Rare	100p	35p	A metallic substance that reacts violently to water or air, firea must be extracted using a dangerous process. This process consists of taking a white crystalline substance called raw firea and electrifying it under acid. Once extracted, the firea must be stored under oil, or it will burn and spark, consuming itself. Firea is used when heat or fire is needed in a reaction.
Giant's Blood	Very Rare	70p	0p	Has many of the same applications as Troll's Blood, but is more difficult to obtain. It is also quite a bit more potent and will enhance the effect of any recipe that uses it.
Garlic	Common	5p	0p	This common herb is used in potions of protection and warding. Also potions that require or disperse a foul stench.
Gazzle Fly Wings	Rare	40p	5p	Used in potions of speed and agility. These must be kept moist and fresh to remain potent.
Goblin Stomach	Rare	60p	0p	Goblins are quite common in parts of Bostonia. Thus, their stomachs ought to be cheap. However, the difficulty in taking a stomach from a goblin is considerable and preserving it while still fresh makes this reagent even more rare. Goblins have tremendous resistance to disease and poison and can eat almost anything. Their stomachs give this property to potions. Also, it is said that the goblin affinity for wolves can also be transferred using goblin parts as reagents.
Gold	Rare	90p	20p	Though expensive, gold has many alchemical properties that make it sought after. Its density makes it ideal for potions that deal with changing mass. Flight, feather fall and levitation are examples of this. In addition, it is used in potions of detection and transmutation. If harvested, it needs to be smelted to become pure enough for alchemical use.
Grunj's Eye	Very Rare	140p	70p	The eye of a grunj frozen by a process requiring a magical icebox. Grunj are said to be able to perceive the spirit world. Potions dealing with perception, seeing spirits or invisible things will use this reagent. Grunj's eye is illegal in Bostonia and thus very rare. Cat's eye may be substituted, but will produce potions of lesser quality.
Horse's Breath	Rare	35p	0p	An odd reagent, horse's breath is said to carry with it some of the strength, endurance and speed of the horse. Thus, it is used in many potions that provide these qualities. Horses are rare in Bostonia, but can be found near Salem and in the Seeker's Valley.
Iron Filings	Common	5p	2p	A basic reagent used in many different potions for its electrical, magnetic and chemical properties. Filings can be found in any smithy, but must be ground into a fine powder to be reactive. Iron must be kept dry, or it will rust away quickly. An oven, dryer or dessicator can be used for this purpose, or the filings can be kept in oil and cleaned when needed.

Lead	Common	25p	5p	This heavy metal is used in potions dealing with weight and density. It can be used as a cheap substitute for gold in many potions. The result is almost always the same, but with a lesser effect and duration. Lead also has properties that make it an ideal reagent for potions that alter mental state
Lodestone	Rare	90p	0p	This special type of iron holds magnetic essence quite well. It is rare however, and much of that which is found ends up in navigation equipment. Depending on the potion, a sample of lodestone might retain its essence and be used again, or the essence may be drawn out and the lodestone spent.
Magebane	Super Rare	??p	0p	<p>This is an amazingly uncommon substance found in a few remote caves. It is so rare and non-reactive that it is found in almost no potion recipes. However, its unique properties make it worth noting.</p> <p>Magebane is a dark gray stone. It is very soft and can be ground into a fine, oily powder. What makes magebane so interesting is that if it touches a person with a magical rune, it causes their bones to break and splinter through the skin at the point of the rune. Depending on the rune, this can be crippling or even deadly. A mathematician would have his arm crippled. Someone with The Third Eye would most certainly be killed by the head trauma and a practitioner of the Rune of the Beast would likely be cut to pieces.</p>
Mint	Common	5p	0p	Quite common. Used in potions that alter breath. Also used to flavor other concoctions.
Mirroot	Rare	50p	0p	Rare oily tuber found in swamps. It has the mysterious property of reversing the benefits of certain other alchemical reagents.
Mountain Wind	Rare	60p	0p	This substance can be captured from any mountain high enough to be snow covered at the top. It is simply freezing wind collected in a bottle. Used primarily for cold-based potions, this substance is highly sought after for use in alchemical iceboxes.
Mountain Wolf Claw	Very Rare	200p	10p	Since these claws are said to "see no metal or stone", they make an excellent ingredient for potions that treat weapons, destroy metal or allow the user to pass through earthen/metal barriers. However, removing one from a mountain wolf is generally hazardous to one's health.
Noderoott	Rare	40p	20p	Noderoott grows mainly in swamps. It has a large underground root system. These roots extract minerals from the ground and store them in small nodes along their length. The nodes are of varying colors, depending on the mineral stored. Recipes generally call for red, green or blue noderoott. A single plant can cover more than 100 sq. feet and has only a handful of nodes.
Octopus Ink	Rare	30p	5p	This substance is harvested from the glands of a large squid. These are rare, but can be found in cobrat waters. This ink is used as the basis for potions dealing with darkness and obscuring.

Oil, Thick	Common	15p	5p	Thick oil is generally used to hold other reagents in suspension and as a delivery agent. Some reagents never fully dissolve. To keep them from settling, they are often mixed or infused into thick oil.
Oil, Thin	Common	15p	5p	Various types of oil are used in potions. This type of oil is used to preserve reagents that react violently to air or water.
Oxen Breath	Common	3p	0p	Used for its strength-giving qualities. Horse's breath is considered a better reagent for most recipes, but this is cheaper and easier to find.
Paralytic, Mild	Rare	70p	35p	Mild paralytic poison, such as that found in large spiders and gazzle flies. Used in potions of paralysis, sleep and slowness, as well as antidotes to these conditions.
Queen's Honeycomb	Common	40p	0p	The honeycomb used to feed queen bees and their larvae is sought after for its healing powers. However, beekeeping is rare in Bostonia and many people that gather honey do so from "wild" hives. This is a dangerous process and thus, the price of this reagent is rather high.
Quicksilver	Rare	70p	20p	Used in potions dealing with speed, transformation into liquid and creating/staunching flow.
Silver	Common	60p	20p	This reagent has many alchemical properties and is often used in potions of protection and preservative. If it is harvested, it must be smelted to make it pure enough for alchemy.
Sulfur	Common	15p	5p	Used in potions dealing with fire, or needing a strong smell.
Sparking Essence	Rare	45p	10p	An interesting mineral that sparks when struck and when it comes in contact with certain other substances. Sparking essence is used in potions that deal with reviving someone who is comatose, potions dealing with electricity, or as a catalyst for other reactions.
Spirit Iron	Very Rare	??p	0p	A metal found in meteorites that fall to Bostonia. Spirit iron is said to draw spirits of the dead to it, as well as steal small portions of the spirits of the living. It is used to create weapons of power, in addition to other magic items. Its use in magic items and its rarity makes it amazingly difficult to buy.
Tar	Common	10p	5p	Tar's adhesive properties make it suitable as a infuse for some potions. It can bind to certain reagents, allowing them to take part in reactions in which they normally would not. Tar also has the property of leaching certain substances from others.
Troll's Blood	Rare	40p	0p	Used as the base potions of strength and endurance, this is rare because of the danger in harvesting it, since trolls rarely give up their blood willingly.
Whitestone	Super Rare	??p	0p	A white substance that looks a bit like talc, but is much harder, whitestone is a rare magical substance found in Bostonia. Whitestone has the magical property that when it is proximity to a spatial gate, it activates the gate, allowing all persons contacting the stone to pass through. In alchemy it is used in potions dealing with teleportation. However, it is so coveted by those who know of its powers that it is almost impossible to purchase.
Wisp Glow	Very Rare	500p	300p	A special Cobrat-made contraption needs to be used

				to capture the glow of a wisp. The device consists of a series of mirrors that trap a portion of the light and reflect it in upon itself until released. Potions imbued with this light grant strong mental control over others.
Wolfsweed	Rare	60p	10p	A rare plant that grows near certain ancient sites, wolfsweed gets its name because its strong smell tends to attract wolves. Often used as an aid to potions that control animals. Resin from the plant is fairly flammable and thus wolfsweed finds itself in many potions dealing with flame as well.

ALCHEMICAL EXPERIMENTATION

Though alchemy is a fairly well developed craft, it is still as much an art as it is a science. The literature on alchemy is filled with symbols, tables of reagents and their properties and scientific formulas. However, it is also steeped in mysticism and many of its processes are not well understood by even experienced alchemists. Because of this, alchemical formulas are rarely exact, and often allow much room for experimentation. Alchemists can alter existing recipes, making them more or less effective, or even create new recipes with unique effects.

ALTERING POTION RECIPES

Invariably, there will be a time when an alchemist needs to make a potion, but lacks all the proper ingredients or a critical piece of equipment. Alchemy is not an exact science and so most recipes are subject to a little creative interpretation. This section contains guidelines for dealing with these situations. In all cases, the GM is the final arbiter as to whether an alteration is valid or not.

SUBSTITUTING OR ADDING INGREDIENTS

In general substituting ingredients is fairly straightforward. The alchemy list has several ingredients that indicate possible substitutions. Troll blood and giant blood are interchangeable in many recipes, as are lead and gold. In cases where there is a stated, or obvious (GM's discretion) overlap of reagent properties, the substitution should produce the same type of potion with no penalties to the alchemy roll. In cases where the GM feels the substitution is stretching the similarity between reagents a -1-4 penalty should be applied to the alchemy roll, if the substitution is permitted at all.

In any case, the potion created will have the same type of effect, but of a different magnitude or duration. The direction of the change depends on whether the reagent used is of higher or lower quality than what is called for by the recipe.

Example of Substituting Reagents: Davross is creating a potion of Protection. He has no giant's blood and no adventurers are willing to scrounge some up with him. He decides to substitute troll's blood instead. This is a fairly common substitution so there will be no penalty. However, since the troll's blood is of a lesser quality than what is called for, the GM rules that the potion created will have a duration half that of the original.

Example of a "Stretch": Needing a potion of See Invisible, but having no grunj or cat's eye, Davross decides to attempt to make the potion with the eye of a bird. He rationalizes this decision with the thought that birds typically have good eyesight, even if they do not see invisible things. The GM allows this, but determines that the substitution will cause Davross to have a -3 penalty to create the potion and that the resulting elixir will last only 10 minutes.

In addition, some potions benefit by adding reagents. Specifically, most potions will gain a slight increase in duration if ancient stone is added to the mix. Other effects are possible at the GM's discretion.

SUBSTITUTING FOR PROCESSES AND EQUIPMENT

Many recipes require one or more processes to be performed to prepare the potion. In most cases, these processes are necessary and the potion cannot be made without them. However, if the alchemist can think of a clever replacement, and the GM agrees, then the potion can be made with the substitute "process". Magical spells are a good substitute for some alchemical processes and mundane devices can sometimes fill in for their alchemical counterparts.

Example of Substituting for an Alchemical Process: Davross is attempting to create a Detect Gold potion. The recipe calls for electrification, but Davross is away from his alchemy lab and does not have such a machine available. Fortunately for Davross, he is traveling with Jules Stormbringer who happens to be a mage. Jules possesses the Hand of Lightning rune and has several spells that allow him to produce an electrical spark similar to that required by the recipe. The GM rules that this is a valid substitution, but that the alchemy test to make the potion will be at a penalty, since Jules cannot control his lightning to the degree normally permitted by the electrifier.

Generally, substituting will mean a penalty to the alchemy skill test. This penalty will range from +1 to +4 to the alchemy DL, depending on how closely the substitute matches the items called for in the recipe. The GM should use his discretion and allow alchemist characters to be creative.

CREATING NEW RECIPES

Creating new potion recipes is a long and expensive process. Alchemical reagents are expensive and experimentation often takes several failures before producing a useful result. Generally, only the lucky, rich or well-funded alchemists can afford the materials and effort such research requires. However, creating a new and unique recipe can be rewarding as well. Many alchemists will pay or trade a great deal for proven recipes and they will pay a great deal more if the recipe is unique.

To create a new recipe, the alchemist starts with a desired effect. Using this effect as a guide, he cobbles together a list of reagents that will go into the new potion as well as the processes required. These reagents can come from the reagent list presented in these rules or reagents that the GM and players have come up with for their campaign.

Then the alchemists' player presents the recipe to the GM without telling him the desired effect. The GM looks at the recipe and from the list of reagents and processes, determines what effects he thinks the potion ought to have. At that point he looks at his effect and the effect the alchemist was trying to create and reconciles the two. The GM has control over what the final potion does. It can have the effects the alchemist came up with, the effects the GM came up with, some mixture of the two, or an inert mixture with no useful effect.

Once the effect is determined, then the alchemist must attempt to create the new recipe. This requires a fair bit of research and an alchemy test. The research costs from 5-10 (4+1d6) times the total cost of the recipe. The DL of this test is equal to the DL of the new potion +2. The GM will determine the potion complexity DL based on its effect. If the test is successful, then the alchemist can add the recipe to his list. If the test is failed, the alchemist can try again, but only if he pays an additional 50% of the original research cost.

THE TRAVELING ALCHEMIST

Alchemy is a difficult profession, as it requires quite a bit of cash, obscure reagents and lots of immobile equipment. Traveling (and this means most PC) alchemists have a particularly hard time since they do not have reliable access to a laboratory. However, that does not mean that alchemy is a useless skill for PCs to have. This section contains some guidelines and ideas for GMs on how to make PC alchemists viable and interesting characters.

THE TRAVELING BAG

Generally, an alchemist on the road will not have a need (or the ability) to manufacture potions. However, finding mysterious reagents, residues and elixirs is a fairly common occurrence while adventuring. Analyzing such finds on the spot can be helpful to the success of an expedition or investigation.

The traveling bag is a minimal set of alchemical equipment that will permit an alchemist to use his skills to analyze and preserve samples while adventuring. Though the exact contents of such a bag varies from alchemist to alchemist, it will likely include a miniature analyzer, a minimal amount of glassware and tools, a supply of distilled water and/or alcohol and a supply of consumables used for testing. The total cost of such a bag is around 1500p – steep, but much less so than a stocked laboratory (and more mobile too).

BARTER AND EXCHANGE

Alchemy is an advanced art in the world of Bostonia. Because of the mental and financial requirements, alchemists are not common. However, all of the major cities have one or more practicing alchemists, as do several large towns. Also, it is not uncommon for nobles to maintain court physicians. Many of these study alchemy for the benefit of their lord.

Most alchemists see others of like profession as sources of information and materials. Thus, a traveling alchemist can often barter goods, services or recipes in exchange for reagents and laboratory time. For instance, a shop-owning alchemist could hire a PC alchemist to gather rare or dangerous reagents; he could need some skilled help for a set of experiments, or just desire any new and interesting recipes known by the character. In exchange, the PC alchemist could receive potions, reagents or new recipes. More importantly, the PC could trade for access to the shop's equipment for a few days, giving him the ability to practice and restock his potion supply.

Below are some suggested exchange rates. These will vary from shop to shop and based on circumstance and the trading skill of the shopkeeper and character.

Bartered Item	Possible Return
Normal reagent that is fairly common and not dangerous to obtain	Market value of the reagent
Rare reagent, dangerous or difficult for the shop alchemist to obtain	1-5x market value of the reagent
Potion that the shop alchemist can make or easily obtain	$\frac{1}{2}$ -1x manufacturing cost of the potion
Potion that the shop alchemist cannot make or easily obtain	1-3x manufacturing cost of the potion
New recipe	5-10x manufacturing cost of the potion created by the recipe
300-500p or two weeks of free labor	One week of lab time

SAMPLE POTIONS

Reagents are mixed together using various processes to create potions. A potion is defined by how common it is, how complex it is (its DL to make or analyze) and how much time and money it costs to make. Below is a list of sample potions. Players and GMs are encouraged to follow the examples here to make their own potions for their game worlds.

Bad Breath

Commonality: Rare
 Complexity: 17
 Time to Make: 2 Days
 Total Cost: 198p
 Ingredients: Alcohol, Firea, Garlic, Sulfur, Thin Oil
 Processes: Firea Extraction, Vaporization
 Equipment: Vaporizer

This potion gives the user horrible breath. So bad in fact, that belching will cause a small cone of flame to hit the hex in front of him. The flame will do 2d4 to anyone in the hex in question and armor does not apply. This potion generally lasts about an hour.

Billowing Dark

Commonality: Common
 Complexity: 12
 Time to Make: 2 Days
 Total Cost: 100p
 Ingredients: Sulfur, Tar, Thick Oil, Wolfsweed
 Processes: None
 Equipment: None

This potion creates a dark cloud of billowing black smoke that obscures vision in a 4 hex radius (counting the center hex). This cloud lasts 3d6 rounds outdoors and double that time indoors.

Detect Gold

Commonality: Common
 Complexity: 13
 Time to Make: 2 Days
 Total Cost: 215p
 Ingredients: Copper, Lodestone, Gold
 Processes: Electrification, Lodestone Essence Removal
 Equipment: Electrifier

This potion lasts 2-4 hours and allows the user to make a PER roll to detect gold. The user can detect a coin's worth of gold to a distance of 10m. Larger amounts allow detection farther away. A vein of the mineral might be detected at a range of a kilometer.

Dye

Commonality: Very Common
 Complexity: 8
 Time to Make: 1 Day
 Total Cost: 40p
 Ingredients: Berry Juice, Distilled Water, Tar
 Processes: None
 Equipment: None

Potions are expensive and can be hard to sell. Most commercial alchemists have a few simple recipies like this one so they can produce a cheap product to sell and make money for day-to-day operations. One flask of this will treat several garments.

Elixir of Love

Commonality:	Very Common
Complexity:	10
Time to Make:	1 Day
Total Cost:	30p
Ingredients:	Alcohol, Firmirberry Juice, Mint
Processes:	Fermentation
Equipment:	Alcohol Still

This is a simple love potion sold by traveling salesmen and disreputable alchemists across the land. It actually does have a mild effect when consumed. Unless a WIL test at DL 9 is passed, whomever consumes this potion will become strongly attracted to the first person he or she sees. The effects are short lived, lasting no more than a few hours. If the WIL test is passed, then the user is aroused, but not attracted to any specific person.

Eversharp

Commonality:	Common
Complexity:	14
Time to Make:	2 Days
Total Cost:	115p
Ingredients:	Betbnd, Tar, Thick Oil, Troll's Blood
Processes:	None
Equipment:	None

This potion is applied to bladed weapons. It makes them resistant to damage and corrosion and sharpens their edges, giving them a +1 damage modifier for one week. In addition, weapons treated with eversharp will not take combat-related damage while the potion is in effect.

Explosive Mixture

Commonality:	Rare
Complexity:	16
Time to Make:	2 Days
Total Cost:	175p
Ingredients:	Essence of Fire, Firea, Sulfur
Processes:	Essence of Fire Extraction, Firea Storage
Equipment:	Electrifier, Oil for Firea Storage

This mixture is dangerous to prepare. A failure will possibly cause an explosion that will ruin equipment or even damage the alchemist. After preparation, this mixture is generally stored in fragile glass vials. When broken, the vial flares into a violent explosion doing 2d8 to all creatures within 1 hex of impact. Weaker versions of this potion exist, substituting wolfsweed, or other flammable substances for Firea.

Flesh Eater

Commonality:	Rare
Complexity:	15
Time to Make:	3 Days
Total Cost:	155p
Ingredients:	Strong Acid, Lead, Quicksilver
Processes:	Cooling, Infusion, Melting
Equipment:	Icebox, Infuser, Oven

This potion is a specialized acid that melts flesh. Living flesh produces chemicals that negate the effect. Splashing this potion on someone causes 2d4 points of damage. Drinking this potion causes 2d8 points of damage to the drinker.

The real use of this potion is to destroy dead tissue, leaving no trace of the original matter. The potion will fully dissolve any dead tissue it comes into contact with. This can be used to skeletonize a carcass, clean bloodstains or even dispose of a dead body.

It takes a bucket full of this stuff to completely eat a dead human-sized body. A vial full will clean bloodstains or eat away a smaller creature.

A vial of this potion will do 3d8 damage to undead creatures with bodies (like skeletons and zombies).

Flaming Bottle

Commonality:	Common
Complexity:	13
Time to Make:	2 Days
Total Cost:	220p
Ingredients:	Essence of Fire, Firea, Sulfur, Sparking Essence
Processes:	Electrification, Firea Extraction, Essence of Fire Extraction
Equipment:	Electrifier

A bottle containing this mixture is warm to the touch. The bright red potion inside is continuously bubbling and frothing. When opened, the mixture expands violently, shooting a straight line of fiery liquid extending 3 hexes (6 meters) from the mouth of the bottle. Anyone in that area of effect must make an AGI save vs. DL 16 or take 2d6 points of damage on the round they are hit. On the next round, an additional 1d6 point of damage is done due to residual flames on the targets. After two rounds, the flames burn out.

Flight

Commonality:	Very Rare
Complexity:	19
Time to Make:	5 Days
Total Cost:	570p
Ingredients:	Ancient Stone, Essence of Air, Gazzle Fly Wings, Gold
Processes:	Essence of Air Extraction
Equipment:	Electrifier, Super Condenser

This potion will allow the imbiber to fly for a period of 3-6 (1d4+2) hours. Lesser recipies exist that substitute lead for gold, omitting the ancient stone and performing an inferior process to extract the essence of air. This leads to a savings of about 150pn, but the potion last for only 1d3 hours.

Forever Ink

Commonality:	Rare
Complexity:	14
Time to Make:	5 Days
Total Cost:	105p
Ingredients:	Octopus ink, Silver, Thin Oil
Processes:	None
Equipment:	None

This potion produces fine ink that resists running, water and fading. This recipe produces only 1 vial of ink.

Gambler's Helper

Commonality:	Rare
Complexity:	14
Time to Make:	2 Days
Total Cost:	200p
Ingredients:	Aloe, Mirroot, Deadman's Breath, Thin Oil, Troll's Blood
Processes:	Infusion
Equipment:	Infuser

This recipe makes a clear balm that is rubbed on the skin. When applied, Gambler's Helper soothes aches and pains, relieves fatigue and enhances the performance of muscles. Someone so treated gains a +2 bonus to STR and AGI and 1d6 bonus hit points. This lasts until the balm reacts with human sweat. When this happens, it changes properties, cramping the muscles and causing intense pain. All bonuses are lost. In addition, the victim is stunned for 1d2 rounds due to terrible muscle cramps. After he recovers from being stunned, the victim loses 2 points of STR, AGI and takes 1d6 hit points damage.

Goop

Commonality:	Common
Complexity:	10
Time to Make:	1 Day
Total Cost:	38p
Ingredients:	Distilled Water, Oxen Breath, Tar, Thick Oil
Processes:	Infusion
Equipment:	Infuser

This mixture produces an incredibly sticky substance that acts as a strong glue. Two items affixed with goop will require a STR test vs. DL 17 to pull apart. Goop does not set instantly, but instead takes about 15 minutes to dry. Alcohol of any type dissolves goop. If not dissolved, goop can last for several months.

Healing Balm

Commonality:	Common
Complexity:	12
Time to Make:	1 Day
Total Cost:	45p
Ingredients:	Aloe, Garlic, Grain Alcohol, Mint
Processes:	None
Equipment:	None

This potion is a minor balm that when placed on an injury soothes and speeds healing. It will not work on "wound" damage, but heals 1d4 points of regular damage.

Healing Oil

Commonality:	Uncommon
Complexity:	15
Time to Make:	3 Days
Total Cost:	125p
Ingredients:	Grain Alcohol, Iron Filings, Lodestone, Thick Oil
Processes:	Electrification, Infusion
Equipment:	Electrifier, Infuser

When this oil is rubbed over a wound, it heals 2d4 damage. This damage can be "wound" damage.

Hideous Stench

Commonality:	Rare
Complexity:	16
Time to Make:	2 Days
Total Cost:	145p
Ingredients:	Choking Essence, Dog's Breath, Essence of Fire, Sulfur, Thin Oil
Processes:	Electrification, Firea Extraction, or Choking Essence
Equipment:	Electrifier

This potion creates a cloud of noxious, choking gas. The cloud forms a 3 hex radius (counting the center hex). Anyone in the cloud will have to make a TOU save vs. DL 16 or be at a -3 to all skill rolls for 2d3 rounds and -1 for an hour afterward. Anyone who fails by 7 or more falls unconscious.

Instant Goop

Commonality:	Rare
Complexity:	14
Time to Make:	1 Day
Total Cost:	78p
Ingredients:	Distilled Water, Oxen Breath, Tar, Thick Oil, Troll's Blood
Processes:	Infusion
Equipment:	Infuser

Instant goop sets almost immediately in contact with air. It is not as strong as normal goop though, requiring a STR test vs. DL 14 to break. In addition, it only lasts 1d3 hours before breaking down.

Many Colors

Commonality:	Common
Complexity:	12
Time to Make:	1 Day
Total Cost:	80p
Ingredients:	3 Types of Berries, Distilled Water, Tar
Processes:	None
Equipment:	None

This potion can be used to create a dye of almost color desired. The dye is fairly permanent and resists fading and bleaching. One vial can be diluted with water to dye several garments.

The Maze

Commonality:	Very Rare
Complexity:	20
Time to Make:	5 Days
Total Cost:	290p + Spirit Iron
Ingredients:	Blue and Red Noderoot, Grunj Eye, Mild Paralytic, Spirit Iron
Processes:	Grinding Noderoot, Melting Spirit Iron
Equipment:	Oven

The maze is a rare poison created by the most skilled alchemists and utilized by the most hateful assassins. When the maze is consumed, the target must make a WIL save vs. DL 20 or fall into a deep coma. While the target sleeps, he hallucinates that he is walking through a complex, granite-walled maze – feelings of helplessness, confusion and claustrophobia threatening to make him insane.

To escape the maze, the victim must make a SPI or INT test vs. DL 21. This save is made 5 minutes after the coma begins. Other saves can be made at the following time intervals/DLs. When the victim finally saves, the GM must roll to see whether to see if his experiences in the maze have driven him insane.

Time Interval	DL	Insanity Chance
5 Minutes	21	5%
5 Hours	19	15%
5 Days	17	35%
5 Weeks	15	65%
5 Months	13	85%
5 Years	11	95%

A character in the maze may be moved, imprisoned or killed. His body is in a coma and he is at the mercy of his assassin. However, anyone touching the victim while he is in the maze stands a 1% chance of also entering the maze. Anyone who injures or kills the victim while he is in the maze stands a 10% chance of entering the maze.

Pain Reliever

Commonality:	Very Common
Complexity:	10
Time to Make:	1 Day
Total Cost:	60p
Ingredients:	Alcohol, Garlic, Sulfur, Weak Acid
Processes:	Tablet Formation
Equipment:	None

This mixture is often solidified into tablets. When taken, it relieves the effects of pain, giving the user 1 hit point temporarily and reducing any pain or wound effect by 1 level. Each dose lasts one day. This potion can be broken into 10 tablets, each costing 6p. The tablets do not reduce wound effects, but return 1 hit point for 2d6 hours.

Phasing

Commonality:	Rare
Complexity:	18
Time to Make:	4 Days
Total Cost:	340p
Ingredients:	Deadman's Breath, Mild Paralytic, Mountain Wolf Claw
Processes:	Condensing
Equipment:	Condenser

This potion allows the user to become non-corporeal and pass through normal material. The user can control the process, changing from corporeal to non-corporeal in 2 combat rounds. The potion lasts for 1d6 hours.

Potion Nine

Commonality:	Very Rare
Complexity:	19
Time to Make:	5 Days
Total Cost:	330p
Ingredients:	Ancient Stone, Blue Noderoot, Essence of Ice, Sparking Essence
Processes:	Condensing, Electrification, Super Cooling
Equipment:	Alchemical Icebox, Condenser, Electrifier

No one knows the reason for the odd name of this concoction. Potion Nine will do $2d8+1$ damage to exposed flesh and will make organic items brittle and easily broken. If Potion Nine is ingested, it does $2d12+2$ points of damage to the foolish consumer.

If Potion Nine is placed into a liquid, it will freeze it solid. It requires only a couple drops of Potion Nine to freeze a water skin. A vial will freeze a barrel and a bucketful will freeze a small pond. This recipe produces a vial of Potion Nine.

Protection

Commonality:	Rare
Complexity:	16
Time to Make:	5 Days
Total Cost:	220p
Ingredients:	Distilled Water, Giant's Blood, Goblin Stomach, Iron Filings, Silver, Tar
Processes:	None
Equipment:	None

This potion gives the user the toughness and resistance of a goblin. This means that the user will have a +6 save against any poison or disease and gain a temporary +2 to TOU and +2 hit points. In addition, the potion gives the user a +1 armor value on all body locations. The potion lasts for about 1/2 to 2 hours (1d4x30 minutes).

Rage Juice

Commonality:	Rare
Complexity:	17
Time to Make:	3 Days
Total Cost:	170p
Ingredients:	Alcohol, Firmirberry Juice, Wolfsweed, Sparking Essence, Troll's Blood,
Processes:	None
Equipment:	None

This potion makes the imbiber a thoughtless killing machine. The user gains a +2 to attack rolls and a +4 to damage. They can ignore all unconsciousness checks as they move from combatant to combatant, striking them until they stop moving. No thought is given to defense, tactics, friend or enemy. The effects last for $2d8$ combat rounds.

See Invisible

Commonality:	Rare
Complexity:	15
Time to Make:	2 Days
Total Cost:	270p
Ingredients:	Grunj's Eye, Green Noderoot, Octopus Ink, Silver
Processes:	Grinding, Infusion
Equipment:	Grinder, Infuser

This potion allows the imbiber to see invisible creatures and things. It lasts for $1d6$ hours. If Cat's Eye is substituted, the potion will last $1/3$ that time.

Slickest Grease

Commonality:	Rare
Complexity:	16
Time to Make:	3 Days
Total Cost:	285p
Ingredients:	Essence of Ice, Quicksilver, Thin Oil
Processes:	Atomizing, Super Cooling
Equipment:	Alchemical Icebox, Atomizer

This potion is generally stored in a bottle with a spray nozzle attached. When spread in a thin layer over a surface, Slickest Grease causes the surface to have nearly no friction. This makes floors treacherous, weapons and doorknobs impossible to hold. Anyone trying to hold onto something that has been treated with grease must save vs. STR (DL 20) or it slips out of his grasp. The effects last until the liquid dries in about $2d3$ hours.

Strength

Commonality:	Common
Complexity:	12
Time to Make:	2 Days
Total Cost:	105p
Ingredients:	Distilled Water, Druth, Garlic, Lead, Troll's Blood
Processes:	Infusion
Equipment:	Infuser

This potion grants the user a $2d3$ point bonus to his STR stat. In addition, all skills and figured statistics based on STR will increase accordingly. This effect lasts $1d3$ hours.

Toothpaste

Commonality: Rare
Complexity: 16
Time to Make: 2 Days
Total Cost: 165p
Ingredients: Betbind, Copper, Human Bone,
Quicksilver
Processes: None
Equipment: None

This potion is applied to the teeth and greatly increases their strength for a period of 2-4 hours. The user's teeth will be able to grind stone, chew through wood and many normal metals (though this takes time). The user will be able to bite with these toughened teeth for 2d6 damage (no STR die).

RUNEBEARER

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HERBALISM

In addition to the science of alchemy, there is a great deal of benefit to be had from a working knowledge of the flora that grows in the world of Bostonia. Herbs in Bostonia have many miraculous properties ranging from herbs that keep away insects, to herbs that heal, to herbs that bolster the user's strength and toughness.

Herbalism differs from alchemy in that its possible effects are narrower and less spectacular. However, while alchemy takes a great deal of time and requires considerable resources, taking advantage of herbs requires only that the practitioner know the herb's properties, finds the herb and takes steps to preserve it for use. This takes a great deal of knowledge and understanding, but little by way of cash.

HERBALISM SKILL

The herbalism skill allows characters to identify, find, cultivate and prepare herbs. While not as outright powerful as an alchemist, an herbalist can heal, strengthen and protect his comrades. What is even better is that the materials to do so can literally be found at the practitioner's feet. The uses of the herbalism skill are described in the sections below.

HERB IDENTIFICATION AND KNOWLEDGE

There are hundreds of different herbs each with its properties and uses. To function as an herbalist, a character must know these herbs by sight as well as remember their properties and preparation. This information is gathered after years of research in dusty libraries, discussions with fellow herbalists and many months of field research.

Every herb listed in the rules has a Knowledge DL based on how commonly known it is. If a character is faced with an unfamiliar species, then he must roll an herbalism test against this DL to know (or make an educated guess) as to the identity of the herb in question. Alternately, an herbalist may need to determine an herb's identity from its effects. A similar roll is made in this case.

Example of Herb Identification: Palin the herbalist is wandering the Bostonian countryside when he comes upon a plant species that he has never seen before. The plant has a stem with five long leaves with jagged, saw tooth edges. He touches the leaves and finds them oily. Calling upon his past training and reading, he tries to recall the identity of this plant. The GM asks him to make an herbalism test vs. DL 12. Palin's skill is 12 and he rolls a 6 on his 1d12, for a total of 18. The GM rolls a 3, for a total of 15. Palin recognizes the leaf as belonging to the Saw-Toothed Mantil and he knows that collecting and eating the fruit will cause the user to attain a heightened awareness (+1 PER rolls).

HERB DISCOVERY AND PREPARATION

Herbs and herbal preparations can be found in shops and the homes of hedge women across Bostonia. However, most herbalists prefer to find their materials in the wild. To do this, they must have knowledge of where the plant is likely to grow and information on how to properly preserve and prepare the herb.

Every herb listed has a Discovery DL based on how hard it is to find in the wild and how hard it is to prepare and preserve. When a character wants to find a specific herb in the wilderness, he must roll an herbalism test against this DL to find the herb and preserve it for later use. This test takes 1d4 hours. The amount of herb collected with a successful skill test is listed in the herb description.

Example of Herb Discovery: Later, Palin is in the hills searching for the Saw-Toothed Mantil. The discovery DL of the Mantil is 14. Assuming Palin is in the right region and the season is right, Palin must make an herbalism test vs. DL 14 to find the Mantil and collect a set of doses from the plant. Palin makes his skill test and is successful in obtaining the Mantil. The GM sees that Mantil is collected in amounts of 1d6 per search. The GM rolls a 1d4 and gets a 3. He rolls a 1d6 and gets a 5. Thus, Palin can collect 5 doses of Mantil in a 3 hour search.

It is possible that an herbalist would go into the wilderness searching for any useful herbs he could find. In this case, a DL is harder to generate. The GM should pick a couple random herbs that might grow in the area and have the player roll for each. Each herb will take 1d4 hours to find.

SAMPLE HERBS

Bostonia is home of hundreds of useful herb species. The following section contains a sample of these herbs. The GM should feel free to make his own herbs.

Amaranthus, Golden

Climate:	Warm; Wet; Hills; Woods
Season:	Spring; Summer
Knowledge DL:	12
Discovery DL:	17
Bunch:	1d2
Purchase:	50 p/dose

Golden Amaranthus is found in the hills and deep forests of Bostonia, generally after a hard rain or a stretch of rainy days. It is a short bush with thick, stubby branches and small green leaves. After a hard rain, the bush flowers, producing several golden blooms. If the budding flowers are harvested and preserved in oil or salt water before they bloom, they retain their mystical properties.

Golden Amaranthus allows its user to be in tune with the natural flows of energy that exist in Bostonia. A mage that consumes the preserved buds must make a TOU or WIL save vs. DL 14 or vomit (the preserved buds taste that bad). However, if the mage can keep it down, the Amaranthus will give him a +1 to his next roll to regain spell levels. This can be from a successful meditation, or from a night of sleep.

Amaranthus, Pink

Climate:	Cold; Dry; Hills; Woods
Season:	Spring; Summer
Knowledge DL:	12
Discovery DL:	17
Bunch:	1d2
Purchase:	10 p/dose

Pink Amaranthus grows on the same bushes, as does its golden-colored cousin. However, it blooms only after a streak of particularly cold and dry days – rare in the spring and summer months.

Pink Amaranthus puts the user in tune with the natural energy inside him. A user of Pink Amaranthus gains a +1 TOU and a corresponding gain of 1 hit points. This lasts for 2 hours.

Bitter's Bark

Climate:	Hills; Woods
Season:	Any
Knowledge DL:	8
Discovery DL:	8
Bunch:	1d3
Purchase:	5 p/dose

Bitter's Bark is the bark from the Bitter Oak tree common in central Bostonia. The bark is peeled and boiled into a tea. The vapor from the tea is bitter, but said to be soothing. The tea helps the drinker sleep and is a cure for insomnia or nightmares. It has a 60% chance of working against these ailments, but the potency goes down by 5% for each consecutive night's use. After a week, the potency returns at the GM's discretion.

Black Collant

Climate:	Cold; Temperate; Wooded
Season:	Fall; Winter
Knowledge DL:	10
Discovery DL:	12
Bunch:	1d4
Purchase:	25 p/dose

Black Collant is an aromatic berry that grows on certain evergreens in northern Bostonia. It is fairly easy to find in the fall and winter months. However, since it is a staple of the birds in the region, it becomes harder to find as the season progresses (+1-4 DL as the winter drags on).

Black Collant makes an excellent fruit-flavored tea. However, when the berries are crushed and fermented, they produce a drug that has a powerful effect on the mind and soul of the user. Black Collant has a 20% chance of absolutely curing a personality altering effect be it from disease, poison or spell. In addition, Black Collant gives the user a +2 to all saves regarding possession, or long-term alterations in behavior. This effect lasts for a day.

Bull Thistle

Climate:	Temperate; Plains
Season:	Spring
Knowledge DL:	9
Discovery DL:	12
Bunch:	1d4
Purchase:	40 p/dose

Bull Thistle is a tough, spiny green grass that grows wild in the fields of Bostonia. The spines on the plant drip with an irritant that stings when it contacts the skin. Bull Thistle is easy to find, but the sturdiness of the plant and the spines make it hard to harvest. Many herbalists wear heavy leather gloves and boots and cut the Bull Thistle plants with scythes. Once the thistle is hauled back to a workshop, the herbalist can start the tedious process of pulling the spines and extracting the poison.

Bull Thistle can be ingested in a dilute liquid form. It stings the mouth and causes great pain and so requires a WIL roll vs. DL 13 to ingest. It provides a +1 STR when consumed. This bonus lasts one hour.

The plant poison can also be directly injected into the muscles. This can be done by a physician test vs. DL 13, or through an open wound in which case 1d4+1 hit points of damage are taken by the user. So injected, Bull Thistle provides a 1d3 bonus to STR which lasts for 10 minutes. The user suffers a -2 STR for 2 hours afterwards.

Butterflyweed

Climate:	Hot; Wet
Season:	Summer; Early Fall
Knowledge DL:	11
Discovery DL:	14
Bunch:	1d3
Purchase:	10 p/dose

Butterflyweed is a tall, sturdy plant with large orange flowers that are shaped something like butterfly wings. It can be found in ponds and shallows all across southern Bostonia, but only flowers in the hottest part of the summer. The sap from the reedy stem can be collected and boiled into a paste.

The vapors of Butterflyweed paste smell like rotten fruit. When placed in the nose and breathed for 10 minutes or more, the vapors render people unable to feel sexual desire for a day. It renders its user immune to sexual-based charm and mind-control effects, as well as seduction attempts. In addition it gives a +1 to saves against all other charm and mind-control effects.

Celandine

Climate:	Wet; Swampy; Tropical
Season:	Summer
Knowledge DL:	15
Discovery DL:	15
Bunch:	1d4
Purchase:	25 p/dose

Celandine is found in the swamps of southern Bostonia and in the cobra lands. It is found in moist climates, swamps and jungles. Celandine has bright yellow flowers with four large petals. The stems are collected and kept moist. The juice can then be sucked out of them at a later time.

Celandine gives its user the gift of gab, making its user a more confident speaker. It provides a +1 to all CHA-based skills for a period of 20-30 minutes.

Columbine, Dwarf

Climate:	Mountains; Rocky; Lower Altitudes
Season:	Spring
Knowledge DL:	8
Discovery DL:	12
Bunch:	1d6
Purchase:	10 p/dose

Dwarf Columbine is found in the foothills surrounding high mountain ranges. It is a short, stubby plant with small yellow flowers. The flowers are picked and ground into a powder, which is then consumed or brewed into a tea.

Dwarf Columbine is said to provide insight into a person's purpose and identity. It occasionally induces a dream-like state in which glimpses of the future are seen. In game terms it has a 10% chance of inducing a trance lasting 30-60 minutes. This trance provides a vision that helps to answer the most pressing question on the user's mind when as he imbibes the herb.

Columbine, Pink

Climate:	Mountains; Rocky; Higher Altitudes
Season:	Spring; Fall; Chilly
Knowledge DL:	10
Discovery DL:	16
Bunch:	1d3
Purchase:	15 p/dose

Pink Columbine is a pink variety found in higher locales. Though it flowers all through the summer, its properties are only in effect in cooler temperatures -- the beginning of spring and the end of fall. It is relatively difficult to find, often requiring the herbalist to dig in the snow to uncover a dormant shoot.

The roots of Pink Columbine are squeezed and the oil is collected. This oil is to be spread into the nasal passages. When this is done, the user experiences a sense of bravado and courage. In game terms, Pink Columbine gives the user a +2 to all fear saves and a +1 to all other WIL tests. This lasts for 1 hour.

Donf

Climate:	Wet; Shady; Cool; Riverbank
Season:	Spring; Fall
Knowledge DL:	8
Discovery DL:	10
Bunch:	1d6
Purchase:	2 p/dose

Donf is a common moss found covering damp rocks and trees near running water. It is known by the tiny white flowers that grow in its dark green bed. Donf is cooked into a liquid and spread into wounds, or open sores, or it is consumed. If treated daily with Donf for at least a week, the user gains a +2 to all saves vs. disease. The effects last for as long as daily treatments continue.

Flaxinella

Climate:	Wet; Coastal; Moderate
Season:	Summer
Knowledge DL:	14
Discovery DL:	14
Bunch:	1d6
Purchase:	10 p/dose

Flaxinella is a flowing vine that grows on the rocks and cliffs along the Bostonian coasts. The thick gray vines give rise to large purple flowers. The flowers themselves are useless, but their presence means that the plant is ready to be harvested. Flaxinella sap is collected and distilled to produce the healing ichor.

People that have suffered life-threatening injuries take Flaxinella. It speeds their healing, giving 1 hit point each week. Unlike many other herbal cures, Flaxinella works on all types of damage, including damage from wounds.

Kerr

Climate:	Cold; Mountainous
Season:	Fall
Knowledge DL:	12
Discovery DL:	12
Bunch:	1d6
Purchase:	20 p/dose

The Kerr bush is a thorny bush that grows primarily in the northern mountains. The bush itself is often seen further south, usually transplanted to the estate of a nobleman in hedgerows. While it will grow in these warmer climates, and is very effective as trespasser deterrent (2d6 damage to crawl through) it will only bear fruit in the cooler, higher elevations.

The berries of the Kerr bush are small, yellowish-orange in color. They are boiled down (often mixed with honey or sugar) into a bitter, barely edible paste. Eating a small quantity of this paste will give a person great resistance to pain, allowing 5 extra hits for a period of 3 hours. However, once the effects wear off, the hits are lost and the user will be extremely hung over for at least 8 hours (-1 to all actions).

Loosestrife

Climate:	Dry; Arid; Shady
Season:	Summer
Knowledge DL:	9
Discovery DL:	14
Bunch:	1d6
Purchase:	20 p/dose

Loosestrife is a wispy vine that grows in the driest and rockiest regions of the southwestern Teeth Mountains. This vine ekes out an existence living in the shade of rocks or crevasses. Loosestrife clings to the rocks and as it grows over the course of years, it cracks and crushes the stones that shelter it. When the stone is destroyed, parts of the plant are exposed to the sun and quickly dry. Dry Loosestrife goes to seed and sprays dandelion-like seeds across the landscape. Those that find a spot of shade grow into new plants. An herbalist in search of Loosestrife looks for the fluffy seeds.

Loosestrife seeds numb the user and make him immune to pain. A user of Loosestrife gains an extra 1 point of armor on all body locations. In addition, all wound severity rolls get a -1 modifier. However, the user suffers a -1 to initiative.

Mother's Wort

Climate:	Cool; Shady; Grasslands; Woods
Season:	Spring; Fall
Knowledge DL:	8
Discovery DL:	13
Bunch:	1d4
Purchase:	20 p/dose

Mother's Wort is fairly common in the grasslands and forests of central Bostonia. It is a short, twisted tree with tiny red flowers. It thrives in cool, shady areas and is most effective if found in spring or fall. In summer, the flowers are too brown to be of much use.

Mother's Wort is dried using a special process where the water is drawn from the plant using paper, a sponge or alchemical equipment. The leaves become brown and oily and can be ground into a fine powder. When this powder is applied to an open cut, it heals 1d3 points of damage. This cannot be "wound" damage (it cannot cause a wound in game terms).

Morgwart

Climate:	Swamp; Wet
Season:	All
Knowledge DL:	9
Discovery DL:	11
Bunch:	1d6
Purchase:	10 p/dose

Morgwart is a weedy grass found in the lowland swamps of Bostonia. The long blades are cut and dried, then boiled in salt water. After ten minutes of boiling, the still hot blades are applied with a bandage to an old wound. 1 hit point is returned to the user.

Lemon Balm

Climate:	Temperate; Light Woods
Season:	Spring; Summer
Knowledge DL:	12
Discovery DL:	13
Bunch:	1d2
Purchase:	25 p/dose

Lemon Balm is a plant with a thin stem, tiny green leaves and small yellow flowers. Lemon balm can be found in most temperate Bostonian forests in the summer months. Usually, these plants will be found shaded by larger shrubs and trees, as they do not like direct sunlight. It takes dozens of flowers to make one dose of lemon balm. The flowers are usually dried and ground into a powder.

Lemon Balm is said to have a calming effect on its user. Anyone eating Lemon Balm before meditating or casting a long spell will find his concentration enhanced by the plant. Meditation and ritual magic skill rolls are given a +1 bonus. The effect lasts only long enough for one spell, or meditation session.

Limgrass

Climate:	Lowlands; Wet; Swampy
Season:	Summer
Knowledge DL:	10
Discovery DL:	15
Bunch:	1d4
Purchase:	10 p/dose

Limgrass is a thick yellow grass that grows in small patches in the swamps and river valleys of central and south Bostonia. The grass can be pulled from the ground, cleaned and then boiled into a soup or tea.

When consumed, the herb causes the user to exude a smell that repels snakes and other reptiles. No reptile will approach within 12 meters (40 feet) of the user if it can avoid doing so. If the reptiles are pressed, attacked or cornered, they will flee if they can, but fight to the best of their ability if they must. Reptiles that are magical or summoned must make a WIL roll vs. DL 15 to approach.

Liverleaf

Climate:	Temperate; Woods; Grasslands
Season:	Spring; Summer; Fall
Knowledge DL:	8
Discovery DL:	10
Bunch:	1d4
Purchase:	5 p/dose

Liverwort is a relatively common bush that produces bright red berries. A couple handfuls of these berries mixed with alcohol create an elixir that cures hangover.

Saw-Toothed Mantil

Climate:	Temperate; Woods
Season:	Fall
Knowledge DL:	12
Discovery DL:	14
Bunch:	1d6
Purchase:	15 p/dose

Saw-Toothed Mantil is a hardy plant that grows deep within the secluded groves of northern Bostonia. It is a small, thin tree with flexible and resilient branches. The leaves of the Mantil have 5 lobes, each with jagged edges. During the fall, the Mantil produces a pungent brown fruit that ripens and falls to the ground. The Mantil that has just fallen (within a day or so) has the herbal properties desired.

When eaten, the Mantil fruit provides the user a slight euphoria and heightens his awareness of the world around him. In game terms, it provides a +1 PER for 1 hour to a user.

Skullcap

Climate:	Dark; Damp; Caves
Season:	Any
Knowledge DL:	16
Discovery DL:	18
Bunch:	1d3
Purchase:	50 p/dose

Skullcap is found in dark caves. It is all white with fern-like leaves and a single long stem ending in a white cap that is shaped much like a mushroom. The fern is often used as bandages as they are very strong and resistant to infection. The caps can be eaten, but only keep for a couple weeks after they are picked.

Skullcap raises the empathy of the user with regards to the pain of others. A user of skullcap will take 1 point of damage if anyone around him (within say 10 meters) is hurt. He takes this damage each time a new injury occurs close to him, or a new injured person enters his "radius." A maximum of 6 hit points may be taken in this fashion.

In addition, it allows the user to more effectively heal others. All medical, physician and healing spells benefit from a +1 hit point bonus for each die rolled. This means a +1 to medical rolls, a +2 for physician and a +1 or 2 for most spells. This effect lasts for 6 hours. Afterwards, the user is so tired; he suffers a -1 to all skill rolls until he gets 8 hours sleep.

Slippery Root

Climate:	Chilly; Riverside; Hills; High Altitudes
Season:	Summer
Knowledge DL:	11
Discovery DL:	14
Bunch:	1d3
Purchase:	5 p/dose

Slippery Root is a white flower found on the rocks and banks of rivers. It thrives in higher altitudes in the hills and mountains near natural springs and bubbling brooks. The stems of the Slippery Root are crushed and then rubbed over the user.

Slippery Root repels insects and hides the user's scent, effectively making him invisible to animals that use this sense to find prey. The effects last for 1 hour.

Teardrop Lilly

Climate:	Temperate; Grassland; Woods; Rainy
Season:	Spring; Summer
Knowledge DL:	9
Discovery DL:	11
Bunch:	1d2
Purchase:	15 p/dose

The Teardrop Lily is a white flower with a bell shape. Its vines can be found hanging from the branches of trees all over central and southern Bostonia. Condensation and rain collect in the bottom of the flower and mix inside with the nectar. If this liquid is collected from about a dozen flowers and consumed, it will give the user +1 to INT for 6 hours.

Thill Pepper

Climate:	Temperate; Grassland
Season:	Fall
Knowledge DL:	8
Discovery DL:	11
Bunch:	1d6
Purchase:	8 p/dose

Thill Pepper is a Bostonian pepper plant that grows small, olive-shaped fruit. The seeds are very acidic and when broken, release a stinging vapor. This vapor gives a physician a +2 to his skill test when attempting to wake an unconscious patient. In addition, the vapor has a 50% chance of reviving a stunned individual.

Wolfsblood

Climate:	Valleys; Mountainous
Season:	Any
Knowledge DL:	15
Discovery DL:	16
Bunch:	1d2
Purchase:	100 p/dose

Wolfsblood is found in valleys surrounded by mountains or other rocky terrain. It is often found near ancient sites, and can be recognized by its sharp, acidic odor. Wolfsblood is a thorny, evergreen shrub with sharp spines. Wolfsblood is so named because its odor attracts wolves and mountain wolves. Goblins consider the plant holy and will often build their shrines near a source of this rare plant.

The black berries of the plant are poisonous if eaten, but can be baked and treated so as to make an edible paste. This paste will cure most natural poisons. It has an 80% chance of curing a poisoned person when eaten.

In addition, the roots of the Wolfsblood plant exude an oily substance that is highly flammable. Wolfsblood roots can be used to produce oil that can be used as lamp oil.

ADVENTURING AND GAMEMASTERING

Bostonia is a dangerous place. During their adventures, characters will crawl into dank holes, explore ancient ruins, trek across frozen wastes and descend into volcanoes. Pit traps, poisons, diseases, extreme heat and cold and tavern-brawling thugs are only some of the dangers heroes may face.

This section contains guidelines for handling some of the situations you may find during your Bostonia adventures. Of course, one of the beauties of tabletop role-playing games is that there is a human GM running things. These rules cannot cover every eventuality and when something comes up that is not handled, or is handled inadequately, the GM should feel free to use his judgment to resolve the situation.

TIME SCALES

Generally games run in one of two time scales. The most common is narrative time. Narrative time is used when PCs are traveling, talking, trading, exploring and adventuring without time pressure. The GM will use narrative time when he does not care exactly how much time passes for a set of actions. In the game, hours, days and even weeks can go by in narrative time while only a couple minutes pass at the gaming table.

The second time scale is combat time. In this scale, each combat round is 3-5 seconds. This scale is used when every split-second action counts. In combat time, it may take a couple of real hours to resolve what amounts to only minutes in the game world.

However, these time scales do not adequately provide for all types of situations. If the characters are chasing a thief through a series of dark streets, they will likely want to cast spells, throw knives and search through oxcarts. All of this takes valuable time and so narrative time is probably not appropriate. However, keeping time in combat rounds would be tedious. The chase is not being played out on a combat map and could last several minutes, or even longer. That means the chase may take hundreds of combat rounds to complete, taking what would have been an exciting chase sequence and dragging it to a halt.

A third time scale called Action Time can be used for situations that call for some measurement of time, but not for the exact detail of combat scale. If you are in a time critical situation that is not being played out on a hex map, or will last for more than a minute, then consider using the action time scale.

Example of Using the Action Time Scale: *Cpt. Pritchard and his men are storming the stronghold of a necromancer. In the midst of their pillaging, the soldiers stumble into a trapped room, which immediately locks and starts filling with sand. The GM rules that the room will fill with sand in approximately 10 minutes. Though this is a time critical situation, the GM rules that the time scale is too large to warrant combat rounds, and so uses action rounds instead.*

ACTION TIME SCALE

A round of action time takes about 1 minute of game time. This means that each action round is 12 combat rounds.

MOVING IN ACTION TIME

Characters can move their (base move score x 6) hexes each action round while actively using a skill. This means that a character could use stealth, tactics or could track an opponent at this speed. Characters maintain their full PER while moving at this rate.

Characters can move their (base move score x 12) hexes each action round and be ready for combat. Characters moving at this rate are jogging slowly, but maintaining awareness of their surroundings. Characters maintain their full PER while moving at this rate, but cannot use skills such as tracking or stealth.

Characters can move their (base move score x 18) hexes each action round if they are running. Characters moving at this rate are moving as quickly as possible and are paying little attention to their surroundings. Characters take a -4 to all PER rolls while moving at this rate.

CASTING SPELLS IN ACTION TIME

An action round is significantly longer than a combat round. In addition, combat is not generally an imminent threat in a sequence of action rounds. Thus the normal restrictions on casting times do not apply. Casting times for action sequences are as follows.

COMBAT

As combat spells take only a few seconds to cast, they may be cast up to 12 times during a single action round. A character casting this often would not be able to move at all during the action round. However, please note that if characters are continuously casting spells and attacking one another, then you are probably in a combat and should start using combat rounds.

Not Engaged

Similar to a combat spell, a spell with a not engaged casting time takes little time to cast. They can be cast up to 12 times in a single action round, if the character stands still and takes no action other than spell casting. If your characters are casting this frequently, then you are probably in a situation that warrants detailed combat rounds.

Very Short

These spells take a more time and concentration than a combat or not engaged spell. A very short spell can be cast in a single action round. In addition, the caster can also move half his normal distance that round, or he could cast a second very short spell and not move.

Short

A spell with a short casting time takes preparation and concentration to cast properly. A short spell may be cast in 1d3 action rounds during which the caster may not move or take other action.

Long

Spells with a long casting time take a great deal of time to cast. Most of these spells have casting times listed with their spell description. Each minute of casting time is one action round. If a spell has no casting time listed, assume a casting time of 1d6x10 (10-60) action rounds.

Very Long

These spells take hours or days to cast and require some amount of preparation. They cannot be cast in an action sequence.

Maintaining Spells in Action Time

Spells with durations of 12 rounds or less must be maintained every action round. Spells that have durations listed as more than 12 rounds are maintained every 2 action rounds. Spells that have their duration listed in minutes or hours last their normal duration, keeping in mind that each action round represents a minute of game time.

Falling Damage

Characters may fall for a number of reasons. They may fall while scaling a wall or be the victims of a pit trap. When a character falls, he takes a number of hit points based on the distance fallen. This damage is lethal, and can cause wounds.

Damage is listed in d6s. However, characters that fall on a particularly soft surface, or into water may roll d4s or d3s at the GM's discretion. Conversely, characters that fall onto jagged surfaces may be required to roll d8s or d10s for damage.

Characters with breakfall can reduce the damage they take from a fall. Characters that make a successful breakfall test against the listed DL will take only $\frac{1}{2}$ damage from the fall. At the GM's discretion, a character with falling next to a wall, or with periodic handholds, ledges or some other way to partially break his fall, may take only $\frac{1}{4}$ damage from a fall if they can make their breakfall roll by 3 points or more.

Falling Damage Chart

Distance Fallen	Dmg	Breakfall DL
3 meters (1.5 hexes or 10 feet)	1d6	6
6 meters (3 hexes or 20 feet)	3d6	8
9 meters (4.5 hexes or 30 feet)	5d6	11
12 meters (6 hexes or 40 feet)	7d6	14
15 meters (7.5 hexes or 50 feet)	9d6	17
18 meters (9 hexes or 60 feet)	11d6	20
21 meters (10.5 hexes or 70 feet)	13d6	22
24 meters (12 hexes or 80 feet)	15d6	24
27 meters (13.5 hexes or 90 feet)	17d6	26
30 meters (15 hexes or 100 feet)	19d6	28

Traps

There are hundreds of different traps a GM could spring on his PCs: poison needles, deadfalls and pits to name a few. In general, when you place a trap, you should have an idea of what mechanisms are involved and how they will work so that you can describe the situation to the characters. Rules for finding and disarming traps are below.

SEARCHING FOR TRAPS AND THE DETECT DL

There are two ways to detect traps. The first is a general search. A general search means that the character is searching the walls, floors, ceiling and large objects in the area for signs of danger. An area of 4 hexes (about 140-150 square feet, slightly more than a 10' x 10' section) can be searched in about 10 minutes. Traps that have trigger mechanisms on the floor, walls or ceiling of an area can be detected by a general search. In addition, traps that are triggered by bumping or moving an object can be found by a general search at the GM's discretion. General searches will not find traps that are in a specific object.

A specific search is a search of a particular object. A chest, lock or door might be trapped and a general search will not find these hidden traps. A specific search takes 5-10 minutes and will find traps that are contained or hidden in an object.

When a search is conducted, the character rolls his detect traps skill against the detect DL of the trap. If the searcher succeeds, he finds the trap and knows where the trigger and trap mechanisms are located. If he fails, multiple attempts can be made, though they take double the time, as the character is looking "more closely" to find clues he may have missed. The GM may decide that because of a particularly bad failure (a miss by 7-10 or more) on the skill roll, or by the character's actions, that he has set the trap off.

NOT SEARCHING FOR TRAPS & TELLTALE SIGNS DL

Of course, most adventuring parties do not spend all of their time searching for the next tripwire, or fake floor tile. Most of the time, they will simply be walking, talking and exploring, worried more about any adversaries or loot they may run across than any mechanical danger.

If a character is not searching for traps, then a detect traps test is usually not appropriate. Also, characters without the detect traps skill cannot search with that skill. However, some traps have certain telltale signs that can be detected by those with a high PER score. A trap door might show a thin crack along its edge. A gas or arrow trap might have visible "murder" holes.

Traps with such obvious clues have a telltale signs DL. This DL represents how easy a trap is to spot by the untrained eye. Characters in a position to spot the trap make a PER test vs. the telltale signs DL to spot the trap. Generally, these DLs are higher than the detect DL as the detect DL represents a thorough search by a trained individual, and the telltale signs represent noticing the trap by accident.

DISARMING TRAPS AND THE DISARM DL

To disarm a trap, you have to know where the mechanism is located and you need to be able to get to it. In the case of many traps, this is fairly straightforward. A poison needle hidden in a lock is easily accessible once found, as is a tripwire trap. However, a room that spews poison gas through tiny slits in the ceiling may be hard for a tomb robber to reach. To do so, he may need a ladder and he may have to dig or drill through a ceiling or wall.

If the character can reach the trap, then he has to disarm it. This can be as simple as cutting a wire, or turning a screw. Some traps are more difficult, with false wires to discourage tampering. Others require a series of operations to be completed before they are safe. The complexity of a trap is represented by its disarm DL. The character attempting to disarm the trap mechanism must make a skill test vs. this DL to render the trap harmless. A failure may mean nothing more than a few tense moments. However, a failure by 7-10 points or more can mean that the character's tools have broken, or even that the bumbling thief has activated the trap.

Disarming traps takes as little as 1 or 2 minutes, but can take as long as several hours, depending on the complexity of the trap, the size, location and difficulty of reaching the trap mechanism.

ATTRIBUTE AND SKILL MODIFICATION

Characters can have their primary attributes reduced due to poison, wounds, disease and spells. If a character loses points in a primary attribute, his secondary attributes can be affected, as well as a number of his skills. The amount of recalculation required to determine the effects of a -2 STR or DEX would be tedious.

To avoid recalculating a dozen scores anytime an attribute is modified, the following chart has been devised. To determine the modification to a skill or figured stat due to a temporary change in a primary attribute, look up the attributes that control the skill level or stat, add up all modifications to those attributes, then look up the total change on the following chart. If a statistic is changed permanently, then the skills and figured attributes should be recalculated as per the normal rules instead of using this chart.

ATTRIBUTE MODIFICATION CHART

Total Change	Change to Skills or Figured Stats
+16 or more	+6
+13 to +15	+5
+10 to +12	+4
+7 to +9	+3
+4 to +6	+2
+1 to +3	+1
0	0
-1 to -3	-1
-4 to -6	-2
-7 to -9	-3
-10 to -12	-4
-13 to -15	-5
-16 or more	-6

Example of Skill Modification: Vorlund is stung by a gazelle fly and fails his TOU save to resist the poison. His DEX, AGI and SPD all drop by 3 points. Vorlund generally uses a sword in combat. Sword skill is determined by DEX, AGI and PER. Vorlund has lost 3 points in both DEX and AGI, for a total of -6. Looking at the table, we see that this means his sword skill is reduced by 2 points until he recovers.

DISEASES

Not the most exciting topic for a role-playing game, but diseases are a part of life in Bostonia. Healing magic is common among the Bostonian Church, but spells to cure disease are not and though medical technology is fairly advanced, it is expensive. In addition, Bostonia has many creatures that carry disease, as well as festering swamps and ancient sites that curse trespassers with sickness. So, it is likely that at some point, your characters will end up treating or falling victim to some sort of malady.

Remember though, diseases should not be a major part of your game. You should not throw them about like traps and make every creature or ancient site the carrier of some hideous infection. Instead, they should be used sparingly, as plot devices or dangers that guard places where "man was not meant to be."

CONTRACTING DISEASES

When a character comes into contact with an infectious creature or item, there is generally a percentage chance that they will be exposed to the disease. This does not mean they have contracted the ailment, merely that they have come in contact with the pathogen and are at risk. Generally, this percentage will be determined by the GM, or the author of a particular adventure.

Example of Being Exposed to a Disease: *In his travels, Davross comes across an ancient tomb. On opening it, stale air and dust swirls and Davross breaths it. The dust is infected with tomb mold and the GM has ruled that there is a 20% chance of being exposed to the disease. Davross' player groans as he rolls the percentile dice and comes up with a 15.*

Once a character has been exposed to a disease, then he must make a saving throw to resist it. In most cases, this is a TOU test. Each disease has a virulence DL to resist. If he succeeds then he is fine until he is exposed again. However, if he fails this test, he has contracted the disease.

Example of Contracting a Disease: *Tomb mold is a fairly virulent malady and once Davross is exposed, he has to roll a TOU save vs. DL 14 to resist contracting the disease. Davross' TOU is only 11. He rolls a 2 and the GM rolls a 3. Davross fails his skill test (13 vs. a 17) and contracts the mold.*

EFFECTS OF DISEASE

All diseases have an effect time. This indicates how often the disease affects the character's statistics. An effect time of 1 day means that every day, the disease reduces one or more of the character's primary statistics. In addition, some diseases have secondary effects (such as insanity or paralysis) that occur after so much time has passed, or the victim's attributes have dropped to a certain level.

Example of Primary and Secondary Effects: *Tomb mold is a pretty serious disease. Looking in the description, we see that tomb rot has an effect time of 1 day and an effect of -2 TOU. This means that each day, Davross will lose 2 points of TOU (pretty nasty). In addition, the secondary effect of tomb mold is that when a victim loses $\frac{1}{2}$ his TOU, he falls unconscious. So in 3 days, Davross will have lost 6 TOU points, and will be rendered comatose by the disease.*

Finally, almost all diseases have some sort of critical effect. This effect occurs when one of the affected statistics reaches 0 or less. Generally, the critical effect is some sort of permanent disfigurement or death. A saving throw is usually permitted to avoid these debilitating effects.

RUNNING ITS COURSE

All diseases have a duration, which is the amount of time they last before they have run their course. Once a disease has run its course, the victim loses no further stats and starts to recover. In addition, a character afflicted with a disease is permitted one chance to "shrug off" the effects of the disease. When a character contracts a disease, he rolls 1d6. This is the number of effects he takes before having a chance to shrug off the disease. After this number of effects has been taken, the character is allowed another TOU save. If successful, the disease has run its course and the character can start to recover. If the save is failed, the character will feel the full effects of the disease.

Example of Running Its Course: *Tomb mold has a duration of 10 days. Davross would be at a -9 TOU after this time and would have to make a test just to survive. However, his 1d6 roll comes up a 2. This means that after 2 effects (in this case, 2 days and -4 TOU), Davross can make his TOU test again in an attempt to shrug off the mold. He again fails his TOU test and will have to survive the effects of the mold running its course.*

TREATING DISEASES

Physicians can diagnose diseases using the rules in the healing section. The DL of a physician test to diagnose a disease is based on the commonality of the ailment and how obvious the symptoms are. Once a disease is diagnosed, it can be treated. Treatments for a disease are listed in the disease's description. Some treatments totally eradicate the disease and allow the victim to start recovery. Others only reduce the effects.

Example of Disease Treatment: *The treatment for tomb mold is an acidic alchemical inhalant that burns the mold from the lungs. The description of the treatment says that it is 100% effective in clearing the mold from the lungs and the character can start to recover as soon as he is treated. Fortunately, Davross knows a skilled alchemist who can make such a potion and he is saved.*

RECOVERING FROM DISEASE

When a character is recovering from disease, each of the affected stats regains one point each three days. The exception to this is if the character was reduced to 0 or less in any of his stats. If so, that stat recovers at a rate of one point every 4 days.

SAMPLE DISEASES

Below are a few diseases to give a GM some ideas.

Black Rain Disease

Virulence DL: 18
 Effect/Time: -1d6 STR, DEX, AGI/1 Week
 Secondary: None
 Duration: 4 Weeks

Black rain is a phenomenon that plagues Bostonia every 10 years or so. Severe storms move in from the southwest bringing with them high winds, dangerous lightning and a black tarry rain that soaks the land and carries disease. Anyone caught in the rain must make a survival test vs. DL 15 to find shelter and avoid contact with the infectious liquid. Failing this test means that there is a 100% chance of being exposed to the disease.

A character that actually contracts black rain suffers painful and itchy poxes that ooze and seep. The pain and discomfort make physical action difficult, causing a reduction in STR, DEX and AGI. There is no additional effect until one of the characteristics reaches zero. At that point, the victim must make a TOU roll vs. DL 18. Failure means death for the victim. Success means that the character loses 1d6 points of CHA permanently, gains some scars and gets a +3 to any future TOU saves against this disease.

There is no sure treatment for black rain. A physician who can make a skill test vs. DL 18 can mitigate the effects of the pox, halving the rate at which attribute points are lost.

Gnawing Fever

Virulence DL: 13
 Effect/Time: -2 WIL/1 Day
 Secondary: Self-Inflicted Wounds
 Duration: 7 Days

Gnawing fever is a disease carried by plague rats and is transmitted by bites or scratches from these beasts. The wounds redden and swell and start to itch. Soon the redness and itching spreads along the blood vessels until the victim's entire body is affected. The continuous itching reduces the victim's WIL by 2 points each day.

Once he is reduced to $\frac{1}{2}$ his WIL, the scratching and gnawing becomes so intense, that the victim will actually cause himself damage 1d4 points of damage. The victim can make a WIL save at DL 14 to resist the urge to tear at his skin. If he is reduced to zero WIL, he must make a SPI or TOU roll vs. DL 10 or go permanently insane.

Gnawing fever can be treated by various alchemical, herbal and medical means. Generally, a skill roll vs. DL 11 can help ease the itching and give the character a +2 to all WIL, SPI or TOU rolls to resist the itching effects.

Tomb Mold

Virulence DL: 14
 Effect/Time: -2 TOU/1 Day
 Secondary: Unconsciousness (1/2 TOU)
 Duration: 10 Days

Tomb mold is a dangerous mold that infests dark and dank areas. It seems to grow best near ancient stone and the two can often be found together. Tomb mold is usually harmless to humans unless its spores are inhaled. When this happens, the spores attack the lungs of the victim, causing chest pains, shortness of breath and a lack of oxygen. In game terms, the character loses 2 points of TOU each day.

When $\frac{1}{2}$ the victim's TOU is lost, the victim's breaths are fast and shallow and his body shuts down from the lack of oxygen. If a 0 TOU is reached, then the character is fighting for his life. A final TOU roll vs. DL 16 is required. If this succeeds, then the disease will run its course and the character will not suffer any permanent effects. If this roll fails, then the character loses 1d3 TOU permanently due to the damage caused by the mold. If the victim fails by 3 or more, he dies from the mold.

The most effective treatment for tomb mold is an acidic alchemical compound inhaled into the lungs. The treatment lasts about 3 days and will halt the progression of the mold the first day it is administered. After 3 days, the mold is killed and the victim can recover. Administering the treatment requires 3 doses of the medicine (costing about 50pn/dose) and a physician.

OVERLAND TRAVEL

Though it is possible for all of you 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-	8 mi/13.0 km
1-2	11 mi/17.8 km
3-4	14 mi/22.7 km
5-7	17 mi/27.5 km
8-12	20 mi/32.4 km
13-16	24 mi/38.8 km
17-19	32 mi/51.8 km
20-22	36 mi/58.3 km
23-24	40 mi/64.8 km
25+	44 mi/71.28 km

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

BOSTONIA BESTIARY

Many adventures take place in the comfortable confines of civilization. In the cities and towns, men rule and an adventurous stranger is likely to find that his opponent is a sturdy guardsman, or a wily assassin. However, outside the stone walls and wooden ramparts of the towns, Bostonia is a ruined and twisted world. It is a hostile land filled with dark forests, fetid moors and ancient ruins that lure the curious and bold. Here, it is unlikely that you will find a simple brigand standing in your way. More likely, you will be dealing with something that has crept or crawled, slithered or swooped to confront you.

MONSTER STATISTICS

Monsters are defined in slightly different terms than PCs. Often it is not necessary to know the exact stats of the creatures the characters face. The detail of knowing each stat and its exact level adds little to an encounter, but involves a great deal more bookkeeping.

For this reason, monsters are defined in an abbreviated format. Monsters have fewer stats than characters do, and the stats are not recorded down to the exact point. Instead they are given a category that is roughly equivalent to a certain score. This way, monsters can be defined in enough detail to run them in encounters, but they are also easy to create and understand at a glance.

The statistics and categories that define creatures are listed below. Please note, that the GM is not limited to using only these four stats to define monsters. If a creature is meant to be fairly weak, but very tough, then the creature's TOU score will appear separately from the Physical score. Likewise, a creature might have a 0 mental attribute, but still have a SPI score. In this case SPI will appear separately from Mental.

PHYSICAL

Physical is the physical prowess of the creature. It roughly maps to the characteristics of STR and TOU for player characters. This attribute determines the base hit points of a creature as well as the STR die it rolls for damage. Finally, all STR and TOU saves made by the creature are tested against this statistic.

SWIFTNESS

Swiftness is the quickness of the creature and maps roughly to the characteristics of AGI and SPD. This statistic determines the creature's base INI score.

MENTAL

Mental describes the intellectual and magical capabilities of the creature. It maps roughly to the characteristics of INT, WIL and SPI. This attribute determines the creature's magical power; its saves against most types of magical attack and should be used as a guide to the creature's reactions. Creatures with a higher mental statistic will be more likely to set traps, flee from dangerous encounters and try to bargain when an encounter turns against them.

PERCEPTION

This creature attribute is the same as the character attribute of the same name. It is the creature's ability to notice stealthy characters, ambushes and detect hidden things.

MONSTER STATISTIC CATEGORIES

In most cases, the GM is not interested in the exact values for a creature's attributes. Like humans, creatures have slight variations in their characteristics and abilities. However, knowing that wolf A has one more point of AGI than wolf B takes a lot of bookkeeping and does not add much to the encounter. Usually, it is useful enough to know that wolves are about as strong as a human and slightly more agile. Thus, creature stats are rated in rough categories. Each category is roughly equivalent to 5 points in an attribute.

MONSTER STATISTIC CATEGORIES

Description	Score	HITS	INI	STR Die
Minimal	-5	2	-3	0-1
Human Min	0	8	-2	1d2
Human Low	5	18	-1	1d4
Human Ave	10	28	0	1d6
Human High	15	38	+2	1d8
Human Max	20	48	+3	1d10
Superhuman	25	58	+4	1d16
Amazing	30	68	+4	1d20
Powerful	35	78	+5	1d24
Gargantuan	40	88	+5	1d30
Titanic	45	98	+6	1d36
Godlike	50	108	+6	1d48

Please note, the chart above is to be used as a guideline. There is no reason that all monsters have to fall into one of the generic categories defined above. If a monster has a statistic that varies from the above table, it can be noted in the monster's sheet.

COMBAT STATISTICS

In addition to the four primary statistics, monsters have a set of statistics used to gage their effectiveness in combat. Some of these combat statistics are figured by looking up the relevant primary stat on the categories chart above. Other combat stats are simply chosen by the GM based on his evaluation of the creature's skills and abilities.

HIT POINTS

This combat stat is the same as PC hit points. The base value of the creature's hit points is figured by referencing the creature's Physical attribute on the chart above. However, the GM can increase or decrease the creature's hit points if he feels the base value is not correct.

INITIATIVE

This combat stat is used in the same fashion as the PC figured attribute INI. It is added to the creature's initiative roll each combat round. A base value is figured by looking up the creature's Swiftness on the chart above. However, the GM should feel free to modify this value as he sees fit for his game.

MOVE

This stat determines how far the creature may move (in hexes) each round of combat. Creatures may take half-moves, full-moves and even "sprint" in combat, much like the PCs. The GM picks a movement rate for the creature based on what he thinks is reasonable. Some creatures have more than one mode of movement. In these cases, each mode of movement is listed separately.

ATTACK

This score is the creature's attack skill when it uses its natural weaponry. Some creatures have more than one attack each round. In this case, each attack is listed separately.

DEFENSE SEQUENCE

This is the creature's defense skill. Unlike PCs, creatures do not have multiple defense modes. Instead, each creature has a list of defense numbers. The first of these numbers is the creature's best melee defense and is used against the first melee attack in a given round. The second number is used against the second attack and so on.

One of the defense scores will be underlined. This is the creature's dodge score and it represents the creature's best defense against missiles and spells. The first missile attack against the creature will test against this score. The second missile attack will test against the next score in the sequence.

A creature can never use a number in its defense sequence more than once each combat round. Thus if a creature dodges, and is later attacked by several melee attacks, the dodge number is skipped when it comes time to use it in the sequence. The exception to this rule is the last number in the sequence. This represents the creatures Base Defense and the creature's defense is never lower than this number.

Example of a Creature Defense Sequence: A giant beetle has a defense sequence of 13/11/10/8/7. Three characters are facing this beetle. In a given round, all three use melee attacks against the beetle. The beetle defends against the first attack with a skill of 13. Against the second attack, it uses the second number in the sequence and defends at a skill of 11. Against the third attack, it has a defense skill of 10.

Example of a Creature Dodge: When the same three characters face the next giant beetle, they decide that melee is too dangerous and attack using bows. The underlined score in the sequence is the creature's best dodge and so the first bow attack tests against the beetle's dodge of 10. The second bow attack tests against a dodge of 8 (the next number in the sequence) and the third against the creature's Base Defense of 7.

Example of "Skipping" a Number in the Sequence: The same three characters are facing a single ghoul. The ghoul's defense sequence is 12/10/9/7. One of the characters is firing a bow, while the other two are using melee attacks. The Bowman acts first and fires. Since the 10 is the ghoul's dodge score, the Bowman tests against a dodge of 10 to determine if he hits.

When the first of the two swordsmen attack, the ghoul can defend with its skill of 13, since that is its best melee defense. However, the second melee attack skips the 10 defense, since the ghoul used that number to dodge the bow attack. The second swordsman attacks the ghoul's defense of 9.

DAMAGE

The damage the creature does. Like character's, most creatures calculate damage using a STR die (determined from the chart) and a leverage die. The leverage die is based on the natural weaponry of the creature. If a creature has more than one attack each round, then there will be separate damage scores for each attack.

SPECIAL ABILITIES/LIMITATIONS

Many creatures have wondrous or dangerous abilities. Some creatures can fly. Some have poisonous bites or stingers. Still others have supernatural powers and can charm the unwary, or move objects with their minds. Each of the creature's abilities will be described, as will any relevant saving throws and effects.

MONSTERS IN COMBAT

In general, monsters behave exactly the same as characters in combat. Nearly all the rules are the same. There are some exceptions, as well as some points that need clarification. These items are listed below.

MONSTERS AND UNCONSCIOUSNESS

When characters lose 50% and 75% of their total hit points, they have to test vs. TOU or fall unconscious. In general, this is also true for monsters. Monsters make unconsciousness checks using their Physical statistic, or their TOU statistic, if they have one. If it seems unreasonable or unrealistic for a powerful beast to be struck unconscious by a series of blows, then the GM should still make the Physical/TOU rolls at the appropriate times, and if unconsciousness is indicated, have the monster disengage and run away instead.

Also note that certain creatures do not test for unconsciousness ever. They fight until their morale breaks and they flee, or they die. Creatures that never fall unconscious have this ability listed in their special abilities.

MONSTERS, HIT LOCATIONS AND WOUNDS

The hit location chart in the combat section is appropriate for humanoid creatures. However, for attacks on quadrupeds, the players should roll on the following table.

QUADRUPED HIT LOCATION CHART

1d12 Roll	Hit Location
1	Head
2-4	Forepaws/Legs/Wings
5-7	Back/Body
8-9	Underbelly/Body
10-12	Hindquarters/Legs

Most wounds affect creatures as they do characters. There are no separate wound charts for creatures. Wounds to creatures should be rolled on the regular chart, using the hit locations from the above chart. The GM should use discretion in applying wound effects to creatures. In general, they will be the same. However, in some cases, the GM may rule that a given wound affect makes no sense given the creature and circumstance. A flying creature would not suffer a movement penalty due to a crushing blow to the legs. However, a wound to the wings might have this effect.

MONSTERS AND SAVING THROWS

Monsters make saving throws in the same way characters do, except that the abbreviated stats are used. Physical would be used for TOU and STR saves, swiftness for AGI and SPD saves, mental for INT, WIL and SPI saves. If a monster has a specific stat listed in addition to the abbreviated ones, that stat should be used for the appropriate saving throws.

Also, many animals have keen senses and thus can see through illusions more easily than humans. Creatures in the insect and beast sections can use their perception score or their mental score to save against illusion-based spells.

MONSTER LIST

Below is a sample list of monsters. This list is not exhaustive. It is meant to give players and GMs an idea of the creatures they might meet in the world of Bostonia. GMs are encouraged to use the monsters below as a guide to creating their own dangerous and interesting encounters.

The monsters below are grouped into categories for ease of comparison between different types and sizes of creature. The creature listings here are meant to represent average specimens. The GM could easily imagine and create a wererat whose human form is a skilled swordsman and has an attack skill of 20. Feel free to change things and keep your players guessing.

BAT, DOOM

Physical	13	Attack	13
Swiftness	13	Defense	<u>12/10</u>
Mental	5	Damage	Bite: 2d8 Wing Swipe: 2d6
Perception	15		
Hit Points	44	Armor	Loc AV
Initiative	+1		1 2
Move	3		2-4 5
• Flight	15		5-7 2 8-9 2 10-12 2

Special Abilities

Sonar: Bats can use echolocation to “see” in the dark. They suffer no penalties for darkness and cannot be blinded.

Sonic Attack: Once each day, a doom bat can produce a powerful wave of sonic energy. This wave starts in the 3 hexes in front of the bat and extend 4 hexes forward. Anyone in the area of effect must make a TOU save vs. DL 12 or be stunned for 1d6 combat rounds. Doom bats can use their sonic attack at any time during a round, including in the middle of a full move. A bat will often swoop through a group, stunning as many as possible before attacking.

Wing Swipe: Doom bats may swipe their wings at opponents in the two flanking hexes in addition to their normal bite attack. These two extra attacks are performed at the doom bat's attack score of 13, do 2d6 damage and knock their targets prone if they hit.

Description

Doom bats are 4 foot long bats that dwell in high mountain caves. In the early evening, they leave their caves to hunt. They can be found in temperate hills and forests all through the spring, summer and fall months. They generally use their sonic attack to hunt small game, stunning them and eating them in a single swoop. Occasionally, they will hunt larger game, but will generally leave humans alone unless cornered.

BAT, SWAMP

Physical	-5	Attack	7
Swiftness	15	Defense	<u>14</u>
Mental	0	Damage	1d4+1
Perception	15		
Hit Points	13	Armor	Loc AV
Initiative	+1		1 0
Move	2		2-4 0
• Flight	9		5-7 0
			8-9 0
			10-12 0

Special Abilities

Blood Sucking: When a swamp bat hits an opponent and penetrates his armor, it latches onto the victim and automatically hits for 1d3 points of damage each round thereafter.

Sonar: Bats can use echolocation to "see" in the dark. They suffer no penalties for darkness and cannot be blinded.

Description

Swamp bats are small bats that frequent the warmer southern swamps of Bostonia. They attack in small swarms numbering 10 or so. Generally, they feed on small animals, or on the backs of larger ones. This includes humans that they may come across. They will latch onto the back of their prey, suck blood until they are sated (2-4 rounds worth), then fly away.

BEETLE, ACID

Physical	10	Attack	10
• TOU	15	Defense	<u>10/8/7/6</u>
Swiftness	10	Damage	2d6
Mental	-5		
Perception	20	Armor	Loc AV
Hit Points	38		1 6
Initiative	0		2-4 3
Move	4		5-7 6
			8-9 1
			10-12 3

Special Abilities

Acid Spittle: This creature can spit a powerful acid up to 4 hexes away. When attacking with acid, the creature has an attack skill of 12. This acid does 1d4 points of damage to bare flesh each combat round for 10 rounds, or until it is washed off with alcohol. If it hits armor, the armor takes 1 durability point each round for 10 rounds (or until it is washed off).

A hit in the head has a 50% chance of splashing in the eyes. In that case, the character will be blinded for 1d6 hours, and at the end of that time, will have to make a TOU roll vs. DL 17 or be blinded until medical or magical help can be sought. If they are blinded, record how much damage was done to the eyes. A physician test vs. DL 17 can restore eyesight to the afflicted character, or any magical healing that can fully heal the damaged eyes in one attempt.

Many Legs: Leg wounds do not affect this creature until 2 or more separate legs are affected.

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.

Vulnerability: This creature's eyes are vulnerable to damage. A hit to the head, has a 50% chance of hitting the eyes. This creature's eyes have 0 armor value.

Description

This is a huge beetle, about 3 feet long. It is brightly colored with a green or blue shell. When provoked, it can spit a powerful acid

BEEFLE, GIANT

Physical	15	Attack	14
• TOU	27	Defense	<u>13/11/10/8/7</u>
Swiftness	10	Damage	2d10
Mental	-5		
Perception	10	Armor	Loc AV
Hit Points	62		1 5
Initiative	+1		2-4 4
Move	8		5-7 5
			8-9 3
			10-12 4

Special Abilities

Many Legs: Leg wounds do not affect this creature until 2 or more separate legs are affected.

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.

Vulnerability: This creature's eyes are vulnerable to damage. A hit to the head, has a 50% chance of hitting the eyes. This creature's eyes have 0 armor value.

Description

These huge, armored beetles can be found in desolate rocky locales. They occasionally find their way into civilized lands, making burrows near isolated farmsteads and feeding on livestock. Their huge mandibles are as sharp as swords and do as much damage.

BOAR, LARGE

Physical	15	Attack	13
Swiftness	10	Defense	12/9/9/6
Mental	3	Damage	1d8+1d6
Perception	13	Armor	Loc AV
Hit Points	38		1 2
Initiative	+1		2-4 2
Move	8		5-7 2
			8-9 2
			10-12 2

Special Abilities

Adrenal Rush: Boars have the advantage adrenal rush which gives them a +1 INI, +2 Attack, -1 Defense and +4 Damage when they are knocked to 50% of their hit points. In addition, boars do not roll for unconsciousness when they reach 50% of their hit points.

Aggressive: Boars are so aggressive; they get the advantage "Fight with Wild Abandon" which gives a +2 to all damage rolls.

Knock Down: If a boar hits a target in the legs, the target has to make an AGI roll at DL 7+damage taken to remain on his feet. Otherwise, he is knocked down.

Trample: A boar may trample a prone character. This attack cannot be parried (but can be dodged). If it is successful, the trample does an extra 1d8 damage for a total of 2d12 + 1d6.

Description

Boars are large, wild swine that live in the woods of Bostonia. They eat fungus and grubs, and keep away from humans unless provoked. Provocation to a boar generally means getting to close, so attacks are frequent. Boars are hunted for their meat and for their tusks and for the thrill of hunting such dangerous game.

BOAR, GIANT

Physical	23	Attack	16
Swiftness	15	Defense	12/9/9/6
Mental	5	Damage	1d12+1d8
Perception	8	Armor	Loc AV
Hit Points	54		1 2
Initiative	+2		2-4 2
Move	9		5-7 2
			8-9 2
			10-12 2

Special Abilities

Adrenal Rush: Boars have the advantage adrenal rush which gives them a +1 INI, +2 Attack, -1 Defense and +4 Damage when they are knocked to 50% of their hit points. In addition, boars do not roll for unconsciousness when they reach 50% of their hit points.

Aggressive: Boars are so aggressive; they get the advantage "Fight with Wild Abandon" which gives a +2 to all damage rolls.

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Description

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This specimen is particularly large, coming up to a man's chest. It is wild, aggressive and unpredictable. Even the most hardened hunters pause when they hear of a boar hunt.

Cat

Physical	-5	Attack	7	
Swiftness	15	Defense	9/7	
Mental	0	Damage	2d3	
Perception	20	Armor	Loc	
Hit Points	8		1	AV
Initiative	+1		2-4	0
Move	9		5-7	0
			8-9	0
		10-12	0	

Special Abilities

Breakfall: Cats have the uncanny ability to land on their feet when thrown and they take little damage from falls of a reasonable height (say 20 feet).

Night Vision: Cats can see in total darkness as though it were daylight.

Description

A normal cat, often seen as a familiar to ritual mages.

Centipede, Giant

Physical	5	Attack	7	
Swiftness	25	Defense	13/11/9	
Mental	-5	Damage	2d4	
Perception	5	Armor	Loc	
Hit Points	18		1	AV
Initiative	+4		2-4	2
Move	7		5-7	2
			8-9	0
			10-12	2

Special Abilities

Many Legs: Leg wounds do not affect this creature.

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.

Poison: The bite of the giant centipede injects a mild poison. The victim must make a TOU test vs. DL 8. If they fail, they lose 1d3 hit points and 1 point of STR. If they succeed in the test, they take 1 hit point of extra damage, but suffer no other effects.

Spider Walk: Like most insects, the giant centipede can walk on walls and ceilings.

Description

This is a centipede measuring 2 feet long. Giant centipedes can be found anywhere there is ample food such as moldy grain, rotting flesh or fungus. They typically are encountered in large numbers (5 or more). They are hard to provoke, but when provoked, attack without fear.

Clawshark

Physical	13	Attack	11	
Swiftness	10		In water: 14	
• In water	20	Defense	12/10/9/7	
Mental	5		In water: +3	
Perception	10	Damage	2d8	
Hit Points	34	Armor	Loc	
Initiative	0		1	AV
• In water	+3		2-4	3
Move	5		5-7	3
• Swim	8		8-9	3
			10-12	3

Special Abilities

Amphibious: Clawsharks can survive on land and in the sea. They have gills as well as a set of lungs.

Climbing: The claws of a clawshark allow it to climb wooden and earthen surfaces as though it had a climb skill of 21.

Night Vision: Clawsharks can see in total darkness as though it were daylight.

Description

Clawsharks are hunched, humanoid fishmen with webbed claws and thick scales. They generally dwell in shallows, near reefs and in underwater caves. They feed on fish and other sea creatures, occasionally supplementing their diet with fishermen and sailors. They do this by climbing up the sides of boats that are docked, grabbing people they find on deck and throwing them into the sea. Once in the water, most humans are easy prey for the aquatic clawsharks.

Elemental, Water (Minor)

Physical	5	Attack	12	
• Grab	14	Defense	15/13	
Swiftness	17	Damage	1d6+1d8	
Mental	10	Armor	Loc	
Perception	10		1	AV
Hit Points	30		2-4	0
Initiative	+2		5-7	0
Move	0		8-9	0
• Swim	13		10-12	0

Special Abilities

Body of Water: Water elementals are made of water and thus weapons that do not create a lot of splash do not affect them as much. Piercing weapons, and most missile weapons do $\frac{1}{4}$ damage. Edged weapons do $\frac{1}{2}$ damage. Blunt weapons do full damage. In addition, water elementals are not affected by fire or water based attacks.

Drowning Attack: If the elemental hits a character in the head, the character takes an extra 1d6 points of damage from swallowing water. This damage cannot cause a wound.

Grab Attack: Minor water elementals generally try to grab an opponent and drag him underwater. This is a normal attack. If the elemental hits, the victim must make a STR test against DL 14 to keep from being dragged underwater. Each round underwater, the victim takes 1d6 damage (no armor) and can break from the elemental's grip by succeeding in the STR test. The elemental can hold one character underwater while he makes his normal attacks.

Invisible in Water: Water elementals are invisible in water when they are not attacking. When they attack, they rise out of the water and can be seen as a watery pseudopod.

Not Alive: Elementals take no penalty for wounds sustained, as they feel no pain. In addition, they do not have to roll for unconsciousness.

Description

Water elementals are invisible as they lurk in magical pools or lakes. When they attack, they rise out of the water like serpents, or waves and crash down on opponents.

ELEMENTAL, WATER

Physical	15	Attack	16
• Grab	22	Defense	12/10
Swiftness	15	Damage	1d8+1d10
Mental	15	Armor	Loc AV
Perception	10		1 0
Hit Points	60		2-4 0
Initiative	+1		5-7 0
Move	0		8-9 0
• Swim	13		10-12 0

Special Abilities

Body of Water: Water elementals are made of water and thus weapons that do not create a lot of splash do not affect them as much. Piercing weapons, and most missile weapons do $\frac{1}{4}$ damage. Edged weapons do $\frac{1}{2}$ damage. Blunt weapons do full damage. In addition, water elementals are not affected by fire or water based attacks.

Drowning Attack: If the elemental hits a character in the head, the character takes an extra 1d8 points of damage from swallowing water. This damage cannot cause a wound.

Grab Attack: Water elementals generally try to grab an opponent and drag him underwater. This is a normal attack. If the elemental hits, the victim must make a STR test against DL 22 to keep from being dragged underwater. Each round underwater, the victim takes 1d6 damage (no armor) and can break from the elemental's grip by succeeding in the STR test. The elemental can hold one character underwater while he makes his normal attacks.

Invisible in Water: Water elementals are invisible in water when they are not attacking. When they attack, they rise out of the water and can be seen as a watery pseudopod.

Not Alive: Elementals take no penalty for wounds sustained, as they feel no pain. In addition, they do not have to roll for unconsciousness.

Description

Water elementals are invisible as they lurk in magical pools or lakes. When they attack, they rise out of the water like serpents, or waves and crash down on opponents.

ENFORCER

Physical	22	Attack	17-21
Swiftness	13	Defense	18/17/15/14/11
Mental	20	Damage	2d10
Perception	15	Armor	Loc AV
Hit Points	58		1 4
Initiative	+1		2-4 4
Move	7		5-7 4
			8-9 4
			10-12 4

Special Abilities

Enemy of Stratus: Enforcers can be turned by priests of Stratus. Their SPI of 20 is their resistance to such attacks.

Enhanced Demonic Weapon Immunity: Enforcers are demons and as such take reduced damage from mundane attacks. Enforcers take no damage from non-magical, non-silver attacks.

Infiltrator: Enforcers can take the form of anyone they have seen. They do this unerringly, with no chance to discover the deception. In addition, they have a special form of telepathy that allows them to read the minds of those around them so that they anticipate what is expected of their duplicated form, completing the deception. They can change forms at will, but doing so takes a couple combat rounds.

Stretching: Enforcers have malleable bodies. They can grow and shrink from $\frac{1}{2}x$ to $2x$ human size. In addition, They can stretch their limbs up to 5 hexes and attack from that distance.

Description

Enforcers are powerful demons used to track down and defeat enemies of demon kind. They use their unique abilities to gain access to their target, usually by killing someone close to the target and assuming his identity. Then, when the moment is right, they strike with deadly skill.

Fiddler Bug

Physical	5	Attack	7
Swiftness	5	Defense	<u>8</u>
Mental	0	Damage	2d4
Perception	10	Armor	Loc AV
• Hearing	25		1 3
Hit Points	15		2-4 3
Initiative	-2		5-7 3
Move	4		8-9 1
			10-12 3

Special Abilities

Deadly Violinist: The fiddler bug takes strands of webbing and rubs its legs against it, making a hideous screeching noise. This noise has several effects.

First, any mages that can hear the noise have a -4 to their magic skill rolls when casting spells. The screech makes it hard to concentrate enough to cast spells. Second, all characters hearing the screeching must make an INT save vs. DL 16 or be confused and behave in a random fashion. Roll a 1d12 to determine the action of a confused character.

Roll	Action
1-2	Move a full move in a random direction, heedless of danger or obstacles in his path. (50% chance to drop anything he is holding.)
3-6	Stand motionless and in pain due to the terrible noise. (50% chance to drop anything he is holding.)
7-8	The confused character will attack the nearest creature to him, hoping that will stop the noise.
9-11	Move a full move toward the fiddler bugs, entranced by the noise. (50% chance to drop anything he is holding.)
12	Act normally this round and can remake the INT save (now at DL 14) to avoid falling prey to the continued screeching.

Many Legs: Leg wounds do not affect this creature until 2 or more separate legs are affected.

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.

Spider Walk: Like most insects, fiddler bug can walk on walls and ceilings.

Description

Fiddler bugs look a lot like a ladybug 1-2 foot in diameter. They have spinnerets like a spider and use them to create strands of webbing. The webbing is rubbed by the creature to create its deadly screech. Fiddlers tend to live in groups of 3-6. Often their lairs contain pits, pools, bridges and other dangerous terrain. They hunt by screeching from a distance, waiting until their prey is scattered, confused, injured from infighting or falling into a pit. When this happens, all the bugs will move to attack a single lone target.

Firebird

Physical	5	Attack	13
Swiftness	17	Defense	15/13/12/9
Mental	5	Damage	2d8
Perception	10	Armor	Loc AV
Hit Points	25		1 0
Initiative	0		2-4 0
Move	NA		5-7 0
• Flight	17		8-9 0
			10-12 0

Special Abilities

Body of Fire: Firebirds are made of elemental flame. They take $\frac{1}{2}$ damage from non-magical attacks. However, they take 2x damage from all water and ice-based attacks. In addition, normal water damages them for 2d6 hit points for each waterskin or bucket thrown on them.

Fiery Attack: If the firebird rolls a 12 on his attack die and hits a flammable target, then the target has caught fire. The flame starts by doing 1d2 points of damage, but grows each round by one die step (1d3, 1d4, 1d6, 1d8, etc.) until it does 1d8 points of damage each round. Each such hit adds another flame, and a character can have as many as four such flames.

A flaming character may roll on the ground to put out the flames. Doing so means he loses his action, but all of his current flames will do no damage that round, and they will drop by one die step. Flames go out when they do less than 1d2 damage each round.

Not Alive: Firebirds take no penalty for wounds sustained, as they feel no pain. In addition, they do not have to roll for unconsciousness.

Description

Firebirds are small fire elementals that are shaped like large hawks.

GAUNT

Physical	15	Attack	14
• Grasp	20		Swoop: 16
Swiftness	10	Defense	13/11/10
Mental	5	Damage	1d6+1d10
Perception	10	Armor	Loc AV
• Sight	20		1 2
Hit Points	38		2-4 2
Initiative	+1		5-7 2
• Swooping	+3		8-9 2
Move	6		10-12 2
• Flight	15		

Special Abilities

Grab and Head Smash: Gaunt often attempt to grab characters. They will do this on a swoop attack, or when standing next to a victim. The grab is a regular attack that does no damage. Instead, the grab will envelop the victim in the gaunt's wings, pinning the victim's arms. Once grabbed, the gaunt will pound at its prey's head, automatically hitting that location, until the victim is dead or unconscious. Breaking a grab requires a STR test vs. DL 20.

Swoop Attack: Gaunt swoop and either knock down or grab their victims. When they swoop, they have an effective attack skill of 16.

Description

Gaunt are man-sized beings with powerful wings instead of arms. They have bird-like beaks with which they strike prey. Gaunt often hunt in small packs. They circle and swoop toward prey, hoping to confuse and overwhelm them. Gaunt have wonderful eyesight and their eyes are often sought for their alchemical properties.

GAZZLE FLY

Physical	5	Attack	18
Swiftness	25	Defense	19/18/18/15/12
Mental	-5	Damage	2d4
Perception	15	Armor	Loc AV
Hit Points	18		1 1
Initiative	+4		2-4 0
Move	4		5-7 1
• Flight	15		8-9 1
			10-12 1

Special Abilities

Many Legs: Leg wounds do not affect this creature until 2 or more separate legs are affected.

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.

Poison: The sting of the gazzle fly injects a paralytic poison. The victim must make a TOU test vs. DL 13 or else lose 2d3 from his DEX, AGI and SPD scores. The effects of stings are cumulative and if any of the stats fall to zero, the character is paralyzed for 1d3 hours.

Spider Walk: Like most insects, the gazzle fly can walk on walls and ceilings.

Description

Gazzle flies are 3' long dragonflies that dwell in the many marshes and coastlands of Bostonia. They hunt singly or with a mate. Usually, they will leave humans alone, preferring to take down animals. However, they will attack humans close to their nests. They are sought after for their wings which are used in various alchemical experiments.

GHOUL

Physical	12	Attack	13
Swiftness	10	Defense	12/10/9/7
Mental	10	Damage	1d8+1d6
Perception	10	Armor	Loc AV
• Smell	14		1 0
Hit Points	32		2-4 0
Initiative	0		5-7 0
Move	6		8-9 0
			10-12 0

Special Abilities

Grab Attack: A ghoul can grab an opponent, doing no damage that round. Each round afterward, the ghoul can attack the grabbed opponent with a vicious bite at a +2 attack skill, doing 2d8 damage. They attack in this fashion until dislodged, or killed.

Iron Stomach: Ghouls are immune to poison and disease. They can eat almost anything to sustain themselves.

Description

Ghouls are often thought to be undead creatures. However, they are simply humanoid mutants who emerged from their watery enclaves too early and were changed by the poisoning of the world. They are cannibals that crave human flesh – even rotting flesh – over all other foods.

Ghouls travel in packs of 6-20. They are insane, gaunt creatures with white leathery flesh. They hunt together, acting on instinct and cunning to capture and kill their prey.

Giant (MUNDANE)

Physical	30	Attack	10-12
• TOU	30+	Defense	11/9/8
Swiftness	7	Damage	1d20+weapon
Mental	10	Armor	Loc AV
Perception	7		1 0
Hit Points	68+		2-4 0
Initiative	0		5-7 0
Move	9		8-9 0
			10-12 0

Special Abilities

Massive Attack: A giant's attack is so large and powerful, that all parries are at a -3. However, dodges are at a +2.

Weapon Use: Most giants use some sort of large weapon. GMs can use some imagination here, but a large club or boulder is a good choice. In addition, giants may be found using homemade armor pieced together from scraps.

Description

These humanoids stand well over 12' tall. Giants are very rare in Bostonia and are almost always found alone. Each giant is unique and so this monster description should be used as a guideline. Giants are bulky and clumsy, but their strength is amazing and anyone so unfortunate to be hit by them will be unlikely to remain in the fight.

Giant, FIRE

Physical	30	Attack	12-15+
• TOU	30+	Defense	12/10/9/8
Swiftness	13	Damage	1d20+weapon
Mental	12	Armor	Loc AV
• SPI	15		1 0
Perception	7		2-4 0
Hit Points	68+		5-7 0
Initiative	+1		8-9 0
Move	10		10-12 0

Special Abilities

Fire Bolt: Fire giants can cast fire bolts from their hands in lieu of their normal attack. Such bolts have a range of 20 hexes (5/10/15/20), and do 2d10 points of damage.

Fire Control: Fire giants can control normal fires around them, making them burn brighter and hotter, or shrinking them to nothing. A flame so controlled can spark and "jump" from flammable item to flammable item, moving up to 2 hexes each combat round.

Fire Immunity: Fire giants are immune to normal fire and get a +6 to any saves dealing with fire spells. In addition, any effects from fire spells that do affect the giant are reduced by 3 points/die.

Massive Attack: A giant's attack is so large and powerful, that all parries are at a -3. However, dodges are at a +2.

Weapon Use: Most giants use some sort of large weapon. GMs can use some imagination here, but a large club or boulder is a good choice. In addition, giants may be found using homemade armor pieced together from scraps.

Description

Fire giants are bronze-skinned titans standing over 12' tall. Smoke and steam continuously rise from their heads and shoulders. They are imbued with elemental energy and have control over any flames near them. They are often found near ancient sites dealing with fire. It is not known whether this species occurs naturally, or through some elemental summoning magic.

Giants are very rare in Bostonia and are almost always found alone. Each giant is unique and so this monster description should be used as a guideline. Giants are bulky and clumsy, but their strength is amazing and anyone so unfortunate to be hit by them will be unlikely to remain in the fight.

Giant, ICE

Physical	25	Attack	11-13+
• ToU	30+	Defense	11/9/8
Swiftness	10	Damage	1d16+weapon
Mental	13	Armor	Loc AV
• SPI	17		1 0
Perception	10		2-4 0
Hit Points	68+		5-7 0
Initiative	0		8-9 0
Move	8		10-12 0

Special Abilities

Ice Immunity: Ice giants are immune to normal cold and get a +6 to any saves dealing with cold/ice spells. In addition, any effects from cold/ice spells that do affect the giant are reduced by 3 points/die.

Ice Shards: Ice giants can cast ice shards from their hands in lieu of their normal attack. This attack has a range of 20 hexes (5/10/15/20), and does 2d8 points of damage.

Ice Wall: 3 times/day an ice giant may create a wall of ice as per the spell in the Blizzard Rune.

Massive Attack: A giant's attack is so large and powerful, that all parries are at a -3. However, dodges are at a +2.

Weapon Use: Most giants use some sort of large weapon. GMs can use some imagination here, but a large club or boulder is a good choice. In addition, giants may be found using homemade armor pieced together from scraps.

Winter Walk: Ice giants leave a 10 hex wide trail of frost behind them as they travel, blanketing the earth behind them in snow and ice as though a heavy winter storm had recently passed through the affected area. This leaves anywhere from a few inches to a foot of snow on the ground, and gives fire mages in the area a -1 to all magic skill tests.

Description

Frost giants are albino giants standing over 12' tall. Their hair and beards are always tinged in frost and snow and ice are created wherever they walk, causing their path to look like the dead of winter even on the warmest of summer days.

Giants are very rare in Bostonia and are almost always found alone. Each giant is unique and so this monster description should be used as a guideline. Giants are bulky and clumsy, but their strength is amazing and anyone so unfortunate to be hit by them will be unlikely to remain in the fight.

GOBLIN (ΜΥΤΩΔΑΠΕ)

Physical	8	Attack	8-10
• TOU	12	Defense	11/10/8/7
Swiftness	13	Damage	1d6+weapon
Mental	10	Armor	Loc AV
Perception	13		1 0
Hit Points	32		2-4 0
Initiative	0		5-7 0
Move	6		8-9 0
			10-12 0

GOBLIN, WARRIOR

Physical	15	Attack	13-18
Swiftness	15	Defense	14/12/11/9/7
Mental	10	Damage	1d8+weapon
Perception	15	Armor	Loc AV
Hit Points	38		1 0
Initiative	+2		2-4 0
Move	6		5-7 0
			8-9 0
			10-12 0

Special Abilities

Weapon Use: Most goblins use some sort of weapon. These are often crude short swords and spears. However, anything is possible. In addition, most goblin warriors wear 1-4 points of armor on their bodies.

Description

Goblins are thin, lanky humanoids about 5 ½ - 6 feet tall. However, they are generally hunched over, making them seem much shorter. They have hairless skin ranging from gray and brown to green in color. They have flat heads and bulging eyes. Goblins come in all shapes and sizes and these statistics should be considered a guideline for average Goblins or Goblin warriors.

HAG, CLOAKED

Physical	8	Attack	11
• TOU	13	Defense	19/16/14/12
Swiftness	17	Damage	1d4+1d2
Mental	23	Armor	Loc AV
Perception	17		1 0
Hit Points	34		2-4 0
Initiative	+3		5-7 0
Move	8		8-9 0
			10-12 0

Special Abilities

Curse: Anyone touched by a cloaked hag is cursed. A cursed character suffers a -1 to all rolls for a period of one week.

Innocuous Aura: Cloaked hags look much like oddly-dressed old women and keep the charade up for as long as possible.

Luck: Cloaked hags are lucky as per the advantage Luck. They can use their luck twice each gaming night.

Regeneration: A cloaked hag regenerated 1d6 hit points whenever someone in her unluck radius is affected by unluck. In addition, the hag can also regenerate 1d6 hit points by "using" one of her luck rolls for the night.

Runic Magic: Cloaked hags will typically have bound one or more runes.

Sense Magic: Cloaked hags can sense magic items and runes up to 1000 meters away.

Unluck Aura: Cloaked hags cause all within a 10 hex radius of them to be unlucky as per the limitation Unluck. The unluck is unlimited in how many times it can affect a character. The character is unlucky until they leave the vicinity of the hag.

Description

Cloaked hags look like wizened old women dressed in flowing black robes. They tend to frequent areas with high traffic, so they can be found in towns, taverns and along roads. They try to frequent the same place if possible, or find an excuse to travel with and be near a specific individual or group. They will try to touch their victims. Once contact is made, the hag feeds off of the misfortune and discord that it causes.

HAG, SEA

Physical	15	Attack	10
Swiftness	10		In water: 16
• In water	20	Defense	12/10/9/7
Mental	15		In water: +5 to all
Perception	8	Damage	2d8
• In water	17	Armor	Loc AV
Hit Points	45		1 1
Initiative	0		2-4 1
• In water	+4		5-7 1
Move	5		8-9 1
• Swim	9		10-12 1

Special Abilities

Ink Cloud: Once each day, a sea hag can fire a cloud of ink into the air or water. The cloud expands to a 3 hex radius (6 hexes underwater) and lasts for 2d3 rounds (2d6 underwater). Anyone relying on normal sight will be unable to see through this cloud. The sea hag is immune to her own ink and will use the ink to flee, or attack her opponents from a position of advantage.

Regeneration: A sea hag regenerates 1 hit point each combat round when she is underwater.

Summon Sea Serpent: Once each day, a sea hag can summon a giant sea serpent. This creature has the stats of a giant venomous snake, but does not have a poison bite.

Underwater Stealth: Underwater, sea hags have the equivalent of an 18 stealth skill.

Water Jet: Instead of taking their normal attack, hags can create a powerful jet of water and shoot it at opponents. The jet hits one creature and the hag has a 16 attack skill with it. If it hits, the target takes 2d6 points of damage and is bowled over, thrown back 2 hexes and knocked down (underwater, they aren't knocked down, but still need to take a 1/2 phase to right themselves).

Watery Kiss: If a sea hag can grab her opponent and kiss them, the target will have to make a SPI save vs. DL 12 or take 2d12 drowning damage. No armor applies to this damage. Damage taken from drowning cannot cause a wound, but anyone reduced below an unconsciousness threshold does not get to save; they will fall unconscious.

Description

Sea hags are sea creatures that take the form of hunched and twisted hags. They frequent undersea grottos, coves and caves, but can sometimes be found on beaches or islands. Hags are slow and ungainly on land, but in the water, they are fast, graceful and dangerous.

IMP

Physical	15	Attack	12
Swiftness	10	Defense	12/9/6
• AGI	12	Damage	1d8+1d6
Mental	9	Armor	Loc AV
• SPI	12		1 6
Perception	10		2-4 6
Hit Points	38		5-7 6
Initiative	+1		8-9 6
Move	6		10-12 6

Special Abilities

Demonic Weapon Immunity: Imps are demons and as such take reduced damage from mundane attacks. Imps take $\frac{1}{2}$ damage from non-magical, non-silver attacks.

Earth Walking: In addition, they have the ability to "sink" into stone and earth, passing through it as though it were air. They can do this at will, and often do so to escape combat. They cannot be carrying anything with them as they do this, however.

Enemy of Stratus: Imps can be turned by priests of Stratus. Their SPI of 12 is their resistance to such attacks.

Description

Imps are 3.5 - 4 feet tall, gray creatures that resemble the gargoyles of gothic architecture. They are very minor demons and often do the dirty work for an evil mage, or a beast higher up in the demonic hierarchy.

Mosquito, Giant

Physical	0	Attack	17
Swiftness	22	Defense	17/16/16/14/12
Mental	-5	Damage	1d4
Perception	12	Armor	Loc AV
Hit Points	8		1 0
Initiative	+3		2-4 0
Move	3		5-7 0
• Flight	10		8-9 0
			10-12 0

Special Abilities

Many Legs: Leg wounds do not affect this creature until 2 or more separate legs are affected.

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.

Proboscis: When a giant mosquito attacks and does damage, the effects ignore armor. Once this creature hits a target, it latches on and starts to feed, doing 1d6 hit points of damage each round until it is driven off, or killed.

Spider Walk: Like most insects, the giant mosquito can walk on walls and ceilings.

Description

These 1.5' long mosquitoes are found in swamps to the south and on some of the southern islands. They usually travel in swarms of 5-10, moving from feeding ground to feeding ground. Goblins hunt and kill them for their proboscis, which can be filled with poison and used as blowgun darts.

Moss Man

Physical	12	Attack	Fist: 11 Weapon: 8-10
Swiftness	15	Defense	13/11/10/9
Mental	5	Damage	1d6+weapon
Perception	10	Armor	Loc AV
Hit Points	32		1 1
Initiative	+1		2-4 2
Move	6		5-7 3
			8-9 4
			10-12 4

Special Abilities

Camouflage: Moss men can change their appearance to fit their surroundings. When camouflaged and in cover, a character must make a PER test at a DL of 19 to detect the creature. If the creature is moving, then the PER DL is only 12.

Infectious: If any horror moss (moss men are totally covered in it) contacts a character's skin, the character must make a TOU test at a DL of 17, or become infected by horror moss. Horror moss immediately starts acting on the character's skin, spreading at a fearful rate. Each round, the horror moss causes the character to lose 1 point of STR, DEX, AGI, SPD, TOU and CHR. Once any of these characteristics reach 0, the character is comatose and is being overtaken by the moss. In one hour's time, he will be totally consumed and become a moss man himself.

The moss may be scorched off by a torch or lamp flame any time until the character is comatose. The character must be scorched for one round and 1d4 points of damage for each round he was infected by the moss. However, as long as any flame is applied, the spread of the moss is checked and the character loses no more ability points.

Once the character goes comatose, then only a physician or magic can save him. A physician skill test at DL 17 will remove the moss. Otherwise a spell that cures disease will do the same.

Weapons Usage: Moss men can use any weapon a normal human can, but tend to favor spears. They will use any weapon they have found or stolen, and failing that, crude, self-made wooden spears. Moss men never wear clothing or armor.

Description

Horror-Moss men are humans, which have been transformed by infectious "Horror-Moss". Horror-Moss is actually not a moss, but a semi-sentient fungus. Anyone who contacts Horror-Moss with their bare skin becomes infected. If unnoticed or untreated, the fungus grows on the victim's skin in a thin layer at a rate of 10 inches a day. If the victim is not cured within 3 days of the infection, the fungus begins to warp their mind. The victim becomes very paranoid of other humans, and will start making constant attempts to flee to the nearest unpopulated area.

About a month and a half after infection, a victim is completely and permanently transformed into what is commonly referred to as a "Moss Man". Moss Men are completely covered in the Horror-Moss fungus, their skin completely eaten away and replaced by it. All hair, ears, nose, and sexual features are also gone, presumably eaten away by fungus, leaving a slim, humanoid creature. The Horror-Moss looks somewhat like fuzzy velvet in texture, but has the ability to both change color, and become phosphorescent. This gives the creature the ability to camouflage itself, or make disorienting light displays. The mind of the creature has been reduced to that of a smart animal, and is influenced by the fungus. Moss men tend to live in forested areas, dwelling in the dense cover, feeding on large animals they hunt with amazing stealth and speed.

It is not unheard of for wizards to use magic to control moss men, and use them as guards or troops. Even when controlled, moss men are only slightly more intelligent than most animals, and cannot be used as laborers for anything remotely difficult.

OMEN FLOCK

Physical	---	Attack	---
Swiftness	---	Defense	---
Mental	11	Damage	---
Perception	18	Armor	Loc AV
Hit Points	---		1 0
Initiative	0		2-4 0
Move	2		5-7 0
• Flight	10		8-9 0
			10-12 0

Special Abilities

Bad Omens: The flock has no real powers or attacks. However, they do portend disease, misfortune, drought, famine and general ill tidings wherever they are spotted.

Description

Omen flocks are large flocks of hundreds of crows that perch on dead or dying trees. They are considered dire omens by the Bostonians as they bring misfortune, illness and death to the house in front of which they settle. Villagers plagued by a flock will attempt to rid themselves of the birds by scaring them, hunting them, getting a priest to consecrate the ground or burning their trees. The flock is resilient and acts with an evil intelligence, so it often returns.

Typically a flock appears because of some injustice or unresolved wrong that has occurred in the village or region. Though mundane methods may work, often the only way to be rid of the flock is to investigate and correct this wrong.

Rat, Giant

Physical	0	Attack	8
Swiftness	10	Defense	12/12/9/8
Mental	0	Damage	2d3
Perception	10	Armor	Loc AV
• Smell	16		1 0
Hit Points	10		2-4 0
Initiative	+1		5-7 0
Move	5		8-9 0
			10-12 0

Description

This is a particularly large rat, measuring about 2 feet long. Alone, it is not particularly dangerous, but giant rats often travel in large swarms numbering 12-24 rats.

Rat, PLAGUE

Physical	10	Attack	13
Swiftness	8	Defense	11/10/8
Mental	5	Damage	2d6
Perception	10	Armor	Loc AV
• Smell	16		1 1
Hit Points	28		2-4 1
Initiative	-1		5-7 1
Move	6		8-9 1
			10-12 1

Special Abilities

Control Rats: Plague rats can control normal and giant rats within 20 hexes of them.

Plague Bite: The bite of a plague rat has a chance of causing Gnawing Fever. A character that is bitten by a plague rat has a 50% chance of *possibly* contracting the disease. A character that might contract the fever can make a TOU or SPI check vs. DL 13 to avoid it. See the section on Diseases for more details.

Description

Mangy, 4-foot long rats often covered in dung and garbage. Plague rats are found in the sewers and garbage dumps of Bostonia's cities and towns. Anywhere, they are found, hordes of diseased rats are sure to be found.

RESTLESS WALKER

Physical	20	Attack	14
Swiftness	5	Defense	13/10/10/7
Mental	15	Damage	1d10+1d8
• SPI	17	Armor	Loc AV
Perception	15		1 0
Hit Points	50		2-4 0
Initiative	0		5-7 0
Move	5		8-9 0
			10-12 0

Special Abilities

Restless Dead: Walkers have the terrible power to animate corpses to do their bidding. As they walk, they animate any dead body within 50 meters. Buried bodies will try to dig themselves from their graves. They will succeed unless they are secured in some fashion, or the ground is holy (major consecration).

Undead: Walkers 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 17 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.

Description

The walker looks like a particularly well-composed zombie with one minor difference -- his eyes are glowing a dim green light. The horrors that he creates also have this glow to their eyes.

Walkers are evil and wholly bent on wreaking havoc on the living. For obvious reasons, they seek out graveyards, ancient burial sites and battlefields. There they raise hordes of undead and seek to destroy all life near them.

SARDUKAAR WARRIOR

Physical	20	Attack	15-20
Swiftness	10	Defense	17/14/13/11/10
Mental	8	Damage	1d10+weapon
• WIL	15	Armor	Loc AV
Perception	10		1 0
Hit Points	50		2-4 0
Initiative	0		5-7 0
Move	6		8-9 0
			10-12 0

Special Abilities

Body Weaponry: Many sardukaar have weapons, armor and various metal bits grafted to their bodies. This means they cannot lose the item in questions. More importantly, some of the more outlandish specimens gain special attacks due to their unique body weaponry. For instance, a sardukaar with spikes in his forehead may gain a special attack when head butting opponents. The exact effects are left up to the creativity of the GM.

Fearless: Sardukaar are immune to all fear effects.

Fight with Wild Abandon: All sardukaar fight with wild abandon and gain a +2 to all damage rolls.

Weapon Use: Most sardukaar use some sort of weapon and armor.

SARDUKAAR Witch

Physical	15	Attack	13-18
Swiftness	15	Defense	17/14/13/11/10
Mental	15	Damage	1d8+weapon
• SPI	20	Armor	Loc AV
Perception	15		1 0
Hit Points	40		2-4 0
Initiative	+2		5-7 0
Move	7		8-9 0
			10-12 0

Special Abilities

Fearless: Sardukaar are immune to all fear effects.

Fight with Wild Abandon: All sardukaar fight with wild abandon and gain a +2 to all damage rolls.

Ritual Magic: Sardukaar witches are taught ritual magic.

Runic Magic: A few sardukaar witches have bound runes.

Weapon Use: Most sardukaar witches use some sort of weapon and armor.

Description

Sardukaar are wild barbarians that dwell in the high reaches of the Teeth Mountains. Tribes of these berserkers are small, consisting of a couple dozen warriors, a witch and possibly a few other stragglers that do not fight, but support the tribe in other ways. They are crazed and fearless warriors, living off the spoils of their raids on Bostonian villages and farms. Sardukaar stand 6'-7' tall and are powerfully build. Male sardukaar have little or no body hair and often adorn their skin with paint and dye.

Sardukaar witches are said to have mastered powerful rituals that allow flesh to merge with iron and steel. Sardukaar warriors often use this ritual to meld weapons and armor, as well as ornamental pieces to their bodies. Some sardukaar have spikes jutting from their foreheads, others have armor grafted to their chests and still others have replaced limbs with swords or axes.

Witches are the undisputed leaders of the sardukaar tribes. They provide the magic and leadership upon which the tribe depends. Witches are shrewd tacticians, understanding how to use the sardukaar advantages of strength and fearlessness. In addition, they learn magic that allow them to augment their warriors' strength through melding metal to flesh and summoning the terrifying demon horses the sardukaar ride into battle.

SERPENT, IRON

Physical	13	Attack	14+
• TOU	18	Defense	16/16/13/11
Swiftness	17	Damage	2d8
Mental	0	Armor	Loc AV
Perception	22		1 7
Hit Points	42		2-4 7
Initiative	+3		5-7 7
Move	6		8-9 7
			10-12 7

Special Abilities

Added Skill: In general, the attack skill of the serpent is 14. However, certain of these creatures are made with such great skill, they have skill of 15 or more.

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.

Vulnerable Spot: The serpent's weak spot is his eyes. The eyes are not armored, but can only be hit by a called shot at a -6 attack penalty. In addition, any shot that hits the head has a 1-3 (on a 1d4) chance of hitting the eyes.

Description

Iron Serpents are automatons called by fire wizards to guard their lairs. They are metal snakes about 6' long. Their eyes are small sparkling gems. The construction of such a golem requires the knowledge of a rare arcane spell, sufficient materials (costing well over 2000p) and a blacksmith of notable skill (17+). The serpent can be programmed with a couple simple commands and will serve until destroyed. They are formidable in combat, using their quickness and whip like tail to keep attackers at bay. Their fangs and tail are made of iron and can easily penetrate most armor.

Sinister Eye

Physical	5	Attack	9
Swiftness	18	Defense	15
Mental	10	Damage	2d6 or paralysis
Perception	10	Armor	Loc AV
Hit Points	18		1 0
Initiative	+3		2-4 5
Move	7		5-7 0
			8-9 0
			10-12 5

Special Abilities

Demonic Weapon Immunity: Eyes are demons and as such take reduced damage from mundane attacks. Eyes take 1/2 damage from non-magical, non-silver attacks.

Enemy of Stratus: Eyes can be turned by priests of Stratus. Their SPI of 10 is their resistance to such attacks.

Fire Bolt: Sinister eyes shoot a bolt of fire as their main attack. The fire does 2d6 points of damage if it hits.

Paralysis Ray: Sinister eyes can fire a beam of white light that if it hits, requires the target to make a TOU save vs. DL 10 or be paralyzed for one hour.

Spider Walk: Sinister eyes can walk on walls and ceilings.

Description

Sinister eyes are watchers for their demonic masters. They are often sent in large numbers to track down intruders and capture them. They are eyeballs about 1 foot in diameter with 6 insect-like metal legs.

SKELETON

Physical	10	Attack	9
Swiftness	10	Defense	10/9/8/6
Mental	0	Damage	1d6 + weapon
• SPI	11	Armor	Loc AV
Perception	5		1 0
Hit Points	25		2-4 0
Initiative	0		5-7 0
Move	6		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: Skeletons 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 11 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.

Weapon Use: Most skeletons use some sort of weapon. Often this is a rusty old sword or axe, but anything is possible.

Description

These fleshless undead are often called to serve necromancers and evil spirits. Occasionally, sites of great death will cause the dead to rise spontaneously creating a small army of skeletons.

SHAKE, GIANT (CONSTRICTOR)

Physical	23	Attack	10
Swiftness	8		Wrap: 13
Mental	3	Defense	12/10/8/6
Perception	8	Damage	2d4
• Smell	17		Constrict: 1d12
Hit Points	54	Armor	Loc AV
Initiative	0		1 3
Move	5		2-4 3
			5-7 3
			8-9 3
			10-12 3

Special Abilities

Constricting Attack: If the constrictor can surprise a victim, it can wrap around it, attacking with a skill of 13. If this attack is successful, then the victim is wrapped within the snake's coils. Each arm has a 1-4 (on a 1d6) chance of being pinned. A wrapped victim can be constricted each round for 1d12 damage.

Surprise: Giant constrictors are slow moving, but very quiet. They have a concealment/stealth skill of 18 for determining whether they surprise a target on their first attack.

Description

A huge, powerful constrictor snake that hangs in low lying branches waiting to drop on a passerby. If they gain surprise, they use their massive strength to crush the life out of their prey.

SHAKE, GIANT (VENOMOUS)

Physical	10	Attack	15
Swiftness	16	Defense	16/13/12/10
Mental	3	Damage	2d6
Perception	10	Armor	Loc AV
• Smell	17		1 3
Hit Points	25		2-4 3
Initiative	+2		5-7 3
Move	7		8-9 3
			10-12 3

Special Abilities

Poison Bite: Giant snakes have a poison bite. If any damage gets through the target's armor on a successful hit, then they take an additional 1 HIT/round for 2d6 rounds. A save vs. TOU at DL 14 can be made to avoid the extra damage.

Description

Giant snakes come in many varieties, sizes and colors. The one described here is fairly quick and has a dangerous, though not deadly poison.

SPIDER, LARGE

Physical	0	Attack	16
Swiftness	18	Defense	16/14/13/10
Mental	2	Damage	2d3
Perception	15	Armor	Loc AV
Hit Points	10		1 0
Initiative	+3		2-4 0
Move	7		5-7 0
			8-9 0
			10-12 0

Special Abilities

Many Legs: Leg wounds do not affect this creature until 2 or more separate legs are affected.

Poison: Large spiders bite and inject a paralytic poison. A bite that penetrates armor forces the victim to make a TOU save vs. DL 10. A failed save means that the victim loses 1d6 hit points (in addition to the damage from the bite) and 1d3+1 points of DEX, SPD and AGI. If any of these stats drop to 0, the character is paralyzed for 1d6 hours, when the poison wears off.

Spider Walk: Like most insects, the large spider can walk on walls and ceilings.

Web: Large spiders have the ability to spin a web to trap their victims. The web has very thin strands and is nearly invisible (DL 17 to spot). Anyone stumbling into the strands will have to make a STR save vs. DL 12 or be caught. Each failure causes the character to become even more entangled in the web and so the DL increases by 1 for each failed save, up to a maximum of DL 16.

Others can help the trapped character escape and each person doing so gives a +1 to the STR roll. However, each helper has a 25% chance to become trapped each round they assist the victim.

Description

Large spiders are hairy spiders about 12-18 inches across.

Spider, Giant

Physical	10	Attack	14
Swiftness	15	Defense	14/13/11/10/8
Mental	7	Damage	2d8
Perception	15	Armor	Loc AV
Hit Points	35		1 2
Initiative	+2		2-4 2
Move	9		5-7 2
			8-9 2
			10-12 2

Special Abilities

Many Legs: Leg wounds do not affect this creature until 2 or more separate legs are affected.

Poison: Giant spiders bite and inject a paralytic poison. A bite that penetrates armor forces the victim to make a TOU save vs. DL 14. A failed save means that the victim loses 1d8 hit points (in addition to the damage from the bite) and 2d3 points of DEX, SPD and AGI. If any of these stats drop to 0, the character is paralyzed for 1d6 hours, when the poison wears off.

Spider Walk: Like most insects, the giant spider can walk on walls and ceilings.

Web: Giant spiders can spin a web to trap their prey. A web can be cast up to 8 hexes away and covers an area of one hex. Anyone in the target hex must make an AGI save vs. a DL of 14 or be trapped. Trapped characters may break out with a STR test vs. DL 18.

Others can help the trapped character escape and each person doing so gives a +1 to the STR roll. However, each helper has a 25% chance to become trapped each round they assist the victim.

Description

Giant spiders are hairy spiders that are about the size of a human (6 foot from head to spinnerets). They are slower than their smaller cousins, but have a more deadly poison and web attack.

Spider, Monstrous

Physical	20	Attack	17+
• STR	23	Defense	13/11/10/8
Swiftness	10	Damage	2d12
Mental	15	Armor	Loc AV
Perception	15		1 4
Hit Points	60+		2-4 5
Initiative	0		5-7 4
Move	7		8-9 4
			10-12 5

Special Abilities

Many Legs: Leg wounds do not affect this creature until 2 or more separate legs are affected.

Poison: Monstrous spiders bite and inject a paralytic poison. A bite that penetrates armor forces the victim to make a TOU save vs. DL 17. A failed save means that the victim loses 1d12 hit points (in addition to the damage from the bite) and 2d4+1 points of DEX, SPD and AGI. If any of these stats drop to 0, the character is paralyzed for 1d6 hours, when the poison wears off.

Spider Walk: Like most insects, the monstrous spider can walk on walls and ceilings.

Web: Monstrous spiders can spin a web to trap their prey. A web can be cast up to 8 hexes away and covers an area of one hex. Anyone in the target hex must make an AGI save vs. a DL of 14 or be trapped. Trapped characters may break out with a STR test vs. DL 18.

Others can help the trapped character escape and each person doing so gives a +1 to the STR roll. However, each helper has a 25% chance to become trapped each round they assist the victim.

Description

Monstrous spiders are 15 feet long or more. They are intelligent, cunning and extremely dangerous. One or two bites from this creature will render most humans incapacitated.

TERMITE MAN, (ΜΥΗΔΑΠΕ)

Physical	13	Attack	8-12
Swiftness	10	Defense	11/10/8/7
Mental	8	Damage	1d4+1d6
Perception	13	Armor	Loc AV
Hit Points	34		1 1
Initiative	0		2-4 1
Move	6		5-7 1
			8-9 1
			10-12 1

Special Abilities

Aversion to Daylight: Termite men dislike full daylight and suffer a -1 to all rolls on cloudy days, and -2 on clear days.

Hive Mind: Termite men share a hive mind. They know each other's thoughts and use this fact to coordinate attacks, spread warnings and information and otherwise act as a unified whole. The GM should play the termite men as though all of them know and see what any one of them sees.

Night Vision: Termite men can see in total darkness as though it were daylight.

Description

Termite men are 5 foot tall, bug men with pale, slimy skin. They use their claws and mandibles to dig tunnels and spittle and body secretions to reinforce the walls. Termite men lairs are often found in remote rocky areas. However, occasionally one will be found near a village or farm on the outskirts of civilization.

TERMITE MAN, NOBLE

Physical	5	Attack	6
• TOU	8		Throw: 13
Swiftness	10	Defense	11/8/5
Mental	18	Damage	1d4+1d3
Perception	18	Armor	Loc AV
Hit Points	24		1 0
Initiative	0		2-4 0
Move	5		5-7 0
			8-9 0
			10-12 0

Special Abilities

Alchemical Nodes: Noble termite men hollow out dead termite men eggs and fill them with excretions and spittle. These concoctions have various effects including:

Sleep Gas: Creates a cloud of 2 hex radius. Anyone in the cloud must make a TOU save vs. DL 12 or fall asleep for 1d6x10 minutes.

Irritant: Create a cloud of 2 hex radius. Anyone in the cloud must make a WIL save vs. DL 14 or scratch for 1-2 rounds and afterward suffer a -2 to all actions for 2d4 rounds.

Flash: Attacks one character who must make a SPD save vs. DL 14 or be blind for 2d6 rounds.

Explosion: A small explosion does 2d8 points of damage to the hex of impact and 2d4+1 to the surrounding hexes.

More effects are possible. A typical noble will carry 3d4 of these nodes into battle.

Aversion to Daylight: Termite men dislike full daylight and suffer a -1 to all rolls on cloudy days, and -2 on clear days.

Hive Mind: Termite men share a hive mind. They know each other's thoughts and use this fact to coordinate attacks, spread warnings and information and otherwise act as a unified whole. The GM should play the termite men as though all of them know and see what any one of them sees.

Night Vision: Termite men can see in total darkness as though it were daylight.

Description

Termite men are 5 foot tall, bug men with pale, slimy skin. They use their claws and mandibles to dig tunnels and spittle and body secretions to reinforce the walls. Termite men lairs are often found in remote rocky areas. However, occasionally one will be found near a village or farm on the outskirts of civilization.

Nobles are the “scholars” of the species. They are thin and spindly, with oversized heads. They use their secretions to create dangerous “nodes” that they use to battle opponents.

TERMITE MAN, WARRIOR

Physical	18	Attack	14-17
Swiftness	15	Defense	16/13/13/10
Mental	10	Damage	2d10
Perception	15	Armor	Loc AV
Hit Points	52		1 3
Initiative	+1		2-4 3
Move	7		5-7 3
			8-9 3
			10-12 3

Special Abilities

Aversion to Daylight: Termite men dislike full daylight and suffer a -1 to all rolls on cloudy days, and -2 on clear days.

Hive Mind: Termite men share a hive mind. They know each other's thoughts and use this fact to coordinate attacks, spread warnings and information and otherwise act as a unified whole. The GM should play the termite men as though all of them know and see what any one of them sees.

Multiple Arms: Termite warriors get two attacks each round. The second attack is at a -2 attack score and can be directed at any of the creature's nearby opponents.

Night Vision: Termite men can see in total darkness as though it were daylight.

Description

Termite men are 5 foot tall, bug men with pale, slimy skin. They use their claws and mandibles to dig tunnels and spittle and body secretions to reinforce the walls. Termite men lairs are often found in remote rocky areas. However, occasionally one will be found near a village or farm on the outskirts of civilization.

Warriors are 6 foot tall, and have an extra set of powerful arms. Their claws are designed for piercing and rending as opposed to digging.

TROLL

Physical	23	Attack	12-15
Swiftness	5	Defense	13/11/10/8
Mental	5	Damage	1d12+weapon
Perception	5	Armor	Loc AV
Hit Points	54		1 0
Initiative	-1		2-4 0
Move	6		5-7 0
			8-9 0
			10-12 0

Special Abilities

Weapon Use: Most trolls use some sort of large weapon. GMs can use some imagination here, but a large club or boulder is a good choice. In addition, trolls may be found using homemade armor pieced together from scraps.

Description

Trolls are large (8' tall) humanoids that are often found near the ruins of ancient sites (though no one knows why). They can also be found in barren hills and crags. Most are solitary and are not afraid to drive intruders out of their territory by force.

UNFORTUNATE LIZARD

Physical	0	Attack	9
Swiftness	10	Defense	14/13/10/9
Mental	0	Damage	Special
Perception	10	Armor	Loc AV
Hit Points	8		1 2
Initiative	0		2-4 2
Move	5		5-7 2
			8-9 2
			10-12 2

Special Abilities

Explodes on Death: Unfortunate Lizards explode when killed by a violent blow. This does 2d4 to the killer, and 1d4 to everyone in adjacent hexes to the lizard. Armor does not apply to this fire damage.

Fire Creatures: Unfortunate Lizards are immune to fire attacks, but take double damage from cold. In addition, cold attacks will not cause the explosion effect.

Flaming Spittle: Unfortunate Lizards attack by spitting a flaming liquid onto their opponents. The attack does no damage the first round, 1d2 the second round, 1d3 the third, 1d4 the fourth and goes up one die step each round thereafter. The effects of these attacks are cumulative and one lizard can spit several times in any given battle. Stopping all action and rolling around on the ground will stop the flames from getting worse that round and reduce the damage of each of the character's current flames by a die step. Flames that are reduced to less than 1d2 are out. Armor does not apply to this fire 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.

Description

The sharp stinging in their nostrils told them they had reached their goal. A search through the heavy brush revealed the pool. The vapor that bubbled from the black, tarry mass caused the air to shimmer and the leaves of the trees and bushes nearby to be coated in dark oil. Only the wolfsblood bush, directly in the middle of the noxious liquid, retained its deep green coloration. It was the only thing within 20 feet that looked alive.

Warren, who had been an alchemist for a dozen years and whose nose had been assailed by every fume and stink known to science, was the first to approach. But as he neared the edge of the blackness, he winced and backpedaled with his hand over his face. He retreated, muttering in between choking gasps and could only return after plugging his nostrils with wax.

He entered the pool and the tar bubbled and slurped and clung to his boots, drawing him down with each step. When he reached the bush, the muck covered him up to his knees forcing the frail alchemist to labor with each movement. Warren frowned, but went to the delicate work of collecting the flowers and roots of the bush.

As the others looked on, the black tar frothed violently. With a belch, the liquid splattered them and a horde of tiny lizards scattered from the eruption. The beasts ran in every direction, leaving behind them a trail of oily blackness. As they shed their black coating, a hint of copper scales was evident.

At first, the group thought the creatures harmless as they darted back and forth and in a comical display threw themselves against the nearby rocks. However, once the purpose of this dance became obvious; once one of the lizards struck the stone with enough force to cause a spark; once its thin coating of tar burst into flame the alchemist felt his face drain and his hands go cold.

"Stop them!" He yelled. "It's flammable. It's all flammable." He stood and though his movements were slowed by the tar gripping at his legs, the fact that he left his tools behind were proof of his desperation.

By now, several of the lizards had set themselves alight. All of the friends moved to intercept them. The priestess had readied her waterskin in hopes of dousing the odd creatures. Her careful and deliberate action did not suit the warrior who moved to strike.

As he drove his spear point into the tiny beast, it burst open. However, the lizard's blood was made of a substance similar to the tar next to them. At the moment the creature died, the flames that enshrouded it ignited its exposed innards. With a pop, small bits of flaming debris were sent everywhere.

Warren screamed as the air became white around him.

UNKILLABLE

Physical	15	Attack	14-16
Swiftness	15	Defense	15/12/11
Mental	15	Damage	Claws: 2d8 + Special
• SPI	21		
Perception	10	Armor	Loc AV
Hit Points	60		1 2
Initiative	+1		2-4 2
Move	7		5-7 2
			8-9 2
			10-12 2

Special Abilities

Enemy of Stratus: Unkillable can be turned by priests of Stratus. Their SPI of 21 is their resistance to such attacks.

Regeneration: The unkillable regenerates 2 hit points each combat round. The only way to permanently destroy it is to submerge it in water.

Unkillable: Unkillable do not suffer any ill effects from wounds. Instead, if they take 10 or more points of damage in one blow, they suffer an effect that looks like a wound. An arm might sever; an eye put out; a belly cut open, exposing slimy entrails.

This does not slow the creature down however. On the contrary, the unkillable can animate its disembodied parts and use them to attack his opponents. Each such "wound" gives the unkillable another attack each round. Severed arms will grab at legs, crawl up character's clothing and go for the neck. Entrails will grasp and spit acid. Jutting pieces of bone will fly at characters. Eyes will float and generally annoy opponents. The GM is encouraged to be creative with these attacks.

Description

The thing that came out of the shadows was hunched and twisted. Its limbs looked as though they had been broken by the creature's own knotted muscles. It was taller than our warriors -- maybe 7 feet. Even so, its arms dragged along the ground and its claws clicked and clacked against the stones.

It came into the light and I saw its face. It was a human face but broken like the rest of the beast. Its features were mishapen, discolored and asymmetrical. As though someone took a stone and brought it down again and again on a boy's face -- splotches of black and purple, lip split, a cheekbone jutting painfully through the skin.

I think it grinned before approaching. It hobbled and hopped on its crooked legs, one shorter than the other. Its gait masked its speed and ferocity and its first swipe struck Penrose's shield. The blow sent him tumbling, broke his shoulder and the claws left deep, jagged ruts in the wooden shield.

When Oren struck it in its bloated belly, the skin was stretched so tightly that it split, laying open the creature's entrails. As I saw its intestines steaming on the ground, I felt relief.

But only for a moment. To our shock and horror, the creature's bowels snaked into the air, swaying like an agitated viper. Before anyone could react, the acidic cords had looped around Oren's throat and began to constrict.

WERERAT

Physical	10	Attack	14
• Tou	20	Defense	15/13/12/9/7
Swiftness	15	Damage	1d6+1d8
Mental	10	Armor	Loc AV
• SPI	15		1 2
Perception	17		2-4 2
Hit Points	48		5-7 2
Initiative	+2		8-9 2
Move	7		10-12 2

Special Abilities

Human Form: Wererats can switch between human and rat man form instantly. The stats above are for the rat man form. Stats for the human form will vary depending on the wererat.

Phasing: Wererats can turn to shadow for one combat round. This allows them to walk through barriers no more than 7 hexes thick.

Shadow Form: Wererats are made in part of the stuff of shadow. As such, they take only $\frac{1}{2}$ damage from non-magical attacks. Magic weapons and spells do full damage.

Description

Wererats are cursed individuals that roam the night streets of Bostonian cities. They are occasionally found serving more powerful creatures as spies, scouts and foot soldiers. They can assume human form as well as the form of a humanoid rat man. In human form, none of their special abilities apply and they have the stats they had as a human.

Wisp

Physical	0	Attack	---
Swiftness	35	Defense	<u>22</u>
Mental	25	Damage	---
Perception	15	Armor	Loc AV
Hit Points	10		1 0
Initiative	+6		2-4 0
Move	12		5-7 0
			8-9 0
			10-12 0

Special Abilities

Command: Wisps can cast a spell of command. Victims must make a WIL save vs. DL 15 or succumb to the command "Follow me." The command lasts for 10 minutes, at which time the victim can attempt to save again. Once a character saves against this spell, he is immune to the wisp's charm for a day.

Teleport: Once each combat round, wisps can teleport up to 30 hexes, but this takes their entire action.

Description

Wisps are often seen as small glowing globes. They frequent swamps, tombs and monster lairs. Anywhere there is danger, wisps will hang around waiting for a mortal to stumble nearby. When they do, the wisps will attempt to command the victim, leading them into the danger. As they are killed, the wisps feed off the life force.

If a wisp encounters a lone traveler, he will follow the character, tormenting him and using its command power to lure him to his death. If a wisp meets a group of characters, it will try to command and confuse the group separating them until it can trap a straggler. If a wisp determines that it cannot trap an individual, it will teleport to safety.

WOLF (MUNDANE)

Physical	13	Attack	12
Swiftness	13	Defense	<u>13/12/10/9/6</u>
Mental	5	Damage	2d6
Perception	13	Armor	Loc AV
• Smell	23		1 1
• Hearing	23		2-4 1
Hit Points	28		5-7 1
Initiative	+1		8-9 1
Move	8		10-12 1

Description

Wolves are common in Bostonia. The Bostonian wolf is quick and powerful. Wolves travel in packs and will generally leave humans alone unless provoked or controlled in some way. However, farmsteads on the edge of the wilderness often find their livestock the target of a hungry wolf pack.

WOLF, DREAD

Physical	15	Attack	15
Swiftness	10	Defense	<u>15/13/12/10/7</u>
• SPD	16	Damage	2d8+2
Mental	15	Armor	Loc AV
Perception	15		1 4
• Smell	23		2-4 4
• Hearing	23		5-7 4
Hit Points	45		8-9 4
Initiative	+2		10-12 4
Move	9		

Special Abilities

Alpha: Dread wolves can control normal wolves in a 200 hex radius and lead unusually large packs when hunting.

Fear Aura: At night, opponents that fail a SPI save vs. DL 12 are afraid and take a -1 penalty to all skill tests, and damage rolls.

Night Vision: Dread wolves can see in the dark.

Description

Dread wolves are huge, intelligent and evil. They are found in the darkest Bostonian forests leading wolf packs that number from a dozen to over a hundred. They have gleaming red eyes, and jet-black coats.

Wolf, Earthen

Physical	13	Attack	12
Swiftness	13	Defense	13/12/10/9/6
Mental	5	Damage	2d6
Perception	17	Armor	Loc
Hit Points	28		1 2
Initiative	+1		2-4 2
Move	8		5-7 2
			8-9 2
			10-12 2

Special Abilities

Body of Earth: Earthen wolves are made of earth. Blunt weapons do no damage. Piercing weapons do $\frac{1}{2}$ damage. Cutting and slashing weapons do full damage.

Not Alive: Elementals take no penalty for wounds sustained, as they feel no pain. In addition, they do not have to roll for unconsciousness.

Description

The earthen wolf is a minor earth elemental. It looks like a wolf made of branches, mud and leaves as opposed to flesh and muscle. Its favorite mode of attack is to come through the ground at an opponent, leaving its position uncertain until just before the attack.

WOLF, MOUNTAIN

Physical	17	Attack	17
• TOU	25	Defense	15/12/10/7
Swiftness	10	Damage	2d10
Mental	5	Armor	Loc
Perception	5		1 4/10
• Smell	17		2-4 4/10
• Hearing	15		5-7 4/10
Hit Points	58		8-9 3/7
Initiative	0		10-12 4/10
Move	8		

Special Abilities

Armor Piercing: The claws of the mountain wolf are said to "see no metal or stone." Their attacks pierce metal armor, halving its effectiveness.

Blends Into Background: The mountain wolf has a dull gray coat, mottled with brown. In mountainous and hilly terrain, this gives it stealth at a skill level of 14.

Climbing: The claws of the mountain wolf allow them to move on any stone slope as though it were level terrain.

Tough Hide: Mountain wolves have hide that is strong and repels metal. Against metal weapons, use the higher armor values. Against wooden weapons, use the lower armor values.

Description

Mountain wolves are extremely large, 6-legged, wolves that dwell in the Teeth Mountains to the west of Bostonia. They are quick, strong and can move through any rocky terrain. Though they often stay in their mountainous hunting grounds, small family groups will occasionally wander into the lower lands and plague towns by killing much of the livestock. Their size, strength and incredible staying power make them one of the most feared beasts in all of Bostonia.

WOLF, WINTER

Physical	14	Attack	14
Swiftness	16	Defense	14/12/11/9
Mental	6	Damage	2d6
Perception	13	Armor	Loc
• Smell	15		1 1
• Hearing	23		2-4 1
Hit Points	35		5-7 1
Initiative	+1		8-9 1
Move	8		10-12 1

Special Abilities

Blends Into Background: The winter wolf has a white coat, mottled with brown. In icy terrain, this gives it stealth at a skill level of 14.

Frost Breath: Once each day, the winter wolf can breathe a cone of frost that is 1 hex wide by 3 hexes long. It does 2d8 damage. Armor will reduce this damage, but if any of it gets through, it affects the victim as a Frostbite spell (Blizzard, 1st Circle).

Description

Winter wolves are wolves native to the northern edge of Bostonia. They are very rare, but when encountered it is usually in small packs of 3-6 creatures. They are regular-sized wolves with white, or light gray coats. Their eyes are ice blue and their breath is misty with frost.

WRAITH

Physical	15	Attack	Special
• TOU	10	Defense	14/11/10/8
Swiftness	20	Damage	2d6 + weapon
Mental	20	Armor	Loc AV
Perception	15		1 0
Hit Points	30		2-4 0
Initiative	+3		5-7 0
Move	10		8-9 0
			10-12 0

Special Abilities

Animate Corpse: If the body of the wraith's mortal is still intact, the wraith may animate it. It will probably fight like a slightly more powerful version of a zombie or skeleton. In addition, if the wraith has killed anyone and its body is in the tomb, the wraith can animate these as well.

Black Tentacles: Wraiths can attack with black tentacles. Up to three tentacles can be created at one time, but each one takes up a telekinesis "slot." The tentacles attack at skill 14 and have a strength of 19. If the tentacles grab a character, they are slowly squeezed, taking 1d10 points of damage until they are rendered unconscious. The damage taken is magical in nature and is not real. However, a person rendered unconscious by this attack can then be eaten by the wraith and that DOES hurt.

Fear: Any mortal coming within 1" of a wraith must make a WIL save with a DL of 15. Failure means the victim will be paralyzed for 1d3 rounds and once they regain their senses, be so terrified so as to move at least a full move away from the creature as soon as possible.

Feeding Attack: Wraiths attack creatures by enveloping them in the folds of their shadows. This attack does 2d6, but only to a victim who has been knocked unconscious or is otherwise not struggling. No armor applies.

Immune to Normal Weapons: Wraiths are immune to normal weapons, but can be harmed by holy water, taking 2d6 from each vial poured on them.

Regeneration: Wraiths regenerate while in their tomb, regaining 2hp each round.

Telekinesis: Wraiths have telekinesis and can control the objects in their tombs. Objects can be thrown with STR 18 (1d8) and with fairly good accuracy (skill 15). Up to three objects can be thrown this way. Though wraiths will use this power to attack foes, they often use it to sow confusion and fear. With the telekinesis, wraiths can open or close doors, pull curtains down over attackers, move suits of armor, create creaks and footfalls and a host of other "tricks" to lure victims away from their friends.

Undead: Wraiths take no penalty for wounds sustained, as they feel no pain. In addition, they do not have to roll for unconsciousness. Their mental score of 20 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.

Description

These fleshless undead are often called to serve necromancers and evil spirits. Occasionally, sites of great death will cause the dead to rise spontaneously creating a small army of skeletons.

ZOMBIE

Physical	10	Attack	11
• STR	13	Defense	11/8/6
Swiftness	5	Damage	2d8
Mental	1	Armor	Loc AV
• SPI	13		1 0
Perception	3		2-4 0
Hit Points	34		5-7 0
Initiative	-2		8-9 0
Move	5		10-12 0

Special Abilities

Choking Attack: If a zombie hits an opponent in the head, they are considered to have grasped the throat. They will automatically do their damage each round until hit in the arm, or for nine or more points.

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: Zombies 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 13 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.

Description

A stronger and slower form of undead. Zombies are not dangerous unless they are encountered in large numbers.