

Goblin

Description

Goblins are lanky humanoids between 5-6 feet tall. However, they are stooped, and so look much shorter when compared to humans. Goblins have lean bodies. Their limbs are spindly, but have strong, knotted muscles and knobby joints. They carry almost all of their fat in their waistlines. Thus, many goblins have pronounced potbellies. Goblin skin ranges from gray to olive with varying tones of green or yellow.

Lands

Goblins are versatile and thrive in nearly any environment. Thus, they are found throughout the land of Bostonia, as well as in Borakki and Cobrat lands. However, there are also a large number of tribes that live in the woods and hills between Bostonia and Cobrat lands. This region is generally considered "goblin territory," though no formal borders are recognized.

Government

Goblins live in tribes ranging in population between 50-2500 members. There are dozens of tribes in the lands south of Bostonia. Each tribe is ruled by a War Chief called a Garngpak (GARN – pok). The Garngpak is the strongest, most able warrior. He acquires his position by defeating all of his rivals in combat or other trials of strength and he must face all challengers to keep his throne. The Garngpak's word is law. He rules with an iron fist and backs up his authority with his axe. He takes council from his shield man, and his shaman.

Shamans act as healers, mages, and wise men for their tribes. They are respected, and often the most cunning and powerful members of the tribe. However, goblin traditions do not allow non-warriors to rule and thus, they are relegated to the role of taking orders from their Garngpak.

This situation galls many shamans, who feel that their superior intelligence entitles them to rule. This leads to tension between the chiefs and their shamans. Shamans tend to be a rebellious lot, continuously scheming for their own benefit. The chiefs are suspicious, and sometimes even fearful, of the shamans, but keep them close by for their invaluable healing and magic skills.

Internal Relations

Goblin traditions value strength, courage, skill in battle, and the art of making war. For this reason, most goblin tribes exist in a constant state of war. Tribes raid their neighbors continuously to obtain wealth, weapons, finished goods, and exotic foodstuffs and if no non-goblin settlements are nearby, another goblin tribe will become the target. All out wars are rare, but skirmishes occur as quickly as the warriors can heal from previous wounds.

When tribes do make war on each other, it is usually due to a grudge between rival Garngpaki. Most Garngpaki have little feel for diplomacy and are quick to escalate personal disputes into tribal warfare. In addition, wars of conquest occur when one tribe grows more prosperous than its neighbors, or when a particularly strong and clever chief (or shaman) comes into power.

This is not to say that goblins never form alliances with one another. Most tribal alliances are temporary responses to a threat or opportunity. Weaker tribes form alliances to counter the attacks of stronger ones. Also tribes might join to raid bigger, richer, and better-defended settlements. A few long-standing alliances exist, forged by the most intelligent and forward-thinking Garngpaki. These alliances are often sealed by elaborate rituals and oaths.

In addition to the relationships that tribes keep, shamans maintain their own network of allies and enemies. Shamans often meet in secret and make agreements despite the wills of the Garngpaki involved. Shaman of rival tribes might try to arrange a temporary peace, or agree to not attack or cast spells on one another during a coming battle. In a more sinister vein, they might try to arrange for one tribe to defeat the other to bring a less intelligent (and more easily manipulated) chief to power.

External Relations

Because of their warlike nature, and their cultural traditions of cannibalism, goblins are generally reviled by the other races. Many southern Bostonians view goblins as heathen savages worthy of contempt and hatred. This opinion is somewhat muted to the north where goblins do not pose a daily threat to security.

A few exceptions exist. Years ago, Bostonian missionaries attempted to convert several nearby goblin tribes. Most of the missionaries never returned, but two tribes – The Redeemed, and The Bright Burning Flame – converted to the Bostonian faith.

The Redeemed are a tiny tribe bordering southwestern Bostonia. They trade, and maintain relations with, Fort Talon and Jamestown. The Bright Burning Flame was recently wiped out by their rivals. The refugees of that tribe now live in a small, rundown section of Fort Talon.

Cobrats also dislike goblin kind. Cobrat city-states that border goblin territory organize large hunting parties to destroy nearby tribes. In addition, where slavery is practiced, goblins are taken en masse and sold on the slave market.

Family

In most goblin tribes, the males and females live in separate groups. One dormitory houses all of the males that have come of age. Male dormitories are rowdy places where warriors train and create weapons in preparation for the next raid. At night, the place fills with loud boasts, challenges, and contests.

Female dormitories house females and their young. In this dormitory, the work is endless. Females are responsible for gathering and preparing food, making clothes and armor, and tending the young.

There is very little day-to-day contact between the members of the dormitories and so there are no “families” of which to speak. Lineage is important to goblins though, since a young goblin’s place in the pecking order is initially determined by who his parents are. Likewise, social groups are important as well. Males close to the Garngpak, as well as females that mate with him, have a high status among the tribe.

Food and Drink

Due to their unique digestive system, goblins will eat almost anything. They prefer to eat “normal” foods like nuts, berries, and meat, since those taste the best. However, when those foods are unavailable, goblins can still find something to fill their bellies.

Most of the smaller goblin tribes are hunter-gatherers. They migrate to follow the Felsen, or Stub Cattle upon which they feed, and supplement their diet with nuts, berries, and mushrooms gathered by the females of the tribe. Raids provide the tribes with hard to get foods such as grains, smoked and canned goods, and alcoholic beverages.

Eating is an important part of goblin life, and to many outsiders, goblins seem to spend much of their time finding new and interesting things to eat. Male goblins engage in ritual contests, called calgooda (CAL – gud – eh), where the two contestants take turns devising the most foul-tasting concoction for the other to consume. The first one to refuse, to get sick, or to be unable to finish the “meal” loses the contest.

Cannibalism is another goblin ritual that stems from their obsession with eating. Goblins believe that eating something causes you to take on its characteristics. When the meal consists of plants, or dumb animals, the effect is minimal. However, when the food is prepared from the flesh of an intelligent being, then the goblins that partake in the meal will gain some of that being’s power.

For this reason, goblins often eat their dead, especially those that were strong, smart, or had a useful skill when they lived. Garngpaki and shamans are always eaten, usually by the individual who is to succeed them in their position. The bodies of respected or feared enemies are taken back to the tribe so that the goblin warriors can become more fearsome.

Language

The written language of goblins is terribly primitive, consisting of a limited set of symbols to represent concepts such as danger, food, and territorial boundaries. This writing is used to make signs, but never for correspondence, information, or history. Goblins maintain all of their culture and history through oral traditions.

The spoken language of goblins reflects these traditions. Words in the language gain meaning over the years based on their use. At one time, a name might be just that, a way to represent an individual. However, as the individual’s deeds become known, their name will come to tell their story – all of the events in their life are told by a single word. Finally, after many years, their name comes to represent the “meaning” of the story, as opposed to representing a sequence of events.

Some of the effects of this linguistic paradigm are as follows:

- A word’s meaning can differ from place to place. Two different tribes might have two different versions of the same event. The stories behind that event, the meanings taken from that event, and thus the meaning of the word, will differ.
- A word’s meaning will evolve over time. As a story is told, retold, distorted, and forgotten, the words and meanings surrounding that story will change.
- Knowledge of goblin history is essential to speak “good” goblin. The meanings of words are dependent on the course of history and legends. A character could know goblin vocabulary, but may find himself misunderstood unless he knows the history of the goblins with which he was speaking.
- Names are meaningful to goblins – more so than any other race. Naming a child associates hundreds of years of history and meaning to that child. Goblins believe that naming a child affects his destiny. Names are given to children by their tribe and only after reaching young adulthood.

Religion

Goblins lack the fine distinctions between supernatural beings that other races have. Spirits, elementals, demons, ghosts, and some types of powerful undead are all considered gods by goblins. Because of this, goblins have no organized religion, and instead worship a confusing array of over a hundred gods. Some of these gods recognized by all goblin kind and have legends rivaling that of Stratus and Heshahsthalan. Others are tribal ancestors or spirits that are worshipped by only one or two tribes. The stories and deeds of these beings intertwine in a convoluted fashion that only a goblin can truly appreciate.

Goblin worship typically consists of a prayer for a boon (or forgiveness if the god is angry) and a sacrifice of food, valuables, or enemies. Because they are the wisest members of the tribe, shamans are often asked to aid in the prayer, and are given a small percentage of the sacrifice as a payment. However, shamans do not hold services, and generally, do not actively promote worship of the gods.

Goblins that are lucky enough to gain the favor of their gods are called Thugraa (thoo – GRAH). Thugraa are considered blessed, and often possess uncanny abilities.

Some of the more important goblin gods are listed below.

The Wretched One

The Wretched One brings disease, sorrow, and death to goblinkind. He is portrayed as an old, withered goblin covered in sores and weeping boils. Everywhere he goes, pestilence follows. Tribes worship The Wretched One in hopes that he will leave them alone. Offerings to The Wretched One can involve leaving meat to rot, fouling enemy food and water supplies, or exposing prisoners to diseases.

Thugraa of The Wretched One are notorious carriers of disease, but they are immune. Most of them bind The Wretched One's Mark to further spread his "favor" among their fellows.

Ulcanus (ool – CANE – is): The Wolf Spirit

Ulcanus is a nature spirit that takes the form of a huge gray wolf. He is the father of all wolves and because he favors goblin kind, he has created a special bond between the two species. Goblins believe that Ulcanus led wolves to the goblin territories and taught goblins how to track and care for the creatures.

Goblins sacrifice to Ulcanus when trying to find a wolf pack to use as mounts and guard dogs. Also, sacrifices are made when an Alpha is born, or when a tribe's wolves have a disease. Sacrifices to this god take the form of burning wolfsweed, or large game animals killed and left for a pack of wild canines to find.

Ulcanus' favorites are raised by wolves and become alphas. However, there are a few individuals to whom Ulcanus gives the special gift of Barktounge – the ability to speak to wolves.

Hirroot (HUR – root): The Earth Spirit

Hirroot is a powerful earth elemental that resides in a remote southwest corner of goblin lands. Hirroot dominates the tribes Poisoned Blade and Children of the Dirt. Both tribes worship him as a god, and compete for his favor. Sacrifices to Hirroot consist of valuable jewels and gems, or the blood of a tribal enemy. Hirroot prefers the taste of cobrat and both tribes raid cobrat lands to slake his thirst.

Hirroot teaches his followers the arcane spells he knows. These include: Consume Stone (new), Farscrye, Grow, Invisible Servant, Lighten Burden, Repel Liquid, Sense Gems (new), and Stone Armor (new).

Uldpak (OOLD – pok): The Old Warlord

Many years ago, Uldpak was the war chief of the Grunigar (GRUN – eh -- gar) tribe. His intelligence and ferocity in battle was renown. Goblin lore keepers say that Uldpak led an expedition deep into the western mountains. There he found an ancient ruin and in it, a powerful magic axe. This discovery inspired Uldpak to unite the goblin tribes against their enemies. Through diplomacy and conquest, he almost did so. However, he was stopped short of his goal by the blade of an assassin.

Garngpaki who seek insight or excellence in battle pay homage to Uldpak. Typically, this sacrifice will take the form of a raid on a powerful enemy in which all the lives lost are dedicated to the god. Another favored sacrifice (but one that is rarely performed) is that of magic artifacts.

Favorites of Uldpak gain wisdom and cunning in battle. In addition, it is rumored that Uldpak's Bonecleaver still exists and that once Uldpak finds a champion, he will lead him to the weapon.

Tog: The Thin One

Tog is a small, wretched creature, despised by all right-thinking goblins. He is the master of stealth, obfuscation, and silent killing. Tog's followers, called Togi, exist on the fringes of goblin society. They form a small group of assassins and spies who will work for anyone willing to pay their fees.

Outside of his cult, Tog is rarely worshipped. Occasionally, a goblin fearing his wrath, or the blade of an assassin will offer a sacrifice to Tog by performing acts of kindness to weaker goblins.

A gift from Tog gives the thugraa protection from assassination and the ability to detect someone sneaking up on him.

Chagaa (SHA – ga): Wisened Woman

Chagaa is a protector of female goblins. In a society where many females are treated like slaves, Chagaa protects her followers from the most hideous excesses of the males. In many tribes, sacrifices to Chagaa are done in secret because open worship of this goddess angers the males. The most common sacrifice is a small amount of menstrual blood. However, certain favors require more drastic measures such as the petitioner exiling herself from the tribe, or subjecting herself to a horrible beating from the other females.

Thugraa of Chagaa secretly bear her rune and act as her servants among the tribes.

Oppengrull (OP – pen – grol): The Nattering Skull

Oppengrull is depicted as a floating skull, sitting on a shaman's shoulders, continuously talking into his ear. Oppengrull fills his worshippers with dreams of grandeur, and goads them into scheming and plotting against their fellows in an attempt to gain power. Shamans sacrifice to Oppengrull to gain his favor. The offering is usually something dear to the shaman – a prized object, or a small part of his intelligence.

Thugraa of Oppengrull gain a Nattering Skull as a familiar. The skull provides the shaman with a boost in magical power, as well as advice on how to defeat his enemies. However, the skull's constant chattering, goading, and berating of the goblin often drives him insane.

Rules

Stat Modifiers

- STR +1
- AGI -1
- DEX +1
- SPD -1
- TOU +4
- INT -1
- WIL -3

Racial Traits

- **Goblin Stomach:** Goblins can eat and get sustenance from almost any organic substance. Goblins can survive on material that other species find inedible, or even poisonous. Goblins can eat wood, carrion, bark, bugs, clothing, and even rich soil.

- **Poison and Disease Resistance:** Goblins are immune to poisons and diseases that are contracted by ingestion. Pathogens and toxins that attack through the skin, through cuts, or by being breathed can affect goblins, but they are resistant to these as well. Anytime a poison or a disease affects a goblin (he is exposed and fails his save), he gets a 40% resistance check. If he succeeds, he ignores the poison or disease for that exposure. Other exposures will cause the goblin character to save again, and get another resistance check.
- **Rune Eater:** Goblins have the remarkable ability to acquire the runes of people whose flesh they eat. The chance of this happening depends on the rune, the goblin doing the eating, and the race of the poor sod being eaten.

Base Chance of Gaining Rune	5%
Rune is of "Goblin Origin"	+15%
Rune Eater Already Has a Rune	+10%
Flesh is Goblin	+10%
Consumed Mage is 1 st Circle	-10%
Mage is 2 nd Circle	-5%
Mage is 4 th Circle	+5%

In addition, there are rituals that can be performed to increase this chance.

Templates

Alpha

Alpha Male
Animal Handler +1
+1 Base Move
Combat: Axe or Sword
Combat: Spear
Combat: Shield
Kn: Rival Tribes Tactics
Kn: Tribal History
Kn: Tribal Pecking Order
Riding +1
Tactics, Personal
+25 Buy Points

Description

Alphas are a manifestation of the living bond between goblins and wolves. Shamans pick young goblins from the dormitory and place them in the care of a she-wolf. The she-wolf treats the newcomer as one of her pups and lives his early life as a wolf. When he comes of age, the wolf-goblin will assert his dominance over the pack by defeating the lead male. He will then lead the pack back to his tribe where they will be trained as mounts.

Suggested Attributes: STR, DEX, AGI, TOU, PER

Suggested Limitations

Arehgut (Fixing Woman)

Ancient Knowledge
Combat: Choose
Craft: Armorer +2
Craft (choose) +1
Craft (choose)
Kn: Ancient Materials +2
Kn: Tribal History
Kn: Tribal Pecking Order
Navigate
Repair +2
Survival: Scavenger +1
Trade
+20 Buy Points

Description

Arehgut (ar – eh – GOOT) are skilled female smiths that create the armor and weapons worn by the goblin warriors. Their skills at creating and fixing tools are unsurpassed. However, they are especially sought after for their uncanny ability to find useful bits of material from the many ancient ruins that can be found in goblin territory.

Arehgut are skilled craftswomen and navigators. They learn the stories of the ancient wizards from their masters and sometimes, the tribal shaman. Most importantly, they learn the properties of ancient construction materials.

Suggested Attributes: INT, PER, SPI

Suggested Limitations

Belcher

Alchemy +2
Belching
Combat: Thrown
Craft: Cooking +2
Kn: Animal Reagents +1
Kn: Mineral Reagents +1
Kn: Plant Reagents +1
Kn: Tribal Pecking Order
Kn: Tribal History
+28 Buy Points

Description

Belchers are a special type of alchemist unique to the goblin race. Belchers have an extra sensitive sense of taste and have even more resilient digestive systems than do normal goblins. This allows them to take alchemical ingredients, swallow them, and then vomit up a potion a day or so later.

Suggested Attributes: INT, PER, SPI

Suggested Limitations

Chageen

Combat: Unarmed +1
Conceal
Converse
Craft: Cook
Craft: Seamstress
Fast Talk
Herbalism
Kn: Tribal History
Kn: Tribal Pecking Order +1
Magic: Chagraa's Secret
Medical
Persuade
Seduce
+20 Buy Points

Description

Chageen are the chosen of Chagraa. They lurk in their tribes, promoting goodwill among the females, and silently dispensing justice against those that harm them. Because worship of their goddess is outlawed in most tribes, they learn to play the “model” female, and to act in secret.

Suggested Attributes: INT, PER, WIL, CHA

Suggested Limitations

Lore Keeper

Ancient Knowledge +1
Artifacts +1
Carouse
Craft: Storyteller +2
Kn: Goblin History +2
Kn: Tribal History +2
Kn: Tribal Pecking Order
Lang: Choose (level 2)
Literate
Orate
Theology
+24 Buy Points

Description

Lore keepers are tribal historians. Because of goblins' lack of an advanced written language, lore keepers are charged with being a living record of the tribe's knowledge and deeds. During the day, they educate the tribe's children and at night, they entertain the adults with stories.

In addition to the duty of compiling knowledge about goblins, lore keepers are also tasked with learning as much as possible about nearby races. To facilitate this, they often try to learn the language of at least one other race – either by spending time among that race, or by talking to prisoners.

Suggested Attributes: INT, PER, CHA

Suggested Limitations

Raider

Carouse +1
Climb
Combat: Axe or Sword +1
Combat: Spear
Combat: Shield
Combat: Thrown
Concealment
Kn: Rival Tribes Tactics
Kn: Tribal History +2
Kn: Tribal Pecking Order
Stealth
+26 Buy Points

Description

Though most male goblins of age (and some females) take part in raids, those that distinguish themselves in battle gain the term raider. These goblins specialize in war, and train to the exclusion of all other activity. They are respected in their tribe for their combat prowess.

Suggested Attributes: STR, DEX, AGI, TOU

Suggested Limitations

Shaman

Artifacts
Converse
Fast Talk
Kn: Other Shamans +1
Kn: Tribal History +2
Kn: Tribal Pecking Order
Magic Skill (Choose)
Medical
Persuade
Rune Knowledge or Physician
+25 or 24 Buy Points

Description

Shamans are the advisors and healers of their tribes. They are the smartest and most learned of the tribe, and are typically the only goblins in a tribe to bear runes. Shamans often serve the tribe's garngpak as his doctor, tactician, and resident spell caster. As such they hold a position of power within the tribe and most other goblins respect and fear them.

Even so, shamans are a rebellious lot, always plotting to further their own ambitions. Most are manipulators and excellent liars, able to twist the words of their less intelligent brethren.

Suggested Attributes: INT, WIL, PER, CHA

Suggested Limitations

Skulker

Climb +1
Combat: Bow +1
Combat (choose)
Conceal
Detect Traps
Disarm Traps
Escape
Kn: Tribal History
Kn: Tribal Pecking Order +1
Lang: Choose (level 2)
Stealth +1
+25 Buy Points

Description

Though goblins value strength and battle prowess more than all other virtues, stealth is also a respected skill. Skulkers spy on enemy settlements and troops. They perform special missions for their garngpak such as sabotage and theft. Finally, skulkers act as skirmishers on the battlefield.

Suggested Attributes: DEX, AGI, PER

Suggested Limitations

Thugraa of Uldpak

Administrate
+2 Base Defense
Combat: Choose +2
Combat: Spear
Diplomat
+3 Hit Points
Orate
Tactics, Army
Tactics, Personal
+17 Buy Points

Description

Uldpak was a legendary war chief; his deeds are the stuff of goblin lore. His spirit is worshipped by garngpaki wishing to rule with strength and intelligence. It is said that those garngpaki that gain Uldpak's favor are tutored by him, and learn secrets of combat, diplomacy, and tactics.

Suggested Attributes: STR, DEX, TOU, PER

Suggested Limitations

Thugraa of The Wretched One

Alchemy
Kn: Communicable Diseases
Kn: The Wretched One +1
Magic: Wretched One's Mark +2
Interrogation
Physician
Stealth
Survival: Woods or Mountains
Trading
+19 Buy Points

Description

The Wretched One is the god of disease and despair. His followers are twisted and delight in spreading pain and suffering. Because of this, they are shunned by most goblins. However, they have excellent knowledge of diseases and the healing arts, and occasionally sell their services to acquire needed goods.

Suggested Attributes: WIL, SPI, TOU, INT

Suggested Limitations

Togi

Backstab
+1 Base Defense
Climb
Combat: Knives +1
Combat: Thrown +1
Conceal +1
Disguise
Kn: Poisons +1
Stealth +1
Swim
Track
+14 Buy Points

Description

Thugaa of Tog form a cult of assassins that owes allegiance to no tribe. Garngpaki and shamans from every tribe deal with the Togi; then they pray that their enemies have not done the same.

Suggested Attributes: AGI, PER, SPD, DEX

Suggested Limitations

Wolf Rider

Animal Handler
Carouse +1
Climb
Combat: Axe or Sword +1
Combat: Spear
Combat: Shield
Combat: Thrown
Concealment
Kn: Rival Tribes Tactics
Kn: Tribal History +2
Kn: Tribal Pecking Order
Riding
Stealth
+20 Buy Points

Description

Wolf Riders are the elite cavalry of the goblin military. They are trained to handle their mounts and ride them into combat

Suggested Attributes: STR, DEX, AGI, TOU, PER

Suggested Limitations

New Runes

The Wretched One's Mark

Description

This rune manifests itself as an arthritic disease that swells and twists the mage's joints. In addition, the mage's back becomes humped. Close inspection of the hump reveals that the skin is covered in tiny runes.

Purpose

The Wretched One is an ancient goblin god who is patron of disease, suffering, and sorrow. He grants this rune to his minions who do their best to spread misery and pain – usually among the tribe's enemies. The purpose of this rune is to further the ends of the Wretched One, and to spread suffering whenever possible.

Rune Site

The Mark's rune site is in an ancient temple deep within goblin territory. The goblins have taken this temple and now their shamans use it to pay homage to the Wretched One. Inside the temple is a chamber filled with filth, carrion, and all sorts of parasites. This diseased chamber is the rune site.

Binding and Raising

A shaman wanting to bind the Mark must sit vigil at the rune site for a number of days, exposing himself to countless diseases and parasites. A TOU test vs. DL 14 is required for the vigil to succeed. If it does, then the shaman gains the Mark at first circle.

If he fails the TOU test, the shaman contracts a terrible wasting disease which drains 1d6 points each day from STR, TOU, WIL, and CHA. The illness lasts 5 days and causes muscle degeneration and painful sores. If any of the shaman's characteristics drop to 0, he will die. When any of them are reduced to half their original value, the shaman will be unable to get out of bed. The disease has no known cure.

No TOU test is required to raise the rune once the shaman has acquired enough skill in the rune. However, the vigil must be performed. The vigil can be performed at the temple, or if the shaman cannot get back to the rune site, he may recreate the temple by collecting diseased corpses, rotting flesh and trash in a room and letting it fester for several weeks.

Practitioners

There are few practitioners of the Wretched One's Mark. Though goblins fear (and thus worship) him, his followers are considered repulsive and they are often shunned. There are around 30 goblins with this rune. Of those, only one is fourth circle.

Effects

This rune wracks the body of the practitioner, causing his joints to knot and twist. He takes a -1 to his AGI, DEX, CHA, INI, and BMV. However, the constant pain suffered by the mage gives him a +1 to his WIL and TOU with a corresponding increase in hit points. The mage is immune to diseases of all types.

In addition, the rune affects the psyche of the shaman. He takes on the characteristics and goals of the Wretched One and seeks to increase the suffering of those around him. He gains a sadistic streak and will seek to cause pain whenever he can get away with doing so.

Skill

The magic skill for this rune costs 7 buy points and has a base level of WIL/SPI/TOU.

First Circle Spells

Diseased Visage

Casting Time: Very Short
Range: Self
Area of Effect: Self
Initiative: ---
Delivery: ---
Difficulty: 8
Duration: 30 Minutes

Save: WIL vs. DL 12
Maintain: 6/3

This spell causes the caster's skin to break out into boils and oozing sores. Anyone looking at the caster (including a trained physician) will be certain that he has a terminal, and terribly contagious rotting disease. Viewers will be repulsed by the caster and unwilling to approach or touch him.

If someone absolutely wants to touch the caster of this spell, they will have to make a WIL save vs. DL 12 to do so. Even if they save, they will be convinced that they have touched a diseased individual and have contracted the rot. This paranoia will last until they see a physician or healer.

Ravenous Touch

Casting Time: Not Engaged
Range: Touch
Area of Effect: 1 Person
Initiative: -2
Delivery: Touch
Difficulty: 10
Duration: Instant
Save: WIL vs. DL 12
Maintain: None

This spell causes the target to become ravenously hungry and thirsty. Though this causes no ill physical effects, the victim will feel the need to satisfy his hunger and thirst as soon as possible. If the situation presents itself, the victim will stop what he is doing and partake of food and drink. If he is unable to do so, he will become increasingly agitated and preoccupied. This state lasts until the character can eat and drink.

The victim will not put his life in immediate danger to slake his cravings. If he is being attacked, he will certainly defend himself. However, if he is not engaged at the moment and it looks as though "his friends can handle it," he may take a few rounds to sneak a drink from his water skin. A WIL save vs. DL 12 allows the victim to concentrate on the task at hand and nullifies the spell.

Stench

Casting Time: Short
Range: Self
Area of Effect: Self
Initiative: ---
Delivery: ---
Difficulty: 10
Duration: 30 Minutes
Save: TOU or WIL vs. DL 12
Maintain: 8/4

This spell causes the caster to emanate a foul smell that causes people to become ill. Anyone within 10 meters will notice the smell and anyone within 6 meters (3 hexes) will have to make a TOU or WIL save vs. DL 12 or become terribly nauseous. Victims will wrretch and gag, and will be compelled to move away from the caster as soon as possible.

Detect Disease

Casting Time: Short
 Range: Self
 Area of Effect: Self
 Initiative: ---
 Delivery: ---
 Difficulty: 8
 Duration: 10 Minutes
 Save: None
 Maintain: 6/3

This spell allows the caster to see pathogens around him. He will be able to detect disease in people, animals, in the air, and on surfaces. In addition, the caster will understand what type of disease he is seeing and what its effects on its victims are. Of course, there are germs everywhere, but the spell only shows where there is a significant chance of someone contracting the disease.

Rotting Touch

Casting Time: Combat
 Range: Touch
 Area of Effect: 1 Target
 Initiative: 0
 Delivery: Touch
 Difficulty: 10
 Duration: Instant
 Save: None
 Maintain: None

Rotting touch causes the target's top layers of skin to rot away due to an accelerated rotting disease. The target takes 2d4+1 points of damage, and is -1 to all actions for 1d3 rounds.

Second Circle Spells

Sorrow's Song

Casting Time: Not Engaged
 Range: 10 Hexes
 Area of Effect: 1 Target
 Initiative: -2
 Delivery: Direct
 Difficulty: 13
 Duration: 1 Hour
 Save: WIL vs. DL 13
 Maintain: None

The target of this spell will be flooded with the saddest thoughts and memories in their mind. The target must make a WIL save vs. DL 13 or be stunned for 1 combat round. Afterwards, they will be overwhelmed by their sorrow, and be unable to take initiative for one hour.

They will still react to threats and immediate situations around them, but they will not be able to think clearly, form a plan, or lead others while the spell is in effect. A guard affected by this spell might not think to sound the alarm as the caster walks past him, but he would be able to defend himself and take direct orders from a superior.

Horrible Buzzing

Casting Time: Combat
 Range: 50 Hexes
 Area of Effect: 6 Hex Radius
 Initiative: -2
 Delivery: Direct
 Difficulty: 14
 Duration: 10 Rounds
 Save: None
 Maintain: 12/6

This spell causes a thick cloud of noisy flies to appear. These flies obscure vision and make a loud and irritating buzzing noise.

Any attempts to use a ranged attack through the cloud are at a -3, as are any spell casting attempts in which the caster has to speak.

Impoverish

Casting Time: Very Short
 Range: Touch
 Area of Effect: 1 Target
 Initiative: ---
 Delivery: Direct
 Difficulty: 14
 Duration: Instant
 Save: SPI vs. DL 15
 Maintain: None

This spell destroys coins, gems and precious metals carried by the target creature. If the target fails a SPI save vs. DL 15, then the GM rolls (1d6+4)*10 and this is the percentage of precious materials lost (in value). If the target saves, then he will notice the caster's touch and interpret it as an attempt to pickpocket him.

The Wretched One's Protection

Casting Time: Not Engaged
 Range: Touch
 Area of Effect: 1 Target
 Initiative: -2
 Delivery: Direct
 Difficulty: 13
 Duration: 3 Hours
 Save: None

Maintain: 11/6

This spell makes the target immune to diseases and parasitic creatures. However, the Wretched One takes 1d6 hit points in return. This damage is persistent and the points do not return when the spell expires.

Arthritic Limb

Casting Time: Combat
Range: Touch
Area of Effect: 1 Target
Initiative: 0
Delivery: Touch
Difficulty: 13
Duration: 1d3 Days
Save: TOU vs. DL 14
Maintain: 11/6 (special)

This spell causes one of the target's limbs to become arthritic. The joints swell and twist painfully causing the target loses 2d4 hit points for as long as the spell lasts. Any action requiring that particular limb is at a -4 for the duration of the spell and all of the character's defenses are at a -2 regardless of which limb was affected. A TOU save vs. DL 14 negates the effects of this spell.

On a positive note, the target does gain the ability to predict the weather with a 45% chance of accuracy.

This spell lasts for 1d3 days. The caster can choose to maintain the spell using the normal rules. However, the mage cannot regain levels in this rune so long as it is maintained.

Rune of the Wolf

Description

The practitioner takes on some of the physical characteristics of the wolf, which become more pronounced as he advances in the rune. The specific changes vary from caster to caster, but can include; elongated canines, eyes as a wolf, more body hair, elongated nails, the ability to growl, bark and howl.

Purpose

This rune is the embodiment of a powerful spirit that has been trapped inside the body of a wolf. The spirit is seeking a way to free itself from its earthly prison.

Rune Site

The rune site is located in valley high in the southwestern portion of the Teeth Mountains. This valley is populated by a large number of wolves including some Mountain Wolves. The weather can be harsh especially in the winter. The valley is only reachable by a narrow stone ledge leading down from an outcropping of rock.

Binding and Raising

The Mage must find the large rock outcropping that overlooks the valley and on the night of a full moon invoke the Spirit of the Great Wolf. The Mage will have to pass a Spirit check vs. DL 12 as he attempts to join with the Spirit of the Great Wolf, while the valley fills with howling wolves.

If the Mage fails the Spirit test, the wolves drive him out of the valley and will never allow him to return. If he succeeds, he has successfully bound the rune and now must face a challenger from the pack. One mundane wolf will attack the mage. The mage may only use his unarmed combat skill to fight the wolf. If he beats the wolf, the pack accepts him. If he loses, the pack drives him out of the valley (unless he is already dead). To raise the rune, the mage will have to face another wolf on the night of a full moon.

Circle	Opponent
1st	Mundane Wolf
2nd	Winter Wolf
3rd	Dread Wolf
4th	Mountain Wolf

The spirit check does not need to be made after the first time.

Practitioners

There are 12 known practitioners of the Rune of the Wolf. All but 2 are Goblin Shaman belonging to various goblin tribes.

Effects

The caster gains an affinity for wolves. Wolves will not attack the caster under normal circumstances and will accept him as one of their own. In addition the caster's nature begins to color some of his social interactions. He will fight (verbally or sometimes physically) for dominance in any group. Finally, the wolf spirit may call upon the caster to perform some service or another. It takes a WIL check vs. DL 18 for the caster to ignore this call. Typically the caster will be called every few years or so.

Skill

The magic skill for the Rune of the Wolf costs 8 buy points and is based on SPI/SPI/WIL

First Circle Spells

Speak

Casting Time: Short
Range: Self
Area of Effect: Self
Initiative: ---
Delivery: ---
Difficulty: 6

Duration: 15 Minutes
Save: None
Maintain: 4/2

The caster is able to communicate with wolves in a limited fashion. This imparts no ability to compel them to action, but they will answer simple questions and even obey requests if it is in their best interest.

Claws

Casting Time: Combat
Range: Self
Area of Effect: Self
Initiative: +1
Delivery: ---
Difficulty: 8
Duration: 10 Rounds
Save: None
Maintain: 6/3

The caster's fingernails grow into short claws. This adds 1d6 points of additional damage in unarmed combat.

Mark Territory

Casting Time: Long (30 minutes)
Range: Self
Area of Effect: 50 meters
Initiative: ---
Delivery: ---
Difficulty: 10
Duration: 1 Week
Save: WIL vs. DL 10
Maintain: None

The caster marks the borders of an area approximately the size of a small farm. Wolves will not enter this area under normal circumstances, though can be coerced or forced past the borders under duress. Other animals (especially those often hunted by wolves) would tend to stay out of the area as well, unless their rider (or herder) can pass the WIL save.

Teeth of the Wolf

Casting Time: Not Engaged
Range: Self
Area of Effect: Self
Initiative: +0
Delivery: ---
Difficulty: 10
Duration: 10 Rounds
Save: ---
Maintain: 8/4

Caster gains the uncanny ability to tear at the throat of his prey. Any hit on location 1 or 2 does +2 damage and +1 to the wound roll. This applies to any melee attack.

Senses

Casting Time: Short
Range: Self
Area of Effect: Self
Initiative: ---
Delivery: ---
Difficulty: 12
Duration: 10 Minutes
Save: None
Maintain: 10/6

The caster gains extremely sensitive hearing and smell, granting +2 to any perception roll dealing with either sense. The caster also gains the tracking skill at 12 or +2, whichever is greater. Finally, the caster can see in normal (non-magical) darkness as if it were twilight, negating any penalties to combat and providing adequate vision out to 100 meters.

Second Circle Spells

Dominate

Casting Time: Not Engaged
Range: 10 Hexes
Area of Effect: 1 Wolf
Initiative: -2
Delivery: ---
Difficulty: 12
Duration: 12 Rounds
Save: WIL vs. DL 10
Maintain: 10/5

The caster can attempt to command a single mundane wolf nearby. The wolf will understand the caster's speech and obey simple commands. It will fight for the caster but will not obey obviously suicidal commands.

Run with the Pack

Casting Time: Very Short
Range: Self
Area of Effect: Self
Initiative: ---
Delivery: ---
Difficulty: 12
Duration: 30 minutes
Save: ---
Maintain: 10/5

This spell adds 2" to the caster's base move, +4 to his running skill and +2 to his Jumping skill.

Eyes of the wolf

Casting Time: Short
Range: Self
Area of Effect: 1 Wolf
Initiative: ---
Delivery: ---
Difficulty: 14

Duration: 8 Hours
Save: None
Maintain: No

The caster binds his spirit to a wolf, allowing him to see through the wolf's eyes and give simple commands at a thought. The caster may break and reestablish the sight at any time, but is rendered completely blind for 1 minute each time he switches. Needless to say, if attacked while seeing through the wolf's eyes the caster cannot take any combat action.

Transform

Casting Time: Long
Range: Self
Area of Effect: Self
Initiative: ---
Delivery: ---
Difficulty: 13
Duration: 2 Hours
Save: None
Maintain: 11/5

The caster takes the form of a mundane wolf. He may communicate with other wolves in a limited fashion while in this form. All of his clothing and belongings are carried with him, but inaccessible until he returns to his native form. While in wolf form the caster has the physical stats of a wolf and his own mental stats and memories. While the caster can still understand those around him, he is unable to speak in this form.

Third Circle Spells

Mountain Wolf Pelt

Casting Time: Combat
Range: Self
Area of Effect: Self
Initiative: -1
Delivery: ---
Difficulty: 16
Duration: 10 Rounds
Save: None
Maintain: 10/5

The caster's body grows a layer of thick fur. This provides def 5 armor (or +2 to existing armor) but is only considered def 2 (+1) against non-metal weapons. The caster also gains a +3 bonus to any stealth or concealment roll made in rocky or mountainous terrain.

Claws of the Mountain Wolf

Casting Time: Combat
Range: Self
Area of Effect: Self
Initiative: +1
Delivery: ---
Difficulty: 18

Duration: 20 Rounds
Save: None
Maintain: (16/8)

Long jagged claws sprout from the caster's fingertips. These claws do 1d10 points of damage in unarmed combat. Metal armor is only half as effective against this attack. In addition, the caster can scale sheer surfaces with ease as long as the spell can be maintained.

Call of the Wild

Casting Time: Short
Range: 6 Hexes
Area of Effect: 1-2 Wolves
Initiative: ---
Delivery: ---
Difficulty: 18
Duration: 30 Minutes
Save: None
Maintain: 16/8

The caster summons 2 mundane wolves, one Winter Wolf at the GM's discretion (depending on situation and terrain). The wolves will fight for the caster until killed or the spell ends. The DL of this spell increases by +2 for each additional casting.

The Hunt

Casting Time: Very Short
Range: Sight
Area of Effect: 1 Target
Initiative: --
Delivery: --
Difficulty: 16
Duration: 2 hours
Save: SPI 16
Maintain: 14/7

The caster can cast the spell on any one living being in sight. If the target fails the save, the caster and any wolf will be able to track the target through any terrain or weather conditions for as long as the caster can maintain the spell. For the duration of the state, the target will move slowly as if in a dreamlike state, taking a penalty of -1 to base move and -3 to their running skill.

Companion

Casting Time: Long
Range: Self
Area of Effect: 1 Wolf
Initiative: --
Delivery: --
Difficulty: 16
Duration: Permanent
Save: --
Maintain: --

This spell binds a wolf to the caster as a permanent companion. The caster can communicate with the companion directly and through the companion can communicate with other wolves in a limited fashion. If the wolf dies, the caster loses 1d3 hit points permanently (they can be regained only by spending experience points). The caster can only have one companion as a time. When casting the spell, the caster loses one level of magic skill permanently, whether the spell succeeds or not.

Fourth Circle Spells

Howling Wolves

Casting Time: Very Short
 Range: 60 Hexes
 Area of Effect: 40 Hex Radius
 Initiative: ---
 Delivery: ---
 Difficulty: 22
 Duration: 10 Minutes
 Save: WIL vs. DL 18
 Maintain: 20/10

Caster howls and the Howls of seemingly hundreds of wolfs answer him Anyone other than the caster in the affected area is filled with dread and must make a WIL test vs. DL 18 to stand and face any threat or remain out in the open. Failing the save will cause the victim to run away, run for shelter, or cower in fear. An Animal Handling skill test vs. DL 18 is required to control any mount in the affected area.

Major Transform

Casting Time: Long
 Range: Self
 Area of Effect: Self
 Initiative: ---
 Delivery: ---
 Difficulty: 22
 Duration: 2 Hours
 Save: None
 Maintain: 20/10

This is as the Transform spell above, except that the caster takes the form of a Mountain Wolf.

Major Summon

Casting Time: Short
 Range: 6 Hexes
 Area of Effect: 1-9 Wolves
 Initiative: ---
 Delivery: ---
 Difficulty: 23
 Duration: 30 Minutes
 Save: None
 Maintain: 21/11

The caster summons 2d4+1 mundane wolves, 1d4+1 Winter Wolves, one Dire Wolf or one Mountain Wolf at the GM's discretion (like the minor version of this spell it depends mostly on the location and situation). The wolves will fight for the caster until killed or the spell ends. Each additional casting adds +2 to the difficulty level.

Rabid Bite

Casting Time: Combat
 Range: Touch
 Area of Effect: 1 Target
 Initiative: -1
 Delivery: Touch/Unarmed
 Difficulty: 24
 Duration: Instant
 Save: TOU vs. DL 18
 Maintain: None

Caster bites target. Adds 1d16 to his unarmed attack. If the target takes damage, then he may also be afflicted with the rabies disease. Rabies acts as per the Disease Rules (8.5). It has a Virulence DL of 18. The effect/time is -1d6 TOU, AGI and DEX/week. The duration is 8 weeks. Secondary effect is paralysis at 1/2 TOU. At 0 TOU the victim must make a TOU save vs. DL 18 or enter a coma. If the save is successful, the disease has run its course and he will recover. The victim will experience anxiety, have difficulty swallowing and may eventually lead to convulsions, paralysis and a coma. There is no known cure for rabies. If the victim bites another person, then that person may also be afflicted with the disease.

Chagraa's Secret

Description

Purpose

Rune Site

Binding and Raising

Practitioners

Effects

Skill

First Circle Spells

Summon Dagger

Casting Time: Combat
 Range: Self
 Area of Effect: 1 Dagger
 Initiative: +2
 Delivery: ---
 Difficulty: 8
 Duration: 1 Hour

Save: None
Maintain: 6/3

This spell creates a normal dagger and places it in the caster's hand. The dagger will last as long as the spell is maintained and can leave the caster's possession and be used by someone else.

Aura of Ridicule

Casting Time: Short
Range: 100 Hexes
Area of Effect: 1 Target
Initiative: ---
Delivery: Direct
Difficulty: 10
Duration: 10 Minutes
Save: CHA vs. DL 12
Maintain: 8/4

This spell causes the target to seem silly and ridiculous in the eyes of those around him. The victim becomes the target of derision and ridicule. He takes a -4 to all social skills, and will be generally unable to get anyone to take him seriously. A CHA save vs. DL 12 allows the caster to resist the effects of the spell.

Hideaway

Casting Time: Very Short
Range: Self
Area of Effect: Self
Initiative: ---
Delivery: ---
Difficulty: 10
Duration: 1 Hour
Save: None
Maintain: 8/4

This spell gives the caster a +4 to her conceal skill, or a 13 skill level, whichever is higher.

Taunt

Casting Time: Combat
Range: 20 Hexes
Area of Effect: 1 Target
Initiative: +1
Delivery: Direct
Difficulty: 10
Duration: 3d4 Rounds
Save: Special
Maintain: 8/4

This spell causes the target to become violently angry with the caster. If the target is already in combat, he will attempt to attack her with his most effective attack to the exclusion of all other activity (this could be a missile attack or a spell). He will still defend and move as normal, but all tactical thought (aside from the best way to get to the caster) is forgotten. The target may ignore the effects of this spell if an INT save vs. DL 13 is made.

If the target is not in combat, he will become agitated and will want to do the caster violence. If they are not generally enemies, he will try to grab or hit the caster. If they are enemies, then he will enter combat with the intent to kill the caster. An INT or WIL save vs. DL 10 will allow the target to ignore the spell.

Finally, if the target is not in combat, and attacking the caster is obviously dangerous or inappropriate, then the DL for the save is only 6.

Surprising Strike

Casting Time: Combat
Range: Self
Area of Effect: Self
Initiative: +3
Delivery: ---
Difficulty: 8
Duration: 6 Rounds
Save: None
Maintain: None

This spell causes the caster's next successful attack to be surprisingly effective. This strike does an extra 4 points of damage, and any wound rolls made are at a +1. This spell lasts until the caster hits an opponent, or 6 rounds whichever comes first.

Second Circle Spells

Taunting Yell

Casting Time: Combat
Range: 20 Hexes
Area of Effect: 1-3 Targets
Initiative: 0
Delivery: ---
Difficulty: 14
Duration: 3d4 Rounds
Save: Special
Maintain: 12/6

This spell is similar to taunt, but it affects up to three targets.

Summon Tool

Casting Time: Very Short
Range: Self
Area of Effect: 1 Hand-Held Tool
Initiative: ---
Delivery: ---

Difficulty: 12
Duration: 1 Hour
Save: None
Maintain: 10/5

This spell is much like summon dagger, except that any tool capable of being used comfortably in one hand can be summoned.

Content Slumber

Casting Time: Short (5 Minutes)
Range: 30 Hexes
Area of Effect: 1 Target
Initiative: ---
Delivery: Direct
Difficulty: 14
Duration: 1 Hour and 2-8 Hours
Save: WIL vs. DL 14
Maintain: None

This spell enchants the target for one hour. During that hour, if the target eats a big meal, drinks any more than one glass of alcohol, or has sex, he will soon after fall into a sound slumber that lasts 2d4 hours unless he make a WIL save vs. DL 14. The target can be awakened by a concerted effort (slapping, cold water, etc.), but most noises will not wake him.

Innocuous

Casting Time: Very Short
Range: Self
Area of Effect: Self
Initiative: ---
Delivery: ---
Difficulty: 13
Duration: 20 Minutes
Save: PER vs. DL 16
Maintain: 11/6

This spell makes the caster so ordinary and so non-descript as to be effectively invisible in crowds. The caster blends in with the people around her and cannot be noticed by a casual observer -- even if her physical characteristics would otherwise make this impossible.

The spell is best used to allow the caster to pass through goblin dormitories, city streets, and busy taverns unnoticed. At least three other people must be in close proximity to the caster for this spell to work.

In most situations, a save is not permitted. However, if the caster does anything to warrant notice, such as pick up an object, open or close a door, or approach close to someone, then all interested observers get a PER save vs. DL 16 to break the effects of the spell. If the caster attacks anyone while innocuous, then the spell is broken. If anyone sees the caster and points her presence out to others, then they will also notice her with no save required.

Avoid Harm

Casting Time: Combat
Range: Self
Area of Effect: Self
Initiative: +1
Delivery: ---
Difficulty: 13
Duration: 10 Rounds
Save: None
Maintain: 11/6

This spell gives the caster a +2 to all of her defenses and a +2 base move.

Third Circle Spells

Poison Pleasure

Casting Time: Long
Range: Self
Area of Effect: Self
Initiative: ---
Delivery: ---
Difficulty: 18
Duration: 1 Day
Save: SPI vs. DL 18
Maintain: None

This spell causes the caster's body to become poisonous to the touch. Brief contact is safe, but anyone who has prolonged contact with, kisses, or engages in sex with the caster will be affected. The effects of the poison become apparent 1-2 hours after the contact. If the victim does not make a SPI save vs. DL 18, he begins to lose 1d4 points from his TOU every 10 minutes until he is dead (when TOU reaches 0).

The caster can end this spell at any time, thus stopping the poison from doing any more damage to those that are affected. In addition, the poison can be cured by any healing spells that cure magical poisons. Also, at the GM's discretion, an alchemist can make a potion that counteracts the effects of this spell. The DL to create such an elixir is 21. It is up to the GM to determine how long this potion takes to create, and what special ingredients it requires.

Charm

Casting Time: Short
Range: 10 Hexes
Area of Effect: 1 Target
Initiative: ---
Delivery: Direct
Difficulty: 18
Duration: Special
Save: INT vs. DL 18
Maintain: None

This spell causes the victim to see the caster as a trusted friend and adviser. He will treat the caster well, and generally follow his advice. He will do his best to fulfill any request the caster makes, as long as that request is not obviously dangerous, or foolish.

The victim of a charm gets an INT save vs. DL 18 to ignore the spell. If he fails, he may save again in 1 hour. If that fails, then the next save comes in 1 day, then 1 week. After that, the saves come once a month, with the victim getting an additional +2 to the roll as each month passes. The caster will sense when the victim is free from her influence.

Anyone who has been a victim of charm gains a +4 to all saving throws to resist subsequent charms from the same mage.