



the Conjunction

a role-playing game

by Glen R. Taylor



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A Role-Playing Game

Created by Glen R. Taylor

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Many thanks to my patient playtesters:

Nicole Taylor (*"Look, guys! I learned to levitate! Hey, pay attention!"*)
Jodey (*"Nuclear!"*) Doherty
Robin Hosey (*"I use the scorched earth as cover!"*)
Kevin Kirby (*"Never mind the floating chick. Check out this sword!"*)
Paul Aldrich (*"Whoa, cool!"*)
Paul Fries (*"What do you mean, there's no McDonald's here?"*)
Jeremy Raiten (*"Hey, guys, I've got something you've got to see..."*)
Alex Van Arsdall
Rose Ralston
Shawn (*"I kill it!"*) Clement
Timothy Davis



Table of Contents

<i>Chapter One: Introduction</i>	7	Disease	26
What You Need to Play	8	Drowning	26
How to Play the Game	8	Strangling	26
Optional Rules	8	Character Death	26
Players and Characters	8	<i>Chapter Seven: Corruption</i>	28
<i>Chapter Three: Skills</i>	11	The Advantages and Disadvantages of	
The Skill Levels	11	Corruption	28
Skill Rolls	12	Rumors	28
Contested Rolls	12	Social Penalty	28
Experience	12	Darkness Bonus	28
Primary and Secondary Skills	13	Calling on Corruption	29
Bonus Points	13	Aversion to Purity	29
The Skill List	14	Acts that Earn Corruption	29
<i>Chapter Four: Luck</i>	19	<i>Chapter Eight: Magic</i>	30
Who Has Luck	19	Learning Spells	30
Bad Breaks	19	Casting Spells	30
<i>Chapter Five: Combat</i>	20	Spell Fatigue	30
The Combat Round	20	Spell Duration	30
Combat Actions	20	Casting Time for Spells	31
Combat Round Sequence	20	Sensing Magic	31
<i>Chapter Six: Damage</i>	22	Special Skills	31
The Damage Roll	22	The Magical Feeling	31
Wound Penalty	22	Healing	34
Wound Levels	22	Illusion	36
Damage Types	23	Sorcery	38
Armor	25	Mesmerism	42
Called Shots	25	Necromancy	46
Natural Healing	25	Witchcraft	50
Fatigue	25	Focus	54
Falling	25	Faith	56
Continuing Damage	26	Communion	58
Poison	26	Apothecary	61

Alchemy.....	64	The Game Within the Game	118
Crafts	67	Using the Game within the Game.....	118
Guild Secrets.....	67	Adventures in Andral	119
Magical Objects	69	Variations on a Theme: Making Conjunction Your Own	120
<i>Chapter Nine: The World of Andral.....</i>	<i>76</i>	The True Nature of Andral	120
History	76	<i>Appendix A: Props for Play.....</i>	<i>122</i>
The Known World.....	81	<i>Appendix B: Tables and Forms.....</i>	<i>133</i>
The Flora, Fauna, and Phenomena.....	87	<i>Index.....</i>	<i>134</i>
The Languages of Andral	89		
Religions of Andral.....	92		
Shopping in Andral	94		
<i>Chapter Ten: The Folk of Andral.....</i>	<i>96</i>		
The Human Folk.....	96		
The Halfling Races	96		
Other Races.....	96		
Greyfolk.....	97		
Giants	99		
Ghouls.....	100		
Ogres.....	101		
Goblins	102		
<i>Chapter Eleven: An Andral Bestiary.....</i>	<i>103</i>		
Nighthunters	103		
Direwolves	104		
Zombies	105		
Dragons	106		
The Fae	108		
The Undead	110		
Ghosts	110		
Shadeling.....	112		
Halfling Beasts.....	113		
Vampyrs	114		
<i>Chapter Twelve: Game Master Techniques</i> <i>.....</i>	<i>117</i>		
The Conjunction Campaign	117		

Welcome
to a New
World.

Chapter One: Introduction

Conjunction is a role-playing game, or RPG. In a role-playing game, players become actors assuming the roles of heroes in fantastic adventures. One player, the gamemaster, takes control of everyone and everything else in the world, from the villains that the players face, to the weather. This role-playing game is a fantasy game, which takes place in a world of magic and adventure.

In the story of Conjunction, you explore the stories of men and women who are drawn from our world into another world of magic and danger. A major hook of the game is the fact that the players play themselves, playing a game that transports them into a fantastic world.

What You Need to Play

To play Conjunction, all you need is this book, some paper and pencils, and an assortment of dice. You will need 4-sided, 6-sided, 8-sided, 10-sided, 12-sided, and 20-sided dice. Although you could get by with only one die of each type for the entire group, I recommend that each player have at least one die of each type. You will find that the copies of the character record sheet will make keeping track of your character much easier, and there is a page of charts and tables to photocopy provided near the back of the book, so that you will have that information at your fingertips. The game master may also want to photocopy several pages from the back of the book that are provided as props for the introductory campaign.

If you are running the default storyline, you will want to make a copy of the "Heroes of Andral" handout for the players.

How to Play the Game

If you are reading this, the odds are that you have played a role-playing game before. If not, fear not. The game of Conjunction is a simple one, as role-playing games go, and was designed to be easy for beginning role-players to learn.

This game is played in much the same fashion as an impromptu story might be told. The game master sets the stage and tells the players where they are and what is happening. Each player controls a character in the story, and tells what his character does. A character's success or failure at a task is based on that character's skills and the difficulty of the task, and dice are used to add a random element of uncertainty.

As you read through this game, you will find various examples of play. These are meant to act as guides, and to clarify how potentially complicated

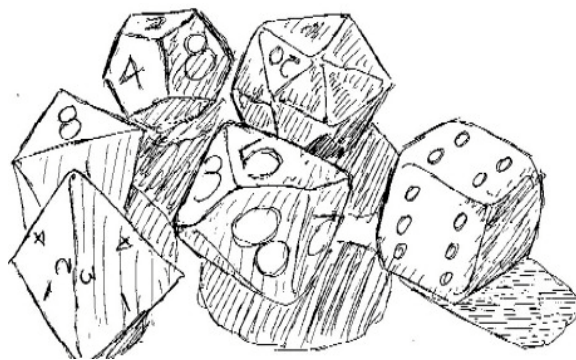
rules work. They also demonstrate the basic mode of play.

Optional Rules

Throughout the game, there are a few rules which are set aside as optional rules. These rules are provided as a means for the game master to add extra challenge and detail to a game. Each individual game master should decide, when it comes up, whether he will use each of these rules in his campaign or not.

Players and Characters

In some examples in this game, the text may not distinguish whether an action noted was taken by the character in the game, or by the player controlling that character. This is to fit the default storyline of the game, where players play versions of themselves pulled into a fantasy world. If there is any confusion, just remember that it is the *players* who are real, sitting around and talking and rolling the dice, and the *characters* who are fictitious, wandering a strange new world and having fantastic adventures.



Chapter Two: Getting Started

Players create two characters for this game. The first is their real-world persona (a role-player who is transported to the world of Andral). The second is the character that they created to play in the fictitious game, “The Conjunction,” called a Role. Although the actual characters played will be role-players from Earth, the roles that they choose in the beginning will help during character advancement.

This is intended to allow players of the game to play themselves, thrust into a fantasy world. If, however, the group does not want to play themselves, it makes little difference if they use another real-world persona.

The process of creating a character is simpler than in most role-playing games. The player

writes down his or her name on a piece of paper or a character sheet (the character sheet can be found at the end of this book). During the first session of play, the player will choose a Role from the list that follows, in keeping with the instructions in the player handout titled “The Heroes of Andral.” That Role provides a Primary Skill and two Secondary Skills. While the character will have no experience or ability with the skill to start, he will advance in these skills at a higher rate than other characters. The Luck statistic begins at 6. That is the extent of character creation; everything else is gained in play.

The value of Primary and Secondary skills applies as a character learns the skills. In determining how much experience is necessary to reach each skill level, Primary Skills for the character’s Role are learned as if they were two columns less expensive. Secondary skills are learned as if they were one column less expensive. This references the Skill and Experience Chart.

Example of Character Creation:

As the game session began, Glen set the player’s copy of “The Heroes of Andral” on the table. None of the players had much idea what to expect for tonight, and were somewhat apprehensive at the prospect of learning a new game system.

“All right, tonight we’re going to try a little something different,” Glen began. “This is an old classic game called Conjunction, by the Silver Equinox Game Company, published in 1979. It’s a standard fantasy game set in the world of Andral, a magical medieval land where fey magic and brutal monsters endanger the lands of civilization.”

Jodey piped up immediately. “You know, I’ve been playing role-playing games since 1979, and I’ve never heard of this so-called classic.”

Glen smiled evilly. “That’s just part of the back story. You’ll see.” Jodey shrugged and turned his attention to the booklet entitled “The Heroes of Andral.”

“So, to begin,” Glen started, but was cut off by Nicole.

“Don’t we have to make characters first?”

Glen nodded. “I was getting to that. Everyone grab a character sheet from the pile on the table and write your name on it. Then choose a role from the Heroes of Andral booklet for your character.”

There were several minutes of discussion around the table as the group

The Roles

Role	Primary Skill	Secondary Skills
<u>Men of Arms</u>		
Archer	Archery	Melee, Stealth
Barbarian	Body-Building	Melee, Survival
Cavalier	Riding	Etiquette, Melee
Gladiator	Brawling	Body-Building, Melee
Paladin	Faith	Melee, Riding
Ranger	Tracking	Survival, Stealth
Warrior	Melee	Body-Building, Archery
<u>Men of Magic</u>		
Illusionist	Illusion	Charm, Etiquette
Mesmerist	Mesmerism	Charm, Lore
Necromancer	Necromancy	Lore, Medicine
Sorcerer	Sorcery	Lore, Will
Warlock	Witchcraft	Apothecary, Lore
<u>Scholars</u>		
Alchemist	Alchemy	Apothecary, Crafting
Herbalist	Apothecary	Survival, Medicine
Monk	Focus	Brawling, Lore
Smith	Crafting	Melee, Toughness
<u>Rogues</u>		
Acrobat	Acrobatics	Stealth, Climbing
Assassin	Stealth	Apothecary, Melee
Bard	Music	Charm, Lore
Bounty Hunter	Melee	Stealth, Tracking
Burglar	Stealth	Stealing, Climbing
Ninja	Stealth	Focus, Brawling
Scout	Stealth	Tracking, Survival
<u>Men of Faith</u>		
Druid	Communion	Survival, Animal Ken
Healer	Healing	Apothecary, Medicine
Priest	Faith	Healing, Lore

discussed the many Roles presented in the booklet.

"Hey, Glen," started Paul. "What about abilities? How do we roll for them? I don't even see them here..." Paul scanned the character sheet again.

"No, they're not in the rules. All you have are skills in this game."

"Okay, how do we get our skills?"

"You don't start off with any. Just choose a Role and we'll get started."

The conversation stopped dead. "Our characters don't start off with any skills? How are we going to survive?"

Glen gave a suspicious smile. "Trust me, you'll see. So, what Roles are you all looking at?"

Robin was the first to look up from the booklet in front of them. "I think the Ranger looks cool. I like the idea of a wilderness warrior. But I'd like to learn magic too, and the Ranger doesn't have that listed in his skills. Should I play a Druid instead?"

Glen shrugged and answered. "If you like. But being a Ranger doesn't prevent you from learning magic. It just doesn't make it easier, like being a Witch or Druid does."

"In that case, I want to be a Ranger."

Jodey took little time in deciding. "I don't care about magic. I want to be an Archer and rain down death from above!"

Kevin followed that. "You're all going to need someone to care for your equipment. I'll be a Smith. They look like the toughest characters, too."

Glen nodded. "Quite right. Smiths get Toughness as one of their Secondary Skills, so they end up pretty tough pretty quickly."

Nicole eventually dragged her nose out of the booklet. "I like the sound of these spells. I'll be a Sorcerer. They seem to be able to do a lot of cool things."

"Good. What about you, Paul?"

"Um... Definitely a Cavalier."

"And I'll be an Acrobat." Said Jeremy.

Glen smiled. "Okay, that's everybody. Everyone write down your Role's Primary Skill and two Secondary Skills. Now, write a 6 in the block for Luck. Don't forget to put your name on your sheet."

Nicole piped up. "Is that our name, or our character name? I only see one name block."

"That's your name. You'll see soon. Okay, somebody pick up the twenty sider and roll your place of origin in Andral. The chart is in the 'Heroes of Andral' booklet."

Paul picked up the die and rolled it, and the result was a 17. Consulting the "Heroes of Andral" booklet, he spoke to everybody. "Looks like we're all from... the Heron Wood."

Glen smiled broadly. This was the moment he'd been waiting for. "As the die rolls to a halt, a 17 showing on its face, it begins to glow an eerie violet light. Suddenly, you all notice..."

"What?!" Burst Robin. "We're playing already?"

"Yes, and you notice a strange violet mist rising from below the table. Within moments, it surrounds you, so that all you can see is the color violet. Moments later, the mist begins to blow away in a wind."

Jodey spoke first. "What is this? We're playing ourselves? Why did we make a character?"

Nicole cut in. "A wind? We're indoors. I look around."

Glen nodded. "As you look around, the first thing you notice is that the living room seems to have vanished. You are sitting at your chairs, around the table, but the table is sitting on the soft grass of a forest floor. Moonlight sifts down through the pine needles above, and somewhere in the distance, you hear a steady pounding sound."

"Cool," said Robin. "I grab all my stuff from the table and shove it in my pockets."

"I grab the game books and the dice," said Nicole.

"I stand up and look for my shoes." Paul had left them by the door.

Glen continued. "Sorry, the only things from the living room that you see around you here are those things that were on the table."

"The pounding grows louder. Suddenly, you see three shaggy horses burst into the little clearing, racing through the woods. On their backs are men, dressed in furs and wearing hideous masks, and each of them draws a sharp-looking sword from his side. Everyone roll Reflexes for initiative. That will be a d4 for all of you."

Chaos ensued as everyone scrambled over the four-sided die.

Optional Character Creation: Native Characters

There may come the need to create a native of the world of Andral as a player character. Perhaps a new player joins the group, or perhaps one of the player characters dies. In such a case, create a beginning level native character by allocating 100 experience points among desired skills. Native characters do not receive bonuses to primary and secondary skills from a role; their role is only descriptive. Such a character will have some normal starting possessions, and perhaps even a home and family on Andral.

Chapter Three: Skills

Skills are the basic resource for the character in Conjunction. Skills determine how good a character is in combat, how knowledgeable the character is in ancient lore, and how fast, strong and perceptive he is. Skills are rolled to do many things, from swinging a sword to finding edible food in the wilderness to jumping a chasm. A character's skills are rated by his skill level in each skill, from Unfamiliar to Grandmaster. There are seven levels of skill, and an optional level that a gamemaster may use for characters that are truly the best in their field. The levels are: Unfamiliar, Familiar, Novice, Expert, Adept, Master, and Grandmaster. The gamemaster may choose to use the optional level of Paragon as well.

The Skill Levels

Unfamiliar

An unfamiliar character may have heard of the skill, but has not attempted it to any extent. An character who is Unfamiliar with a skill may not even attempt that skill, unless he uses Luck (see the chapter on Luck). For example, a character unfamiliar with Melee knows what a sword is, but does not know how to defend himself with one effectively.

Familiar

A Familiar character knows the ins and outs of the skill well enough to do simple tasks correctly on a regular basis. A character who has Familiar level in a skill rolls a four-sided die (d4) to resolve tasks in that skill. A character who is familiar with Melee has trained or practiced with a sword enough to avoid cutting himself too often.

Novice

A Novice character has had real training and/or experience in the skill, and is a veteran in its use. Novice characters are good enough to make a living as professionals using the skill. This level usually follows a year or more of education or training. A character who is Novice level in a skill rolls a six-sided die (d6) to resolve tasks for that skill. A character who is a Novice at Melee has had formal training, and may have served in a militia.

Expert

Experts are specialists in the skill, and may attempt difficult tasks with some expectation of success. Only several years of experience may make one an Expert. A character who is Expert level in a skill rolls an eight-sided die (d8) to resolve tasks for

that skill. A character who is an Expert at Melee has been a swordsman for years, and is qualified to make a living as a mercenary.

Adept

Adepts are respected for their knowledge of the skill, and are distinguished as such. It may take a decade of concentrated study to become an Adept. A character who is Adept level in a skill rolls a ten-sided die (a d10) to resolve tasks for that skill. An Adept of Melee might be an instructor of swordplay, or a well-known duelist.

Master

A Master of a Skill is good enough that people seek him out for schooling in the skill. Mastery of a skill is usually the product of a lifetime of concentrated effort. A character who is Master level in a skill rolls a twelve-sided die (a d12) to resolve tasks for that skill. A Master of Melee is famous across his homeland as a lethal warrior, and may run a prestigious fencing academy.

Grandmaster

Only a few people in each generation will end up being the Grandmasters of a skill. Not only will they be revered in their lifetime; stories will be told of their exploits long after their death. A character who has reached Grandmaster level in a skill rolls a twenty-sided die (d20) to resolve tasks for that skill. A Grandmaster of Melee is one of the best swordsmen in the world.

Paragon

This skill level is optional. The Gamemaster decides if he wishes to allow the Paragon skill level for player characters. If a character achieves a number of experience points in a skill equal to double that required to become a Grandmaster, the character may become the Paragon of that skill. There may be only one Paragon of a skill at a time. If there is already a Paragon of a skill, the character must challenge the current Paragon to a contest involving that skill. This need not involve death or injury. The loser of the conflict loses Paragon status, and may not attempt to gain it again for at least a year. The advantages of Paragon status are simple: the character rolls 2d10 for skill resolution, rather than d20, making failure impossible in simple tasks.

Skill Rolls

Most die rolls in the game of Conjunction will be skill rolls. To make a skill roll, you simply roll a die of a type determined by your level in the skill you are using. Then you compare what you rolled with the difficulty of the task that you were attempting, set by the gamemaster. The gamemaster does not have to tell you your difficulty. The normal difficulty is 2. If the character rolls under the difficulty, then he fails. If he rolls exactly the difficulty, then he marginally succeeds. If he rolls over the difficulty, then he succeeds, and the difference between his roll and the difficulty is the result of the roll. This is a number describing how well the character did on that action, and may influence the effect of his action.

contested roll is the winner's roll minus the loser's roll.

Experience

Experience in a skill may be gained through use and study. Each time that a character uses a skill in such a way that it moves the plot along, he gains one experience point (or XP) in that skill, whether he succeeds at the skill or not. This is gaining experience through use. However, the rate at which a skill can be improved in this way is limited. A character may gain no more than one point in a particular skill through use for each half-hour of play.

Every week that a character studies a skill under an appropriate teacher (one with a higher level in that skill than he has), he gains one XP in that

skill. Without a teacher (but with some appropriate source of learning, such as books), it takes two weeks to gain one XP. No more than one skill may be studied at a time, so long as the character is adventuring. Working full time in a job counts as study (the supervisor

counts as the instructor). A character can study two skills, or both study and work in a particular week, or work two jobs if he is not adventuring. This can allow a character to gain up to 2 experience points for that week, but still no more than one point in each skill.

The Basic skills (Perception, Toughness, Will, Reflexes, and Charm) are a special case. They may not be studied, and so may generally only be improved through use. Some of the Basic skills have special circumstances which allow a gain of experience points in that skill.

Then total number of experience points that a character has accumulated in a skill determines the

characters skill level, as shown in the Skill and Experience Chart. Notice that skills vary in difficulty, being Normal, Hard, and Very Hard. Hard and Very Hard skills require more experience to reach each higher

Example Difficulties

Type of Task	Difficulty	Example
Normal	2	lift and carry an unresisting person
Challenging	3	dodge out of the way of a galloping horse
Difficult	4	shoot an arrow into an apple at 50 paces
Very Difficult	6	identify an obscure name from legend
Extremely Difficult	8	find a needle in a haystack
Heroic	10	free-climb a sheer castle wall
Legendary	15	steal treasure from under a Dragon's nose
Nigh Impossible	20	track an eagle

Contested Rolls

Many rolls are contested. This means that two characters (or possibly more) are attempting to best each other. Examples are a brigand trying to hit a character with a sword, for which the brigand rolls his Melee skill, while the character being attacked rolls his Reflexes skill to try to dodge. For this, each character's roll becomes the difficulty for the other's character's roll, with ties going to the defender if there is one. If there is no clear-cut defender (such as in an arm-wrestling match), then the result is a stalemate, where no one wins, but the contest may continue the following turn. The result number of a

Skill and Experience Chart

Level	Die	Diff.	-2	-1	Norm	Hard	Very Hard
Unfamiliar	-*	2	0	0	0	0	0
Familiar	d4	3	0	(1)	(2)	(3)	(4)
Novice	d6	4	10	15	20	30	40
Expert	d8	5	20	30	40	60	80
Adept	d10	6	50	75	100	150	200
Master	d12	7	100	150	200	300	400
Grandmaster	d20	11	200	300	400	600	800
Paragon**	2d10	11	400	600	800	1200	1600

*Unfamiliar characters may not roll for the skill unless they use luck.

**Paragon skill level is an optional rule, and requires more than mere experience points to achieve.

skill level.

Primary and Secondary Skills

A character's Primary Skill is determined by his Role (see Getting Ready, Chapter Two). A Primary Skill is learned as if it were two columns cheaper; shift two columns to the left to determine the number of experience points required to make each level of skill. Secondary Skills are similar, but each only shift over a single column to determine skill level.

Bonus Points

The gamemaster has a tool to assist characters in advancing more quickly. At the end of each game session, and even at breaks in a session if it is warranted, the gamemaster may elect to award one or more players Bonus Points for good role-playing, for good thinking, or for in some other way contributing to everyone's enjoyment of the game. Bonus Points are not mandatory; a character can survive without them, and so gamemasters are encouraged to be stingy with them. Even one or two bonus points a session is a good award. A gamemaster may give more Bonus points in order to ensure that a character advances more quickly, as well. A Bonus Point may be spent to turn one experience point into two experience points, but only when that experience point has just been earned. A character may not spend Bonus points at any time other than when he gains experience in a skill, at which time a single bonus point buys an extra experience point to that skill, and only that skill. In cases where a character gains more than one experience point in a skill at one time, such as when Luck is lost during a skill roll (see Luck), more than one bonus point may be spent to gain more than one extra experience point. Bonus Points may also be spent to gain Luck; this may be done at any time that the character has sufficient Bonus Points accumulated.

Example of Skill

Advancement:

Kevin, with the Role of Smith, is a Novice with Crafts. Crafts is his primary skill. He has been studying blacksmithing during the evenings

under the master smith (who is a Master of Crafts) in the village of North Ford. Because he has an instructor who has a higher level of skill than he does, he can gain an experience point for each week that he studies. So far, he has been studying for six weeks, and has gained six experience points in the skill of Crafts. This increases his XP in Crafts from 10 to 16. Because Crafts is a Normal difficulty skill, he would normally require 40 XP in order to reach Expert skill level. However, because it is his primary skill, he shifts the cost two columns to the left. He needs a total of 20 XP in Crafts to reach Expert level; he's only 4 points shy.

Kevin has also been practicing swordplay with a wooden sword and a tree behind the smith's shop for many hours a day, in order to develop his melee skill. Melee is also a Normal difficulty level skill, and it is one of his secondary skills. He checks the column for Normal skills on the Skill/XP Chart and shifts the cost one column to the left (because it is a secondary skill for him). He finds that he needs 15 points to reach Novice from his current level of 3 (which makes him Familiar with the skill). Because he has no instructor, he only earns one XP for every two weeks that he practices. It will take him a lot longer to develop his swordplay than to build up his Crafts skill.

One day, however, when Kevin is hauling a load of firewood for his teacher (being an apprentice is hard work), he is set upon by a goblin raider. He is lucky and quick enough to get in the first swing, so he pulls his trusty hammer from his tool belt and has at his attacker. Unfortunately, he misses. But such hard won experience makes one stronger. He gains an experience point in the Melee skill; it doesn't matter whether he succeeded or failed at the roll. He has a Bonus Point that he earned for his role-playing in finding a blacksmithing instructor; he spends it in order to gain another experience point in his Melee skill. The goblin swings back with its cudgel, and wounds poor Kevin. Kevin swings again, this time succeeding and stunning the goblin enough for Kevin

Skill List			
<u>Basic Skills</u> Charm* Perception* Reflexes* Toughness* Will* <u>Combat Skills</u> Archery** Brawling* Melee** Missile*	<u>Nature Skills</u> Animal Ken Survival* Tracking* <u>Athletics Skills</u> Acrobatics* Body-Building* Climbing* Riding**	<u>Larceny Skills</u> Stealing Stealth* <u>Knowledge Skills</u> Alchemy (H) Apothecary (H) Crafts** Etiquette Lore** Medicine*	<u>Magic Skills</u> Healing (H) Illusions (H) Mesmerism (H) Necromancy (VH) Sorcery (VH) Witchcraft (H) <u>Special Skills</u> Communion (H) Faith (H) Focus (VH)

to drop the firewood and flee. But it has only been a minute of playing time since he gained a point in his Melee skill; he can't gain any more XP in that fashion for at least thirty minutes. But the goblin throws a spear at Kevin as he runs away, forcing Kevin to roll his Reflexes skill to dodge. Whether he succeeds or not, he will gain a point in his Reflexes skill.

The Skill List

Skills listed with an asterisk (*) are familiar to everyone; everyone begins the game with enough experience to be Familiar with that skill. Skills with two asterisks (**) are familiar to all natives of Andral, but not to the average Earth inhabitant. Skills which are of more than normal difficulty are marked as such. No Hard or Very Hard skills begin at Familiar; all begin at the Unfamiliar level.

Unless stated otherwise, skills are of normal difficulty (learned on the Normal column). Any skill which is Hard or Very Hard can not be used for anything but recognition of basic aspects of the skill unless the character is at least a Novice. For instance, a character Familiar with Alchemy knows the smell of brimstone, and what it is, but must become at least a Novice in order to perform any alchemical processes. Such a skill may not be improved through use unless the character is at least a Novice (but study still gains XP).

The skill list, of course, only covers the general skills that one is most likely to run across in the course of the game. The gamemaster is free to add skills as he wishes, but is advised to balance their use with other skills, so as not to make a particular skill too powerful or to make an existing skill obsolete.

Basic Skills

Basic skills are those skills which are involved in simply living. All Basic skills are familiar to everyone, so they begin at the Familiar level. After that, they are improved as Normal skills. Basic skills cannot be studied to gain experience; they are too general in nature. However, several of them have special circumstances which can cause a character to gain experience in the skill.

Charm*

Charm is the ability to get people to like you and to want to do what you tell them. Charm is rolled whenever a character is trying to get in the good graces of another person (other than a player character). Charm is similar to Etiquette, but covers how personable the character is, rather than how well

he has learned good manners. In many social situations, either skill is appropriate. It is gained normally, though it cannot be studied. However, whenever a character gains an experience point in the Etiquette skill, he may instead put that experience point in Charm, as long as his Etiquette skill is at a higher level than his Charm skill.

Perception*

Perception is the ability to be alert to things that are going on, and to notice small but important details. Characters with low Perception skills tend to miss hidden objects, while characters with high Perception, though their senses are not any more acute, will have a sense about what details are important. There are no special rules for how Perception is learned; it may not be studied, but is gained normally through use.

Reflexes*

The Reflexes skill is basically familiarity with combat and other situations that require quick reactions. Reflexes is rolled for initiative, and as a defense to dodge attacks. Characters with low Reflexes may be coordinated, but don't have experience in reacting to sudden movements. Characters with high Reflexes tend to seem jumpy or even paranoid. Reflexes cannot be studied, but can be improved through use as normal.

Toughness*

Toughness is endurance and resistance to injury, poison, disease, and fatigue. Toughness is improved through use, and is used for such actions as to resist bleeding or heal wounds. Toughness determines the maximum Fatigue that a character may take before falling unconscious. This is unaffected by the Fatigue Modifier for the Will skill; that affects the penalty from Fatigue, not his Fatigue level. The Paragon of Toughness (if there actually is one) never passes out from Fatigue.

Maximum Fatigue	
Toughness	Max. Fatigue
Familiar	4
Novice	6
Expert	8
Adept	10
Master	12
Grandmaster	20
Paragon	-

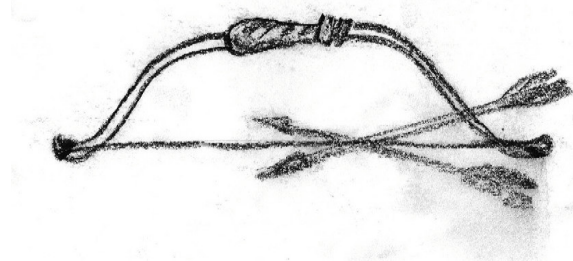
Will*

Will is basically toughness for the mind. It represents resistance to fear and mental control, as

well as the self-control to over-ride natural instincts (such as pain, fear, or temptation). Characters with low Will scores will panic more easily. Characters with high Will scores will be known both for their courage and their stubbornness. The Will skill can reduce the penalty that characters take to their actions on account of Fatigue and wounds. This is the Penalty Modifier, which is applied to the penalty to rolls from Fatigue and wounds to find the character's effective penalty. For instance, a character has 2 Fatigue and a Light wound, and so takes a -3 penalty to actions. He is a Novice at Will, and Novice has a Modifier of -2. The character only takes a penalty of -1 to his actions. Player characters will gain experience in the Will skill at a constant rate; at the end of each session of play, a player character may add one experience point to his Will skill.

Penalty Modifier	
Will Level	Modifier
Familiar	0
Novice	-1
Expert	-2
Adept	-3
Master	-4
Grandmaster	-5
Paragon	-6

Combat Skills



Archery**

This skill covers the use of bows and crossbows. It is used when firing an arrow at someone or something, when participating in contests of marksmanship with bows or crossbows, and when trying to determine such knowledge as the degree of craftsmanship of a bow (for example).

Brawling*

This skill covers unarmed combat. It is used when fighting barehanded, kicking, grappling, wrestling, and using more complex martial-arts moves without weapons. It is also used to recognize martial arts skills and techniques in use.

Melee**

This skill covers the use of all melee weapons, as well as shields. It is used when swinging a sword or other hand-held melee weapon at someone, when sparring, and when trying to

determine some information about melee weapons, such as trying to gauge the degree of skill of another melee combatant by his posture.

Missile*

This skill covers all thrown and hurled weapons, and slings. This is used when throwing daggers, axes and spears, when using a sling to pitch a rock or sling bullet, and when determining related lore such as picking out the best throwing rock from a riverbed.

Nature Skills

Animal Ken**

This skill allows one to understand animals on a basic level, as well as to calm them and train them. This skill is rolled against a difficulty of 3 for domesticated animals, 5 for wild animals, to calm them. The difficulty to train an animal is generally the same, but requires weeks of time.

Survival*

This skill allows one to survive in natural surroundings, including hunting and knowing what plants are edible. It is used to find food in a natural environment, primarily. A successful roll against a difficulty 3 will allow a character to find enough food and water to feed himself that day in a relatively rich forest environment. A better roll will allow the character to feed more people. The difficulty rises in more hostile environments. Scrub land might be difficulty 4, while a desert might be difficulty 5 or higher.

Tracking*

This skill allows one to follow a person, animal, or monster by their tracks. The game master should set a difficulty based on the surface being tracked on (2 for snow or mud, 3 for normal forest conditions, 4 for hard surfaces, 5 for stone or cobbles, etc.). It can be modified by the quarry being tracked (+1 difficulty for small tracks or tracks that are very common in the area and might get mixed in other trails, -1 for large or very distinctive tracks). It is also affected by the time that has passed (+1 to the difficulty for each day that has passed, possibly more or less in an area where conditions change less or more).

Athletics Skills

Acrobatics*

This skill covers jumping, tightrope

walking, flips, swinging from ropes and vines, tumbling, and falling so as to take less damage. It can also be used, in place of Reflexes, to dodge, if a character has plenty of room to maneuver acrobatically.

Body-Building*

This skill allows one to develop one's musculature, so as to become stronger and more impressive. It is rolled to lift heavy objects and to perform in contests of strength, such as arm-wrestling. High levels even allow one to gain bonuses to damage rolls with unarmed and melee weapon attacks, and even attacks with thrown weapons. Expert level grants +1 damage, Adept level grants +1d2, Master level grants +1d3, and Grandmaster grants a +1d4 damage.



Climbing*

This skill is used to climb different surfaces. The difficulty is based on the surface being climbed. Climbing a rope is difficulty 2. Climbing a steep cliff is difficulty 3, or 4 if vertical. Climbing a stone wall is difficulty 5 if there are some handholds, 6 if there are no handholds but the wall has a rough surface, and 7 if completely smooth. Metal walls add +1 to the difficulty, and materials such as glass or crystal add +2. Surfaces that are wet present a +1 difficulty, and those

covered in oil or grease present a +2 difficulty.

Riding**

This skill covers riding all sorts of animals, and breaking them to saddle and training them for riding. It is used for staying on a saddle while in combat, for calming a mount frightened by loud noises or other disturbances, for breaking and training horses to saddle, and for gauging the quality of a horse. When a character is attacking while mounted, he uses the lower of his Riding skill or the appropriate combat skill for the attack roll.

Larceny Skills

Stealing

This is the skill of picking pockets, picking locks, breaking and entering, and other socially reprehensible actions involving taking things that aren't yours. The base difficulty to pick a pocket is 4, and may be higher if the item being stolen is

especially secure (such as held in the hands). The result of the roll (the roll minus the difficulty) becomes the difficulty of the target's Perception roll to notice that he is being robbed. The difficulty to pick a lock is based on the quality of the lock, with simple locks set at 3, and going up from there. Very expensive locks might have a difficulty of 8 or higher.

Stealth*

This is the skill of not being seen or heard. It is used when sneaking quietly around those you do not wish to hear you. When you roll this skill, your roll becomes the difficulty for others to spot you with a contested Perception roll. You are at a -1 to rolls on this skill in direct light, and another -2 if you have no cover to hide behind. "Loud" surfaces such as dry leaves add another penalty of -1 or more to your roll.

Knowledge Skills

Alchemy (Hard)

This is the knowledge of the chemistry of Andral, which differs from that of Earth in certain ways. Many miraculous and magical alchemical processes are possible, including such things as the transmutation of lead into gold. Higher levels of skill in Alchemy allow a character to learn to apply these processes, if he can find a source of such knowledge. The use of this skill is covered in more detail in the Magic chapter.

Apothecary (Hard)

This is the knowledge of identifying and using herbs, whether it is the healing arts of the village herbalist or the toxic brews of the poisoner. This skill is used to recognize and collect useful or harmful herbs, and to mix them properly. The Magic chapter lists some herbal potions that may be brewed with Apothecary skill.

Crafts**

This is the basic knowledge of using tools to make simple items. It includes blacksmithing, carpentry, pottery, and such. The specific techniques of this skill are quite different, and each requires time to learn; a month is usually sufficient. A character who has studied as a blacksmith, for instance, would not be able to apply his Crafts skill to weaving a basket until he had studied the techniques of weaving for at least a month. Besides being able to craft new items, this skill allows characters to repair items which have been damaged. The general difficulty for his skill is 3 for building items, 2 for repairs, but may be quite a bit higher for items of greater quality or complexity. A skill roll of at least 10 when crafting

an item indicates a masterwork has been created, if desired, which may be impressive to other crafters. The Crafts skill is the mainstay of the various Guilds of Andral, who are said to hoard complex and esoteric techniques of crafting which have wondrous and magical effects.

Etiquette**

Etiquette is the skill of saying the right things at the right time, especially in the company of those who are highborn and educated. However, even the common people have their codes of etiquette. It is used in order to sense out the best way to act to give the impression that one wants to make, and in order to make that impression effectively. The difficulty of this skill is usually 2, but may rise in very unusual situations, such as when one is trying to impress a king, or when one needs to figure out who the person at a party is who doesn't fit in.

Lore**

This is knowledge of the world of Andral, its history and geography, its political conditions, and the creatures upon its surface. This is basically a "know everything" skill. The difficulty is based on the obscurity of the knowledge that the character wants to access; if it is basic knowledge for the folk of Andral, the difficulty is 2. If it is obscure knowledge on a little-known secret cult that has been dead for several centuries, it might be 8 or higher. The game master may also decide that any piece of information simply is not something that the character ever had the chance to hear yet.

Medicine*

This is knowledge of how the body works and how to heal it. Medicine rolls may be used to bandage wounds to prevent bleeding. This takes three rounds to complete, but is automatically successful. Stopping bleeding more quickly is possible; a bandage or tourniquet can be applied in a single round, with a successful roll against a difficulty of 3. This roll, if failed, may be re-tried each round. Bandaging wounds requires appropriate materials, which can be as simple as clean cloth strips. Medicine may also be used to treat a person's injuries over the long term. A single Medicine roll may be made for each patient for this purpose per day, regardless of how many people are treating that patient. A successful Medicine roll against difficulty 3 may add its result roll to a subject's Toughness roll to heal the worst of the subject's wounds. Failed rolls have no particular bad result, unless the treating character uses Luck and gets a Bad Break.

Healing (Hard)

Healing is the magical skill of bringing quick healing and relief to the sick and injured. Like other magical skills, practitioners of Healing must learn specific spells to produce the effects of Healing.

Illusions (Hard)

Those who learn the tricks of Illusions can make those around them see, hear, and even smell or feel whatever the illusionist desires them to. The spells of Illusion create images, sounds, or sensations of things real and unreal.

Mesmerism (Hard)

Mesmerism is the magic of the mind. The practitioners of Mesmerism learn the ins and outs of psychology as well as the spells that allow one to induce deep trances, to force truthful speech, to communicate via thoughts, and many other frightening tricks.

Necromancy (Very Hard)

The dangerous, outlaw science of Necromancy involves manipulation of the dark energies of death and the power of the human soul. While Necromancy is studied by some as a means to help people, it often lures such noble practitioners into darker pursuits. Necromantic spells can raise ghosts and zombie servants, prevent physical death, drain life energy from a victim, or even allow the Necromancer to live forever as an Undead being. For these reasons, the practice of Necromancy is considered evil and is against the law in all civilized nations except the decadent state of Baz.

Sorcery (Very Hard)

Sorcery is a form of spell-craft based on exacting control of powerful forces of motion and energy. The spells of Sorcery cause things to move, or to be protected by webs or fields of force, or to explode into flames. Sorcery is very versatile, very destructive, and very dangerous.

Witchcraft (Hard)

Witchcraft is, perhaps, the oldest of the magical arts. The spells of Witchcraft, studied in the rural and wild places of Andral, draw on the power of the Witch's own body and a link with the natural world. Some spells allow communication with beasts, while others allow the Witch to ride the wind currents or to change his shape.

Special Skills

Magic Skills

Communion (Hard)

Communion is a very old, very potent and subtle power. Communion allows its user to connect himself to the world around him, to feel and communicate with the very life-force of his environment. As such, Communion provides the power to be aware of changes in the environment, to manipulate plants and the weather, and to generally control nature. The specific use of this skill is discussed in the Magic chapter.

Faith (Hard)

Faith is just what it sounds like: a character's faith and devotion to a higher power. The uninitiated often see Faith as the ability to attract the attention of the god that one worships and to command the power that the god offers in payment for loyal service. In truth, it is a dedication to the divine power of Purity itself, the opposite of Corruption. While devotion to the power of Faith is encouraged by several religions, and most of those who possess this skill are clergy or at least very religious, there is no necessary tie between the two. Faith allows one to resist the powers of Corruption, to gather great internal strength from the force of Purity, and to drive off the unclean beings of darkness.

Focus (Very Hard)

Focus is a very difficult skill to master. It involves complete control of one's mind, and the focus of one's energies toward one's current tasks. It includes the ability to enter into a focused meditative state, and the ability to focus one's strength into forceful blows, as well as other powerful abilities. Each of these abilities is learned as a separate Focus technique. The specific use of this skill is discussed in the Magic chapter.

Optional Skills: Off-Hand Weapon Skills

Almost everyone has a dominant hand, and characters will be either right- or left-handed. When a character fights with a weapon in his off hand (assuming it can be used with one hand), the character is treated as unskilled in the weapon, even if he has the appropriate skill for its use. This will not give a free extra action; the character is still limited to the normal two actions per round, one defensive and one miscellaneous. However, any weapon skill has an "off-hand" variation. For example, there is an *Off-Hand Melee* skill, an *Off-Hand Missile* skill, and an *Off-Hand Archery* skill. There is even an *Off-Hand Brawling* skill, although there is no penalty to punching with an off-hand. Off-hand variations may never rise above the character's appropriate weapon skill, unless the character actually loses his dominant hand and must use the off hand exclusively. The use of the off-hand weapon skills provides an additional benefit to a character: they allow him to attack using the character's defensive action. Hence, a character wielding a weapon in each hand may make two attacks, as long as they are both using one-handed weapons, but the character can take no defensive actions that round. If the gamemaster wishes to add these skills to the game, simply write them on your character sheet and track them as normal skills.

Chapter Four: Luck

One of a character's most important statistics is Luck. Luck is what makes a character able to beat the odds and succeed at tasks at which he would normally fail. It is what keeps him alive when he should by all normal laws of physics be dead. And, as in the real world, a character's Luck may vary quite a bit as he goes through life.

Luck starts at 6. It may be declared to be used (or *risked*) just before making any skill roll. The player may roll additional d6's on that roll up to his Luck and add them to the roll. For each point of Luck that a character risks (he may risk as many as he has), he may roll an additional d6 and add it to his skill die roll. These additional dice are called Luck dice. However, the more dice of Luck that the character uses, the more that he may lose. The chance of losing Luck is based on the circumstances in which the character is using it.

If the character is in a life-and-death situation, and is rolling to defend his life and limb (or sanity, or the safety of another character), then any Luck die that comes up 6 reduces the character's Luck by one, permanently. Examples of this are dodges and parries in combat, and saving rolls to avoid falling in pits. If the character is rolling a skill in a non-threatening situation (such as rolling to craft a sword, or to heal from damage, or to defend oneself in harmless sparring), then the point of Luck is lost if the die comes up as a 5 or 6. If the roll is an attack, attempting to kill or injure another being, then the point is lost if the die comes up as a 4, 5, or 6.

Luck may also be used to save a character from certain death. Any time that a something happens that would kill a character, that character may spend a Luck point to be saved by some coincidence. The details of this are always up to the Gamemaster.

The loss of Luck does have a small beneficial side effect. On any roll in which a character loses Luck points, he gains experience in the skill that the character used in the roll equal to 2 experience points per Luck point lost.

Luck may be bought back with Bonus Points, at a cost of the character's current Luck times 5. If a character has no Luck, he may buy a single point for 5 Bonus Points. There is no maximum to the number of Luck points a character may have. Readers may notice that Luck can be quickly depleted, and is expensive to recover. This is intentional, as Luck is primarily a defense for new and inexperienced characters. More powerful characters must usually rely on their skill and wits.

Who Has Luck

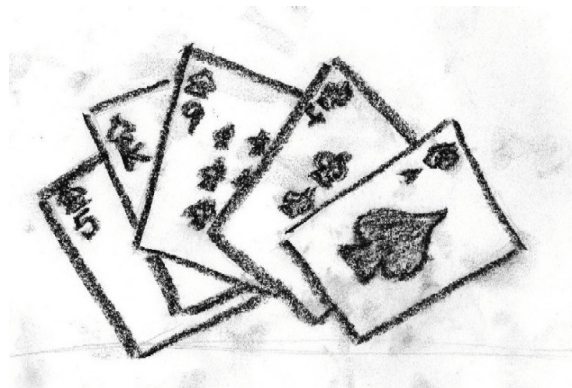
Not everyone in the world is important enough to have Luck points. All player characters will, unless that character has used up all of his Luck. Likewise, all of the very important non-player characters will as well. This is a way for the game master to make his important characters tougher, and to balance out the fact that player character use of Luck can have very dramatic, and plot-breaking, effects on the game.

Bad Breaks

If a character risks any Luck on a roll, and rolls a '1' on his skill die (not the luck dice), he gets a Bad Break. This is when luck turns against the character. Such an action may still succeed, if the luck dice turned out well enough, but will cause some complication harmful to the character. The exact details of this are up to the gamemaster, but he is encouraged to make it vicious. If a character gets a Bad Break, and also rolls ones on one or more of his Luck dice, this amplifies the result, and the game master may use this as further encouragement to make the character's life miserable.

That said, Bad Breaks have a hidden benefit. Any time that a player rolls a Bad Break and his character survives the resulting spurt of bad luck, he gains a point of Luck.

Luck Loss	
Use	Roll
Defensive	6
Miscellaneous	5+
Attack	4+



Chapter Five: Combat

A world without violence is an abiding dream of civilized people. It also has never been achieved in history. Like history, your Conjunction campaign is likely to be strewn with moments when diplomacy failed. This isn't necessarily a bad thing, as many role-players enjoy a good imaginary battle. The combat system of Conjunction, it should be noted, is designed to be brutal, and players will probably learn quickly to keep their lethal combats to a minimum when possible.

Combat is achieved like any other task in Conjunction. An attack roll is merely a roll of the skill that governs the type of attack that a character is making. For instance, if a character is swinging a sword, then he rolls his Melee skill. If he is punching bare-fisted, he rolls his Brawling skill. Most combat rolls are contested, with the defending character using his Reflexes or Acrobatics skill to dodge, or a weapon skill such as Melee to parry.

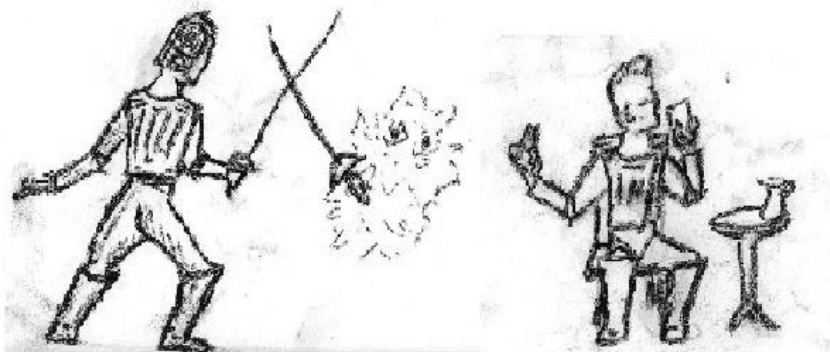
The Combat Round

Combat, and other dramatic events, is separated into rounds, also called turns. There is effectively no difference between a round and a turn. A turn is approximately six to ten seconds, or whatever amount of time is dramatically appropriate.

Combat Actions

Each round a character gets two actions: one *defensive action* and one *miscellaneous action*. The defensive action may only be used for defensive actions (dodging, blocking, or parrying), but may be taken at any point in the round, even before the character's initiative. The miscellaneous action may be used for either another defensive action, or for an attack or other action. The miscellaneous action may only be taken at or after the character's initiative that round.

Combats are broken up into combat rounds,



which are just like normal rounds, but have a set sequence of events to follow, as shown below.

Combat Round Sequence

1

Roll initiative; each combatant rolls reflexes, minus any penalties for his weapon and/or armor. This is considered a movement action, so it is penalized by a character's movement penalty from armor. Actions go in order from highest to lowest. A combatant may delay his action to any point after his initiative. Defensive actions may be taken before a character's initiative turn is reached, but this places a -1 penalty on that action.

2

Roll skill for combat actions taken, as contested skill rolls, with the attacker's combat skill roll against the defender's defensive skill roll. The normal difficulty to hit someone who is not defending himself is 2, 3 if they're running or otherwise a hard target.

3

Take defensive actions in response to attacks. Any character may dodge using his Reflexes skill. Parrying (done with the Melee skill) also may be attempted, if the character is holding a weapon suitable for parrying. Parrying is less effective against weapons larger than your own; subtract a penalty of one when parrying weapons one size larger, and three when parrying weapons two sizes larger; you may not parry weapons three sizes or more larger than your own. Blocking with a shield (performed with the Melee skill) may be performed once per round, if the character has a shield in his hand. If the character has a shield, and uses both of his actions for blocking, he may roll to block any number of attacks in a round, as long as they are from the front.

4

To determine damage, roll the die appropriate to the attack, then add any bonus from the attack roll result (as determined by the type of damage; see the chapter on Damage), and subtract whatever is absorbed by the target's armor. Armor is rated in Protection, which is in the form of dice. Roll the appropriate die to find out how much to reduce the damage roll

by.

Example of Combat:

Jodey and Nikki are scouting out front of the part when they are surprised to walk right into a pair of well-armed brigands, wearing patches showing the sign of the full moon. The brigands, being the type to kill first and ask questions later, train their ready crossbows at our surprised protagonists.

Everyone rolls Reflexes to determine initiative. All the combatants are wearing leather armor, which gives each a -1 penalty to his or her initiative roll. Jodey and Nikki are both Novices in Reflexes, so they each roll d6 and receive a 4 (minus 1 is 3) and a 1 (minus 1 is 0), respectively. Glen, the game master, rolls Reflexes for the brigands (they are also both Novice in Reflexes), and gets a 2 (minus 1 is 1) and a 4 (minus 1 is 3). So, Jodey and the second brigand go first, followed by the first brigand, then Nikki going last in the round.

Jodey declares that he is drawing his sword with his miscellaneous action, and will save his defensive action to dodge (he can't parry because he doesn't have his sword out until the end of the round). He would rather use his bow, as he is very good at Archery, but he calculates that the brigands will charge him after their first shot, and he doesn't want to be using a bow in such close quarters.

The second brigand goes simultaneously, and fires a bolt from his ready crossbow at Jodey, who seems to be the greatest threat. Glen rolls d8 for the brigand's Archery, which is Expert, and gets a 5. A good shot. Jodey, however, has the opportunity to dodge, which he chooses to use now. He rolls d6 for his Reflexes, and gets a 6! Quick as a thought, he sidesteps the brigand's bolt.

The first brigand goes next, aiming a bolt at Nikki and firing. He rolls a 4 on his Archery roll. Nikki chooses to try to dodge. Since it hasn't reached her turn this round, yet, she's at a penalty of -1. She rolls her d6 and gets a 5, and subtracts one to get 4. Not enough to dodge the bolt. The brigand rolls the damage of his heavy crossbow, which is d8, because it is a Medium weapon. He gets a 7.

Nikki, having planned ahead, is wearing leather armor. Leather armor has a protection of d4. Nikki rolls d4, receiving a 3. Unfortunately, the bolt is a piercing weapon, which reduces armor protection by -1, for an effective protection of 2. Still, she reduces the damage of the attack from 7 to 5. Looking at the Damage Table, she sees that this is a Serious wound. Since it was caused by a piercing weapon, it begins to bleed with Serious bleeding, which will take effect in the next round. For now, Nikki takes a -2 penalty to her actions.

It's now Nikki's turn. She is angry about having a crossbow bolt stuck into her body, and frightened that she might bleed to death, if the brigand doesn't hack her to pieces first. She decides to cast a Sorcery spell that she has learned, called Bolt. She chooses a Medium-sized Piercing Bolt. The range to the brigand is between 10 and 50 feet, for a range modifier of +1; this brings her difficulty to cast the spell to 9. This is an extremely difficult spell, so she decides to risk Luck. She has 5 points of luck, and risks 2 of them. She is an Adept at Sorcery, giving her a d10. She rolls that, getting a 4, then her two Luck dice, getting a 3 and a 6. She loses one point of Luck, because of the roll of 6. Her Serious wound gives her a penalty of -2, giving her a total on her casting roll of 11. The spell succeeds, with a result of 2. She rolls the damage (d8 for a Medium-sized Bolt) and rolls an 8! This plus 2 from her result gives her a 10. The brigand rolls his leather armor protection of d4, and gets a 1. Unfortunately, the piercing bolt reduces his armor protection by one, to 0, leaving him with full damage. A damage of 10 is a Mortal wound. He rolls his Novice Toughness against a difficulty of 3 to remain conscious, and gets a 2. He passes out from the shock of the wound and is rapidly bleeding to death on the forest floor.

That is the end of round one. To begin round two, all remaining combatants roll Reflexes again to determine initiative. As Nikki passes out from the 7 Fatigue that her spell inflicted on her, the remaining brigand closes and draws his sword. The battle continues...

Chapter Six: Damage



With combat comes damage. When someone hits you with a large, heavy, pointed object, this is probably going to have some effect on the structural integrity of your body, which is likely to have some bearing on your ability to continue fighting or performing normal tasks. The damage done to the target of a successful attack is determined by the size of the weapon being used. An attacker who is at least Expert level in the Body Building skill may add a bonus to the damage roll if he is attacking with unarmed attacks, with melee weapons, or with thrown weapons; see that skill description for details.

The Damage Roll

Roll the appropriate die for the damage, adding the result of the attack roll, in most circumstances. This is determined by the type and size of weapon, and is called the *damage roll*. The damage roll is compared to the Damage Table to determine the type of wound done.

Wound Penalty

Each wound that a character suffers hinders his actions. Each level of a wound has a penalty associated with it. This is a penalty to all actions by a character (except Toughness rolls to heal). Add together all of a character's penalties for all of his

Weapon Damage by Size

Size	Damage	Speed	To Hit	Examples
Tiny	d4	-1	-0	dart, pocket knife
Small	d6	-2	-0	dagger, short sword
Medium	d8	-3	-0	broadsword, staff
Large	d10	-4	-1	greatsword
Huge	d12	-5	-2	an Ogre's sword
Gigantic	d20	-6	-3	a Giant's club

Damage Table

Roll	Wound	Penalty	Notes
1-2	Scratch	0	distraction
3-4	Light	-1	light bleeding
5-6	Serious	-2	serious bleeding
7-8	Critical	-3	critical bleeding
9-10	Mortal	-4	mortal bleeding
11+	Fatal	nil	dead

wounds to find his total penalty to his actions. This is added to the penalty for Fatigue, if any. For instance, if a character has two light wounds and a serious wound (-1, -1, and -2, respectively), then he has a wound penalty of -4 to all of his actions. The Will skill can lessen this penalty; see the description of that skill.

Wound Levels

The severity of each wound is rated by level. The levels of wound severity are: Scratch, Light, Serious, Critical, Mortal, and Fatal.

Scratch

A scratch is a minor, mostly cosmetic injury. Examples are bruises and scratches, and simple battering about. Scratches do little to affect a character's physical performance, but are visible and uncomfortable.

Light

A light wound is bad enough to affect your performance. An example of a light wound is a flesh wound to the arm, missing the bone. Another is a bash to the head that leaves you with a minor concussion. Light wounds leave you in pain and moving more slowly. A light wound, if caused by a slashing or piercing attack, causes Light Bleeding.

Serious

A Serious wound leaves a character very weakened. An example is a simple fracture to an arm or leg. Another example might be a head wound that slightly cracks the skull, or a deep wound to the chest or abdomen that misses vital organs. Serious wounds cause enough pain and shock to greatly reduce your

ability to defend yourself. If a Serious wound is dealt with a piercing or slashing attack, it causes Serious Bleeding.

Critical

A Critical wound is one which poses an immediate threat to the character's life. Examples are arrows to the lungs and gut, severed arms and legs, and severe head concussions. Critical wounds leave a character nearly helpless from pain and shock. Critical wounds, if dealt with piercing or slashing attacks, will cause Critical Bleeding.

Mortal

A Mortal wound is a wound that is very likely to kill the person that receives it. Examples are severe cracks to the skull, arrows that nick the heart, liver, or kidneys, or bad wounds to the throat. A character has to be lucky to survive Mortal damage. All Mortal wounds cause Mortal Bleeding, even if the wound was caused by fire or blunt trauma.

A Mortal wound is likely to cause a character to fall unconscious. Each round that a character is conscious and has a Mortal wound, he must roll Toughness versus a difficulty of 3. A success allows him to remain conscious for that round. If a character loses consciousness due to a Mortal wound, he will remain unconscious for a minimum of an hour. After that time, he may be awakened by others or by loud disturbances, or after another 1d20 hours may make a Toughness roll versus difficulty 3 to awaken on his own. Even if he wakes up, he must still roll his Toughness every round or pass out again.

Fatal

A Fatal wound is a wound that is sufficient to kill a character outright. Examples are decapitations, slashed throats, arrows straight to the heart, being chopped in half, and having your face bashed in with a mace. If you take a Fatal wound, you are dead.

If a character takes a Fatal wound in any way, or if bleeding causes a wound to become a Fatal wound, and the character still has any Luck, then the character survives. The character's Luck is reduced

by one, and the Fatal wound becomes a Mortal wound. Any bleeding is stopped when this happens.

Bleeding

Light or greater wounds caused by piercing or slashing weapons, and any Mortal wounds, cause

Bleeding Chart			
Type	Time	Diff.	Max.
Light	4	2	Serious
Serious	3	3	Critical
Critical	2	4	Fatal
Mortal	1	5	Fatal

bleeding. Bleeding begins the round after taking a wound that causes bleeding, but the table below shows how much time passes before the bleeding is bad enough to have an effect, in rounds. Beginning that number of rounds after a character receives a wound that causes bleeding, he may make a Toughness roll against the difficulty shown on the chart below. If he succeeds, then the wound did nothing that round. If he fails, then the bleeding wound upgrades to a level one more severe than it was previously (that is, a Light wound becomes a Serious wound, a Serious wound becomes a Critical wound, and so on).

Light and Serious bleeding are limited to causing the wound to become one level more severe than before. After they have done that, then a point of Fatigue is caused in lieu of upgrading the wound, if the character fails the Toughness roll. Critical and Mortal bleeding can both keep upgrading the wound until it reaches Fatal, and so never cause Fatigue loss.

Wounds can be bandaged in 3 rounds if a character has the time and correct materials. Bandaging a wound stops the bleeding from that particular wound. A character trying to bandage someone more quickly (in one round) must succeed at a Medicine roll against a difficulty of 3. Any time that a character succeeds in Toughness rolls to resist bleeding on the same wound 3 times in a row, the wound stops bleeding naturally. If a wound is healed or reduced magically, it stops bleeding automatically.

Damage Types

Each type of weapon does a different type of

Damage Types		
Type	Damage	Special Effects
Slashing (S)	Damage Die plus attack roll result	Sever on 8 or higher on damage die
Piercing (P)	Damage Die plus attack roll result	-1 to armor Protection, -1 to parry defense
Bludgeoning (B)	Damage Die plus half attack roll result	Head blows do Fatigue damage as well
Unarmed (U)	Half attack roll result	Armor Protection doubled; head blows as Blunt
Entangling (E)	Half Damage Die	See text

Example Weapons			
Weapon	Skill	Size	Type
Dart	Missile	Tiny	P
Dagger/Knife	Melee/Missile	Tiny	P
Short Sword	Melee	Small	P/S
Broadsword	Melee	Medium	S
Greatsword	Melee	Large	S
Club	Melee	any	B
Quarterstaff	Melee	Medium	B
Shod Staff	Melee	Medium	B
Shortbow	Archery	Small	P
Longbow	Archery	Medium	P
Light Crossbow	Archery	Small	P
Heavy Crossbow	Archery	Medium	P
Whip	Melee	Medium	E

damage. Broadswords and greatswords do slashing damage, arrows and rapiers do piercing damage, clubs and staffs do bludgeoning damage, fists do unarmed damage, and whips do entangling damage. Each has specific effects based on the damage roll or the result of the attack roll. Some weapons have more than one damage type. For instance, a short sword may do either slashing or piercing damage, depending on whether the user is slashing or thrusting. In such a case, the user must state what he is doing before he makes his attack roll. In the following descriptions, the name of the damage type is followed in parenthesis by the common abbreviation for that type.

Bludgeoning (B)

Bludgeoning weapons require little skill to use effectively, but don't do the same massive damage as sharp weapons do. Damage is base damage plus *half* the attack roll result, rounded down. However, bludgeoning attacks to the head (requires a called shot) may stun the target. If the head is successfully hit, the victim takes Fatigue equal to half the damage roll, rounded down. The victim may save against this with a Toughness roll against difficulty 3 (roll Toughness versus a difficulty of 3; subtract the result from the Fatigue damage).

Slashing (S)

Slashing weapons are useful for cutting through things, like ropes, or tree limbs, or necks. Damage is standard and, if the attacker makes a called shot, the weapon may sever a body part. If the base damage of the attack (the result of the damage die roll, but not counting the attack roll result; you may still add any bonus for the Body Building skill) is 8 or over after subtracting any armor Protection, the body part hit is severed. It's useful to

try a Negate Armor called shot in order to sever limbs. This may be negated by risking Luck in a Luck-only roll against a difficulty of the base damage of the attack, or by expending a Luck point.

Piercing (P)

Damage of piercing weapons is somewhat lower than that of slashing weapons, but only in that piercing weapons tend to be smaller. Damage is standard. However, piercing weapons are excellent at getting through armor, and piercing attacks are more difficult to parry. Subtract one point from both the target's protection roll for armor, and from any parry rolls. Dodge rolls are unaffected.

Unarmed (U)

Unarmed attacks are usually considered a last resort. There is normally no damage die for Unarmed attacks; the damage is simply one half the result of the attack roll, rounded up. The effectiveness of armor is doubled for unarmed attacks (double the protection die roll). Hence, even a knife is a better offense than mere fists. However, an attacker fighting unarmed may try to grab objects or body parts, may grapple with opponents, and may strangle opponents (requiring a called shot to the throat). Called shots to the head do the same Fatigue effect as bludgeoning weapons. The Focus skill, a Special skill, has certain techniques which make a character's unarmed attacks as lethal as weapon attacks.

Entangling (E)

Entangling attacks such as whips do little real damage. Damage is equal to half of the base damage roll. However, the attacker may entangle the opponent, and may attempt a called shot to the throat to attempt to strangle him. The possibilities are so broad that the Gamemaster should adjudicate it on a case-by-case basis.

Other Damage Types

You will find other attacks, such as certain spells, which do damage types not listed here. Usually, such a damage type also has a stated damage. Usually, there is no special effect for a special damage type. Generally, damage is just the die rolled for the attack, without a bonus for the

Armor			
Armor	Protection	Movement	Negate Penalty
Leather	d4	1	2
Chain	d6	2	3
Composite	d8	3	4
Plate	d10	4	5

attack roll result.

Armor

Armor subtracts from the damage roll, possibly reducing the damage to nothing. The amount of damage taken from the damage roll is determined by the strength of the armor. However, armor worn also reduces a character's ability to move freely; this movement penalty applies to all rolls requiring agility, such as acrobatics and dodging. The table below lists some normal types of armor; special or magical armor may provide more protection, and/or have a lower movement penalty. Note that most artificial armor will not protect a character against damage from special sources such as fire, cold, and lightning. Some magical armor, however, does.

Called Shots

Sometimes a character might have a more specific aim with an attack than merely hitting his opponent. Called shots are attacks targeting a specific portion of the opponent. Called shots inflict a penalty on the attack roll of the attack. However, if the attack is still successful, the penalty is removed so that it does not effect the attack roll result, or the damage.

The most common called shot is to negate armor. This enacts a penalty equal to the Negate Penalty of the target's armor to the attack roll. If successful, this negates the target's armor die, but not any bonuses to that die (for instance, if a character is fighting a dragon with d20+5 armor, the penalty to-hit is 10, and, if the attack succeeds, the dragon loses the d20, and only gets an armor of 5).

A character may also target specific parts of the opponent's body for other purposes. For instance, he may want to blind an opponent, or to go for the throat. Alternately, an attacker may try to hit an opponent's weapon, so as to disarm him. The penalty to the to-hit roll is based on the size of the target presented.

The extremities (hand,

arm, foot, knee, and leg) hold no vital organs to speak of. This makes it impossible to get a truly lethal shot in when making a called shot to those areas. When targeting a hand or foot or knee, the worst wound that may be done is a Critical. When targeting an arm or leg, the worst wound that may be done is a Mortal.

Natural Healing

Each day, a character may make a healing roll for each of his wounds, which is a Toughness roll versus a difficulty based on the severity of the wound. Penalties from wounds and Fatigue do not affect this roll. A successful roll reduces that wound by one category. The difficulties are 2 for Scratches, 3 for Light wounds, 4 for Serious wounds. For a Critical wound, the difficulty is 4, but the character has to succeed at the healing roll at least twice to

improve the wound (these two times do not have to be consecutive). For Mortal wounds, the difficulty is 4, but the character must succeed at least three times in order to improve the wound.

Fatigue

There are various circumstances that may cause a character to take Fatigue. A fatigued character is at a penalty equal to his Fatigue to most actions. Actions not affected by Fatigue include resisting bleeding and healing from wounds. The Will skill can reduce this penalty; see the skill description. When a character takes Fatigue in excess of his Maximum Fatigue based on his Toughness skill, he falls unconscious. Fatigue leaves a character at a rate of one point per ten minutes. A character knocked unconscious by fatigue will naturally awaken when his fatigue reaches zero, but may be woken up by a disturbance

at any time that his fatigue is lower than his unconsciousness threshold (the maximum of his Toughness die roll).

Falling

Damage taken from falling is based on the distance fallen. Armor does not protect against falling damage, but an Acrobatics roll can be used to resist by falling correctly. Falling damage can go no

Called Shots		
Target	Penalty	Effect
Eye	-4	serious wound blinds subject
Throat	-3	+2 damage
Heart	-3	if piercing weapon, +2 damage
Kidney	-3	+2 damage
Head	-2	+2 damage, Blunt or Unarmed cause
Fatigue		
Hand	-2	Will vs damage roll or drop item held
Leg	-1	Toughness vs damage roll or fall down
Knee	-2	Toughness vs damage roll or fall down
Foot	-2	Toughness vs damage roll or fall down
Weapon	-3	roll skill vs. skill to disarm opponent

Falling Damage	
Distance	Damage
10 to 19 feet	d4
20 to 39 feet	d6
40 to 59 feet	d8
60 to 79 feet	d10
80 to 99 feet	d12
100 feet	d20
+50 ft	+1, up to d20+10



greater than $d20+10$, for a fall from 600 feet or more. This, however, is more than enough to kill.

Continuing Damage

Some sources of damage do not simply give a character a wound and then stop. They continue to injure

the character as long as he is exposed to the source. Examples of this are poisons, diseases, certain spells, and standing in a fire. This is called *continuing damage*. Continuing damage is somewhat different than normal damage. A source of continuing damage will roll damage as normal for the first damage roll, comparing the damage die result with the Damage Table. Each round after that, the damage is rolled again, but as a contested roll, usually against Toughness. If the damage source wins, the wound created by the first round of damage will be upgraded to a wound one category more severe. This continues until the source stops dealing damage or the wound reaches Fatal. Some sources of continuing damage do not have a damage die; they simply start out by causing a certain type of wound, and then upgrade automatically each round. This is called *automatic continuing damage*.

Poison

Poison does continuous damage based upon its *strength*, which is a rating in die size which shows how lethal the poison is. Poison cannot, of course, be prevented by armor. Most poison inflicts its initial damage the round after it is applied. Each round after that, the poison's strength is rolled in a contested roll against the victim's Toughness, with the victim's failure (the poison's success) causing the wound to upgrade. However, poison will eventually stop acting; every ten rounds (1 minute), the strength is reduced by one die size. Some poisons act differently, but this is the normal mode.

Disease

Diseases act much like poisons, in that they are rated by a strength. Most diseases, however, are relatively slow acting compared to most poisons. Hence, most diseases inflict their first damage a day after exposure to the disease (or after some other incubation period), and daily after that. However, unlike poisons, a disease's strength does not decrease unless the character succeeds in resisting the disease

damage at least twice in a row.

Drowning

A character may hold his breath for a number of minutes equal to half of his maximum Fatigue from his Toughness skill. Each round after that, a drowning character takes one Fatigue, until unconscious. Once unconscious, a drowning character will begin taking automatic continuing damage beginning with a Scratch wound and upgrading once per minute. This damage will only end when the character is removed from the water and his lungs emptied.

Strangling

Strangling is generally an unarmed attack, but it may also be done with lassos, ropes, whips, and other entangling weapons. Damage from strangling is similar to damage from drowning, but a surprised character may not hold his breath. This means that characters being strangled gain one Fatigue per round. Until a character falls unconscious from the Fatigue, he may struggle against his attacker. A character being strangled may break free if he can roll a higher Brawling skill roll than his attacker, but an attacker who already has a grip may add a +1 bonus to his rolls to keep his grip. Unconscious characters take automatic continuing damage just as with drowning, which stops only when the strangling is halted.

Character Death

A character dies when he receives a Fatal wound and doesn't have any Luck left. This could happen all at once, with a high damage roll, or gradually, by bleeding to death. Conjunction is created to allow characters quite a bit of survivability, but occasionally, a character will be very unlucky, or very foolish, or both, and will discover his mortality.

As in any good story, the deaths of important characters in Conjunction should mean something within the context of the story. Game masters are encouraged to consider alternatives to character death, such as loss of a limb or something else important to the character, if the moment doesn't seem right to have a character death. But, players shouldn't be able to count on this, or there won't be any fear of dangerous situations.

If a character does die, game masters should allow that player to make a replacement character native to the world of Andral. This is done using the Native Characters Optional Rule in Chapter Two. Game masters might consider giving bonus skill points to the character if the player's original character died exceptionally well, or if play has gone on long enough that a native character is

exceptionally under-powered. Another option is to allow the player to play another person from Earth who has been transported over to the world of Andral, starting at base level as he did before. Just write in a new name on a new character sheet and start over.

Chapter Seven: Corruption

Andral is a magical world. Magic exists in everyday life, and affects the lives of everyone, even if they do not realize it. One of the well-known effects of this is the condition known as Corruption. Corruption falls from the magical principal that a person's actions come back to him in the form of karma. In game play, it means that certain actions will incur Corruption points, which the game-master will keep track of. These Corruption points build the character's Corruption level, just as experience points build a skill level. Corruption acts as a Normal skill for purposes of advancing it with Corruption points. At each level, specific effects manifest, which are not always detriments. Note, however, that good and evil are gray areas in the setting of Conjunction, and that Corruption is not necessarily a good judge of how "good" or "evil" a person is. A person who has committed many acts to earn him Corruption may turn over a new leaf and try to live life more honorably and compassionately, but still be burdened by a great weight of Corruption. Likewise, a truly cruel person may have no Corruption, simply because they have resisted their urges or not had the opportunity to indulge in Corrupt acts. Corruption may also be inflicted upon a person by outside sources, but it is usually temporary in this case. Dealing with truly terrible alien things, such as the Elder Ones or the things from Beyond, is usually enough to grant Corruption merely by exposure, but this Corruption may dissipate in time. However, if a character ever uses the benefits of Corruption while he has temporary Corruption, then all of his temporary Corruption becomes permanent. The actual rate that temporary Corruption dissipates is up to the Game Master. Losing Corruption is possible, but more difficult; it can never be accomplished by magic, but requires questing and great acts of sacrifice.

The Advantages and Disadvantages of Corruption

Corruption Effects Table				
Points	Level	Die	Social	Darkness
0	Uncorrupted	-	-	-
2	Tainted	d4	-	-
20	Corrupted	d6	-1	+1
40	Unclean	d8	-2	+1
100	Vile	d10	-3	+2
200	Evil	d12	-4	+2
400	Diabolic	d20	-5	+3



As a character becomes more and more Corrupt, his past actions begin to influence his future more and more. This takes the effect of a palpable aura about the character which others may sense instinctively. It also allows the character to take advantage of his dark side, giving him bonuses when taking certain actions.

Rumors

Any character of at least the Tainted level of Corruption may find his life made more difficult by uncomplimentary rumors that have started based on his Corrupt acts. If these acts are secret, or non-existent, the rumors may still start, though they may easily be false. To find out whether rumors of a character are circulating about a character, roll his Corruption die against a difficulty of 4. A success indicates the presence of such rumors. The exact effect is up to the game master.

Social Penalty

People can instinctively sense the presence of Corruption, though they rarely realize that they are doing so. As a character gains Corruption, he gains a penalty to social rolls, such as Charm and Etiquette, whenever dealing with folk who have no Corruption. This does not affect dealings where the character is attempting to trick, intimidate, or seduce others, but only when he is dealing honestly with others. This usually serves to drive the character farther into a downward spiral into Corruption. This penalty is shown on the Corruption table.

Darkness Bonus

Corrupt characters also reap benefits from their degradation. The darkness inherent in Corruption aids the character's ability to trick others, to frighten and intimidate others, to seduce other folk into things that they would not normally do, to hide

in the darkness, and to ferret out the weaknesses and secrets of other folk. All of these actions receive a bonus as shown on the Corruption table.

Calling on Corruption

Any character of at least Tainted level of Corruption may call on the power of his Corruption on the round after he gains a point of Corruption. This allows him to roll his Corruption as a bonus to a single action that round. This may assist any action.

Aversion to Purity

Any character with Corruption of at least the Corrupted level feels an aversion to the force of Purity. At higher levels, this aversion can drive back the character, or even do physical damage. This allows a character to sense areas of Purity with a Corruption roll against a difficulty of 3. If a Corrupt character comes in contact with a force of Purity, roll either the character's Corruption or the level of the Purity, whichever is lower, against a difficulty of 2. The character takes a penalty equal to the result of the roll, on all actions he takes while in contact with the Purity. He may resist this with a Will saving roll. If the roll is over 5, he takes a damage roll equal to the result minus 5, but Scratch wounds are accompanied by a point of Fatigue. Continuous exposure to source of Purity after a roll of more than 5 will do continuing automatic damage, beginning with the wound severity first rolled.

Acts that Earn Corruption

There are several types of acts which can earn one Corruption. The three basic categories are Dishonor, Cruelty, and Alien Influence.

Dishonor

Whenever a character breaks his word, he gains a point of Corruption. If it was a sworn oath, he gains 2 points. The Corruption that results from this makes others less likely to trust the character's word. In order for Dishonor to exist, the word or oath must be made with the other side accepting it and believing it. Most natives of Andral will never break an oath, because of this principle.

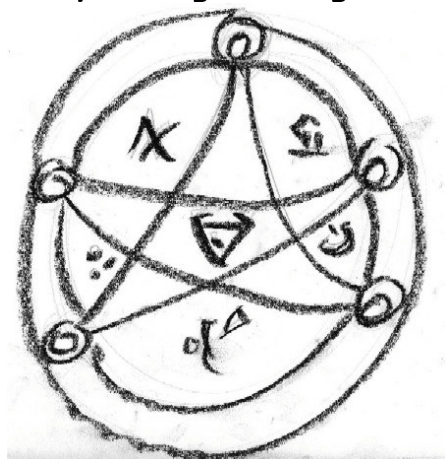
Cruelty

Indulging in cruelty for the express purpose of causing suffering nets a character Corruption each time he does something more cruel than anything that he has done before. The number of points earned is up to the gamemaster, based on how inhumane the act was. It could be anything from 1 point, for maiming a child's beloved pet, to 10 for forcing a mother to torture her children to death.

Alien Influence

This covers dealing with inhuman forces such as the Elder Ones. Even studying them results in a gain of 1 point each time the study reaches a new level of skill. Trying to contact them can net quite a bit more, depending on game master adjudication.

Chapter Eight: Magic



There are various magical skills in the game of Conjunction. Using magical skills to their best effect requires a character to learn spells. Each magical skill has a list of spells associated with it. Many spells have a required level of skill to master the spell and/or a pre-requisite of another spell or skill required to learn the spell.

Learning Spells

A spell normally takes about a week to learn. The character is considered to be studying the magical skill to which the spell belongs, and he will gain experience in the skill as normal for studying. Without a teacher, learning a spell takes two weeks. At the end of the week, the wizard may make a roll against a difficulty based on the level of skill required to cast the spell. A success means that the spell is learned. A failure means that the wizard has not mastered the spell, but may try again in the following week.

Casting Spells

Casting a spell requires a roll against the difficulty of the spell, which is stated in the spell description. Particular skill levels of spells have

takes fatigue equal to the difficulty of the spell, minus the result of the casting roll. A poor roll may knock a wizard immediately unconscious, but the spell will still go off if it is not a maintained spell. Maintained spells fade away if the caster loses consciousness. If a caster fails to cast a spell, there is no Fatigue cost, unless he gets a Bad Break (that is, he risks Luck on the casting roll, and rolls a '1' on the skill die). A Bad Break inflicts full Fatigue damage, plus possible other effects at the gamemaster's discretion. Some spells may be cast at different levels of skill; the level of skill used determines the difficulty. If a successful spell causes the wizard to lose consciousness, then any extra Fatigue acts as a damage roll to determine whether the strain of the spell injured the wizard. For instance, a wizard with Novice Toughness (maximum fatigue of 6) casts a spell that induces 9 Fatigue. This is 3 extra over his maximum, so he takes a damage roll of 3, which is a Light wound.

Spell Duration

The duration of a spell depends on the individual spell. Spells may be maintained, locked, permanent, or instantaneous.

Maintained Spells

Maintained spells stay up as long as the caster holds them up, until he drops them, loses consciousness, or dies. Each increment of duration (stated in the spell description), the wizard must roll the casting roll again, against one less than the original difficulty, to a minimum difficulty of two. While being maintained, the spell's range is irrelevant (i.e., a touch-range maintained spell will not end if the maintaining wizard loses contact with the target).

Locked Spells

Locked spells require no concentration, and will continue if the caster is knocked unconscious, but will end if he dies. A wizard may have no more locked spells active than his level in his highest magical skill.

Permanent Spells

Permanent spells will continue even if the caster is killed. There is no maximum number of Permanent spells that a caster may have active.

Instantaneous Spells

Instantaneous spells go off right away and have no duration to speak of.

Spell Difficulties

Spell Level	Learning Difficulty	Casting Difficulty
Novice	4	3
Expert	6	4
Adept	8	5
Master	10	6
Grandmaster	15	9

standard difficulties, which are listed on the table listing spell difficulties for each skill level.

Spell Fatigue

Upon casting a spell successfully, the caster

Increasing the Duration of a Spell

Although it is extremely difficult, a character may cast a spell that has a duration of at least Maintained as a longer duration. A character may cast a Maintained spell to act as if it were a Locked spell by increasing the difficulty by 5, and as a Permanent spell by increasing its difficulty by 10. Locked spells may be made Permanent by increasing the difficulty by 5.

Casting Time for Spells

If a spell has no stated casting time, then it has a casting time of none, meaning that the effects occur the same round that the spell is cast.

Casting times may be decreased by high skill. Each level of skill beyond that needed to learn the spell halves the time, if it is more than one round. If the caster has skill of at least one level higher than that required to learn the spell, casting times of one round change to casting time of none, causing the effects to occur the same round that the spell is cast.

Sensing Magic

Any of the magical skills (those which allow spellcasting) will allow a character to sense the presence of magic. The character simply rolls his highest magic skill against a difficulty determined by range and type of magic. The result of the roll determines the degree of detail that the character can determine about the magic. The character will sense only the strongest magic within his range; he may limit the range to prevent being drowned out by other sources, or may sense specific locations or objects that he can see. Note: the modifier for "familiar magic" means that the character sensing for magic actually has the magic skill for the type of magic being sensed.

Special Skills

The following skills are Special Skills, which act to create special, almost magical effects, but which are not separated to spells. Instead, at each level, the character gains the ability to use various techniques. The technique may have to be learned, somewhat like spells, but they are not actually spells. The Special Skills listed in this chapter are Focus, Faith, and Communion. There are also mundane skills which may have magical effects if certain special techniques are learned. Those dealt with in this chapter are Apothecary, Alchemy, and Crafts.

The Magical Feeling

The creation of magic is an experience which our own world of Earth does not offer. The sensation of magic flowing through one's body has been described many ways, as if it were such an

individual experience that it varied from person to person, but a few elements are always there. There is always a sense of power, a moment of elevation, as if one were becoming greater, more whole. Then something like pure energy rushes into the body, like static electricity, causing all the caster's nerves to tingle. This sensation is called the rush, and some casters find it so pleasant that they hold onto it before finishing the spell, just to savor the moment. Then, as the spell is completed, it floods out like water from a bursting dam in an invigorating and exhausting release. Nothing else is like it, and the pleasures of the flesh pale in comparison with the touch of true power. Nearly all spellcasters become hopelessly addicted to it.

Sense Magic Modifiers

<u>Modifier</u>	<u>Difficulty</u>
Familiar magic	-2
Weak magic	+1
Powerful magic	-1

Sense Magic Difficulty

<u>Range</u>	<u>Difficulty</u>
Touch	2
10 feet	3
100 feet	4
500 feet	5
1000 feet	6
1 mile	7
+1 mile	+1

Sense Magic Results

<u>Result</u>	<u>Detail</u>
0	existence of magic
1	power of magic (weak, medium, or powerful)
2	direction
3	type of magic (Sorcery, Witchcraft, etc.)
4	approximate distance
5+	basic nature of spell

Spell List

Healing

Ease Pain (N)
Hasten Healing (N)
Stop Bleeding (N)
Cure Disease (E)
Cure Poison (E)
Knit Wound (E)
Return Life (A)
Regenerate (M)
Resurrect (GM)

Illusion

Sounds (N)
Will-O-Wisp (N)
Shadowplay (N)
Phantasm (E)
Illusion Shell (E)
Invisibility (E)
Phantasmal Creature (A)
Conjuration (A)
Creation (M)
True Fear (M)
Simulacrum (GM)

Sorcery

Candle (N)
Invisible Hand (N)
Levitation (N)
Shield (E)
Bolt (E)
Flame (E)
Dispel (E)
Blink (E)
Armor (A)
Explosion (A)
Teleport (A)
Portal (M)
Warp (GM)

Mesmerism

Empty Mind (N)
Empathy (N)
Impulse (N)
Fear (E)
Surface Thoughts (E)
Body of Light (E)
Send Thought (E)
Command (E)
Cloud Memory (E)
Unseen Assault (E)
Probe Memory (A)
Possess (A)
Change Memory (M)

Necromancy

Spirit Ward (N)
Embalm (N)
Sense Life (N)
Pallor (N)
Medium (N)
Manifestation (E)
Zombie (E)
Cold Touch (E)
Command Ghost (E)
Gauntness (E)
Survive Injury (A)
Drain Life (A)
Soul Jar (M)
Unlife (M)
Freedom from Flesh (GM)

Witchcraft

Entreat Familiar (N)
Speak with Beast (N)
Ride Beast (N)
Speak with the Wind (N)
Ride Wind (E)
Secret of the Mouse (E)
Secret of Behemoth (E)
Skin of the Beast (E)
Speak with the Stone (E)
Borrow the Secret (E)
Call the Guardian Beast (A)
Skin of the Wind (A)
Call the Guardian of the Wind (M)
Skin of the Stone (M)
Call the Guardian of Stone (GM)

Special Skill Technique List

Focus

Meditation (N)
 Stone Fist (N)
 Shout of Power (E)
 Body Hardening (E)
 Spot Weakness (E)
 Speed (E)
 Sword Hand (E)
 Iron Hand (E)
 Resist Magic (E)
 Spear Hand (E)
 Martial Trance (A)

Faith

Sense Corruption (N)
 Power of Purity (N)
 Protection (N)
 Aid (N)
 Sanctify (E)
 Sacrifice (A)
 Miracle (M)
 Saint Form (GM)

Communion

Survive (N)
 Awareness (N)
 Weather Control (E)
 Beast Speech (E)
 Sustenance (E)
 Plant Meld (E)
 Beast Form (A)
 Awaken Tree (A)
 Stone Meld (A)
 Hibernate (A)

Alchemy

Burning of Metals (N)
 Alchemist's Fuel (N)
 Alchemist's Glass (E)
 Bazan Flame (E)
 Promotion of Wood to Stone (E)
 Promotion of Stone to Base Metal (A)
 Promotion of Base Metal to Noble Metal (M)
 Gold's Timelessness (M)
 The Homunculus Process (M)
 The Quickening of the Process (GM)
 The Promotion of Flesh (GM)

Apothecary

Willow Draught (N)
 Nettle Wash (N)
 Round-Leaf Drink (N)
 Adder Leaf Infusion (N)
 Antidote (N or higher)
 Forget-Me-Not Essence (E)
 Red Frog Sweat (E)
 Tincture of Myrrh (E)
 Elixir of Nightshade (A)
 Five-Herb Balm (A)
 Blind-Worm's Sting (A)
 Deathtrance Drug (A)
 Tincture of Cure-All (A)
 Dragonwort Dew (A)
 Heather and Oak-Leaf Balm (M)
 Bitter Bracken Infusion (M)
 Wolf-Berry Draught (M)
 Black Soil Balm (GM)
 White Death (GM)
 Rainbow Leaf Infusion (GM)
 Hangman's Tree Powder (GM)

Crafts

Harden (M)
 Lighten (M)
 Clockwork (M)
 Sharpen (M)
 Balance (M)
 Sure Lock (M)
 Impact (GM)
 Automation (GM)
 Loyal Lock (GM)
 Everburn (GM)
 The Difference Engine (GM)

Legend:

N----- Novice
 E----- Expert
 A----- Adept
 M----- Master
 GM----- Grandmaster

Healing

Description:

Healing magic is a difficult and taxing school of study. Using healing requires great concentration, which is focused by chanting certain mantras to stimulate the healing powers of the body. Healing without chanting can be done, but is difficult; add 4 to the difficulty of the spell. It is said that humans learned the arts of Healing from knowledge gleaned from the Fae. If this is true, then this is one of the few gifts of the Fae to have carried an actual benefit to humanity. This is one reason why some scholars believe that Healing was originally an offshoot of Communion with the Green.

Practitioners:

The practitioners of Healing are called Healers. Almost all of the Healers of Andral are members of the Order of Healers, a society that was formed centuries ago to protect their members from exploitation. The Order of Healers take binding oaths to help those who require their assistance and to never take another life when it is not necessary for self-preservation. They also swear not to become involved in political matters or to fight in wars on behalf of a nation. They wear white traveling cloaks when traveling, and are afforded much respect wherever they go. It is tradition that a Healer is to receive hospitality and room and board wherever he goes, free of charge, and there are few places in the world where this is not practiced.

Ease Pain (Novice)

Range: Touch

Duration: Maintained (1 hour)

Difficulty: 3

Casting Time: 1 round

This spell cancels pain in the target, reducing the target's total wound penalty by the result number plus one, to a minimum of zero penalty.

Hasten Healing (Novice)

Range: Touch

Duration: Maintained (1 day)

Difficulty: 3

Casting Time: 1 round

This spell speeds the target's healing rate, adding its result number plus one to all of the target's rolls for healing.

Stop Bleeding (Novice)

Range: Touch

Duration: Instant

Difficulty: see below

This spell halts all bleeding on the target. The difficulty is 2 for light bleeding, 3 for serious bleeding, 4 for critical bleeding, and 5 for mortal bleeding.

Cure Disease (Expert)

Range: Touch

Duration: Instant

Difficulty: see below

Casting Time: 1 hour

This spell cures a target of one disease from which he is suffering. If the patient is suffering from more than one disease, then the most virulent one is will be targeted first. More virulent diseases are more difficult to cure.

Cure Disease Difficulty

<u>Disease</u>	<u>Difficulty</u>
Cold/Flu	3
Cholera	5
Plague	7
Leprosy	9
The Death	12

Cure Poison (Expert)

Range: Touch

Duration: Instant

Difficulty: see below

Casting Time: 1 round

This spell neutralizes a poison in the system of the subject. The difficulty is based on the strength of the poison. If a subject is affected by more than one poison, use the higher strength, with a +1 difficulty; if the spell is successful, the spell cures both poisons.

Cure Poison Difficulty

<u>Poison Strength</u>	<u>Difficulty</u>
D4	3
D6	4
D8	5
D10	6
D12	7
D20	12

Knit Wound (Expert)

Pre-Requisites: Stop Bleeding

Range: Touch

Duration: Permanent

Difficulty: Special

This spell actually causes wounds to close and heal in minute or seconds, almost erasing even serious injuries. The caster touches a single wound on the recipient, and casts the spell on that wound. This spell will only affect the wounds of a living creature. Once the body has cooled even a bit not, enough life remains to effect healing. Although a Fatal wound may be healed with this spell, the character remains dead, as his life force has passed

on. Actually returning a character to life requires the Return Life spell. The difficulty is based on the severity of the wound. A successful casting reduces that wound's severity immediately by one level (i.e., Critical to Serious, Serious to Light, etc.).

Knit Wound Difficulty	
<u>Wound</u>	<u>Difficulty</u>
Scratch	4
Light	5
Serious	6
Critical	7
Mortal	8
Fatal	10

Return Life (Adept)

Pre-Requisites: Necromancy (Novice), Knit Wound

Range: touch

Duration: Instantaneous

Difficulty: See below

This spell calls back a character who has just recently passed on. This spell is only effective on those whose life has departed less than about ten minutes before. First, all fatal wounds must be healed, using the Knit Wounds spell. Then the Return Life spell is cast, with a difficulty of 5 plus the number of minutes that the character has been dead. If the roll fails, it may be attempted again, if the character can still cast after taking the requisite Fatigue, until 10 minutes have passed. At that point, the soul is too far gone to call back. The knowledge of Necromancy required to learn this spell makes it a rare and distrusted power. Several nations list "Resurrection" as a capital crime.

Regenerate (Master)

Pre-Requisites: Knit Wound

Range: touch

Duration: Special

Difficulty: Special

This spell actually allows a Healer to cause a target to re-grow lost limbs and organs. If the spell is successful, then the body-part begins to grow back slowly over days or weeks. The difficulty and healing time necessary are determined for the body part lost.

Regenerate Difficulty and Time		
<u>Body Part</u>	<u>Difficulty</u>	<u>Time</u>
Finger/Toe	4	1 day
Hand/Foot	6	1 week
Arm/Leg	8	1 month
Tongue	6	1 week
Eye	8	1 month
Ear	4	1 day
Kidney	6	1 week

Resurrect (Grandmaster)

Pre-Requisites: Necromancy (Expert), Return Life,

Regenerate

Range: Touch

Duration: Special

Difficulty: Special

This supremely powerful spell, taught to healers by the Fae, returns a dead person or animal to life. The difficulty is based on the time that the person has been dead, and on the condition of the body. The spell itself repairs any damage to the body, but leaves the formerly dead subject very weak. The effect of this spell is rather tenuous; until the third sunrise after receiving the spell, it may still be dispelled as if it were a locked spell. After that point, it is permanent. The process of returning the dead to life with the Resurrect spell is extremely dangerous, difficult, fatiguing, and time-consuming. It takes 24 hours of continuous spellcasting, and a drain in the caster's life energy, which causes physical damage, accompanies the fatigue incurred by the spell. The damage incurred by the Resurrect spell on its caster cannot be healed by any use of magical healing, nor may a caster killed by the spell be resurrected.

Resurrect Difficulty

Time Dead

Difficulty

Up to a day	10
Up to a week	11
Up to a month	12
Up to a Year	13
Up to a decade	14
Up to a century	15
Per century after the first	+1

Resurrect Modifiers

Condition of Body

Modifier

Undamaged	0
Light wounds	+1
Serious wounds	+2
Mortal wounds	+3
Fatal wounds	+4
Dismembered	+5
Missing more than ½	+6
Only small part remaining	+8
Well embalmed	-2

Resurrect Damage (to caster)

Fatigue

Damage

None	None
1 to 3	Scratch
4 to 6	Light
7 to 9	Serious
10 to 12	Critical
13 to 15	Mortal
16 and up	Fatal

Illusion

Description:

This is the skill of conjuring phantasms and trickery. At the base of Illusion lies a seed of incredible power. This is the very art of weaving the threads of nothingness to create something. Illusion was taught to humanity by the Fae in ages past, and it has caused no end of trouble and mistrust. Illusion is cast mostly through sheer concentration and complex gesture. If an Illusionist wishes to cast without the gestures, he must raise the difficulty of the spell by +3. Standard range is the same as for Sorcery.

Practitioners:

The practitioners of Illusion are called Illusionists. There is no true society of Illusionists, though the trade is passed down from teacher to student in a loose guild-like arrangement. Most Illusionists work as entertainers, either traveling from town to town to find new crowds, or settled into a theatre or noble house which pays well. Illusionists traditionally wear a badge or sash marked with the star-shaped symbol of the College of Theatre, an old guild of entertainers to which some Illusionists still claim to belong. Illusionists are seldom taken seriously by other practitioners of the arts of magic, and only a very few ever approach the upper levels of the skill. Those who do, however, become very potent spellcasters.

Sounds (Novice)

Pre-Requisites: None

Range: Standard

Duration: Maintained (1 minute)

Difficulty: 2

This spell allows the caster to create, anywhere within range, whatever sounds he wishes. This may vary from ominous whispers to screams of pain to thunder. The sounds may be as intense as loud thunder. If the caster wishes to make a sound loud enough to disrupt concentration, he must spend an additional Fatigue point. This forces all in the area to make a Will roll vs. the Illusionist's spell result to continue their actions. This spell is most often used as a form of trickery, but it can be useful as a form of communication as well.

Will-O-Wisp (Novice)

Pre-Requisites: None

Range: Standard

Duration: Maintained (10 minutes)

Difficulty: 2

This spell creates one or more glowing balls of light within range. The default is one ball of light; each further ball raises the difficulty by one. The

caster may choose to move the lights around as he wishes, and to change their color at will. They do not shed any true light; the illusion of illumination may not be used to see by. They may be seen from quite a distance, however, and can act as effective "flares." If the caster wishes to create true light so that he can actually see, double the difficulty.

Shadowplay (Novice)

Pre-Requisites: None

Range: Standard

Duration: Maintained (1 minute)

Difficulty: 3

This spell allows the caster to control the shapes and movements of all shadows within range. He may do so freely, but the exact effects of Shadowplay should be up to the game master. Several effects are possible. First, an area may be shrouded in darkness, blinding the creatures within it. Second, the shadows may be removed from a dark area, rendering vision possible. Third, shadows may be made to cover a person so as to conceal his existence or identity. Fourth, the movement of shadows may be used to frighten or intimidate people, by creating monstrous shadows around them for instance. Regardless of the effect, a Will roll against the caster's spell result should be able to resist the effects of Shadowplay.

Phantasm (Expert)

Pre-Requisites: Shadowplay

Range: Standard

Duration: Maintained (1 minute)

Difficulty: 4

This spell weaves the threads of light and shadow together into a lifelike illusion. This illusion may not move. It is normally a sight illusion only; to extend it to sound, smell/taste, or touch, the caster must raise the difficulty by 1 per extra sense. It can do no damage. The default size is small; the difficulty is raised by +1 per size category over small.

Illusion Shell (Expert)

Pre-Requisites: Phantasm

Range: Standard

Duration: Maintained (10 minutes)

Difficulty: 5

This spell creates a Phantasm (as the spell) which covers another object and conceals it. While this is possible with Phantasm, an Illusion Shell will remain on the object if it moves, and will animate appropriately. For instance, an Illusionist might cast an Illusion Shell of a goblin around himself. He may walk, talk (if he included sound in the illusion), and even fight and still look like a goblin.

Invisibility (Expert)

Pre-Requisites: Shadowplay

Range: Standard

Duration: Maintained (10 minutes)

Difficulty: 5

This spell moves light and shadow around the target in such a way as to seem to make it perfectly transparent and unseen by the eye. Other senses, other than touch (which cannot be affected by this spell), may be affected by adding +1 to the difficulty per sense. This spell requires rather constant concentration; if the caster attacks or is attacked, he must make a Will roll vs. 3 in order to keep up the spell. Anyone attempting to attack an invisible opponent must fight as if they were effectively blind to that opponent. Outside of combat and stealth uses, this spell may be used in some circumstances to turn part of a wall into a window. However, if the other side of the wall is normally to dark to see, it still will be after this spell is cast; the light allowed through is illusionary and illuminates nothing. Like Will-O-Wisp, however, this may be overcome by doubling the difficulty. This spell affects a medium-sized object by default; each size category of the target above that raises the difficulty by 2.

Phantasmal Creature (Adept)

Pre-Requisites: Phantasm

Range: Standard

Duration: Maintained (1 minute)

Difficulty: 6

This spell creates an animated Phantasm (as the spell) which can move about, be instructed to carry out simple instructions, and even to inflict illusionary injury. Such injury acts as normal, but wears off when the spell duration expires (even death will wear off). Damage, regardless of the type of attack that the Phantasmal Creature seems to use, is always 1d6. Master may raise this to 1d8, and Grandmasters to 1d10.

Conjuration (Adept)

Pre-Requisites: Phantasm

Range: Standard

Duration: Maintained (1 minute)

Difficulty: 6

This spell allows the caster to create Phantasms (or even Phantasmal Creatures, if he knows that spell) which are tangible enough to affect physical objects. Such objects may even do real damage, but if struck solidly enough to do damage, they will vanish.

Creation (Master)

Pre-Requisites: Conjuration

Range: Standard

Duration: Locked

Difficulty: 7

This spell is like Conjuration, but is a locked spell. Also, objects created with Creation do not dissipate from damage unless they take at least a Serious wound.

True Fear (Master)

Pre-Requisites: Phantasmal Creature, Mesmerism (Novice)

Range: Standard

Duration: Maintained (1 minute)

Difficulty: 8

This spell, which incorporates secrets of Mesmerism into it, pulls the deepest fear out of the target's mind and makes that fear manifest to that target only. This prompts a Will roll in the target's mind, vs. the caster's spell roll. If the target succeeds, he is still stunned for the rest of the round, and the True Fear is dissipated. If he fails, he must flee or cower for the duration of the spell. Further attempts at the Will roll to resist are possible, but the difficulty rises by one with each failed attempt.

Simulacrum (Grandmaster)

Pre-Requisites: Creation, Phantasmal Creature, Sorcery (Novice)

Range: Standard

Duration: Locked

Difficulty: 10

This spell is like Creation, but creates a nearly real, living being. Such a being will have intelligence enough to follow complex instructions. It will dissipate only if Dispelled, cancelled by its creator, or killed by Fatal damage, just as a normal being. To determine what skills the Simulacrum has, multiply the spell roll result by 20; the caster may distribute these points as experience points in any skills that he has (except Will), up to the number of experience points that he has in any particular skill. Simulacra can even gain skills. If a Simulacrum ever becomes Novice or better in Will, it will become self-aware, and know its situation. Self-aware Simulacra may even learn magic skills, and learn Illusion as if they had it as a Primary skill. Most self-aware Simulacra become paranoid about their master's ability to dispel them with a thought, and seek out ways of becoming permanent.

Sorcery

Description:

Sorcery is the magical science of the control of forces. It is said that rogue Dragons taught Sorcery to humans long ago, for purposes of their own. Sorcery is very elemental, and quite complex. The spells of Sorcery require extreme concentration and attention to detail, but the effects are dramatic. The range of Sorcery spells is a largely the same; it helps to determine the difficulty.

Sorcery Range	
Range	Difficulty
Touch	-1
10 feet	0
50 feet	+1
100 feet	+2
500 feet	+3
1000 feet	+4
+1000 feet	+1

Practitioners:

The practitioners of Sorcery are called Sorcerers (sometimes, but not always, female Sorcerers are referred to as Sorceresses). All sanctioned (legal) Sorcerers are members of the Guild of Sorcery, which is led from the Guild Tower south of Eaglecrest. The Guild has made sure that most governments have declared the practice of Sorcery to be illegal without Guild membership. To practice the trade without being able to display a Guild Badge (usually in the form of a bronze medallion marked with the Guild seal) is to court arrest and imprisonment. Sorcerers are not well trusted, especially in cities, where their fiery magic too often sparks fires and other disasters. Outside of civilized lands, Sorcerers are often wandering loners selling their skills to the highest bidder. Such rogues are usually brash and young, and will often try their skill out on other sorcerers that they meet by initiating pointless magical duels.

Candle (Novice)

Pre-Requisites: none

Range: Standard

Duration: Maintained (10 minutes)

Difficulty: 3

This spell allows the spellcaster to create a small flame, like that of a candle somewhere within the range of the spell. The damage is negligible, but the flame may provide light as a candle, and will move about as the caster directs. If the candle-flame increases in range from the caster, the caster must roll against the new difficulty, -2, or the spell will dissipate. The flame may be used to set flammable

objects on fire, or to cause pain to unfortunate creatures. It can be extinguished as can a normal flame (strong winds, water, etc.). The Candle will not burn its caster.

Invisible Hand (Novice)

Pre-Requisites: None

Range: Standard

Duration: Maintained (1 minute)

Difficulty: Special

The Invisible Hand spell allows the caster to manipulate objects at a distance as if he were touching them. Beginning casters may find the spell clumsy, but more advanced casters will become capable of more impressive feats. The spell is cast on a specific item; the target item may not be changed without casting the spell again. The size of the item determines the difficulty of the spell. The difficulty of the spell is also the penalty to the caster's rolls to try to manipulate the object with precision and speed. This penalty is decreased by the result of the spellcasting roll. For instance, a Sorcerer casts Invisible Hand on a broadsword (5 lb). This incurs a -3 to attack rolls, because a broadsword is a Small object. The broadsword is 7 feet away, which is a Difficulty penalty of 0 for range. The Difficulty to cast the spell is 3. The Sorcerer, who is an Expert, rolls his d8, and receives a 5. He takes 1 Fatigue, and a -1 penalty to attack rolls if he wields the sword as a weapon with the spell. If the object increases in range from the caster after the spell is cast, then the caster must roll again against the new difficulty -2, or the spell dissipates.

Invisible Hand Difficulty	
Size	Difficulty
Tiny (2 lb)	2
Small (3-50 lb)	3
Medium (51-250 lb)	5
Large (251-500 lb)	6
Huge (501-1000 lb)	7
Gigantic (1001-2000 lb)	9
+1000 lb	+1

Levitation (Novice)

Pre-Requisites: none

Range: Caster

Duration: Maintained (1 hour)

Difficulty: 3

This spell allows the caster to rise into the air and float without visible support. More powerful casters may even move about in the air, as if they were flying. The caster's degree of skill in Sorcery determines the degree of movement of which he is capable, and the altitude to which he may levitate. Any rolls to maneuver in the air, such as to dodge

attacks, are made on the caster's Sorcery skill. This spell can also slow a falling character's descent (regardless of current altitude), as long as the spell can be successfully cast before the character hits the ground. Flying at top speed is draining; if the character travels above half his maximum speed for a round, he incurs a point of Fatigue.

Levitation Effects		
<u>Skill Level</u>	<u>Control</u>	<u>Altitude</u>
Novice	rise/fall 2 feet per round	up to 10 feet
Expert	fly, 6 feet per round	up to 50 feet
Adept	fly, 30 feet per round	up to 200 feet
Master	fly, 100 feet per round	up to 500 feet
Grandmaster	fly, 200 feet per round	up to 1000 feet

Shield (Expert)

Pre-Requisites: Invisible Hand

Range: Standard

Duration: Locked

Difficulty: 4

This spell sets up an invisible shield or bubble of force around a point chosen by the caster within range. The Shield absorbs damage from attacks (from either side) as if it were armor of a value equal to the result of the spell plus a bonus based on the skill of the caster. It also prevents anything from moving through the area that it occupies. Damage that is done through a Shield over its protection level does not get through; instead, it reduces the Shield's power on a one-for-one basis. When the Shield's power reaches zero, the Shield dissipates, and any remaining damage gets through. An existing Shield that has been damaged cannot be strengthened or repaired, but the spell may be re-cast.

Shield Effects	
<u>Skill</u>	<u>Armor Value</u>
Expert	4
Adept	6
Master	8
Grandmaster	9

Bolt (Expert)

Pre-Requisites: Invisible Hand

Range: Standard

Duration: Instantaneous

Difficulty: Special

The bolt spell creates a shimmering dart of force that streaks from the caster's hand toward its target. The range of the spell is the distance that the missile may travel. The impact normally acts as magical damage (no special damage effects), but the caster may choose to shape the force into hard surfaces, pointed spears, or sharp bladed arcs. This

increases the difficulty. The size and power of the missile determines the difficulty and the base damage. The result of the spellcasting roll will give a bonus to damage based on the type of damage (see the section on Damage Types in the Damage chapter).

Bolt Types		
<u>Type</u>	<u>Difficulty</u>	
Normal	n/a	
Bludgeoning	+1	
Piercing	+2	
Slashing	+3	

Bolt Difficulty and Effects		
<u>Size</u>	<u>Damage Difficulty</u>	
Tiny	d4	4
Small	d6	5
Medium	d8	6
Large	d10	7
Huge	d12	8
Gigantic	d20	9

Flame (Expert)

Pre-Requisites: Candle

Range: Standard

Duration: Maintained (1 minute)

Difficulty: Special

Like the Candle spell, the Flame spell creates a quantity of fire that may be moved and shaped by the caster's will. The Flame spell, however, may create a variable amount of flame, and may do real damage. The size of the flame determines the difficulty of the spell. The base difficulty is 4, and creates a cubic yard of flame. By adding +1 to the difficulty, the caster may double that volume; each +1 difficulty beyond that doubles it again. Creatures immersed in the flame take continuing damage of 1d4 plus the result of the spellcasting roll each turn of exposure. The caster determines the shape of the flame as well, though some shapes are more difficult than others are. This spell requires some gamemaster adjudication; a ring of flame will encompass more area than a ball of the same amount of flame would.

Dispel (Expert)

Pre-Requisites: none

Range: Standard

Duration: Instantaneous

Difficulty: Special

This spell ends another spell's duration. It is cast on another spell, which the caster must be able to see (as in visible spells, like Candle, or Invisible Hand manipulating an object) or sense (with a magic

skill roll to sense magic). The difficulty is the same as to cast the spell. If it is successful, the target spell ends. If it is cast on a permanent spell, Dispel generally has no effect. A notable exception is the case of normally Maintained or Locked spells which have been cast as Permanent by increasing the difficulty, which may be Dispelled normally. Instantaneous spells may only be Dispelled if the Dispel is cast on the same initiative as the target spell. In that case, the target spell never even goes off.

Blink (Expert)

Pre-Requisites: none

Range: Special

Duration: Instantaneous

Difficulty: Special

This spell allows the caster to instantly transport himself to another location. The difficulty is based on the range. The base difficulty is 4, for a range of 10 feet. The caster may add +1 to the difficulty to double that range. If the caster cannot see the destination, the difficulty increases by +2. If the destination would put the caster into a solid object, then the spell does not go off, and the caster suffers double normal Fatigue.

Armor (Adept)

Pre-Requisites: Shield

Range: Standard

Duration: Locked

Difficulty: 5

This spell creates an invisible field of energy that hugs the target's body and moves with him, absorbing the damage of any physical attacks. It acts just like the Shield Spell, but affects only one character, and allows the target to move normally.

Explosion (Adept)

Pre-Requisites: Bolt, Flame

Range: Standard

Duration: Instantaneous

Difficulty: 5

This horrific spell shoots a bolt of magic that explodes into a ball of flame when it reaches its target, damaging everyone and everything within its area of effect. The more powerful the explosion, the higher the damage and the larger the radius. The

Explosion Effects						
Difficulty	Center	10 ft	20 ft	40 ft	80 ft	160 ft
5	d8	d6	d4			
7	d10	d8	d6	d4		
9	d12	d10	d8	d6	d4	
11	d20	d12	d10	d8	d6	d4

greater the distance from the explosion, however, the less damage is done. The caster should take the burst radius and range into account when he casts it, lest he end up a victim of his own spell. The caster may tighten the explosion up, effectively removing the outer damage zones, at a cost of +1 difficulty per zone removed (starting with the outer zone of the explosion). A caster may also remove the center zones for a cost of +1 to the difficulty for each zone removed (useful if the caster is surrounded by the enemy).

Teleport (Adept)

Pre-Requisites: Blink

Range: Special

Duration: Instantaneous

Difficulty: 5

This spell is much like the Blink spell, but improved. It whisks the target away to a distant location. Unlike the Blink spell, however, the physical

Teleport Effects	
Familiarity	Difficulty
Heard it described	+8
Seen image	+7
Seen once	+6
Seen several times	+5
Studied for an hour	+4
Studied for a day	+3
Lived in for a month	+2
Lived in for a year	+1
Lived in for a decade	+0

distance between the two points is unimportant. However, the difficulty is modified by the caster's familiarity with the location. This spell may be cast on another target, but the difficulty is increased by +1 per size category of the target. In this case, the range to the target is Standard. If the destination of the Teleport is in line of sight of the caster, the difficulty is lowered by 2.

Portal (Master)

Pre-Requisites: Teleport

Range: Special

Duration: Maintained (1 minute)

Difficulty: 6

This spell is like Teleport, but is not cast at a target. It creates a round window in space (within Standard range) which leads to another location, with difficulty determined as for Teleport. The base size of the portal is man-sized (six feet across), but the caster may reduce this size for no cost, down to a mere pin-hole, or he may increase the size, for a cost of +1 difficulty for a double of radius. The Portal may be oriented in any

direction which the caster wishes. The Portal is one way, but casting a Portal back along the path of another one, to make for a two-way portal, is done at -4 difficulty.

Warp (Grandmaster)

Pre-Requisite: Portal

Range: Special

Duration: Locked

Difficulty: 10

This spell creates a pocket of space, separate from normal space, which may have a certain volume within, but takes up no space on the outside. The difficulty is modified by the size of the interior space. Normally, Sorcerers link their Warps to the outside world with Portals, either Locked in place or created as needed. Some Sorcerers create many room-sized Warps Permanently, linking them with Permanent Portals, to form their own extra-dimensional castles. When the Sorcerer creates a space, it is entirely empty, but its walls take on whatever shape and appearance the caster desires. The Warp, if it is large enough, is created around the caster, so that he is inside it when it appears. The inside of a Warp created by a Sorcerer is automatically considered to have been studied for a day when determining difficulty to Teleport or Portal to it.



Warp Effects		
Size	Volume	Difficulty
Tiny	1' X 1' X 1'	+0
Small	3' X 3' X 3'	+1
Medium	6' X 6' X 6'	+2
Large	12' X 12' X 12'	+3
Huge	30' X 30' X 30'	+4
Gigantic	50' X 50' X 50'	+5
Per double each dimension		+1

Mesmerism



Description:

While Sorcery is destructive, and Necromancy is blasphemous, no form of magic is as terrifying as Mesmerism. Mesmerism is the study of the effects of magic on the mind, and includes methods of changing and erasing thoughts, perceptions, and even memories. It may be used to cover up traces of its own usage. No one can truly feel safe from Mesmerism. Mesmerism is difficult, but requires no magic words, chants, gestures, or any such tools. However, the power of Mesmerism must be carried to the target via one or more 'vectors.' These vectors may be touch, voice (whispering soothing words or screaming insults, whatever works), line of sight, familiarity, or having an object that the target owned (called a link). The familiarity or 'met once' vectors are only useful if the caster touched the target at least once.

Once a Mesmerism spell is successfully cast, as long as that spell lasts, the range between the caster and the target becomes unimportant. This means that the target might move hundreds of miles from the caster, but the spell remains as long as the caster can keep maintaining the spell.

Mesmerism can affect humans and other folk, as well as animals and anything else with a mind even vaguely like a human's mind. It cannot effect plants, characters currently in contact with the Green using Communion, the animated dead, the Undead, Dragons, or the Fae.

Characters affected by Mesmerism may try to shake off the effects of Mesmerism spell, ending

the spell, if their Will skill level is equal to or greater than the caster's Mesmerism skill level. This requires that the target know that he is affected by a spell, and to consciously try to force the effects away by force of will. It requires a contested roll of the target's Will against the caster's Mesmerism. Success by the target ends the spell immediately. Success by the caster adds +1 to his contested rolls to keep that particular spell up on that target for the next day. This is cumulative. The target may try once per round if he wishes, but each unsuccessful try in close succession lowers the chance that he will succeed.

Practitioners:

The practitioners of Mesmerism are Mesmerists. Mesmerists usually learn their trade through trickery and deception, either stealing tomes of Mesmerism spells or seducing skilled Mesmerists into teaching them. This is accepted practice among Mesmerists, and is not much looked down on. They have no organization, either formal or informal, though they often will come to the aid of other Mesmerists, if only because they know that no one else is likely to do so. After all, one day the helper may become the one in need. On the rare occasions that a Mesmerist wishes to advertise his skills to the world, he may wear the ancient symbol of his craft, which is a crystal or jewel worn on the brow, usually as part of a circlet or tiara.

Empty Mind (Novice)

Duration: Maintained (10 minutes)

Difficulty: 3

This spell affects the Mesmerist alone, allowing him to empty his conscious mind and protect himself from unwanted mental intrusion (including all Mesmerism and Illusion spells). The result of the spell +1 is added to the difficulty of any Mesmerism spells cast against him. Half that amount, rounded down, is added as a bonus to his Will rolls to resist Illusions. While this spell is being maintained, the caster is very distracted; the difficulty to perform other normal actions is raised by +2. The difficulty to cast spells is raised by +3.

Empathy (Novice)

Duration: Maintained (1 minute)

Difficulty: 3

This spell is cast on another person. It will tell the caster the general emotional state of the target for the duration of the spell. This

Mesmerism Range

<u>Vector</u>	<u>Difficulty</u>
Touch and Eye Contact	-1
Touch	0
Eye Contact	0
Voice	+1
Line of Sight	+3, +4 if the target can hear but not understand
Link	+2 if a possession, +1 if part of the target
Familiarity	+3 (family), +4 (close acquaintance), or +5 (acquaintance)
Met Once	+7

grants an effective +1 bonus to the caster's Charm skill rolls toward the target, while the spell is being maintained.

Impulse (Novice)

Prerequisites: Empathy

Duration: Maintained (1 round)

Difficulty: 3

This spell implants a simple, weak emotional impulse in the mind of the target. Basically, the caster may make the target feel good or bad. This is usually timed carefully, so that the target is made to feel good when something is happening that the caster wants to condition the target toward, or bad when the target does something that the caster doesn't want. The spell is simple, but over the long run, cast secretly, it can have dramatic effects.

Fear (Expert)

Pre-Requisites: Impulse

Duration: Maintained (1 round)

Difficulty: 4

This spell assaults the target with intense, unreasoning fear, directed toward whatever the target is directing his attention toward at the time. The target must make a Will roll against the casting roll in order not to bolt and run. The fear lasts as long as the spell is maintained. Note that some targets react violently to fear, rather than with a fleeing instinct. Such encounters should be rare, though all Direwolves have this reaction.

Surface Thoughts (Expert)

Pre-Requisites: Impulse

Duration: Maintained (1 round)

Difficulty: 4

This spell allows a caster to hear the surface thoughts of the target. On top of the obvious benefits, while this spell is being maintained, the caster gets an effective +2 to all Charm rolls toward the target. It is up to the game master what a target is thinking at any given time, though clever casters will get useful information by turning the conversation toward what they wish to know. Normally, this spell is useless on targets who speak a different language than the caster, but by increasing the difficulty by +2, the caster may reach slightly deeper to get the meaning of the thoughts, thereby crossing the language barrier.

Body of Light (Expert)

Pre-Requisites: Empty Mind

Duration: Special

Difficulty: 4

This spell allows the caster to separate his

consciousness from his body and ascend into the "realm of light," as Mesmerists call the astral plane. In this higher plane, the Mesmerist may move about the physical world, completely invisible and intangible, and can only be sensed by sense magic rolls using Mesmerism; even then, he may resist with his Stealth skill. The character takes the form of his idealized self, without any clothing or equipment. He may pass through any barrier that is not enchanted, and may cast other Mesmerism spells (though it is difficult to get a vector on a target without your body there). He moves at very high speeds, as fast as a bird in flight. There are some beings which can attack a character's Body of Light; these initiate combat and do damage normally. Other characters using this spell fall into this category, though they normally are restricted to combat. The Body of Light is not affected by bleeding, though. If a character is killed while in his Body of Light, his physical body dies as well. If a character passes out for any reason while in the Body of Light, he must wait until he regains consciousness before returning to his body. After the first hour that a character is away from his body, the body begins taking automatic continuing damage, beginning with a Scratch wound and upgrading once per hour until the wound reaches Fatal and the body dies.

Some items have a layer of existence in the Realms of Light. These include any Relics, Artifacts, Spirit Cages, and Ghost Cages. These may affect beings in a Body of Light, even if the user of the item is in the physical world, if the user knows that there is someone to affect. Also, if a caster who enters the Body of Light has such items on his person, he may bring along representations of them (with all of its usual supernatural properties based that type of item) as he projects, at a difficulty cost of +1 per item. While the representation of an item is projected in the Realms of Light, its physical form loses any supernatural properties that it might have based on being a Relic, Artifact, Spirit Cage, or Ghost Cage. Enchantments and Guild Techniques don't carry over to the Realms of Light, and remain with the physical form.

Send Thought (Expert)

Pre-Requisites: Impulse

Duration: Maintained (1 round)

Difficulty: 4

This spell allows the Mesmerist to send a message to a recipient. The sent thought is obviously from outside the target's mind, and may be in the form of actual words, pictures, or, for an additional +2 difficulty, even pure meaning without language content. Hence, this spell can cross language barriers effectively.

Command (Expert)

Pre-Requisites: Send Thought

Duration: Maintained (1 round)

Difficulty: 4

This spell implants a strong impulse in the target's mind to do a particular action. The difficulty is +2 if the caster wishes to affect a being with whom he does not share a language. The impulse lasts as long as the spell is maintained, or until the action is accomplished. If the action is against the nature of the target, or would cause harm to the target or someone the target cares about, or is impossible, then the target gets a +3 on his Will roll to throw off this spell. If the action is a perfectly natural and logical action at the time to the target, then the game master may rule that the target doesn't get a roll to resist.

Cloud Memory (Expert)

Pre-Requisites: Surface Thoughts

Duration: Instantaneous

Difficulty: 4

This spell causes the target's memory to cloud over concerning a few moments previous. Normally, a single minute is clouded in the target's memory. The caster may increase this time, at a cost of +1 difficulty per additional minute. It must be the time immediately before the casting of the spell that is clouded. The amnesia usually leaves the subject disoriented, with a sense that he just missed something. If the subject has sufficient reason, he may try to undo the effects by rolling to throw off the spell, as normal. Otherwise, this spell lasts a number of weeks equal to the result of the spellcasting roll, plus one week.

Unseen Assault (Expert)

Prerequisites: Body of Light

Range: Special

Duration: Instantaneous

Difficulty: 4

This spell may only be cast by a Mesmerist who is already maintaining Body of Light. It is most effective if the caster has a link to the target, which may be kept back with the caster's body. The caster's Body of Light must touch the target. When he does so, the spell is cast, inflicting Fatigue on the target equal to the result of the spellcasting roll. The target may resist with a Will saving roll. A caster may instead choose to do actual damage to a target, but only if he knows the target's name and speaks that name while casting the spell (no one needs to be able to hear it for the spell to work). This increases the difficulty by +3, and does a damage roll of 1d6 plus the result of the spellcasting roll. Wounds

inflicted by this spell leave no physical mark on the victim.

Probe Memory (Adept)

Pre-Requisites: Surface Thoughts, Forget

Duration: Maintained (1 round)

Difficulty: 5

This spell allows a caster to search a target's memories for specific information which the target may know. Each round, the caster must roll his Mesmerism contested against the target's Will. The target gets a +2 bonus to his resistance rolls. If the caster succeeds, he gets the information he wants. This spell is intensely painful to the target, and the target can always resist if he wishes to. The caster may cast the spell without the pain, by slipping into the target's memories unnoticed, but the difficulty of the spell is increased by +3.

Possess (Adept)

Pre-Requisites: Body of Light

Range: Special

Duration: Maintained (1 minute)

Difficulty: 5

This spell may only be cast by a caster who is already maintaining Body of Light. It is most effective if the caster's body has a link to the target already. The caster, in Body of Light, must touch the target to cast the spell. The difficulty is increased by +3 if the target is conscious at the time. It requires a contested roll of the caster's Mesmerism skill against the target's Will; even a sleeping or unconscious target may resist. If successful, the spell allows the caster to inhabit the target's body and act with that body for the duration of the spell. Each round, if the target is conscious, he may attempt to throw off the effects of the spell. If the target was unconscious when he was taken over, he will not wake unless there is some loud noise, flash or light, or pain to his body. If the target's body is killed while the caster is in it, the caster must take a damage roll of 1d20, which he may resist with a Will roll. This can potentially kill the caster.

Change Memory (Master)

Pre-Requisites: Probe Memory

Duration: Instantaneous

Difficulty: 6

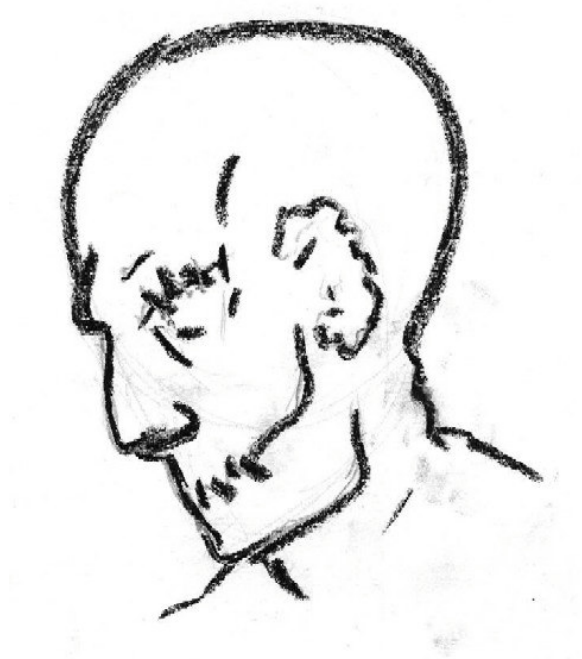
This spell actually alters a memory in the target's mind. The process requires that the caster first find the memory using the Probe Memory spell (simply knowing that the memory is there is not enough). Then the caster may alter a minute of memory by replacing it with another minute of memory of his choosing. By increasing the difficulty by +1, the caster may increase the length of the

memory altered by adding another minute. Targets always get a chance to throw off this spell. After the spell is cast, however, the effects are permanent, though the original memories may be brought back by another successful use of this same spell. Finding the true memories requires a Probe Memory spell, with a +2 difficulty because the memories have been “covered over.”

Necromancy

Description:

Necromancy is both widely feared and widely misunderstood. The most that most people know about Necromancy is that it is used to create the awful corpse slaves used by the necromancers of Baz. It is, truthfully, a dangerous and unwholesome study, and delves into the control of the very forces of life and death. But many necromancers use their knowledge to try to protect the living from the ravages of death. This has not changed the fact that practice of, and sometimes even suspected knowledge of Necromancy carries a death sentence in most nations outside of the Empire of Baz.



Practitioners:

Practitioners of Necromancy are called Necromancers. Necromancers outside of the Empire of Baz do well to hide their skills from others, and usually live as recluses, studying the art in distant hovels or towers. Within the Empire of Baz, the practice is controlled by the Temple of Berez, to whom Necromancers must tithe in order to gain a license to practice their skill legally. There, they have a formal guild, the Long Hall of Bones, where they meet and try to ply secrets from each other in elaborate parties and masquerades. The bone-chain belt that marks a member of the Guild is worn with pride in the Empire. In other lands, the practice of Necromancy is almost always a crime punishable by death. Necromancers, because of their long familiarity with the processes of mortality, are

usually marked by a morbid outlook, and few have a sense of humor left.

Spirit Ward (Novice)

Range: Touch

Duration: Special

Difficulty: 3

Casting Time: Special

Spirit Ward is used to keep the spirits of the dead from entering an area. The spell creates a sphere of power, invisible and intangible to human sight, which is proof against the intrusion of the spirits of the dead. The barrier works both ways; if a spirit is inside at the time of casting, it is trapped within as long as the ward is active. Some spirits have the power to struggle against this spell and attempt to break through, but most are powerless against it.

This spell may be cast in two forms. The first is a last-moment defense against spirits, with a casting time of 1 round and a duration of Maintained (1 minute). The second form is to inscribe the spell more fully into an area, with a casting time of 1 hour and a duration of Locked. Both versions have the same difficulty.

Embalm (Novice)

Range: Touch

Duration: Permanent

Difficulty: 3

Casting Time: 1 hour

This spell preserves a once-living body in the condition in which it currently is, staving off the forces of decay indefinitely. As a warning, although this spell is considered a Permanent spell, it will slowly wear off as time passes. It will last longer in conditions that are conducive to preservation; in a dry desert, the spell could last centuries. In a moist bog, it might only last a few months. Even after the spell expires, decay will only effect the item at half normal rate.

Sense Life (Novice)

Range: As Sense Magic range

Duration: Maintained (10 minutes)

Difficulty: 3

This spell acts much like the ability of a magician to sense magic, but for the duration of the spell, the caster casting this can sense the presence of any living beings in the area. Greater detail tell him the size and species of the living beings. The animated dead, such as Zombies, and the Undead, show up as black blotches to this sight, and so may also be sensed.

Pallor (Novice)

Range: Caster

Duration: Permanent (cannot be Dispelled)

Difficulty: N/A

This spell becomes effective on the caster as soon as it is learned, and need never be cast again. It is a permanent effect on the Necromancer that learns it. The skin and flesh of the Necromancer become pale and cool. The Necromancer becomes more resistant to cold and pain, reducing the penalty inflicted by wounds by 1 per wound (Light wounds inflict no penalty, Serious inflicts only -1). The Necromancer may also ignore any chill less than freezing; he is perfectly at home in cold catacombs and drafty towers.

Medium (Novice)

Range: Caster

Duration: Maintained (1 minute)

Difficulty: 3

Casting Time: 1 minute

This spell opens up the caster's supernatural senses, allowing him to see and hear any spirits of the dead in the area. Such spirits will sense that the Necromancer is open to the spirit world, as well, and may enter his body if they wish by rolling their Will versus the Necromancer's Will. The Necromancer may allow ghosts into him willingly if he wishes. This allows the ghost to communicate to the living using the Necromancer's voice. Exceptionally powerful ghosts may be able to take over the Necromancer's body, taking actions other than speech. A Necromancer who wishes to force a ghost out of himself after it is in is at a disadvantage; he may make a contested Will roll against the spirit to eject it, but is at a -3 penalty. Ghosts will eventually leave on their own, as possession is very taxing, but may cause considerable trouble while they are there.

Manifestation (Expert)

Pre-Requisites: Medium

Range: 10 feet

Duration: Maintained (1 minute)

Difficulty: 4

Casting Time: 1 round

This spell is cast on a willing ghost in the immediate area (within 10 feet of the Necromancer), granting that ghost the power to make itself visible. The result of the spell determines the degree to which the ghost may manifest in the physical world. At a 0 result, the ghost is barely a shadow, only visible as a cloudy gray form in dim light. At 1 or 2, the ghost is a hazy phantom, clearly human in form. At 3 or 4, the ghost is recognizable as the person it was in life. At 5, the ghost is granted the power to touch and be touched, and to lift and manipulate objects up to a

weight of the casting result minus 4 pounds.

Zombie (Expert)

Pre-Requisites: Embalm

Range: Touch

Duration: Locked

Difficulty: 4

Casting Time: 1 day

This spell prepares a corpse (human, other folk, or animal, whole or part, fresh or decayed) to become an animated Zombie. The statistics for Zombies are in the game master's section; even if a player learns how to cast this spell, he should learn the capabilities of his Zombies through trial and error. Although this spell is a Locked spell by default, it is often cast by more skilled Necromancers as a Permanent spell (raising the difficulty by +5). When a Zombie is created, a breath must be squeezed or drawn from its lungs, or a bit of blood from its veins if it is without lungs, and kept in a prepared jar. If that jar is ever opened or destroyed, then the spell animating the Zombie ends. Powerful Necromancers often have vaults full of such jars.

Cold Touch (Expert)

Pre-Requisites: Sense Life

Range: Touch

Duration: Maintained (1 round)

Difficulty: 4

This spell charges the Necromancer's hands with the chill of the grave, slightly disrupting the life energy of any living being he touches. This is enough to kill insects and tiny animals with a touch, and is extremely uncomfortable to any living being. A living being touched while the Necromancer's hands are so charged feels a sudden numbing chill, and immediately takes a single point of Fatigue. Most non-player characters touched by the spell will be overcome with fear, as will any animals touched.

Command Ghost (Expert)

Pre-Requisites: Medium

Range: 10 feet

Duration: Maintained (1 minute)

Difficulty: 4

This dangerous spell compels a targeted ghost to act in a particular way for a limited time. A ghost may resist this spell by rolling Will; if it rolls over the spellcasting roll, the spell has no effect. The base difficulty allows the caster to tell the ghost to either do a particular single thing, or not do a particular thing, for the duration of the spell. This spell is often cast as Locked or Permanent as per the normal rules for doing so. For +1 difficulty per extra command, the caster can add extra commands that also affect the actions of the ghost in question, but all

of the commands must be able to be spoken in a single breath. If any of the commands is self-destructive to the ghost (not a common thing), the difficulty is increased by a further +2.

Gauntiness (Expert)

Pre-Requisites: Pallor

Range: Caster

Duration: Permanent (cannot be Dispelled)

Difficulty: N/A

This spell takes effect on the caster as soon as it is learned, and is a permanent effect that need never actually be cast, much like Pallor. The Necromancer becomes entirely insensate to pain, his body becoming lean and gaunt like a wizened corpse. He no longer takes wound penalties (other than death and such effects as severed body parts).

Survive Injury (Adept)

Pre-Requisites: Gauntiness

Range: Caster

Duration: Permanent (cannot be Dispelled)

Difficulty: N/A

This spell takes effect on the caster as soon as it is learned, and is a permanent effect that need never actually be cast, much like Pallor. The Necromancer's body begins to function so slowly that even damage to vital organs may not kill him. If the Necromancer takes damage sufficient to kill him, he may roll his Necromancy skill vs. a difficulty of 2 and reduce the damage of that attack by the result. The Necromancer must take a point of Fatigue each time he does this.

Drain Life (Adept)

Pre-Requisites: Cold Touch

Range: Touch

Duration: Maintained (1 round)

Difficulty: 5

In order to cast this spell, the Necromancer must touch his subject, and must remain touching the subject as long as the spell is in effect. Then the Necromancer siphons off some of the subject's life energy into his own reserves. The spell does automatic continuing damage beginning with a Scratch wound. The Scratch wound (and only the Scratch wound) is accompanied by a point of Fatigue to the victim. Each round that the damage is upgraded, the Necromancer may either reduce his Fatigue by one, or reduce a wound that he already has, up to a severity equal to the severity just inflicted on the target, by one level. For instance, a Necromancer drains his target for a fourth round; his victim goes from a Serious wound to a Critical wound. The Necromancer may either reduce his Fatigue by one, or turn a wound that he has, which

can be up to Critical in severity, by one level. Once the spell has upgraded a victim's damage to Fatal, it ends automatically; the spell has no effect on the dead, even the animated dead. The Undead, likewise, are immune to this spell. Victim's killed by this spell have no physical mark on their body indicating what caused their death, though the Necromancy skill can sense the presence of Necromantic energy on the corpse. This spell may also be cast in reverse, allowing a Necromancer to heal someone else at the expense of his own health. This, unfortunately, is a very rare use of this spell.

Soul Jar (Master)

Pre-Requisites: Command Spirit, Drain Life

Range: Touch

Duration: Special

Difficulty: 6

Casting Time: 1 hour

This nefarious spell actually draws forth the soul from a living being into a prepared jar. This has the effect of Mortally wounding the body of the target. Though medical care or magic can keep the body from dying for a time (up to 7 days, in fact), it cannot heal this damage until the soul is returned to it. A body without a soul is in a deep coma, and will not react to any stimuli. Meanwhile, the Necromancer keeps the soul in the jar. Such souls are useful as they are desired by some inhuman beings, such as the Fae and the Elder Ones. Some Dragons, also, can gain sustenance from devouring human souls, though most scoff at the concept. The true value of the soul comes after the body dies. If the body is then made into a Zombie (with the Zombie spell), it becomes a particularly powerful Zombie, called a Great Zombie, blessed with greater strength and resilience. It also retains a portion of its living intelligence, but must follow the every word of their creator as long as he holds the jar. If the creator destroys the jar, then the Zombie is destroyed. If any other force opens or breaks the jar, then the Zombie regains his full intelligence, memories, and will, and is no longer controlled by the Necromancer. The animating force will, in that case, last another hour after the opening or breaking of the jar. All such free Zombies can sense the direction of their creator by instinct.

Unlife (Master)

Pre-Requisites: Survive Injury

Range: Caster

Duration: Permanent (cannot be Dispelled)

Difficulty: 10

Casting Time: 1 month

This difficult spell is in the form of a month-long ritual requiring various unwholesome reagents

and blasphemous chants. If interrupted, the ritual must be begun anew. It culminates on a night of the new moon, when the Necromancer takes his own life by poison. If the spell succeeds, he rises up again from the grave within three days. Henceforth, he is free from the frailties of life. He no longer needs to eat, sleep, or breathe. Cold, hot, and dry climates do not damage or hinder him (excepting heat sufficient to cause him to catch fire). His body becomes almost indestructible. Enemies may not add a bonus to damage from their attack roll when attacking the Necromancer. There is a trade-off, of course. The Necromancer will continue to rot, and must manage to embalm his body if he doesn't wish his immortality to be terribly unpleasant. His body will no longer heal naturally, and he must rely on such techniques as the Drain Life spell, or Healing knowledge, to recover from wounds.

Freedom from Flesh (Grandmaster)

Pre-Requisites: Unlife

Range: Caster

Duration: Permanent (cannot be Dispelled)

Difficulty: 15

This incredible difficult rite requires a year of work in preparation, and ends in a month-long ritual which, like the Unlife ritual, ends on the night of the new moon. It may only be cast by a caster who has already enacted the Unlife ritual. If the spell is unsuccessful, the entire year's work must be repeated. If successful, there is no immediate effect. However, the next time that the caster takes damage sufficient to destroy him (after reducing damage with Survive Injury), the caster's spirit is released as a Shadeling, an immortal spirit. A Shadeling is an immortal, nearly indestructible spirit, immune to most physical weapons. Shadelings may not affect the material world except through magic, but, since you have to be a grandmaster Necromancer to become one, that is rarely a problem for them.

Witchcraft



Description:

Witchcraft is widely practiced by rustic hedge magicians in the rural areas of the world, and is even known among the goblins. The power of Witchcraft lies in traffic with the natural spirits of the world. Spirits may be found in animals, in places, or in the wind itself. A Witch learns the languages of the spirits, and how to treat them with the respect that they demand in order to do the Witch's bidding. It is the secret of the transformation of the soul, and the rapport with the wild beasts of the earth. A skilled Witch may speak with animals, and even become an animal, and may command, to some extent, the elements of the wild.

In order to cast Witchcraft spells, the Witch requires components. These are natural items taken from appropriate places. For instance, in order to cast a wind spell, the caster needs a vial of wind (not just air; it had to be windy when the jar was opened and closed). In order to cast beast spells, the caster must have a body part, if only a bit of fur or some scales, from the type of animal whose spirit he is invoking. In order to cast a stone spell, the caster needs a bit of stone (easy to find, but the stone spells are higher in difficulty). Casting without these components is possible, but raises the difficulty by +3. The power within a component is consumed when the spell is cast; though they look no different, a Witch can tell that an object has already been used to cast a spell with a Witchcraft roll versus a difficulty of 3. Used components may not be used again to cast a Witchcraft spell.

Witchcraft spells have a standard range, with the default being the caster. However, when casting spells with a standard range, the caster may choose to cast it on another living being, raising the difficulty by +2. Anything dead or Undead, as well as Dragons and the Fae, are immune to this. In order to do this, the caster must have something belonging to the target in his possession, and must bind it with the normal component for the spell in order for the spell to work. This is called a link, and if the link is

separated from the component or destroyed, the spell is ended. All spells to be cast on other people must use a component; the caster may not waive this by raising the difficulty. A link used for a Witchcraft spell is not used up in the casting; it may be re-used.

Practitioners:

Contrary to the apparent definition of the term Witchcraft, it may be learned by both men and women; male Witches are called Warlocks. Most Witches live in rural areas, seeking out places where the spirits of nature roam. While they have no formal organization, the Witches of an area will meet during celestial events and in times of crisis in order to share knowledge and discuss current events. This is usually in the form of a feast and a dance, followed by hours of talk around a fire. Witches are not usually jealous with their knowledge, and share what they know of the spirits with all of equal skill. It may be necessary, however, for a new Witch in an area to prove her skill in order to earn the right to be called an equal.

Entreat Familiar (Novice)

Prerequisites: Animal Ken skill (Novice)

Range: Special

Duration: Special

Difficulty: Special

Casting Time: 1 week

In casting this spell, the caster goes into seclusion for a week, away from all human contact. During this time, he prepares himself with special

Familiar Characteristics

Characteristic	Cost
Tiny Size (bite/claw 1d2)	+0
Small Size (bite/claw 1d4)	+1
Medium Size (bite/claw 1d6)	+2
100 experience points in skills	+0
2 extra Skills at Novice	+1
1 Skill at Expert (no spellcasting)	+1
1 Skill at Adept (no spellcasting)	+2
1 Skill at Master (no spellcasting)	+3
1 Spellcasting skill of caster at Novice	+1
1d4 poison	+1
1d6 poison	+2
1d8 poison	+3
Manipulating hands (eg, monkey)	+1
Speed half human walking	+0
Per double movement speed	+1
Can fly as fast as a bird (eg, sparrow)	+2
Can communicate to any Witch	+0
Can speak (1 language known to caster)	+1
Can speak 2 more languages	+1
Per point of natural armor	+1

herbs (Apothecary difficulty 5 to prepare, or may be bought for about 30 shillings). He also sings almost continuously, about himself and his goals and his dreams and his skills in Witchcraft. His song glorifies the spirits, entreating one to choose him and journey with him. The difficulty of the spell is based on the character's skill in Witchcraft. Luck may not be risked on this roll. At Novice, the difficulty is 6. At Expert, the difficulty is 5. At Adept, the difficulty is 4. At Master, the difficulty is 3. At Grandmaster, the difficulty is 2. If the spell is successfully, the familiar manifests in animal form and joins the Witch, forming a semi-permanent relationship. Most familiars are small animals, such as sparrows or mice, but some familiars take the form of larger beasts like dogs. The result of the spell determines the power of the familiar that responds. The game master should put together an appropriate familiar from the table below. Familiars are as intelligent as humans (more intelligent than some). Once familiars enter play, they become NPCs and advance at normal rates. Familiars, once summoned, will remain with the Witch as long as they live and are treated well. They will leave if they are mistreated or betrayed, though they will give fair warning. Most Witches use their familiars as messengers and general assistants, and many consider them friends and confidantes as well. A Witch with a familiar may sense the direction and general health of his familiar with a Witchcraft roll against difficulty 2; the familiar may sense the same about its Witch with a Perception roll against difficulty 2. If a Witch's familiar dies, the Witch may not entreat another until at least a month has passed, and each familiar that a Witch has had die raises the difficulty of entreating one by +3. If a Witch dies, his familiar is freed, and may return to the spirit world at will. Some familiars, particularly those who had a very close relationship to their Witch, remain around long enough to exact vengeance on their Witch's killer. Others simply remain around on the physical plane for the entertainment value. A character may only have one Familiar at a time.

Speak with Beast (Novice)

Prerequisites: Animal Ken skill (Novice)

Range: 10 feet

Duration: Maintained (1 hour)

Difficulty: 3

Casting Time: 1 minute

This spell requires as its component the tongue of any wild animal. The spell allows the caster to speak with any animals (mammals, birds, reptiles only; no insects, worms, or such) within the range, as if they all shared the same language. The caster will be speaking in his normal language, and

the animals won't seem to be saying anything at all to outside observers. However, the caster will be able to understand all of the animals, and the animals will be able to understand him. Note that animals typically have rather simple minds and motivations, which will color such conversations.

Ride Beast (Novice)

Prerequisites: Animal Ken skill (Novice)

Range: Special

Duration: Maintained (1 hour)

Difficulty: 3

The component of this spell is a bit of the fur/scales/feathers/etc. from the animal to be affected. This spell requires that the caster touch an animal (which may be his familiar). If the spell is successful, then the caster's body falls into a coma, and his consciousness resides in the animal for the duration of the spell. He may watch the world through the eyes of the animal, and may make suggestions for the animal to act on; making any suggestion requires a contested will roll. This roll is not necessary if the animal is the caster's familiar; it will know what the caster wants, and will choose to act on it or not (it cannot be forced). The animal cannot be persuaded to do self-destructive acts, and very dangerous actions gain the animal a +2 on its Will roll. Once this spell is cast, there is no range; it will last as long as it is maintained. If the spell ends, the caster's consciousness returns to his body immediately. If the animal dies while the caster is riding it, the caster returns to his body and takes a Critical wound, which leaves a livid red mark approximating the wound that killed the animal.

Speak with the Wind (Novice)

Prerequisites: Survival (Novice)

Range: Special

Duration: Instantaneous

Difficulty: 3

The component of this spell is a jar of wind. This spell allows a caster to speak a message to a wind spirit, who will deliver it to another person or place (which may be anywhere on Andral). A wind spirit travels at roughly 60 miles per hour over any terrain. When it reaches its destination, it will repeat the message, which will sound as if the caster had spoken it, then the spirit will leave.

Ride Wind (Expert)

Range: Caster

Duration: Maintained (1 hour)

Difficulty: 4

This spell requires a bird's feather or a bit of cottonwood down as its component. It beseeches a winds spirit to pick the caster up and carry him with

it in its travels. If the spell is successful, the caster is blown into the air by a wind and carried along as quick as the wind as if he were a feather in the breeze. His aim isn't perfect with this spell; in order to get to the wind spirit to change direction, he must roll Charm against the spirit's Will (usually Expert); he may roll up to once per minute. When the spell ends, the caster will be set down gently onto the ground (assuming that there is ground there; he could be in trouble if he's been blown to sea).

Secret of the Mouse (Expert)

Range: Standard

Duration: Maintained (1 hour)

Difficulty: 4

The component of this spell is a bit of mouse fur. The spell calls on the spirit of the mouse to grant the caster the secret of being tiny and easily ignored. When the spell is successfully cast, the caster shrinks to the size of a mouse (Tiny size). His physical strength and toughness is likewise reduced, making him nearly useless in combat. His tiny size negates any Body Building bonus to damage, and makes it impossible to wield a weapon with a greater damage die than 1d2. However, he may fit in tiny spaces, and gains a +2 to Stealth rolls, and to Reflex rolls to dodge. Even if immobile, the difficulty to hit him is increased by +2. The spell affects only the target, not any clothes or equipment.

Secret of Behemoth (Expert)

Range: Standard

Duration: Maintained (1 hour)

Difficulty: 4

The component of this spell is a bit of bone that was found in a stone, and is so old that it has turned to stone. A bit of Dragon bone or scale may also be used. This spell calls on an ancient spirit of the great beasts of the land to grant the caster the secret of immense size. When this spell is cast, the caster or target grows larger. The standard difficulty is for Large size (doubling in height). For +2 to the difficulty, the caster can grow to Huge size (tripling in height). For +4 to the difficulty, the caster can grow to Gigantic size (quadrupling in height). Mass is proportionately increased as well. For each increase in size category, the target gains strength sufficient to add a +3 bonus to damage rolls. Note that this spell affects the target only, not clothing or equipment. Also, the target takes a -1 to Stealth rolls and Reflex rolls to dodge for each level of size increase. He also gains natural armor of 1 per category of size increase.

Skin of the Beast (Expert)

Pre-Requisites: Speak with Beast

Range: Standard

Duration: Maintained (1 hour)

Difficulty: 4

The component of this spell is the skin of the species of animal whose form the caster wishes to take. The entire hide is not necessary, but there must be at least enough skin for make a belt. This spell calls on an animal spirit to allow the caster to take the form of that animal (or to force another being into that form). When it is cast, the target's body shifts smoothly and painlessly into the form of the animal in question. For each difference in size category between the animal chosen and the target, the difficulty is raised by +3. The target gains all the physical abilities and attacks of the animal, and all of the animals typical skills. This spell affects only the target, not any clothing or equipment.

Speak with the Stone (Expert)

Pre-Requisites: Crafts (Novice)

Range: 10 feet

Duration: Maintained (1 hour)

Difficulty: 4

The component of this spell is a bit of stone of any type. This spell speaks to the spirit of a stone within the range, asking it questions of what has transpired in a particular place, or perhaps other questions such as what is on the other side of the stone, or whether a treasure is buried under the stone. Stones like to keep their secrets, so even if the spell is successful, the caster must roll Charm versus difficulty 4 to convince the stone to tell a secret. A caster may ask one question, plus one question per point of result of the spellcasting roll.

Borrow the Secret (Expert)

Pre-Requisite: Speak with Beast

Range: Standard

Duration: Maintained (1 hour)

Difficulty: 4

This spell requires the eye of an animal of the type to be involved. This spell calls on the spirit of an animal to grant the target a single skill of the animal. This could be any skill that the animal has, and the target gains this skill at the typical level for the species. If the result is at least 5, the target gains the skill at one level higher than is typical for the species. Instead of a skill, the movement rate (running or swimming only, not flying) or a sense may be granted, or some other ability not related to combat. For instance, a caster may use this spell to gain the night-vision of a cat, or the jumping ability of a frog.

Call the Guardian Beast (Adept)

Pre-Requisite: Speak with Beast

Range: Special

Duration: Maintained (1 minute)

Difficulty: 5

The component of this spell is the tooth of a natural enemy of the animal species to be involved. This spell summons up one of the Princes of the Animals. These beasts are usually one size category larger than a normal example of the species, with all non-magical skills at one or two levels higher than normal. All have human normal intelligence. The Prince arrives in a single minute (meaning that the spell must be maintained at least once to be useful). The Prince will be able to understand the caster, but the caster should be prepared to offer an appropriate gift or promise to the Prince if he wishes to get the Prince to take any actions on his behalf. When the spell ends, the Prince wanders off. If the Prince is killed, the body vanishes in a cloud of fog. The Prince is not truly dead, but will no longer ever appear for that spellcaster again.

Skin of the Wind (Adept)

Pre-Requisite: Speak with the Wind

Range: Standard

Duration: Maintained (1 hour)

Difficulty: 5

The component of this spell is a handful of dust. This spell calls on a spirit of the wind to grant the target the form of the wind. When it is cast, the target disincorporates to become a transparent fog. This spell affects only the target and not any clothing or equipment. The target may move about at as normal, and may rise into the air and fly at up to 60 miles per hour in any direction. He may not manipulate solid objects, though living beings will feel a chill at his touch. He may only use such magic as does not require actions requiring a physical body or physical touch. He may speak, but his voice will sound distant and whispery.

Call the Guardian of the Wind (Master)

Pre-Requisite: Speak with the Wind

Range: Special

Duration: Maintained (1 minute)

Difficulty: 6

The component of this spell is a bit of lightning-struck soil. This spell calls up one of the Princes of the Air. If the spell is successfully cast, a Prince of the Air arrives immediately. The caster should be ready with any bargains for service that he wishes to make. The Prince of the Air is an elemental being with the ability to control the weather in the immediate area, to carry beings great distances at great speeds, and to strike enemies with windstorms, hail, and lightning. Its statistics are completely up to the game master, but it is unharmed

by any normal force, and as soon as the spell ends, it will dissipate. It is not likely to remember the caster if it is summoned again.

Skin of the Stone (Master)

Pre-Requisite: Speak with the Stone

Range: Standard

Duration: Maintained (1 hour)

Difficulty: 6

The component of this spell is a bit of stone from a cave floor. This spell asks a stone spirit to grant the target the secret of being hard unyielding to the touch. If it is successfully cast, the target transforms to living stone. Such stone is impervious to most damage, but is also unmoving, though this does not hinder the target's senses. If the caster wishes to be able to move, or for the target to be able to move, this adds +2 to the difficulty. Such a form adds supernatural strength to the caster giving a bonus to damage rolls (for melee and unarmed combat only) equal to the spell result. The target's unarmed attacks do Blunt damage, rather than unarmed damage (normal damage is 1d4). The target gains natural armor protection of 2 plus 2 per result point of the spell. However, the target takes a penalty to all Reflexes rolls of -1. While this spell is active, the target does not need to breathe, eat, or drink, and is immune to fire, cold, acid, and lightning.

Call the Guardian of Stone (Grandmaster)

Pre-Requisite: Speak with the Stone

Range: Special

Duration: Maintained (1 minute)

Difficulty: 9

The component of this spell is a bit of light volcanic rock. This spell calls one of the Princes of Stone from his underground slumber. The Prince arrives in 2 minutes, which means that the spell must be maintained at least twice to be useful. The Prince will rise out of the ground, at which time the caster states his offer and request. If the bargain is sufficient, the Prince will do the request. If not, he will bargain further, speaking quite slowly. The Prince of Stone is nearly indestructible, and capable of smashing nearly anything that is touching the ground. Only Giants and Dragons can stand up to such an assault, and the Prince is dangerous even for them. The Prince may also move large objects or change the shape of a stone object.

Focus

Description:

Focus is an ancient discipline designed to build control of one's mind and body. It is practiced by monks and philosophers in hidden corners of Andral, as they strive to learn the limits of the human spirit. Within the Focus skill, there are various techniques which may be learned. A character attaining Novice skill in Focus automatically learns Meditation. Beyond that, he must seek out teachers to learn other techniques. Learning a technique requires a week of study and a successful Focus roll (difficulty 3 for Novice techniques, 5 for Expert, 7 for Adept, 9 for Master, 11 for Grandmaster). This time counts as time studying Focus. A successful roll means that the technique has been learned. A failed roll means that the character must keep trying if he wants to learn the technique.

Practitioners:

There is no single title for practitioners of Focus. However, Monks of the Brown Robes, who serves as the librarians of the High Hall, on the coast north of Anor, are renowned as the most skilled users of the skill. They are most often cloistered in their monastery, the High Hall, but at least once in their lives, which are spent entirely in training, will travel the world on a tour of Errancy. During this period, they will learn what they can of outside life, as well as travel where they believe that they will do the most good.

Another society that teaches Focus is the Black Sashes, a family guild of assassins who have recently become known by a name of uncertain origin probably brought in by Outsiders. This name is 'Ninja.' They keep their guild a carefully guarded secret though, and most consider them a myth.

Finally, the Guardians of the Broken Chain, in the Nation of the Broken Chain, far south of the Western Kingdoms, also teach the skill of Focus. This is a society of warriors selected from the families of nobles and taught the ways of combat and philosophy from early childhood. They are the high elite of the military, and are very respected and feared for their status and their combat skill.

Meditation (Novice)

Meditation allows a character to focus his mind inward, in order to calm himself and to gain perspective. Entering a meditative state is at first difficult, and the state is easily broken. As the character gains skill in Focus, however, he becomes

capable of entering the meditative state quickly and retaining it even under distraction. While meditating, the character's mind is protected from the influences of emotion and external influence. The player may make add a Focus roll to any saves versus fear, surprise, and mental or emotional control via magic or other source, and to any Perception or Willpower rolls. The character may also reduce the penalty inflicted on his die rolls by wounds and Fatigue, to a maximum extent based on his skill in Focus. This is in addition to the penalty modifier provided by the Will skill. However, a meditative state also prevents a character from interacting with people, and incurs a penalty to all social rolls. The following table shows the time it takes to enter a meditative state, the penalty to social rolls, the reduction in the effect of wounds, and the conditions that distract the character out of his meditative state. If a distraction occurs, then the character may make a Focus roll versus 4 to remain in a meditative state. A roll must be made each round that the distraction persists.

Meditation Effects				
<u>Skill Level</u>	<u>Time</u>	<u>Social</u>	<u>Wound</u>	<u>Distraction</u>
Novice	2d6 minutes	-4	-2	noise, pain
Expert	2d6 rounds	-3	-3	combat
Adept	1 round	-2	-4	light wound
Master	miscellaneous action	-1	-5	serious wound
Grandmaster	at will	0	-6	torture
Paragon	constantly	0	-10	nothing

Stone Fist (Novice)

This technique represents special exercises designed to toughen the character's hands, feet, elbows, knees, shins and forearms. As these surfaces are toughened, they become lethal weapons, and more effective in blocking some attacks. A character with this technique may choose to do Blunt damage while fighting without weapons, rather than Unarmed damage. Human-sized fists count as Tiny weapons, and so do 1d4 damage while using Stone Fist. He also receives a +1 to rolls to parry Unarmed attacks.

Shout of Power (Expert)

A character with this level of skill may focus his inner vital energy in such a way to augment his own physical and mental strength. First, the character must spend a round building up the necessary tension in his body, marshaling the necessary inner forces. This is done by spending an action (defensive or miscellaneous). The following round, the character gives a terrifying shout (again, as a defensive or miscellaneous action) that releases his pent-up energy, sending a surge of strength through

his body. The player rolls a Focus roll. This may add to any single die roll involving strength, damage, or even spell-casting (with spells that can be performed in one action) performed in that round. At the end of the round that a character used the Shout of power, the character gains a point of Fatigue.

Body Hardening (Expert)

A character with this technique may harden his muscles around the point of an impact. This reduces damage from all sources, but mostly from blunt and unarmed attacks, based on the character's skill in Focus. This acts as if the character wore armor, but the armor may not be negated by a called shot. Protection against blunt attacks is increased by +1. Protection against unarmed attacks is increased by +2. It protects against any form of damage, even falling and fire. Body Hardening Protection is

Body Hardening Effects	
Focus Level	Protection
Expert	1
Adept	1d3
Master	1d4
Grandmaster	1d6
Paragon	1d8

cumulative with armor worn.

Spot Weakness (Expert)

If a character with this technique is in a state of Meditation, he may examine an opponent or an object, seeking out weaknesses. With a successful Focus roll against a difficulty of 4, he finds a weakness. This allows him to apply the result of that roll as bonus damage against that item or opponent in his next single attack (the character must remain in Meditation). Additionally, this technique allows a character to reduce the penalty of called shots to bypass armor by 3, as long as the character is in a state of Meditation.

Speed (Expert)

A character who has learned this technique may focus his energy in bursts of speed. By accepting a point of Fatigue, the character may take an extra defensive action. By accepting two points of Fatigue, the character may take an extra miscellaneous action. This allows no more than two extra actions per round. The Fatigue takes effect at the end of the round.

Sword Hand (Expert)

This technique allows a character to strike with a flattened hand in such a precise angle that it cuts, rather than simply striking. This allows the

character to choose to do Slashing damage, rather than Unarmed damage, when attacking with his hands.

Iron Hand (Expert)

This technique allows a character to force a portion of his body striking an opponent to become as hard as steel. This allows a character to parry weapons with his bare hands without injury. It also raises the damage that a character does with his hands and feet. The amount of damage done is based on the character's level of skill in Focus.

Resist Magic (Expert)

A character with this technique may steel his spirit against the effects of magic. If the character concentrates and gains a point of Fatigue, he may roll his Focus and add it to any saves he makes against the effects of magic spells in the next minute.

Spear Hand (Expert)

This technique involves toughening the fingers and toes to the point that they may be jabbed into an opponent like a spear. This vicious attack allows the character to inflict Piercing damage, rather than Unarmed damage.

Martial Trance (Adept)

This technique is a deep state of meditation which is useful in combat. The character must first enter a state of Meditation. He may then make another Focus roll vs. a difficulty of 6. If he succeeds, he enters a Martial Trance. This gives a +2 to all attack and defense rolls, and all Reflexes rolls. It lasts until the character fails any roll that is modified by this technique, or for one combat, or for ten minutes, whichever of the three comes first. Masters increase the bonus to +3, Grandmasters to +4. Paragons may roll their Focus as a bonus.

Iron Hand Damage	
Focus Level	Damage
Expert	+1d3
Adept	+1d4
Master	+1d6
Grandmaster	+1d18
Paragon	+1d10

Faith

Description:

The true source for the power behind Faith has been debated by arcane scholars for centuries. But any practitioner of Faith could tell them the secret. The power of Faith comes from the very force of honor and compassion in the world, a manifestation of what is best in humanity and all living things. Most who possess Faith focus it in the image of a deity, usually a saint or long-fallen martyr. It is believed that, in Faith, the souls of the faithful continue to exist to assist the living.

The essence of the power of Faith is Purity. Purity is the opposite of Corruption, and combats Corruption where the two meet. Much of the power of Faith is in its ability to resist and fight Corruption and the forces of the Corrupt.

A character with Faith may use any of the techniques up to his level of skill. There is no requirement to study the technique. The character will know what he can do instinctively.

Practitioners:

Most of the practitioners of Faith are clergy or members of established religious orders. Such religions as the Circle of One and the Old Ways promote the development of Faith in Purity. Most followers of Faith follow one or more of the Saint Orders, which are various similar religions venerating individuals of great Faith who died in service to Purity in times past. There are hundreds of such Saint Orders, with congregations varying in size from a single adherent to thousands of followers. The Orders do not hold that their Saint is a deity, though they do give offerings and prayers to him. They follow his teachings because they believe in them, or admire the individual or his accomplishments. There are also followers of Faith who do not claim a religion at all, but merely fight for the cause of Purity itself, to defend the week and bring down the Corrupt.

Each religious order has its own established rules and taboos, and its own rank structure. The hierarchy of the Circle of One uses military ranks, while many Saint Orders have no hierarchy at all.

Using Faith

Using the Faith skill is a dangerous thing in that it requires complete confidence and rightness of purpose in order to work. If a character trusts in his Faith, and fails to achieve his desired result, this may shake the character's resolve and lessen his Faith. In game terms, any time that a character fails a Faith skill roll, his Faith is shaken. He may not use Faith again the next round, and his Faith skill remains

shaken until he succeeds at a Faith skill roll. This equates to a -2 to Faith rolls for as long as the character's Faith remains shaken. Furthermore, if a character fails a Faith roll while his Faith is shaken, he loses 1d6 experience points from his Faith skill.

Pure Things and Places

Some objects and places have their own Purity. This includes Relics (see the section on Magic Objects) and many sanctified areas. This Purity acts as a constant ward against the Corrupt. However, this protection is limited by distance. At touch range, the Purity is at full power. Within 5 feet, it falls by one level, and again every five feet beyond that, until it reaches the Unfamiliar level and is powerless.

Sense Corruption (Novice)

The character may roll his Faith against a difficulty of 3 to notice the presence of Corruption within 100 feet. A result of 2 or more will give him a direction. A result of 4 or more will give him a distance as well.

Power of Purity (Novice)

When a character calls on this power, he rolls his Faith against a difficulty of 2. Any success allows him to radiate Purity as if his body were a Pure object, to the normal range. This lasts a number of rounds equal to the result of the roll plus one.

Protection (Novice)

When a character calls on the Protection technique, he is trusting in the power of his Faith to keep him from harm. This has the power of providing Protection, much like armor does, to the character in his time of need. The character must continuously pray or concentrate to gain this bonus, and may take no other actions other than walking. The character rolls his Faith against a difficulty of 3. If he wishes to protect others, he may do so by increasing the difficulty by +1 per additional person. All affected individuals gain Protection equal to the result of the roll plus one against all forms of damage.

Aid (Novice)

When using this power, the character specifies a single skill he wishes to improve. This may be his own skill, or he may invoke this power on another being for an additional +1 difficulty. Only one being may be Aided by a single use of this skill. The character rolls his Faith against a difficulty of 3, and then receives a bonus equal to the result of the roll plus one to his next roll with that skill.

Sanctify (Expert)

This power blesses an area or object with Purity. When it is used, the character rolls his Faith while touching the object to be blessed. The difficulty is 4 for an object that can be held using one hand by a normal person, 5 for anything larger. The item gains an aura of Purity equal to the character's Faith skill. Each day, the Purity level falls by one, until it reaches Unfamiliar and dissipates. Areas may be Sanctified as well, for a difficulty of 4 for an area 10 feet radius, and +1 for each additional 5 foot of radius.

Sacrifice (Adept)

A character who has reached this level of Faith has the power to augment any actions taken in the defense of others through his own sacrifice. In any round after the character has been injured (at least a Light wound must be suffered) while defending others or fighting the forces of Corruption, the character may roll his Faith as a bonus to any action that helps to further those goals. He may use this ability once for each time that he is injured in such circumstances.

Miracle (Master)

Characters with this level of Faith may trust in the power of Purity to cause real events to occur in the cause of Purity. The character may define a coincidental event, which must be possible, though it may be unlikely, to occur. The event must further the cause of Purity, or must defend the servants of Purity or the helpless, or it must be to combat Corruption. The difficulty is 6 or higher, set by the game master upon hearing the form of the miracle requested.

Saint Form (Grandmaster)

A character with this level of Faith radiates Purity at all times, rather than only when he calls upon the power. Most of the time, he radiates Purity one level less than his Faith; it rises to his full level of Faith when he calls on the Power of Purity ability.

Communion

Description:

The forests which cover much of the surface of Andral hold many secrets, as do the mountains, caverns, and seas. The greatest and deepest of these secrets is their very nature. The spark of life within each tree, within each animal and even within the wind and the hearts of the mountains, is linked at a deep level, and forms a greater whole. This whole is an immense intelligence, a force which may be sensed by those who know the secret of Communion. The skill of Communion allows a person in close contact with nature to relinquish his individuality and become one, to some degree or another, with that greater whole, which is called the Green. All of the abilities of Communion first require the character to successfully make contact with the Green.

There are certain dangers to this. First, the Green is not an intelligence as humanity knows the word. It wants for nothing, as all things are within it. As such it requires a powerful will in order to retain the motivation to do anything while in contact with the Green. A character must make a Will roll vs. 3 to attempt any human action (speak, use weapons, etc.). If the Will roll is failed, then the character loses himself to the Green, and the difficulty for further Will rolls during that session of contact rises by 1. This can become cumulative.

Making contact requires a roll of Communion skill against a difficulty based on the location. Trying to make contact while under duress (in combat, for instance) adds 2 to the difficulty. Being in a man-made structure adds +1 to the difficulty. A character remains in contact with the Green until he drops contact (makes a Will roll against a difficulty of 2), or until he fails a Communion roll. A character failing a Communion roll for any purpose loses contact with the Green and must make contact again.

The powers of Communion are not spells. They need not be studied or learned for a character to use them. However, he does not learn that he is capable of these powers automatically. Hence, a character who has developed Adept level in Communion may not know that he can assume Beast

Form until he sees a Druid do it.



Practitioners:

The practitioners of Communion are typically called Druids in English. To them, and to many others living in rural areas of Andral, the Green is as much a religion as a force of nature. The Green has a certain effect on those who touch it closely. They tend to be blunt and socially clumsy, and to withdraw more and more from human society. Nevertheless, the Druids have a loose organization through which they trade news and goods. There is no ranking among them. By the time that one reaches a level of skill where one might have gained human respect for that skill, one no longer cares about that respect in human terms.

Survive (Novice)

This power is always on while the character is in contact with the Green. It allows the character to roll his Communion and add it to any Stealth, Animal Ken, Tracking, or Survival rolls.

Awareness (Novice)

The character becomes immediately aware of any unnatural presence within the natural area around him. This includes the use of any magic, and the presence of the Undead, and may include other things at the game master's discretion. The area depends on his level of skill in Communion. The character may determine the rough distance and

Awareness Range	
<u>Skill</u>	<u>Radius</u>
Novice	100 feet
Expert	500 feet
Adept	1 mile
Master	10 miles
Grandmaster	100 miles
Paragon	All of Andral

direction with a Communion roll vs. a difficulty of 3.

Weather Control (Expert)

The character may actually control the weather, though this process is tiring and difficult. It requires not only a Communion roll, but costs Fatigue as well. Assume that rain occurs at anywhere over 100 percent humidity, or snow if the temperature is below 32 degrees. Lightning, if successfully summoned, does 1d12 damage plus the result of the Communion roll to one target. Armor does not protect against lightning. The difficulty and Fatigue cost of summoning lightning begin at base 10, but drop by 1 for every 5 mph over 10 mph, and by 2 if it is raining, to a minimum of 4. Fog may be

Weather Control Difficulty and Fatigue		
<u>Weather Change</u>	<u>Difficulty</u>	<u>Fatigue</u>
Wind speed	2 per 5 mph	1 per 5 mph
Wind direction	2 per 90 degrees	1 per 90 degrees
Temperature	2 per 10 degrees	1 per 10 degrees
Humidity	2 per 10 percent	1 per 10 percent
Fog	2 per level	1 per level
Lightning	special	special

called only at 90 percent humidity or higher, and each level reduces visibility. Level one has a visibility of 100 feet, each level beyond reduces that by 10 feet. Lightning lasts only a single second, but all other weather conditions last as long as the character causing them concentrates. For each hour, the Fatigue cost must be spent again. This weather affects an area 100 yards across (except for Lightning). Affecting a larger area costs 1 Fatigue for each doubling of the radius.

Beast Speech (Expert)

By making eye contact with a natural animal and rolling Communion vs. a difficulty of 4, the character may communicate with that creature, and any of its type, as if they both spoke the same language. This lasts as long as the character is in contact with the Green.

Sustenance (Expert)

This allows a character to draw sustenance from the Green. It requires a roll against a difficulty of 2. The result is the number of days during which the character requires no food or water, and during this time he does not age. At the end of this, the character may roll for this ability again. However, the effect ends if the character leaves contact with the Green. A side effect of using this ability a lot is the gradual change in color of the character's skin and hair to match his surroundings. This affords little practical camouflage, but does mark the character as one close to the Green.

Plant Meld (Expert)

A character using this power may dissipate his body into a plant of sufficient size to hold him. This requires a Communion roll vs. a difficulty of 3 and costs one Fatigue. It costs an additional point of Fatigue for each hour that he spends in the plant. While melded into a plant, the character may shift himself into any other plant within the range of his Awareness by rolling his Communion vs. a difficulty of 6. If the character chooses to leave the plant, or if he loses contact with the Green, he is ejected from the plant and appears beside it. If the plant is damaged, the character takes the same damage, but may reduce it with a Toughness roll.

Beast Form (Adept)

A character with this degree of empathy with the Green may shift his very body into the form of an animal suitable to his environment, and which the character has seen before. A character has a limited number of animal forms in his repertoire, however. The first time that a character attempts to shift into the form of a particular animal, he must roll Communion vs. a difficulty of 10 plus the number of forms he has already learned. This costs 5 Fatigue. If he succeeds, he assumes that form, and he learns that form permanently. The difficulty to assume a shape which has already been learned is only 4, and the Fatigue cost is only 2. A character may hold Beast Form for as long as he is in contact with the Green, and may drop it at any time for a Fatigue cost of 2 by making a Will roll vs. a difficulty of 3. Failing this Will roll means that the character has lost himself to the Green (as described above; the difficulty of Will rolls to do human actions rises by 1). The difficulty of the Will roll to do human actions rises to 4 in Beast Form.

Awaken Tree (Adept)

This allows a character to awaken the sleeping giants of the forest, the tree warriors. These

warriors, which may be found in nearly any forest, are possessed of great strength, and are fierce opponents. However, they sleep the ages until the Green once more awakens. A Communion roll vs. a difficulty of 10 may awaken one, if it is within range (100 yards). Approximately 1 in 20 trees older than 100 years, within a natural forest, is a tree warrior. The reactions of a tree warrior are up to the game master, but they traditionally follow the commands of anyone bearing the brand of a true Druid. The statistics for a tree warrior are similar to those of a deep giant.

Stone Meld (Adept)

This is much the same as Plant Meld, but allows a character to meld into any natural, un-worked stone that is large enough to hold his body. The Fatigue double what it is for Plant Meld, however, and the character may only transport himself to another stone if it is in contact with the stone he is in, and not separated by water or plains. This allows travel across mountain ranges, but not from one range to another.

Hibernate (Adept)

This power allows a character to enter a deep trance. It requires a Communion Roll vs. a difficulty of 2. The result is the maximum length of this trance, in months. While in this trance, the character is immune to damage from his environment (heat, cold, even drowning and lava flows), and requires no sustenance and does not age. He may be awakened by being touched or harmed, or if he falls out of contact with the Green for some reason. The character may also set the duration of the trance to any duration within the maximum duration.

Apothecary

Although Apothecary has many non-magical applications, it is also one of the more potent skills when it comes to creating magical effects. The skill teaches the natural magic inherent in herbs and other natural materials, and how to harness them to create potions that hold their power for as long as they remain fresh. It takes a week to learn to prepare a particular potion, and the character learning the potion must have some source to learn it from, such as an Apothecary text or another Apothecary. If the source is not an instructor, the process takes two weeks. In order to successfully learn a potion, the character must roll his Apothecary skill against a difficulty as if the potion were a spell of the same level as it is. If the character succeeds, he knows how to prepare the potion. If he fails, he may try again. This process uses as much raw materials as preparing the potion would, and produces one dose of the potion if successful. The time spent learning a potion counts as study of the Apothecary skill.

Gathering Materials

Preparing potions using the Apothecary skill takes time and effort. First, the proper materials must be found, requiring access to a rich forest, or a very well-supplied herb shop. Hunting for the materials requires that the Apothecary take time as shown on the Apothecary Potion Preparation table in that pursuit. When this time has elapsed, he rolls against the difficulty shown on the table for potions of that level. If he fails, he has not found the materials, and must begin again. If he succeeds, he has found sufficient materials for one dose; more doses requires proportionately more time hunting. Buying the materials requires a shop that carries them, and they cost a number of gold crowns as shown on the table. The game master will decide whether the materials are available, and how much are available, in a particular area.

Preparing the Potion

Once the materials are gathered, they must be properly prepared, requiring another expenditure of time as shown on the table. Up to 10 doses of potion may be prepared at the same time. Finally,

after than time, the Apothecary rolls the preparation difficulty for each dose being prepared. A failure means that the dose was not prepared properly and is ruined. A success means that the potion has been properly created. Potions will remain fresh for six months. Every month after that, there is a 1 in six chance that it will go bad, becoming a poison of strength 1d6. The value column tells a rough estimation of a prepared potion's value on the open market.



Willow Draught (Novice)

This potion acts to negate pain. A draught of this potion makes the drinker feel slightly numb, and he reduces each wound penalty he takes by 1 point. This means that a Light wound causes no penalty, and a Serious wound only causes a -1 penalty. The potion has not effect on Fatigue. A dose of this potion will last for five minutes, after which time the effects wear off immediately, and the drinker takes his full wound penalty. More doses do increase the effect by reducing the wound penalties further, but each potion drunk past the first induces a penalty of -1 to all Reflex and Will rolls, lasting for an hour.

Nettle Wash (Novice)

This is not a potion to be taken internally; rather, it is used to wash wounds and prevent infection. The use of one dose of this potion on a wound adds +1 to the next Toughness roll to heal that wound, but it stings quite badly when applied. Drinking this potion does not damage, and grants the drinker a +1 to his Toughness to resist disease for the next day, but also leaves the drinker feeling quite ill, with a -1 to Reflexes rolls for that day. More doses have no particular effect, except for increasing the Reflex penalty.

Apothecary Potion Preparation						
Potion Level	Gathering	Diff.	Cost	Preparation	Diff.	Value
Novice	1 day	3	1 Cr	2 hour	3	10 Cr
Expert	3 days	4	3 Cr	4 hours	4	30 Cr
Adept	1 week	5	7 Cr	1 day	5	70 Cr
Master	2 weeks	6	14 Cr	3 days	6	140 Cr
Grandmaster	1 month	9	30 Cr	1 week	9	300 Cr

Round-Leaf Drink (Novice)

This is a stimulant which can negate the effects of Fatigue. A single dose will erase 2

points of Fatigue. However, when the dose wears off in one hour, the drinker takes 3 Fatigue. More doses may be used simultaneously, using more than three doses of this potion in a single day is dangerous. Each dose past the third incurs a 1 in 6 chance, cumulative, of causing the character's heart to begin beating wrong, inflicting a Mortal wound (without bleeding).

Adder Leaf Infusion (Novice)

This potion acts as a potent poison, with a strength of 1d6.

Antidote (Novice or higher)

This is not a single potion, but a variety of potions which are each designed to negate the actions of specific poisons. When applied, the potion immediately stops all further damage caused by the poison, though it does not heal damage already done. The correct antidote must be used for a poison in order for it to be effective. Antidotes must be created at no lower than the level of skill required to mix the poison.

Forget-Me-Not Essence (Expert)

This potion quickly evaporates into a cloud of sleep-inducing vapor when opened. Any character breathing in the vapor incurs 4 points of Fatigue per round. The vapor can fill a small room, or an area 10 feet in radius, in seconds, and dissipates in five rounds, or when blown away by the wind.

Red Frog Sweat (Expert)

This potion acts as a poison of strength 1d8.

Tincture of Myrrh (Expert)

This potion is not made to be used on its own. It is poured into another potion, where it has the effect of preserving the potion against going bad. Such potions will last decades if kept in appropriate cool places. This tincture has the side effect of giving the potion a slightly bitter taste.

Elixir of Nightshade (Adept)

This rare and much-valued potion actually stimulates the human capacity for magic. This potion is usually consumed right before casting a spell, which may be of any of the spellcasting skills. For one minute (10 rounds) after consuming this potion, the difficulty of all spells cast by the user is reduced by one. More than one dose may be used at one time, but the benefit decreases with more doses. It requires 3 doses to get a benefit of -2 to the difficulty of spells, 6 to reduce the difficulty by -3, and 10 doses to reduce the difficulty by -4. Each dose taken lasts the single minute, and up to 10 doses may be taken in

one action, if all are poured together to begin with. However, this potion is also a dangerous hallucinogen. Each dose taken inflicts a -1 to the user's Perception rolls for a full day. If the user consumes more than 3, he will have trouble distinguishing fantasy from reality, and must make a Perception roll each round versus difficulty 2 to distinguish what is real and what is his fantasy. If more than 6 doses are consumed, the concentration of the potion becomes toxic to the consumer, and as soon as the minute is past, the user will receive a Mortal wound (no bleeding) and fall unconscious. If he fails a Toughness roll versus 4, he will die.

Five-Herb Balm (Adept)

When this powerful healing potion is used (spread over a wound, usually, or applied to the tongue), the user's most severe wound is healed one level over the course of five minutes. This potion can affect wounds up to a severity of Serious. If the user has any wounds more severe than that, the balm has no effect.

Blind-Worm's Sting (Adept)

This drug causes instant paralysis in the victim. All joints and skeletal muscles lock rigidly in place for a few minutes. This can be very disconcerting, as the victim's senses are still very much active. A dose of this potion lasts for 5 minutes, after which it wears off instantly. Further doses increase the duration and act as a poison of strength 1d6. This poison is usually introduced into the victim by coating a needle with it and piercing the skin of the victim.

Deathtrance Drug (Adept)

This potion causes the drinker to fall into a semblance of death, during which his life processes become so slow as to be imperceptible. The drinker loses consciousness, and is completely unaware of his surroundings as long as the potion lasts. A Perception roll against difficulty 8, or a Medicine roll against difficulty 6, is required to determine that the drinker is still alive. Magic that senses life will also suffice. Meanwhile, all bleeding is halted, as are the actions of any poisons or diseases, for as long as the potion's effect lasts. It lasts for one day per dose; extra doses increase the duration only. The maximum safe dosage is seven doses. After seven days, the body will begin to die of thirst, taking automatic continuous damage beginning with a Light wound on the eighth day and upgrading the wound one level each day until a Fatal wound is reached and the body dies.

Tincture of Cure-All (Adept)

This potion acts as a Antidote potion, except that it can affect any poison up to strength d8, or Expert-level Apothecary poisons.

Dragonwort Dew (Adept)

This potion acts as a poison of strength 1d10.

Heather and Oak-Leaf Balm (Master)

This potion is a more advanced version of Five-Herb Balm. It can affect wounds of up to Critical severity.

Bitter Bracken Infusion (Master)

This potion acts as a poison of strength 1d12.

Wolf-Berry Draught (Master)

This potion acts as an Antidote, except that it can affect any poison of up to strength d10, or Adept-level Apothecary poisons.

Black Soil Balm (Grandmaster)

This potion is a more advanced version of Five-Herb Balm. It can heal wounds of up to Mortal severity.

White Death (Grandmaster)

This potion acts as a poison of strength 1d20.

Rainbow Leaf Infusion (Grandmaster)

This potion acts as an Antidote, except that it can affect any poison up to strength d12, or Master level Apothecary poisons.

Hangman's Tree Powder (Grandmaster)

This is an extremely potent poison with very unusual properties. It will affect any physical creature, damaging it whether it is alive or not. It has a strength of 1d12, even to creatures that are normally immune to poison, such as the Undead and elemental spirits in physical form. A being killed by this poison, which is applied as a dust blown onto the skin, will suffer immense pains as its flesh is desiccated and falls from its bones, which themselves become pitted and brittle. Unlike most potions, Hangman's Tree Powder doesn't ever go bad. Once prepared, it will remain potent until it takes a life, when it becomes inert. It does not affect incorporeal beings such as ghosts.

Alchemy

Alchemy, literally, is merely another name for chemistry. As such, it is useful in its basic form as a science of analyzing the world. However, the world of Andral is a magical one, and the science of Alchemy includes various processes that employ the inherent magic of the world. The Alchemists of Andral have long ago learned the secrets of transmutation which eluded their counterparts in our own world. Even the coveted process that converts base metal into noble metal exists on Andral, though it is kept secret by the few Alchemists who have learned it. All Alchemists know the process Inquisition of Matter. The other processes are kept secret by the various Alchemists around the world. A process may be learned by an Alchemist of sufficient skill by studying it from texts for two weeks, or by being taught by an Alchemist who knows the process in a single week. At the end of this time, the Alchemist rolls his Alchemy against a difficulty based on the level of the process. Novice are difficulty 4, Expert are difficulty 5, Adept are difficulty 6, Master are difficulty 7, and Grandmaster are difficulty 10. If the roll is successful, the process is mastered. If not, the Alchemist may try again. This process requires as much raw materials as performing the actual process would, and counts as study toward Alchemy.

Alchemical Requirements

The practice of Alchemy is time-consuming and expensive. It requires proper equipment and materials, the tools of the trade. While an Alchemist might be able to identify chemicals and decipher Alchemical texts in the field, for any of the truly wondrous tasks of the science, a laboratory is needed. The very processes themselves are extremely expensive, but a good Alchemist can easily sell his talents to make the money to pay for his researches. The time required of Alchemical processes varies from process to process, but times of weeks or months is not unusual.

The Alchemical Process

The magical science of Alchemy holds that

all things fall into a hierarchy of materials. The

Alchemy Processes			
Level	Cost	Diff.	Value
Novice	1 Sh	4	1 Cr
Expert	5 Sh	5	5 Cr
Adept	3 Cr	6	25 Cr
Master	15 Cr	7	125 Cr
Grandmaster	65 Cr	10	625 Cr

entire universe pays heed to this hierarchy, and the properties of a substance are determined by where it falls within the hierarchy. This hierarchy has been charted several ways, but the best way to describe it is to call it a ladder, with the most base materials at the bottom and the most noble and refined at the top. Along the way, each rung on the ladder includes its own spectrum of influences of the various planets. Notice that the sky of Andral is not the sky of Earth, and so Andral's astrology differs from our own.

The Inquisition of Matter (Novice)

This process is a battery of tests which an Alchemist may run on a material to determine its chemical consistency. This process only requires a handful

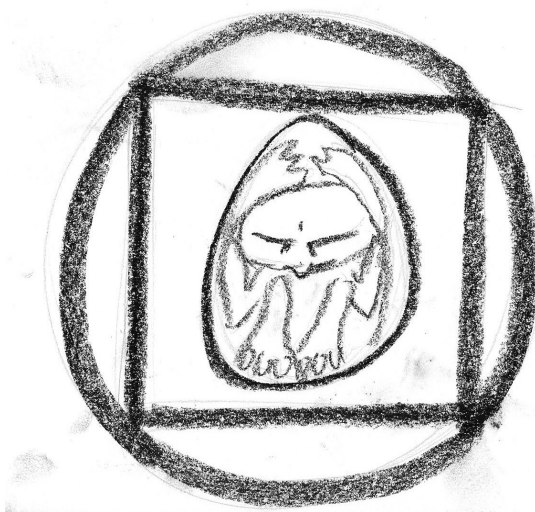
of bottles of reagents and a flame, with a cost of about a shilling, and so it may be performed by a prepared Alchemist almost anywhere. The Alchemist rolls his Alchemy against a difficulty of about 2, but raised if the game master believe that the material is sufficiently unusual or esoteric. This process requires about 10 minutes.

Burning of Metals (Novice)

This process allows the Alchemist to prepare an oil that, when poured on a metal or stone object, turns it flammable. This process is rarely useful, but the ashes of metals are used in some other processes. This will not work on gold or platinum. Preparing the oil requires eight hours of work, and the oil must soak into the metal for at least 15 minutes to render it flammable.

Alchemist's Fuel (Novice)

This process allows the Alchemist to create a thick black resin which will burn for many hours. The Alchemist may control the temperature at which the fuel will burn by introducing impurities into it



during creation; more skilled Alchemists can achieve higher temperature fuels. A Novice can create fuel that burns with the temperature of a torch. An Expert can create fuel that burns at the temperature of a kitchen fire. An Adept can create fuel that can burn at the temperature of a potter's kiln. A Master can create fuel that can potentially melt metal. A Grandmaster can create fuel that can potentially melt stone. Such fuel burns for one hour per dose, and it takes 8 hours of work to create one batch of 10 doses.

Alchemist's Glass (Expert)

This process allows an alchemist to mix a transparent solution which will instantly harden into a clear glass when a specific catalyst ingredient is introduced. Such glass is quite strong for glass, but not supernaturally so, and is very resistant to heat. Many Alchemists use this process to create their glassware. Dyes may be added to the first solution to produce colored glass. It takes 2 days to make a gallon of this solution and enough catalyst to activate it.

Bazan Flame (Expert)

This process, first perfected long ago in Baz, creates a resin which must be stored immersed in sealed vials of alcohol. If the resin is exposed to the air, it will burst into flame immediately and burn even underwater. The resin is very sticky and does 1d8 fire damage each round until it burns itself out in one minute. It only damages beings that it contacts directly. It takes 3 days to make a batch of 10 doses of this resin.

Promotion of Wood to Stone (Expert)

This process immerses an object of wood in a chemical wash for a week, which must be performed while the moon waxes in the sky. At the end, the wooden object will have been transformed into a stone-like material similar to marble, but somewhat harder. This process was designed for wood, but will work on any unliving organic matter.

Promotion of Stone to Base Metal (Adept)

This process immerses an object of stone in a chemical wash for a week, which must be performed while the moon waxes in the sky. Slowly, over the week, the stone will become lead. Some Alchemists know variations that turn stone into tin, copper, or pewter. This process will also work to turn unliving organic matter into base metal.

Promotion of Base Metal to Noble Metal (Master)

This is the famous process that will turn lead into gold. It requires that an object of a base metal (lead, tin, copper, pewter, etc.) be immersed in a

chemical bath for a month in a sealed, darkened chamber. The chamber must be sealed during the height of the full moon, and then opened during the height of the next full moon. When it is opened, the object will have turned into gold. The process may create up to a pound of gold in this fashion. The Alchemist may modify the process if desired to turn stone or unliving organic matter into gold. With a similar process, an Alchemist may create up to an ounce of platinum instead of a pound of gold.

Gold's Timelessness (Master)

This process melds the property of gold which makes it resist decay with another metal. Such metal will be completely immune to corrosion. The object to be affected, which may be up to a pound in weight (more may be affected by multiplying the cost of materials; the difficulty is unaffected), must be soaked in an infusion of gold and precious oils for a month. When the process is finished, the object is immune to decay or rust. It also cannot be affected by the Burning of Metals process.

The Homunculus Process (Master)

This powerful process requires several months of work. First, all four of the natural elements must be married together in a specially created crucible. This is a volatile process which requires a month of fine-tuning to get the system right. The material within the crucible must be constantly in a stable state of flux, where it melts, burns, vaporizes, rains down, extinguishes, and solidifies all in a fluid cycle. After that month, the Alchemist introduces fresh blood and flesh into the crucible, usually his own, and seals it completely. At least a pound of flesh must be used, and a quart of blood, which is sure to leave the Alchemist quite weak. The crucible must be sealed on the spring equinox and opened on the summer solstice, or sealed on the winter solstice and opened on the spring equinox. When it is opened, the material inside will have formed a solid egg-like mass in the crucible. The mass should be removed, cleaned, and incubated in a warm place for another month, when it may be smashed to extricate the tiny human-like Homunculus within. In order to quicken the Homunculus to life, it must be washed in a special solution and forced to breathe, usually performed with a set of bellows for that purpose. The Homunculus is a small, artificial, living organism which has the capacity to learn and develop. It will not grow any larger, but will become more and more human-like as it learns how. Within a year, it should be speaking. What the Alchemist does with it then is up to him. Larger Homunculi may be created, but history has shown this to be often an unwise decision.

The Quickening of the Process (Grandmaster)

This powerful process creates a sealed vial full of powerful reagents. The reagents match the reagents necessary for another Alchemical process. This may be any process of up to Master level except the Homunculus Process. The vial simulates the process whose reagents it uses, but the action is much quicker; whatever action is desired takes place in only 5 minutes. It takes a full month of work to create a single vial such as this, and the cost is equal to a Grandmaster process plus the cost of the process to be duplicated. The Alchemy roll for success isn't rolled until the vial is used.

The Promotion of Flesh (Grandmaster)

This process impresses the timeless quality of gold onto living human flesh. On top of the normal cost, it requires 10 pounds of gold (200 Cr worth) to be dissolved into the potions to be drunk by a living person. If the process is successful, then the drinker will not age for one year. Some very wealthy nobles pay to have this performed for them every year. If the process is unsuccessful, then any further such treatments within the next year on the same person will not function, but will act as a strength 1d10 poison.

Crafts

The Crafts skill, with its many specialized applications, may seem the most mundane of skills. However, the Guilds, which control the practice of the various crafts, have discovered numerous secrets of the trades, secrets which make a knowledgeable Guild craft-master capable of wondrous and even magical effects.

Guild Secrets

Crafts techniques are particularly jealously guarded by the guilds. These are deep secrets, held in deep confidence by the Guild-Masters, and are rarely written down, but are passed down from teacher to student, perhaps once in a generation. Each guild has its own secrets. In order to make use of Crafts techniques, a character must be at least a Master in Crafts. Guild Secrets may theoretically be learned from written texts, but they are forbidden to be written down. Hence, if a character wants to learn one, he most likely must find a teacher. Learning a Guild Secret requires a week of study under the teacher, and a successful roll of the Crafts skill against a difficulty of 7 for Master secrets, or 10 for Grandmaster secrets. Failure means that the character has not learned it, but may try again. This time counts as study of the Crafts skill. Note that in using the secrets, all times and expenses are in addition to the normal expenses of crafting the item. Guild secrets are secrets of how to craft items with extraordinary properties; these secrets may not be applied to items that already exist, but must be used when creating an item. Creating a Guild-Work item requires a roll after the requisite time has been spent to create it; this roll is a Crafts roll against a difficulty of 7 for Master-level secrets and 10 for Grandmaster-level secrets. If the roll is failed, the time and materials are wasted, but the character may try again.

Harden (Master)

This secret allows a master craftsman to create an item in such a way that it is more durable than normal examples made from the same material. It requires time equal to one week per pound of material and materials worth 100 Cr per pound of materials. This has the effect of adding additional Protection to the item crafted equal to the result of the roll. This only counts against attacks on the item itself. If the process is used on armor, the armor provides +1 protection to the wearer if the crafter is a Master, or +2 if the crafter is a Grandmaster.

Lighten (Master)

This secret teaches a craftsman how to create an item that is lighter than normal items

created from the same material, but shares the same strength and other properties. Note that the modification in weight does not affect the weight of the item as used to calculate the use of other Guild secrets. This process requires time equal to one week per pound of the item, and materials equal to 100 Cr per pound of the item. The weight is reduced by 10% per point of the result of the Crafts roll, to a maximum reduction of 90%. Each 20% weight reduction reduces the movement penalty of armor by -1. The speed penalty of a weapon may be reduced as well, but each 30% decreases the penalty by -1. The minimum speed penalty that a weapon may have is -1. The -1 to hit penalty of a Large weapon is negated if the weapon is made light enough for the speed penalty to be reduced. However, weapons above the size of Large are still too unwieldy to be used by human-size characters.

Clockwork (Master)

This secret allows the craftsman to create items of clockwork which can do such simple actions as measuring time or walking across the floor. The action is controlled by a mainspring, which runs down eventually. In that time, the object will perform its function as a clockwork item of Earth would. This is remarkable in that the general technology of Andral is not this advanced. The cost to make clockwork items varies by the complexity and the size, from a simple one-hour clock that can be built for 1 Cr to a man-sized dancing marionette capable of teaching a person to waltz which would cost 1000 Cr to build.

Sharpen (Master)

This secret allows a craftsman to create a blade which may hold a much finer edge than normal. The time requirement is 1 week per pound of the weapon, and the cost is 100 Cr per pound of the weapon. Such a blade, when freshly sharpened, gains a +1 to damage if the maker was a Master, or +2 if the maker was a Grandmaster. Once the weapon has been used in 5 fights, it loses this benefit until it has been sharpened. If the blade is also crafted with the secret of Harden, it will not lose its edge in this fashion.

Balance (Master)

This secret allows a craftsman to create weapons which are superbly balanced. The process requires 1 week per pound of the weapon and 100 Cr per pound of the weapon. The weapon created will be so well balanced and accurate that called shots made with it will be made as if the penalty were one less. If the weapon is constructed by a Grandmaster, this is changed; the weapon simply gets a +1 to attack

rolls rather than a reduction in called shot penalties.

Sure Lock (Master)

This secret allows the craftsman to create locks which are much more difficult to circumvent. The cost is 100 Cr per lock, and it requires a week of work per lock. The difficulty of any rolls to pick the lock is increased by the result of the Crafts roll to create it +5.

Impact (Grandmaster)

This ingenious secret allows a craftsman to create a weapon which strikes as if it were heavier than it actually is. The cost is 500 Cr per pound of weight of the item, and it takes a month per pound of weight. The resulting weapon, which may be any type of weapon, though it is usually used on blunt weapons, gains a +1 to damage. This can be cumulative with the damage bonus from Sharpen secret.

Automation (Grandmaster)

Prerequisites: Clockwork

This secret allows a craftsman to imbue a hinge, slide, or other moving part with the power to move seemingly on its own whenever activated by a certain phrase or other action designed into it by the craftsman. Doors and lids can open automatically when ordered to do so, and chains can raise or lower. This is much like the Clockwork secret, but does not require a spring to be wound, and can react to verbal cues. Each moving part costs 500 Cr per pound, and it takes a month per pound to craft the item.

Loyal Lock (Grandmaster)

Prerequisites: Sure Lock

This secret allows a craftsman to create a lock or latch, either as a padlock or a part of another object, which will only open to the keys made for it by the same craftsman. These locks may absolutely not be picked, and duplicate keys made by others will not open the lock. Such a lock costs 500 Cr to build, and take a month to craft.

Everburn (Grandmaster)

Prerequisites: Alchemy Expert

This secret allows a craftsman to create a lamp which never runs out of fuel. The lamp is completely sealed off so that the fuel is burned and then converted back into fuel in a secret circular reaction. Such lamps can burn virtually forever, until damaged (they are quite fragile), and cost 500 Cr to make, assuming a lamp the size of a lantern, and take a month to craft. Larger lamps take more time and resources, proportionately based on size.

The Difference Engine (Grandmaster)

Prerequisites: Clockwork, Automation

This secret is nothing more than a theory, and likely no craftsman has ever succeeded at making the secret work. Supposedly, it is the secret of creating a clockwork device which can do mathematics and even reason out complex situations. Some craftsmen and philosophers are worried about the implications of a machine which can think. The details of creating such a device are left up to the game master.

Magical Objects

In the course of adventuring on Andral, characters may come across objects, such as weapons, armor, and other useful equipment, which is invested with magical properties. Most such equipment is created with the process of Enchantment, an ability open to any character with a spellcasting skill, or with the Guild secrets of the Crafts skill. A few others came into being in other ways, as well.

Enchanted Objects

One of the most powerful abilities of a user of magic is not spellcasting, but the ability to create magical objects which can create spell effects. All of the magical skills may be used to create magical objects. The process is largely up to the game master, but the following presents certain guidelines.

First, the magician should be skilled in Crafts to attempt to enchant an object. An object may either be enchanted as it is created, or it may be enchanted after it has been finished. The enchantment of an object while it is being created is much easier.

The difficulty to enchant an item is based on the spell that the magician wants to implant in the item. Add 10 if the item is being enchanted while it is being crafted, 15 if the item is already finished. The roll to enchant the item is made using the lower of the character's magic skill and Crafts skill, and is made at the end of the time taken to make the item.

The process of enchanting an object takes a month. Each additional month taken reduces the difficulty by 1, to a minimum of the difficulty of casting the spell being implanted. A character may try to enchant an object more quickly, incurring a penalty of +1 to the difficulty for each week less than a month that he works, to a maximum of +4, where the process takes a mere hour.

This process creates an object which will enact the spell implanted once, then become non-magical. For each extra "Charge" that the object will have, increase the difficulty by 1. If the caster wishes the object to be a channeling device, not a charged device, increase the difficulty by 5. Channeling objects allow the wielder of the device to roll to use the spell in the object as if they knew the spell, using the magic skill of the creator of the object, and taking any appropriate Fatigue or other costs. If the creator wishes to create an object which may be re-charged by re-casting the original spell into it, increase the difficulty by 5. If the creator wishes to make an object which re-charges itself, increase the difficulty by 5 per charge that it regains per full week. To create an object which creates its effect continuously,

increase the difficulty by 10. Note that the creator may name any trigger for a magic item which he himself can sense. Usually, this trigger is in the form of a command word. However, an explosion charm may be set to go off whenever a goblin steps within 10 feet of it.

Enchanted objects tend to be deceptive. A simple wooden staff may be capable of firing balls of fire upon command, and a pair of boots may grant the wearer the ability to defy gravity and fly. Sometimes, such items are marked with symbols which indicate their magical function, but they are nevertheless hazardous to play with unless one knows their capabilities.

Guild-Work Objects

The process of creating items using the secrets of the Guilds is covered earlier in this chapter. These items are likely to be very durable, and their virtue usually lies in their ability to perform their normal tasks better than normal. Blades are harder and sharper; armor is lighter and more impregnable, chains are harder to break, and locks are so complex as to be impossible to circumvent. Doors may open and close on verbal command, or remain locked unless the person trying to gain entry meets certain criteria. Such items are, obviously, quite useful.

Relics

A rarer type of item is an object invested with Purity. This is usually temporary, a use of the Faith skill, but some rare objects may take up the power permanently. These are called Relics, and are usually created spontaneously by an act of heroic sacrifice. For instance, a warrior of great Faith may go to his death battling a cult of the Elder Ones in order to buy time for his friends to escape. Many years later, his sword may be found, untouched by the ravages of time and invested with a portion of the warrior's own Faith. That sword is now a Relic, and has unique properties, influenced by the personality and goals of the warrior, and the manner of this death. All Relics are unique in capabilities, but all are Pure objects, as described in the section on Faith. This endows them with the ability to resist and repel creatures of Corruption.

Spirit Cages

Another means by which an object may hold magical power is by containing a spirit. Spirit Cages are usually created by Witches and Warlocks, such as Goblin shamans, and so are usually rather primitive items made of wood, stone, bone, or other natural materials. The spirits in such items are bound into them, unable to escape, although most enter into such service willingly. The powers of the spirit are

channeled through the item, giving the item magical abilities based on the powers of the spirit within. A spear which holds a wind spirit, for instance, may be able to fly incredible distances to hit its target. Such items have a certain consciousness, and are aware of their surroundings at most times. A spirit may try withhold its powers from a user for various reasons, such as personality conflicts, or if the spirit thinks that it is being over-used or used in demeaning ways. Owners may attempt to flatter, threaten, or bribe a spirit into serving them, with varying degrees of success.

Ghost Cages

Ghost Cages are similar to Spirit Cages, in that they hold spirits within them. However, these items, Necromantic in nature, hold the spirits of dead sentient beings. Few people are willing to have their soul bound into a material object for eternity after death, and so most inhabitants of Ghost Cages are unwilling participants in the process of construction. Also like Spirit Cages, the powers of Ghost Cages are based on the resident Ghost. Usually, this will be in the form of skills which the Ghost had when alive. A chisel holding the soul of a master carpenter, for instance, may allow the user to craft items with it as if he were a Master in Crafts specialized in carpentry. A hammer invested with the soul of a very strong man may allow the wielder to strike with it with the strength that the soul had in life. Such items are often overlaid with other enchantments as well, using the Enchantment process. Given time, the ghost within may learn to exercise other powers through the item, giving the item other abilities based on the power of the ghost. A down side to this sort of item is that the ghost can use the item as a link to influence the material world. Ghosts who learn to possess the living may try to possess anyone touching the item in which they are housed.

Artifacts

Artifacts are items which were created by extremely power beings such as the Fae or the Elder Ones. Dragons, though they may have the capacity to create such things, have never been known to do so. Such items are unique in appearance and capabilities. Most are indestructible. Items crafted by the Fae are usually created out of nothingness, and are only exist because of the immense magical power within. Fae Artifacts tend to have dramatic and double-edged powers, such as the ability to grant wishes, but in very literal ways. It is theorized that each Fae Artifact is actually one of the Fae bound into a solid form. As such, they each one may be sentient, though this has never been proven, but such items do tend to be fickle with their powers. The

Artifacts of the Elder Ones are usually made of strange, unearthly stone or metal, or seemingly from the skin of some unknown beast, or from a completely unidentifiable material. These thankfully rare items almost always are extremely powerful, and extremely dangerous to the user. Some are indestructible, while others are quite fragile. Their original purpose is often hard to define from their form and function. Some can actually invest temporary Corruption on the user.

Sample Magical Objects

Blue Flask of Tegre (Enchanted)

This is a medium-sized cylindrical blue crystal flask, about six inches high and four across. A blue crystal stopper is attached to the wide mouth with a golden chain. It holds a simple Enchantment; anything put into it (usually liquids) are not affected by the ravages of time so long as the stopper is closed. The effects of entropy are shunted to the area immediately outside the flask, and when the flask is closed, unliving objects within a foot of the flask will be affected by time at twice the normal rate. Papers yellow and become brittle, water evaporates, and sacks holding the flask rot through more quickly than they should. The Blue Flasks were created by Tegre, a Necromancer some five centuries ago, who used them to store samples of blood and tissue for experimentation. He created scores of them, though most have been broken by now. The dozen or so surviving flasks are primarily used to store Apothecary potions.



Ghirian's Wand (Enchanted)

This is a slender ivory wand, straight as an arrow, about as thick as a man's index finger and just over a foot long. It is carved with Sorcerous symbols from one end to the other, and has a small spherical knob capping one end. If it is examined with the Sorcery skill, a roll against a difficulty of 6 will reveal that it is designed to channel a Sorcerous spell by concentrating Sorcery power into it, though that is

all that can be learned about it without using it. Any Sorcerer may activate its Enchantment by holding it, concentrating his power into it and pointing the knob at something. This will activate the Bolt spell within, firing a Medium Blunt Bolt (1d8 B) at the target. The user should roll his Sorcery as his attack roll. This inflicts a point of Fatigue on the user. Ghirian, a well-known Sorcerer a few centuries ago, was given this wand by his mentor Algernon White-Beard as a gift when he left his apprenticeship. Although Ghirian's skill soon reached the level that he no longer needed the wand for self-defense, he carried it for the rest of his career as a reminder of his teacher.

The Red Blades (Guild-Work)

Three hundred and fifty years ago, an Anoran countryman by the name of Nolan Iron-Smith rose up from simple rural roots to become a Grandmaster weapon-smith of the Guilds. He worked for thirty years as the personal weapon-smith of King Blaise at Eaglecrest (long before it became the capital of all the Western Kingdoms). The King came to him and told him that an elite twenty-man unit of the King's Guard was being formed, to be called the Eagle Pauldrons, and required the finest fighting swords ever forged. Nolan took the job with trepidation, and gave up all other jobs while he worked on the King's request, living as a hermit the whole time.

It took him two years of research, and another three years to personally hunt down the rare alloys, smelted from stones found in the ice of the distant north. He labored another ten years in the crafting of the blades, each one a grand-masterpiece.

When he finally returned to Eaglecrest, old and in failing health, to present the swords to the King, fifteen years had passed since he took the job. King Blaise had died, and been replaced by his nephew Renault. The Eagle Pauldrons had been formed years before, and were in the process of being disbanded as being obsolete. It is said that this news was the last thing that Nolan heard before he died, his heart broken, in the presence of the new King.

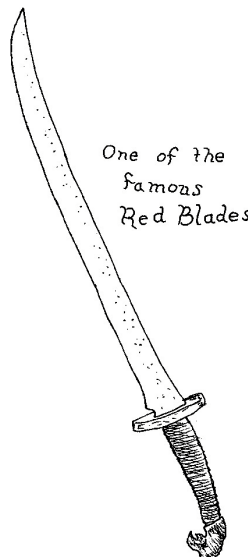
King Renault, being too young to appreciate Nolan's reputation, went ahead and presented the swords to the twenty old soldiers (all commoners rather than knights) who made up the Eagle Pauldrons as part of their retirement pay. This would end the story had not the Eagle Pauldrons known the value of the swords. After leaving the service of the King who had abandoned them, they formed one of

the most successful mercenary units in history, and carried Nolan's swords into victory in over twenty campaigns for various employers, under the name the Red Blades. The swords have been scattered by the winds of history, but are well known; they will be recognized on a Lore roll of 4 or better.

The swords are now known by the same name as their former wielders, the Red Blades. They are simple and elegant, with a single-edged, slightly curved blade, about three feet long and less than 3 finger-widths broad at the base. The guard is simple, square, and straight, and the chain-wrapped hilt is a hand and a half long, allowing the sword to be easily used with one or two hands. The pommel is the head of an eagle, mouth open, facing toward the blade.

The blade is made of an odd non-reflective reddish metal that never tarnishes. The blades never need sharpening, and have an edge sharp enough to shave with. Any swordsman who holds one of the swords will feel the superb balance.

In combat, the blades grant a +2 to attack and parry rolls. They gain +3 to the damage roll. They have a speed penalty of only -1. Any armor protection on the target, either artificial or natural, is reduced by 5. They may be used as either slashing or piercing weapons, and strike as medium weapons (for a total of 1d8+3 S/P). The blades are nearly unbreakable, and have a protection of 20 against harm (reduce the damage roll of any attacks on the swords themselves by 20).



Bazi Chains (Guild-Work)

These Guild-work manacles, produced rather commonly by the master smiths of the Empire of Baz, are created to restrain prisoners and recalcitrant slaves. They are in the form of a set of manacles and leg irons, connected by several feet of chain. They are made of smooth black steel. They are very durable (with a protection of 15) and have cunning locks that will only open for the keys made for them. The locks may not be picked, and the keys may not be forged. Each chain has two keys made for it when it is forged. There are hundreds of sets of these chains around, crafted by various smiths through the years.



Hoieilel Waybread (Guild Work)

This sweet, crumbly bread has a golden color and a crunchy brown rind. It is found in small round, flattened cakes about the size of a man's hand, wrapped in large green leaves and pouches of green silk. The pouch and the bread will bear the stamp of the master cook who created the bread, all of whom live in Hoieilel, the city of the Greyfolk. The bread is sold outside the city to nations who are allied with the Greyfolk, and is prized for its taste and unusual nutritional qualities. First, a single small cake is nutritious enough to feed a man for two days, even if he is very active. Second, if at least a single helping of the waybread is eaten (half a cake), the person eating it benefits from a +1 to all Toughness rolls to heal wounds for 24 hours. The benefit does not increase by eating more bread, but eating a helping a day will continuously aid the healing process. Learning to make this confection requires not only Master level in Crafts, but also at least Adept level in Apothecary.

The Shield of Durham (Relic)

It is said that Durham was a knight of the Soneror armies during the War of Twenty Years, as respected by his opponents as by his own men as a man of honor and undying Faith. During one hard-fought battle, he was forced to retreat with his men into a valley avoided by the local people as being haunted. There, he camped his unit for the night in the safety of the ruins of an ancient temple surrounded by large stones carved with wards of Purity. In the middle of the night, Durham woke to find his unit being slaughtered by powerful Undead

rising up from secret doors in the floor. Too late, he realized that the wards of Purity were meant to keep something in, not out. Thinking quickly, he took a dagger and cut his arm, and with the blood drew a replica of one of the symbols of Purity on his shield. Steadfastly, he used the symbol to hold back the Undead as he covered the retreat of his remaining men. Not only did he save half of his troops in this fashion, but returned to the temple to see if any of the wounded were still alive. It was in this second foray that he was caught from behind by one of the creatures and devoured alive as his men watched. After that spectacle, they fled the valley, which has not been charted on any map, or found since.

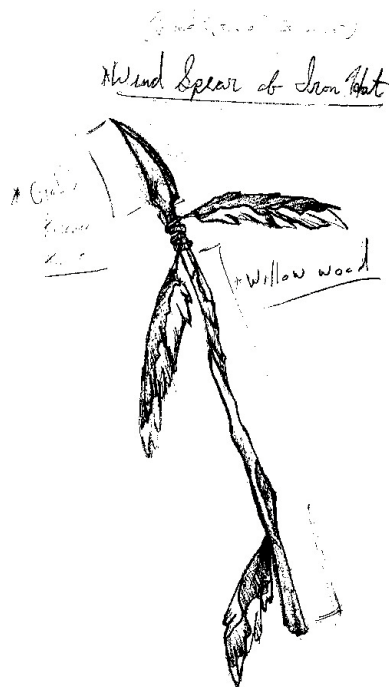
His shield, however, still marked with Durham's blood, has surfaced a number of times. A Lore roll of 6 will recall the story of the shield's history. The shield is a circular shield of steel, beaten and dented by combat use, but still in good shape. On the outer surface, over the dully-shining steel, there is a crusted brown stain in the form of a strange symbol, which will never wash off. Whenever the shield is in the presence of the Undead, the stain turns fresh and red, and oozes small drops of blood down the surface of the shield. The shield grants its wielder +2 to parry rolls with it, and gives its user a +2 on Will rolls to resist any fear, and against any form of mental domination by the Undead. The symbol on the front of the shield radiates Purity of Adept level forward at all times, falling in power with distance as normal. Wielders with Faith at Expert or higher level substitute their own skill level for this, but with a +2 to the roll. The shield may be damaged as normal for a sturdy metal shield, but unless it is entirely destroyed, it will slowly repair itself, as if healing, until within a month it appears just as described here.

Martyr's Robes (Relic)

These are the robes of Healers with great Faith who were killed unjustly while in the performance of their duties. Most are cut, torn, and likely stained with blood. According to tradition, such robes hold protective powers. Some do, in fact, and act as a sort of armor. As long as the wearer holds to a code of pacifism, and injures no one, he may roll his Faith as if it were armor Protection over his entire body. This may not be negated by the Negate Armor called shot. If the wearer has harmed any living intelligent being in the last month, this power will not function. If the wearer harms any living intelligent being while wearing the robe, the robe will tear and become permanently useless.

Wind Spear of Iron Hat (Spirit Cage)

This long willow-wood Goblin spear has a steel point carved from an Anoran kitchen knife. The shaft is hung with three hawk feathers painted with dyes. The Goblin shaman Iron Hat crafted it fifty years ago to help him bring back more game to his tribe. Within is a minor wind spirit which agreed to inhabit the spear on condition that it be placed out under the sky during the night. Iron Hat died ten years ago, but left the spear to his son, a hunter named River Chaser. The enchantment of the spear allows the spirit to guide the spear and carry it for great distances. It may fly for up to a mile under its own power. The spear must be told the target, and where the target is, and how to recognize the target. Telling the target's name is good enough, as is describing the target's appearance (the spear can be fooled by disguises; it has a Perception of Expert, though). When the wielder uses the spear normally, at targets that he can see, he uses his own Missile skill to attack (or Melee, if using the spear in close combat) with a +1 to the roll. If he is throwing the spear at someone that he can't see (around a corner, over a hill, through the woods, etc.), then the roll is on the spirit's Missile skill of Expert. If the spear is ever kept indoors, or otherwise prevented from being able to see the open sky at night, it will refuse to use its abilities for that owner until a proper apology has been made, and at least a week has passed.



Old Wooden Cup of the Crone (Spirit Cage)

An old Witch, whose name has been lost to history, crafted this cup long ago to assist in her job as the healer of a village. It looks like a simple,

roughly carved wooden cup, smooth from many years of use. The cup has been passed down from one Witch to another over the years, each of whom used the powers to tend the sick and wounded. It is invested with a healing spirit of an old aspen tree, which gave up its heartwood to craft the cup itself. Once per day, when the cup is filled with liquid, it will invest the contents of the cup with healing power. This process takes only a few minutes, and turns the contents cloudy (and coincidentally negates any poisons in it). When this draught is consumed, the spirit senses what is wrong with that person's health, and acts to heal them. The spirit has the Healing skill at Expert level, and knows the spells Knit Wound, Stop Bleeding, Cure Disease, Cure Poison, and Hasten Healing. If there is nothing currently wrong with the drinker, the spirit will use its Hasten Healing spell. All spells are cast without the normal chanting, at no penalty, and at a +2 to the roll, but only one may be cast per day. The draught will become useless if it is poured into any other container; it must be drunk from the cup itself.

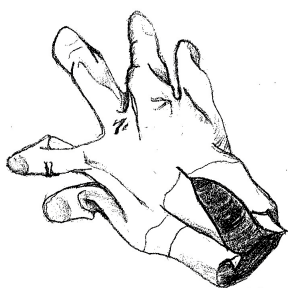


Thief's Glove (Ghost Cage)

This horrid Necromantic creation appears to be a single glove of supple, light-tan leather, and laces up the back of the hand. Close inspection will reveal fingerprints on the tips of the fingers and other details illustrating that the glove was crafted from the skin of a human hand. Specifically, it was created by the Necromancer Ivvis the Younger from the hand of Charel Catfoot, a master thief who succeeded in breaking into Ivvis's supposedly impregnable vault and stole a number of his treasured soul jars. When Ivvis caught up with Charel, he decided to enlist the thief into his employment. Unfortunately, he did so after killing and dismembering him. The human-skin glove is a Ghost Cage holding the ghost of Charel Catfoot. Anyone wearing it may use the following of Charel's skill, but only when employing the hand wearing the glove: Master Stealing, Expert Melee and Missile (only with knives and daggers, and the glove will never allow that hand to attack a Necromancer), and Adept Climbing. The glove also gives a +2 to rolls to retain a strangle-hold on someone in unarmed combat. However, Charel

wasn't the most upright of citizens. Whenever the glove is worn and a small item of value, belonging to another person, is visible and available, the glove will attempt to take it. The wearer will not notice this unless he sees his hand in action; he can't feel anything happening. If he notices (Perception roll against the glove's Master Stealth), he can try to stop it by pitting his Will skill against Charel's Will of Expert. The glove may be capable of other actions, though it cannot move on its own, and Charel's ghost retains most of its intelligence. It hates Necromancers, but is bound not to harm them. It will, however, take available opportunities to set them up for future harm.

* Thief's glove



Hateful Knife (Ghost Cage)

This ancient and primitive stone knife is carved of greenish flint. It is almost a foot long, with a sharp and jagged blade. It is unknown how it came to be, but it definitely holds a powerful and malevolent human ghost (though some claim that the ghost within must be a ghost of an Ogre or Goblin). Wherever it is found, it causes pain and suffering for the living. The blade itself, when used in combat, is a small slashing weapon (1d6 S). However, if any damage gets through armor, even a Scratch wound, tiny chips of the flint blade will crack off in the wound, acting as a poison of strength 1d8. Wounds inflicted with this knife bleed badly, and will not heal naturally; bandaging the wound stops the bleeding temporarily, but the bleeding will start again if the bandage is removed or shifts as the person exerts himself. Light and Serious wounds can even keep bleeding after they have inflicted the normal maximum of one level beyond the original wound, becoming potentially fatal if magical healing isn't found in time. This makes this blade a lethal weapon. The ghost inside is also extremely powerful, and can attempt to possess anyone touching it. This pits the ghost's Master Will against the will of the target; if the ghost wins, it is in control for as long as its host is in contact with the knife. The ghost may use any skills and memories of its host, and also has Master Melee, Adept Stealth, Adept Reflexes, Adept Acrobatics, and Adept

Perception. It also has the appropriate bonuses and penalties of its 444 points of Corruption. It has a supernatural power approximating the Necromantic spell *Zombie*, that allows it to cut the heart out of anyone killed by the knife and retain that heart, turning the rest of the body into a *Zombie* under the complete control of the ghost. Destroying their heart, which the ghost usually hides as securely as possible, can destroy such *Zombies*. If the host of the knife is ever killed, the ghost loses all power until it again possesses a living host; even its *Zombies* fall and become normal corpses (though they can rise again when the ghost is again active, if they are still in good enough condition).



* Hateful Knife

The Tome of Secrets (Artifact)

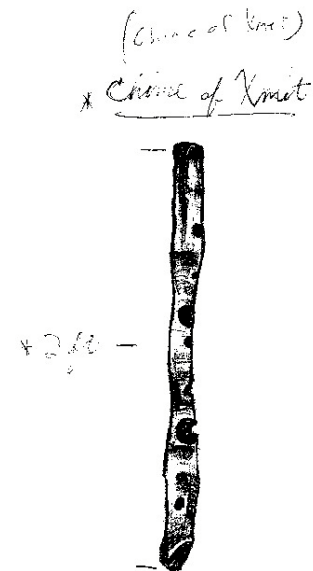
This is a large, heavy, square book, about eighteen inches wide, about two feet high, and about nine inches thick. It is bound in a stout cover wrapped in a strange brown hide with a slight purplish hue, covered with tiny iridescent scales. The cover and spine bear a curious curving rune of no obvious meaning in any language. This book is most likely of Fae creation, and displays the expected complete indestructibility as such. If the book is opened to any page, the pages appear to either be blank, or hold some useless information, perhaps on the prices of luxury goods in some long-forgotten city. However, if the book is asked a question (in any language) and then opened, the information found will be pertinent to the question asked. This grants the user an effective +2 to Lore rolls when he can consult the Tome. The Tome itself has an effective skill of Grandmaster in Lore, but it doles out information sparingly, and seems to have some strange goals in what it does. What these goals might be is impossible to guess. Consulting the Tome in the form of study for a skill is not terribly useful, as the Tome becomes bored by this and starts giving out more interesting (to it) information in lieu of the useful information related to the skill. An exception is the Sorcery skill, for which the Tome may act as an

instructor up to the Grandmaster level, even though it has shown no ability to manifest Sorcerous abilities.

The Chime of Xmet (Artifact)

The Chime of Xmet was found long ago in the solid rock of the ancient lava flow that covers the Temple of the Elder One Xmet. It is said that ancient beings, possibly the Dragons, summoned the forces of the earth to bring the lava to the surface to bury that temple so as to keep the world safe from its contents.

This dangerous and mysterious Artifact takes the form of a twenty-four-inch-long hollow cylinder of strange mottled ash-colored metal, about five inches across. There are seven holes in the Chime, varying in size and spaced unevenly over the surface. The metal is almost paper-thin, but can be neither broken nor bent. It always seems warm to the touch, and has a greasy texture that seems to stay on the hand for days after touching it. There is always a distinctive odor in its presence, indescribable and yet unpleasant. The Chime has a secondary effect of amplifying sound in odd ways; if it is held by a living being, that being's heartbeat will be faintly audible to anyone within about ten feet. Anything whispered near the Chime is faintly audible to about fifty feet. Striking the Chime with a hard object will reveal its major known property. When it is struck, it will begin vibrating, and all sound within 100 feet will be completely negated until the Chime stops "ringing." All beings within the zone will experience absolute silence. A round later, all beings will hear something they might describe as "underneath" the silence. What this sound might be is unknown; those who experience it and survive block out the memory entirely. The sound that is not a sound is sufficient to drive living minds mad. Unintelligent animals flee immediately, suffering fatal heart attacks if they are not able to flee. Intelligent beings must make a Will roll against a difficulty of 4. Failure drives them permanently mad. Success with a result of 0 (a Will roll of exactly 4) drives them mad for only a year. Each point of result up to 5 halves the duration. A result of 6 means that the madness lasts only a round. This curious madness makes characters totally useless, incapable of caring for themselves, and babbling in alien words that leave listeners nauseous and frightened. A full minute after the Chime is struck (roughly 6 to 10 rounds), all living beings still in the silenced area will die, their souls drawn out into the gulfs of silence. A round later, normal sound will resume, as the Chime stops its silent "ringing." It is unknown what the original purpose of the Chime was, or how it might be useful rather than dangerous.



Chapter Nine: The World of Andral

History

Andral is an ancient world with a rich and mysterious past. The cultures of numerous species and civilizations have woven themselves into a complex tapestry of history. Here is presented a brief accounting of some of the important eras of the history of Andral. This is the history as it is generally agreed upon by the scholars of the Western Kingdoms, and as such is somewhat canted toward that perspective.

The Creation of the World

Scholars disagree on how the world of Andral was created, just as they disagree on the world's place in the cosmology of the universe. The prevailing view of magical scholars is that the universe was once composed of only one element, which was fire. Eventually, fire burned itself out in places and became air, which settled to become water. Water eventually froze, and with great time the ice became stone and earth. When the elements began to interact, the world of Andral formed.

Others believe that the world was formed by a circle of god-like beings called the Creators, who made a world for their own reasons, but left it soon thereafter. None know the purpose of the world, and it is unknown if the Creators will ever return.

Whatever the story of the creation of the world, most agree that in the beginning, the world was lifeless and sterile. But it was not empty. There existed beings who were not native to Andral, but were on Andral long before any others. These were the Elder Ones, who are said to have existed before the universe itself was formed, and who had survived the life and death of the universe prior to ours. They are so ancient that they pre-date mortality, and so know neither life nor death.

The Age of Nightmares

The Age of Nightmares encompasses the entire reign of the Elder Ones when they were alone on the world. It is called such because of the visions which have reached forward into time to prey upon the minds of men and women who study too much into the past. Such cannot be called dreams, since they come from a time before dreams came to the world. They are visions of a world where ruled vast, lumbering, inhuman things, which are aware of times other than their own. Gazing back into such gulfs of time alerts them, and allows them to prey upon the minds of the present.

A Timeline of the World of Andral

Event/Age	Years (Anoran)
Creation of the World	unknown
Age of Nightmares	unknown
Coming of the Dragons	unknown
Age of Storms	unknown
Birth of the Fae	unknown
Age of Dreams	unknown
Dragon-Fae Wars	unknown
Age of Ice	-40000 to -10000
Birth of Humanity	about -10000
Age of Caverns	-10000 to -7000
First Halfling Races	about -7000
Age of Gold	-7000 to -4000
Giant Wars	-4000 to -3500
Age of the Sword	-4000 to -3000
First Conjunction	-3000
Age of the Tower	-3000 to -2200
Rise of the Empire of Baz	-2500
Age of Chains	-2500 to -214
Revolution of the Broken Chain	-214 to -240
Age of Sails	-214 to 0
Decline of the Empire of Baz	about -214
War of Twenty Years	0 to 22
Years of Fire	35 to 42
Plague of the Dead	117 to 138
Age of the Eagle	1 onward
Dodgeson's Arrival	170
Current Conjunction	233

The Coming of the Dragons

After aeons of rule by the Elder Ones, the Dragons arrived from across undreamed-of depths of space and time. They made war on the Elder Ones to claim the world for themselves, and eventually drove the already-weakening Elder Ones back into the icy reaches to the far north and south.

The Age of Storms

The Age of Storms is the term for the long rule of the Dragons over Andral. During this time, life began to spring up across the world, and the world was transformed. Whether this had anything to do with the Dragon's presence, or with the warming of the world to suit the Dragons, or whether it was mere coincidence of timing, is unknown. Nevertheless, there have been found bones deep in the stones of the world that show that the animals and plants of the distant past must have been very different, and sometimes enormous, beings.

The Birth of the Fae

Some time in the Age of Storms, the Dragons accidentally created the Fae from the very substance of their dreams. This unleashed a force of

pure physical anarchy on the world which is still potent today. The Fae began in the oceans, where they grew more powerful and more curious. One aeon, they emerged onto land.

The Age of Dreams

The Age of Storms ends and the Age of Dreams begins when the Fae emerge onto solid land, about the time of the last of the great beasts of the past declined. The Fae likely had a hand in this, according to some scholars. As it stands, the great beasts are now very rare, usually only found deep underground.

The Wars of the Dragons and the Fae

The Dragons and Fae began to make war as soon as they made contact. For the Dragons, it was a war of territory. None know why the Fae fought. But fight they did, and for age upon age the world shook with their conflict. Eventually, an equilibrium was reached, with the Dragons losing a great deal of their territory, especially near the ocean.

The Age of Ice

Some time after the end of the wars between the Dragons and the Fae, the world cooled again somewhat, and great glaciers crept from the far reaches of the poles to cover the land. This cooling, along with the weakening of the Dragons that it caused, allowed the Elder Ones to rise up once again from their exile, and to retake some of what they lost. The Dragons were driven back under the onslaught, and even the Fae went into hiding in most cases.

The Birth of Humanity

Who the first human was on Andral is unknown, and none know for certain how humanity rose up on this world. But the time seems clear, as the first humans seemed to appear at about the end of the Age of Ice, when the great sheets of ice began to retreat back to the poles and the Elder Ones were forced back with them. It was in this age that most of the great prisons which hold the captive Elder Ones were built, and in this age that most of the Elder Ones were force off of Andral into the gulfs between the worlds. No one knows who or what accomplished this, but the great symbols on the vast vaults predate any human language.

The Age of Caverns

This is the first age of mankind. It is called the Age of Caverns because, in those days, most humans lived in shallow caves near the surface. It was in this age that the deeper caverns were discovered, crossing deep into the heart of the world of Andral. Many humans, and some entire

civilizations, moved into these caverns. Near the end of the Age of Caverns, however, contact was lost with those men who dwelled deep in the caverns, as the subterranean species began to seal off the entrances to the underworld. The first contact between the humans and the Goblins occurred during the Age of Caverns as well, though contact was infrequent until far later in history.

The First Halfling Races

Some time near the end of the Age of Caverns, the Fae discovered their favorite plaything: humanity. During this age they meddled with humanity mercilessly, even cross-breeding with them to create the first Halflings. Some very few of these Halflings survived to mate, which in some cases created the first stable Halfling races. It is believed that the oldest Halfling Races were the Giants and the people who would one day become the Greyfolk, commonly known as the Elves.

The Age of Gold

The in which the Giants and Elves spread across the world is known as the Age of Gold, because this is the age when the human and Halfling races learned the secrets of smelting gold from ore. It was used in those early ages to create many tools and weapons, and techniques existed to harden gold so that it was useful in a variety of applications.

The Giant Wars

Eventually, the Giants came into conflict with humans. Many Giants remained aloof from the fighting, retreating into hidden caves to escape the violence. The rest threw themselves into the wars wholeheartedly, and many wars were fought between humans and Giants during the later period of the Age of Gold. The humans, eventually, claimed the upper hand, even though the Giants won far more victories in battle, as humans procreated at a much greater rate and spread across the world like a wildfire.

The Age of the Sword

The end of the Age of Gold heralded a new discovery: the forging of iron. The swords and axes created by this technique were harder and more lethal than the golden ones used previously, and were the symbol for a new age of war. It was during the Age of the sword that the Ogres, the product of a crossbreeding of Giants and a tribe of warrior humans, rose to power and carved out a mighty empire for themselves. This empire, which ruled for many dynasties, was funded primarily by war and the trade of human slaves. What is left of it now is known as the Ogre Princedoms.

The First Conjunction

Although this was probably not actually the first Conjunction to occur, it is the first mentioned in any history. It is said that people appeared who had strange languages, strange customs, and strange appearances. They brought with them knowledge of how to make powerful weapons, including the technique of turning iron into steel. These strange visitors helped spark a change in the world, and they came to found the first of the Shining Kingdoms, which were based on the principles of chivalry and honor. As a symbol, these first Outsiders raised up the mighty Shining Tower, which became the namesake of the age.

The Age of the Tower

The Age of the Tower began when the Tower was built and lasts until it was thrown down by the Ogre armies two centuries later. It was a short but glorious age, which spawned uncounted legends and numerous powerful magics. As the Shining Kingdoms rose up and allied together under one flag, they stood seemingly unassailable to the assaults of other forces. But eventually, the Kingdoms fell from within, to petty squabbling and territorial disputes. It only remained for the Ogre Princedoms to step in and pronounce themselves the victors.

The Rise of the Empire of Baz

A favorite refuge of escaped slaves from the Ogre Princedoms was the island now known as Baz. There on that large volcanic island, prominent in a huge lake, the outlaws slowly created a society based on the very slavery which they had fled. As the Ogre Princedoms began to wane in power, the island of Baz flourished with several flowerings of culture and artistic innovation. The entire time, their society and their economy was driven by the concept of a hierarchy of ownership; no man was free on the island of Baz. Berez, the mysterious god of the island, owned the Overseer (later dubbed the Emperor), who in turn owned many others, who each owned many others. All in Bazi society were slaves in some fashion, and so it remains today.

The Age of Chains

The age dominated by the two slaver nations of the Ogre Princedoms and the rising Empire of Baz is known as the Age of Chains. This was an age of relative peace and prosperity, and horrible inhumanity. As the Ogre Princedoms fell back to secluded strongholds, the Island of Baz claimed the lands and occupied them, spreading out into the world to found a vast Empire that eventually covered virtually the entire known world. The Age of Chains ended with the Revolution of the Broken Chain.

The Revolution of the Broken Chain

Another Conjunction heralded the end of the peace enjoyed by the world of Andral. Once again, strangers showed up with strange customs and strange ideas. This time, they came promoting a new concept: freedom. This idea spread like wildfire among the lower slaves in the Empire of Baz and the declining Ogre Princedoms, and the eventual result, in just a few short years, was a huge war. Slaves throughout the Ogre Princedoms and the outlying city-states of the Empire of Baz rose up and wielded their chains as weapons against their masters. It is said that this all followed the action of a single Outsider, who, while he was being executed as a recalcitrant slave, managed to rise from his feet and break his chains with his bare hands in front of a crowd of thousands of onlookers in one of the Ogre arenas. What happened to him is unknown, but the war all but destroyed the Ogre Princedoms, and spelled the eventual decline of the Empire of Baz as well, in a series of wars known as the Revolution of the Broken Chain. The former slaves freed by this revolution spread across the world, but most from the Ogre Princedoms settled to the west, on the ocean, to become what is now known as the Nation of the Broken Chain.

The Age of Sails

Meanwhile, to the north and west, on the coast of the great sea, several pirate kingdoms were eking out a living smuggling and raiding along the coast. The Revolution of the Broken Chain created both an influx of new people into the area and a flood of wealth to be made by smugglers and mercenaries. This funded the rise of the pirate nations which eventually settled down to become the Western Kingdoms. As the nations spread eastward, over the land and away from the water, they displaced the native Goblins who were living there, and drove them higher up into the highlands of the Khazakh mountains. This age was known as the Age of Sails.

The Decline of the Empire of Baz

Meanwhile, small free nations began forming all over the surface of the known world, where the concept of freedom led former subjects of the Empire of Baz to declare independence. Baz fought numerous wars to retain their holdings, and won most of these wars, but the toll that it took on the Empire's resources was too great, and the Empire of Baz began to withdraw back toward the island which birthed it. The presence of the Empire is still felt over the known world, as any traveler will usually travel via the roads left by the golden age of the Empire, and stay in stone way stations left to assist in

the spread of wealth. All roads, it is said, lead to Baz.

The War of Twenty Years

The end of the Age of Sails was marked by a war between the Western Kingdoms. This war was sparked by a pact made by several of the kings to unite their kingdom into a single monarchy for mutual benefit. The three nations who refused to join the Western Kingdoms Compact fought the eight who signed it, with the result that all of the nations resisting the unity were destroyed except for the nation of Soneror, which remains a political rival of the Western Kingdoms to this day. The Western Kingdoms are now a single kingdom, with a capital at Eaglecrest ruled by a single king, who is elected by a council of nobles from among their ranks, and serves for life. All of the five surviving Western Kingdoms have equal presence on this council.

The Years of Fire

The War of Twenty Years, though it cemented the nations of the Western Kingdoms together, left them drained of warriors and resources. This was unfortunately the opening that the Goblins of the highlands of the Khazakh mountains had been waiting for, and they rode down into the foothills from their mountains in huge waves, decimating two of the outermost nations of the Western Kingdoms in a surprise assault. In a surprisingly short time, they drove the humans from the lands that had been taken from the Goblins and threw down the stone castles. Though other wars have been fought to reclaim the territory for the humans, none have enjoyed lasting success.

The Plague of the Dead

The century following the War of Twenty years held one of the most horrid times in history. No one knows what caused it, but one day the ground opened up in a long, jagged hole that stretched several miles through the nation of Tmon. This was the Gash, and it ran directly through the capital city of that nation. Something escaped from that huge hole in the ground, striking the inhabitants of Tmon dead in the streets. For many miles around, people and animals grew sick and began to die. This disease spread rapidly out from there, claiming the lives of a quarter of the population of the known world before it was done. But that was only the beginning of the horror. Those who died of the Plague rose up again in an unholy second life, and became Undead predators on the living. Before this horror, the Undead were rarities, horrors of legend. After the Gash opened, they poured out over the world like locusts. For over twenty years, the risen dead

tormented the living, wandering mindlessly to kill and spread their disease. In the end, it was the Cult of Saint Ousin that formed a strong enough presence to systematically annihilate the walking dead. Still, there are places where the dead walk, or wait patiently for travelers to cross near enough to be attacked and killed. Any sighting of the walking dead is now enough to incite panic and send torch-bearing mobs hunting across the countryside. It was during the Plague of the Dead that all nations but Baz outlawed Necromancy and declared it a capital crime

The Age of the Eagle

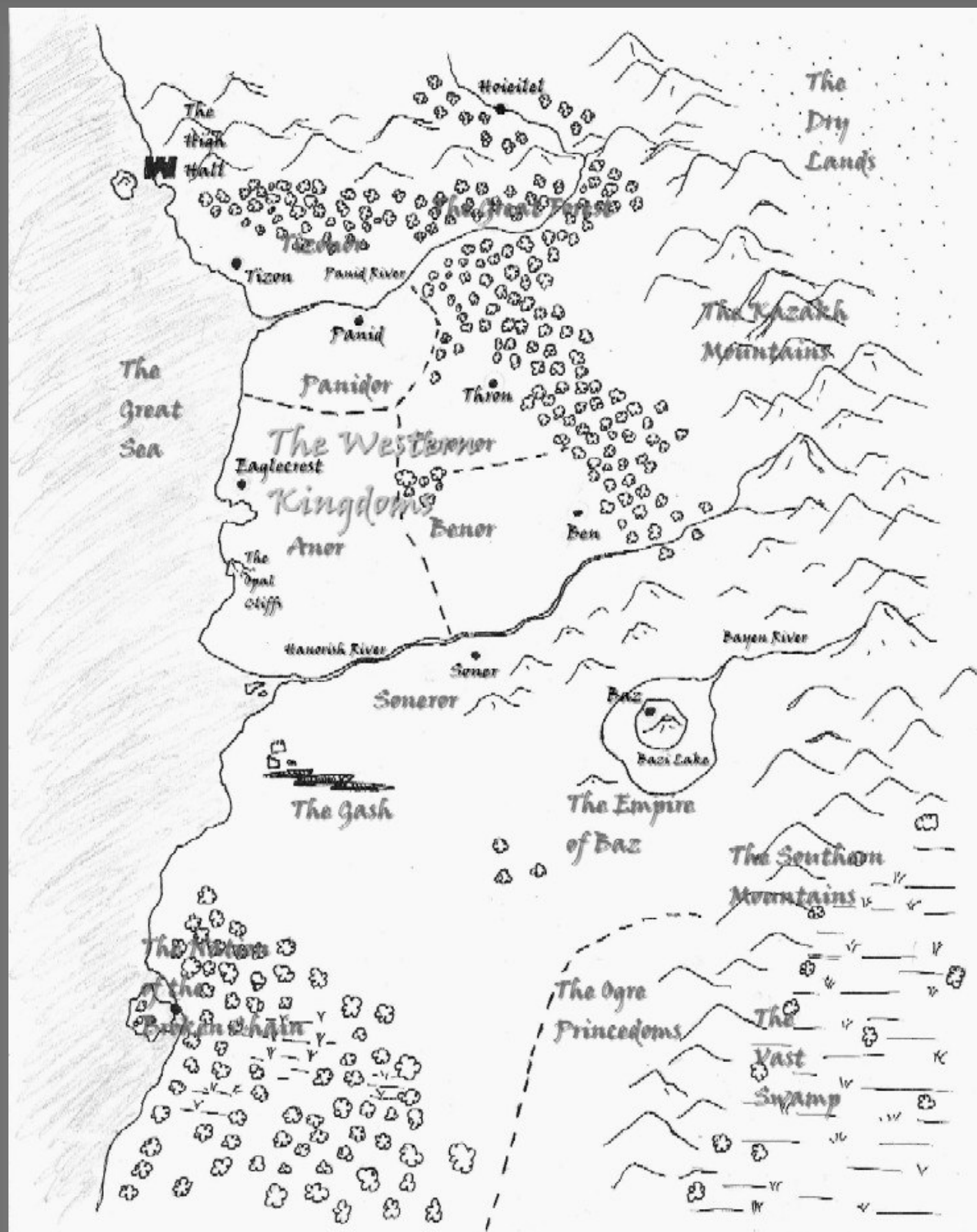
The previous King at Eaglecrest declared the current age to be the Age of the Eagle, after the symbol on his flag. The age is new and untested; time may prove a different name is appropriate for the age.

Dodgeson

Two generations ago a man known as Dodgeson, an Outsider, was brought over in a Conjunction. He is perhaps the most famous recent Outsider, and he traveled the various lands and had many adventures in Andral before vanishing. His name is held in awe in some places, and cursed in others. Many and various stories are told of this adventurer, of his ingenuity and charm, and of his knack for causing trouble. He in many ways set the stage for how most people view Outsiders.

The Current Conjunction

Recently, other Outsiders have been showing up, in relatively large numbers. The people of Andral have adopted a wait-and-see attitude about this situation, knowing that in the past, Conjunctions have often heralded the end of an age.



The Known World of Andral

The Known World

Little of the surface of Andral has been accurately mapped. Constant wars over the years have kept the civilizations in the area of the Known World quite occupied, and with the occasional fall of the ruling empires of the lands, much knowledge is occasionally lost for good. This being said, the well-known surface of the world is not large by Earth standards, perhaps smaller than the European subcontinent of Earth. The world beyond may form a spherical ball, as does the Earth, or it may not. The scholars of the Western Kingdoms assume the world to be round from the fact that ships disappear over the horizon, and have even calculated a theoretical diameter of the world. Other scholars in other lands disagree, and insist that the world is a flat dish-shape, floating in an immense ocean, itself held by some force over the limitless abyss of space. There is no definite proof of any current theory.

The limits of the Known World are formed by natural barriers. To the west, further travel is blocked by the Great Sea. To the north, it gradually becomes too cold to travel, and the land is dominated by vast floes of ice. To the east the Khazakh Mountains rise up like a physical wall to bar passage, and trips to the other side have found only a dry and desolate desert. To the southeast, the Southern Mountains act as another barrier, beyond which are known to be trackless swamps filled with dangerous animals and plants. There is no physical barrier to the south, but two war-like nations, of the Ogres and the Broken Chain, act as an effective deterrent to exploration.

The Great Sea

The Great Sea is more properly an ocean, but it has kept the name the Great Sea for many centuries. It is many things to many people. For the coastal people of the Western Kingdoms, it is an object of love and fear, a bringer of both life and death. The oceans of Andral are terrifying in their natural power, with storms that can sweep towns away and leave not a trace. Another strange presence adds an additional threat. It is said that the oceans are the birth-place of the Fae, and they certainly hold a distinct presence there now. Those who live on ships or on the coast cannot escape the presence of the Fae, even if it is merely the laughing of the mysterious water-babies in the night sea foam. This makes sea travel hazardous, only to be chanced by those who know the ways of both the seas and the Fae.

There are many legends of what might lie beyond the Great Sea. Some tell of glimpses of a wondrous land, full of golden cities and lush jungles.

Others say that the Great Sea ends only at the edge of the world, where the water ends and the great void begins. Numerous travelers have set sail for the far shores of the Great Sea. None, yet, have brought back proof of anything on the other side; few have returned at all.

The Khazakh Mountains

Like dark, tooth-edged obelisks of fear, the Khazakh Mountains rise up from their foothills into the sky. They are visible on the horizon from many, many miles away, being the highest mountains of the Known World. The dark stone of their slopes make them forbidding, though most of the higher peaks are snow-capped all year round. The Khazakh Mountains have never been thoroughly explored, as they are the homeland of the Goblins, who kill any outsiders whom they catch in their lands. It is also said that Khazakh, the god of death, resides under the mountains that bear his name, and that he resents humans treading in his territory. Why he tolerates the Goblins is unknown. It is known that some of the mountains in this range hold a powerful curse that is capable of striking dead any living being who approaches them. The Goblins know of these areas and give them wide berth. It is unknown what, if any, is hidden in the dead zone beyond.

The Dry Lands

Beyond the Khazakh Mountains lie vast parched lands, dry and cold. The winds that pass over the mountains drop all of their rain and clouds on the seaward side, leaving nothing to nourish the great desert beyond. There are only spotty stories of these lands, telling of an endless plain of death and emptiness. As the Goblin-infested Khazakh Mountains must be crossed to even reach the Dry Lands, no plans have been made to explore these desolate reaches.

The Southern Mountains

The Southern Mountains begin slightly to the west of where the Khazakh Mountains end, and stretch to the south, separating the mighty grasslands south of Bazi Lake from the lands beyond. The gap between the two mountain ranges forms a wide pass, once a broad river valley, leading into the great swamps beyond. The Southern Mountains themselves, though not as high or as steep as the Khazakh Mountains, are tall and imposing. Their slopes are dotted with cave openings, some of which are said to be the homes of actual Dragons. At least one Dragon, the ancient Udusthil, is well known to make his home somewhere in the Southern Mountains, though exactly where he dwells is not common knowledge. This is enough to keep most

folk away from the mountains, and to ensure that most of those who do explore them never return.

The Great Forest

The Great Forest does not lie in a single location on Andral, but is actually made up of several forests, separated somewhat geographically from each other. The Great Forest is a thick and dangerous wood of huge trees of various types, and the plants and animals both large and small that thrive in the rich forests. They are not uninhabited; many folk make their homes in the reaches of the Great Forest and live quiet and simple lives. To do more, to cut down too many of the trees or to hunt down too many of the animals, is to chance being noticed by the Forest itself, which is one aspect of the supernatural force known as the Green. The Great Forest is perfectly capable of defending itself against vandalism. Even if the Great Forest itself is not roused, there is the chance of coming to the attention of the guardian Druids, or perhaps of the huge Tree Warriors, which still dwell amongst their brothers, the true trees.

The Vast Swamp

On the opposite side of the Southern Mountains, making up the southeast corner of the Known World, lie vast and lush swamplands which some say stretch farther than the eye can see. Numerous accounts tell of enormous beasts dwelling in the warm, dark recesses of the swamps. What lies beyond the swamp is unknown; none have ever been known to cross it, though there may still be a few overgrown way-stations built in the days of the height of the Empire of Baz.

Western Kingdoms

The Western Kingdoms sprang up around the rich warm-water ports of the western coast four hundred years ago as a loose collection of city-states held together primarily by smuggling and piracy. As dynasties developed in each of the cities, they began to fall to the predations of Bazan outposts and other major nations. At the end of the Age of Sails, two centuries ago, King Torman of Anor proposed that the Western Kingdoms do more than ally; he suggested that they form a single kingdom. Under his plan, each of the Western Kings would abdicate his throne, and become a Duke of his nation. The Dukes would then together select one of their number to give up his nation and become King of the Western Kingdoms. Of the twelve kingdoms, eight agreed and four refused. This sparked the War of Twenty Years, during which time three of the kingdoms that refused were conquered and subsumed as parts of the other kingdoms. Only Soneror

remained outside the union, and the enmity has remained to this day. Of the eight nations that formed the Western Kingdoms Compact, only five are left. Two were overrun by Goblins during the Years of Fire, and one (Haninor) was destroyed by the Plague of the Dead when the Gash was opened. The five remaining nations are Anor, Benor, Tizonor, Panidor, and Thronor.

Now, the Western Kingdoms are in a golden age. They stretch from the cold plains of the north, almost to the High Hall on the western coast to the banks of the mighty Hanorish River, and from the coast of the Great Sea all the way to the lower foothills of the Khazakh Mountains.

One of the great strengths of the Western Kingdoms is its army. Each of the kingdoms contributes soldiers, not being allowed by the Compact to hold a standing army larger than a local militia. The army is well trained, with a consistent manual of rigorous discipline for the troops, knights, and officers. The army is also noteworthy in its employment of users of magic. There is an entire branch of the army, the Magister Corps, which recruits Sorcerers and other wizards to serve as officers in the military. Any wizard with Guild standing, or who can pass certain tests of skill, can apply to be considered as a candidate for appointment as a Lieutenant Magus in the Magister Corps. With this comes a year of specialized, cloistered training and education, mostly centered on loyalty, after which the wizard is authorized to wear the golden star of his rank on his shoulder. This branch is the only part of the army that accepts women as combatants or leaders.

The official language of all the Western Kingdoms is Anoran, though each country has a distinct accent, which can be recognized easily by a native.

The current ruler of the Western Kingdoms is King Montre of Anor, formerly the Duke of Anor.

Anor

Anor is the largest and wealthiest of the five member nations of the Western Kingdoms. It's capital is at Eaglecrest, which has been the capital of the Western Kingdoms for longer than has any of the other capitals of the Kingdoms. Anor is a rich land, with sprawling forests and fertile fields. The woods are full of game, such as small black-tailed deer and numerous fur-bearing animals. Crystal-clear rivers run cold and pure down from the foothill lands, full of glittering trout. On the coast south of the Anor Bay, rising from the crashing sea-foam, lie the fabulous glittering white Opal Cliffs, upon which sit small mining communities mining the rare mineral opalite for sale throughout the world.

Most of the folk live in the many small villages dotting the land, with names like Fork Creek and Ford. But the greatest concentration of folk lies in the capital city of Eaglecrest, lying on the northern shore of Anor Bay, which is a large harbor bay protected by a natural atoll. Here is the home of the great Western Kingdoms fleet of ships, made up mostly of small merchant vessels which traffic goods along the western coast. Nearly all the ships which sail the waters of the Known World fly the golden eagle of the Western Kingdoms.

The people of Anor are known for their love of life. The primary work of the people of Anor, outside the cities, is farming of wheat and rye and raising sheep. Although living in the rural areas is hard work, and the folk have little free time, they typically spend it in celebration. In the rural villages, most villages will gather at least once a week for a day of song and storytelling, and have an all-out festival day about once a month. The greatest festival day, Iuling Est, is held on the winter solstice, and greatly resembles Christmas in the tradition of giving gifts.

The people of Anor traditionally hold surnames which describe their occupation, or the occupation of their father. If you meet a man who calls himself Unger Tanner, you know that he probably works with leather. Personal names are usually passed down from aunts or uncles, or from grandparents. Only the nobles generally name their children after themselves.

The current ruler of Anor is Duke Gentre the Younger, son of King Montre of Anor.

Eaglecrest

The city of Eaglecrest, though a part of the nation of Anor, is culturally an entity to itself. There is set the throne of the Western Kingdoms, though the King has the power to move the capital if he wishes and can gain the approval of the council of nobles. Through the years, however, Eaglecrest has become a symbol of the Western Kingdoms, and is likely to remain the seat of political power for the foreseeable future. Here, in a huge castle overlooking the sea, is the palace of the King at Eaglecrest. Here is the headquarters of the Western Kingdoms military forces, both army and navy. Here is the Grand Bazaar, the street where the Shipping Guild unloads the goods of distant lands for the purchase of anyone with courage enough to brave the rushing crowds. The great Thoroughfare that runs through the city houses some of the finest public houses and hostels in the land, catering to a wide range of patrons, from poor monks on pilgrimages to the wealthiest of merchants. Eaglecrest is a city of cities, say the folk who live there.

Benor

Benor is another of the Western Kingdoms, and lies to the east of Anor. It's borders make it almost as large as Anor, but it holds far fewer folk. It runs from the border of Anor on the west to the foothills of the Khazakh Mountains on the east, and from the border of Thronor to the north to the banks of the Hanorish River to the south. The lands of Benor are heavily forested, and more rugged than those of Anor. The city of Ben, on the banks of the Hanorish River, houses the keep and castle of the Duke of Benor, close to the slope of Mount Istil, a lone mountain rearing its domed head high above forested landscape.

The folk of Benor are tougher and leaner than the folk of Anor, and live primarily by iron mining and fur trapping. A great many subjects of Benor are merely forest-folk, and merely survive rather than contributing even taxes to the nation. This is tolerated by the Duke, who considers the forest dwellers a first line of defense against Goblin invasions from the higher foothills. Benor is known for the high quality of its metal goods, be they weapons or barrel-hoops.

The current ruler of Benor is Duke Lars Golden-Hair.

Tizonor

Tizonor is the northernmost of the Western Kingdoms, and lies on the coast of the Great Sea north of Panidor. Here, the winters are cold and brutal, and the summers are brief and muddy. Mighty forests of evergreens fill the small craggy valleys between the jagged ridges of the Northern Mountains.

The folk of Tizonor make their living by shipping, trapping, and cutting the tall, straight trees of their great forests. Almost all of the folk of the nation live in the towns, as survival alone in the wildreness is ferociously difficult. Though the land is brutal and hard, the people of Tizonor are known for their cheerful spirits, and live by a strict code of hospitality that forbids them from denying aid to any guest. They are a round folk, generally taller than the folk of other lands, and well-insulated against the cold weather of their homeland. The lumberjacks of Tizonor have a strange connection with the Great Forest that provides them with their livelihood. They will not cut live, healthy wood, whatever the value, but hunt for dying trees to cut down. They are known as ardent followers of the Green.

The current ruler of Tizonor is Duke Meydon Strong-Arm.

Panidor

Between Tizonor on the north and Anor on the south, the kingdom of Panidor claims the windswept plains of the Panid River Valley. This cold, white-capped river runs south and west from the heights of the Northern Mountains until it empties into the Great Sea at Nuo Panid, the town where the Duke of Panidor keeps his castle. The land is cold and wet most of the year, and the river floods unexpectedly every few years.

The people of Panid live simple lives of farming and fishing. Their farming produces the Twine Cotton for which the nation is famous, raised from a hardy strain of cotton that grows well in cold climates. It is used throughout the world for durable and warm garments and for ropes. The folk of Panidor even use it to make a form of wicker, of which much of their belongings are formed. In the spring, the river is rich with huge salmon, which are caught and cured to be eaten all year round.

The people of Panidor are somewhat fatalistic, accepting the hard lot of life in the Panid River Valley and the hard taxes levied on them by the Duke with proud stoicism. Most of the youth dream of leaving the valley to find a living elsewhere, but very few actually do. The most common escape is in joining the army of the Western Kingdoms, which has a large garrison in the shadow of the Duke's castle.

The current ruler of Panidor is Duke Harrol the Short.

Thronor

Thronor is the tiniest of the Western Kingdoms, and the least populous. It lies to the east of Panidor, north of Benor, and is in shape a small crescent of land running up to the foothills of the Khazakh Mountains. The land is flat and relatively warm for the latitude, and the wild plains are blanketed with high swards of tough grass, nearly as resilient as trees, taller than a man. These treacherous grasslands are home to various dangerous wildlife, such as the tawny, prowling plains panthers that hunt at night. Even the small red antelope that roam in large herds across the plains can be very aggressive. The grass itself is sharp-bladed, and any unprotected flesh exposed to it as one walks the plains will soon be lashed bloody.

The populous area of Thronor is made up of a half dozen baronies and the town of Thron, the seat of the Duke of Thronor. Nearly half of the folk living in Thronor are foot-soldiers and cavalry of the Western Kingdoms army, based permanently in Thronor to protect against the constant threat of invasion of the Goblins in the foothills. All young men of the nation are expected to train with the army,

and to form organized militia. The Duke of Thronor himself is a battle-scarred veteran, having led troops both as the Duke and before his tenure, when his father yet lived. He is known for his abiding hatred of Goblins, and has placed a high bounty on their heads.

The current ruler of Thronor is Duke Iason of Thron, but in truth much of the power in Thronor is held by Colonel Evvers Sword-Bearer of Anor, who heads the main cavalry garrison at Thron. The King at Eaglecrest gave the Colonel the power to declare martial law in the event of an emergency, and after the first battle in which he fought, he exercised that power. He has never rescinded the state of martial law.

Soneror

South of the Hanorish River lie the rich fields and waving grasslands of Soneror. These lands run from the banks of the Hanorish River on the north down into the plains to the south. To the south and west, there is no set border for Soneror. To the west lies the empty lands which was once the nation of Hanidor, before it was wiped clean of life by the Plague of the Dead. To the south lie dry plains and various small independent cities which ally with no particular nation. To the west lies the gradually retreating border of the Empire of Baz, now merely a political name claimed by frontier towns that have mostly been abandoned by their emperor.

Soneror was one of the Western Kingdoms in the Age of Sails, two hundred years ago. When King Torman the Elder called for the Western Kingdoms to join together under one King, and for the Dozen Kings to give up their crowns and become Dukes, four Kings refused. One of these was King Agmor of the city of Soner, in the Kingdom of Soneror. Agmor had two sons, and he was set on passing his throne down to the elder and the marshalship of his army to the younger. The result of the dissension was the War of Twenty Years, during which time the other three refuser nations were conquered and subjugated as parts of other kingdoms. Only Soneror remained, and remains to this day an independent nation.

The people of Soneror share the language of the Western Kingdoms, Anoran, and most of the culture, but do not consider themselves at all similar to the folk of the other kingdoms. Most Sonerorans make a living farming wheat and barley, but the nation also has many mines which produce fine to be forged into Soneroran steel weapons. The quality of Soneroran weapons rivals that of Benoran weapons, but Soneror does not market their steel outside their borders, except to the Empire of Baz.

All male citizens of Soneror are members of

the Soneror army. Even the women are trained in medicine and weapons maintenance to help out in times of war. This greatly colors the attitudes and behavior of the folk, who behave as soldiers most of the time. This means not only that they tend to follow the orders of their superiors without question, but that they take their free time very seriously and can become extremely rowdy given a chance.

The most recent king of Soneror was King Mannenin the Fire-Tongue, who passed away four years ago. His eldest son, Prince Eamon, has delayed his coronation for personal reasons for the past few years, but he is expected to be crowned soon. Prince Gammon, his brother, is the Marshal of the Soneroran army, and supports his brother's reign, crown or no, with uncommon furor.

The High Hall

In the frozen north, on the western coast, north of the lands of Tizonor, lies a lone monastery set on a cliff-side overlooking the ocean. This forlorn outpost houses the most complete repository of lore and knowledge in the entire Known World, founded by unknown patrons in the Age of Chains. The High Hall is guarded by the Brown Brotherhood. These reclusive brown-robed monks recruit only rarely, keeping their numbers constant and low. They train in fantastic mental practices, building their memories to the point where they can memorized many volumes of the lore of the Hall. Even if the library were to burn or be seized by conquerors, the Brotherhood could reconstruct it from the recollections of the Brothers. The Brothers are also adept at unarmed combat, having forsworn weapons for the pursuit of knowledge. Over the years, they have developed quite a reputation as nearly supernatural in skill and zeal.

Bazan Empire

Once, the Empire of Baz ruled nearly all of the Known World. Its former power can still be seen in the solid stone structures and wide paved roads that it set down throughout its demesne to carry out its business. That business was primarily in the trade of humans. The Empire of Baz was, and still is, one of two major empires to be founded on a cultural and economic basis of slavery.

The seat of the Bazan Empire, and the last place where the Empire is still truly strong, is Baz Island. Baz Island is a huge volcanic island, with another small lake in its center, which lies in the center of the Bazi Lake. Bazi Lake is itself fed by the wide Bayen River which runs down from the Southern Mountains. Bazi Lake is a curiosity itself, a circular lake ringed by low mountains and cliffs, as if the hammer of a titan had crashed into the world and

left a great crater.

On the Island of Baz, the old ways of the Empire still hold sway. The entire culture is based on the concept of ownership and domination. No one is entirely free; all are slaves of someone. The lowly *Usteat*, or lowest slaves, own no one but are owned by their masters (called *Releseat*). Those masters are owned by other masters, who are wealthier and live better lives. This pyramid continues up until you reach the *Theostati*, the High Nobles, who are owned by the Emperor. The Emperor is himself owned by Berez, the god of the island.

The Temple of Berez forms one of the most powerful forces in the Empire. The Temple Eunuchs, or *Ehut*, are also owned directly by the god Berez, and keep the laws of the god alive through public torture and sacrifice. Even the Emperor has been known to be declared an unfit servant in times past, and ended up in the bloody pit between the pillars of Berez. The Temple also controls the Black Library, a great repository of Necromantic lore, for which Necromancers travel hundreds or thousands of miles to beg access. In fact, all of the *Ehut* are themselves skilled Necromancers.

Necromancy is an accepted fact of life in the Empire of Baz. Necromancers residing in the Empire are allowed to mark themselves by wearing a distinctive bone-chain belt. Necromancers are particularly valuable slaves, and often are quickly able to afford slaves of their own. The best known product of Necromancy, the Zombies, are considered the very lowest level of slaves, even though they are more valuable than most slaves, and are not an altogether uncommon sight in the Empire. Zombies are mostly used for especially dangerous jobs, and commonly in jobs where combat is a likelihood.

The people of Baz are the most decadent in the Known World. The economy of the Empire is based on trade, and the upper classes are fantastically wealthy, though they are still slaves in truth. The lower slaves, making up 99% of the population, live in poverty, though most masters make sure that their slaves are at least fed. Light, loose clothing is the norm in the Empire, with clothing becoming more colorful as one moves up the social ladder. Almost all natives of Baz, both men and women, shave their heads closely, and men shave their faces. Those that can afford it use herbs to keep the hair from growing back. Head and facial hair is seen as unsanitary and barbaric.

Nearly every item, however rare, and nearly every experience, however debased, is available for sale in the Empire. From the huge open-air brothels to the dingy taverns to the extravagant restaurants to the famous Bazan pit-fighting arenas, there is something for everyone. There are even torture

studios where one may go to watch the practice, or to take part on either end of the trade. All is available for the proper price.

The official language of Baz is Bazas, which is required to be learned of all inhabitants. Although other languages are very common in the Empire, being a trading city, and merchants are willing to converse however a patron wishes, speaking a language other than Bazas always marks one as a foreigner.

The current ruler of the Empire is the Emperor. Because the Emperor gives up his name when he takes the throne, it is difficult to know how long he has been in power. He is rarely seen by anyone outside his personal servants; he deals with the world through his slaves.

The Nation of the Broken Chain

Secluded in the rich coastal jungle south of Soneror is the Nation of the Broken Chain. The Nation encompasses a fairly large stretch of land on the mainland as well as Thyish Island lying just off the coast. The jungle here is dense and dangerous, filled with hazards both natural and otherwise. The folk of the Nation usually stick to their stone-walled cities, subsisting primarily on fishing.

The Nation of the Broken Chain is very reclusive. They have not diplomatic ties to any other nations, and have been known to react violently to the presence of strangers in their lands. The people have a reputation as fierce and savage warriors.

The people of the Nation have a distinctive appearance. They are tall, as tall on average as Outsiders, with mahogany-brown skin, long straight hair, and dark eyes. They tend to have lean physiques, and wear loose clothes of rough cloth dyed in earth tones. There is no nudity taboo among the people of the Nation, and the land is so warm and comfortable that any clothes are usually worn only as a decoration.

The folk of the Nation of the Broken Chain are ruled by two parallel systems. One is a feudal system of the landlords under the King, which controls the land itself. The other is the military leadership under the Marshall of the National Army, which defends the Nation against enemies and acts as an internal police force. The Marshall's warlords each control a particular area, also owned by a landlord, and the two cooperate to ensure a stable province.

The military of the Nation is a powerful force. The warriors are large and strong, and wield long steel swords and wooden clubs with practiced ease. They know how to move safely through the jungle to ambush other forces. Their naval forces are a force to behold; they have only a few ships, but

their long, graceful hulls can cut through the water far more quickly than any Anoran galley.

The current ruler of the Nation is King Hemrou. The current Marshall is Marshall Lanikilu.

The Ogre Princedoms

To the south of the Empire of Baz, nestled against the slopes of the Southern mountains, lie the rocky lands that hold the last vestiges of the Ogre Princedoms. These lands are fed by several small rivers, flowing into a long lake in the lowlands below the mountains. The lands are rocky and the vegetation sparse in the thin soil, making farming difficult or impossible. The Ogres survive primarily through ranching of livestock, being mostly large black sheep and huge buffalo.

The Ogre culture holds that the Ogres are the natural leaders of the humans. For thousands of years, the Ogres dominated the Known World, ruling an age when all humans were the property Ogres. Now that the age of Chains is long gone, the empire of the Ogre Princedoms has shrunk to this small vestige.

Ogres rarely do any physical labor. Human slaves usually do all hard work. Humans outnumber Ogres about 5 to 1 in the Ogre Princedoms, but revolts are extremely rare in this day and age. Any sign of revolutionary thinking is dealt with by swift and highly visible execution. Ogres no longer use humans in their military or security forces, though they did in the past. Trained human warrior-slaves were the cause of many of the losses during the Revolution of the Broken Chain.

The Ogres' territory is broken down into individual Princedoms, each ruled by an Ogre Prince. The most powerful Prince, as determined by personal combat, makes policy for the others through intimidation and force. There are currently seventeen Princedoms, and no clear-cut dominant Prince at this time.

The Far Frontiers

Outside the lands of the Known World, the world of Andral stretches yet further. However, no scholars of the Known World have yet mapped out the lands beyond the Dry Lands, the Vast Swamp, or the Great Sea. None have ventured south of the Nation of the Broken Chain to whatever lies beyond. Perhaps there are other lands, other nations and even species in the world beyond. Or perhaps there is nothing but the edge of the world. As for now, nothing is known for sure.

The Flora, Fauna, and Phenomena

Andral is much like Earth, physically speaking, but it is not Earth. Travelers from our world, such as the player characters, will find a strange, beautiful land as alien as it is familiar.

Plants

The flora of Andral seems very similar to that of Earth at first. There are trees both evergreen and deciduous, various flowers and grains and fruit trees. Many familiar plants will be found on Andral which are exactly as they are on Earth. But there are also many other plants on Andral. Some of these are herbs, with supernatural qualities that can be released by an Apothecary with proper knowledge. Some are more aggressive, such as the Tooth Flowers that actually take bites out of passing animals or people and digest the meat. Some are fantastic, such as the Tree Warriors, who are great intelligent oak trees able to walk about and grasp things with their limbs. The plants of Andral should not be taken for granted. It is important to remember that the forests of Andral are, in a very real way, a sentient creature in the force called the Green.

Under the surface of the ground, in the tunnels and caverns of the underworld, there are plants and fungi that have learned to survive in the absence of light. Some plants, such as the lantern vine, have developed that produce their own light from leaves and flowers. Others have learned to absorb heat rather than light. Fungi, which do not need light, are common throughout the underworld, and often grow to huge sizes. It is the plants that make the underworld survivable, however, producing breathable air in most areas.

Animals

The animal life of Andral is much like the animal life of Earth. The temperate forests are full of deer, squirrels, bears, elk, snakes, and other familiar creatures. There are, in addition, numerous species which are native only to Andral. The Grass Cats, for instance, which are plains panthers which inhabit the high swards of Thronor, are similar to tigers of Earth but larger, with tawny brown stripes and long dagger-like canine teeth. The Mountain Bears living in the northern regions of Panidor and Tizonor are much like American brown bears or grizzly bears, but more than twice the size. Likewise, the River Snakes of the jungles surrounding the Nation of the Broken Chain are like Earthly anacondas, but some grow up to sixty feet long and weigh as much as several horses.

The oceans of Andral hold a similar mix of the familiar and the strange. Among the seals and

fish and other sea life, there are great giant squid, even larger than the giant squids of Earth. There are the Great Whales, looking much like blue whales, but much larger and far more intelligent. It is worthy of note that the whales and dolphins of Andral are well known to have their own language, which is called Li'iik. A very few humans have learned to understand this language, which can be useful if you are ever lost at sea.

In the underworld of Andral, deep in the caverns of the world, there live beasts which will not seem nearly so familiar. Here dwell scampering eyeless lizards and long venomous slugs. In some large caverns housing underground vegetation and some form of light, great reptiles live which resemble things known only from fossils from the Cretaceous period on Earth. Rarely, some of these creatures become displaced or lost and find their way to the surface world, where they often bring terror to the local folk.

Geology

The geology of Andral varies quite a bit from place to place. Many of the mountains, and mountain ranges, are volcanic, and some are still active. Stones may be found in appropriate areas which are sedimentary, metamorphic, and igneous.

The greatest difference in the geology of Andral from the geology of Earth is the underworld. Sometimes called the Dungeon, especially by the folk of the Nation of the Broken Chain near which there are various entrances still open, the underworld of Andral is a vast network of tunnels and caverns. Most of the underworld is far underground, possibly a mile or more in places. The space of the underworld probably is larger than the space of the surface of Andral, but very little is known about what is down there. The underworld has its own geography as well as geology, with seas and lakes and rivers and huge eerily-lit caverns with forests and wildlife.

The Opal Cliffs

The Opal Cliffs are an example of one of the many unique prodigies of Andral. As far as is known, they don't exist anywhere else on Andral. They lie to the south of Eaglecrest, several days ride along the coast. There, rising high above the ocean, are the odd, gleaming white cliffs, over two miles long. The closer that one gets to them, the stranger they seem, as they seem even brighter up close. In full daylight, they are dazzling to the eyes.

Even at night, moonlight and starlight reflect off them to give them a strange and beautiful aura of light. Sometimes, when the moon shines on the cliffs at night, one can hear a bell-like sound coming from

the ocean. Some say that this is the sound of the water babies playing in the night surf, drawn by the beauty of the cliffs. Some even claim to have seen the reclusive creatures.

Up close, it is clear that the cliffs are completely made up of what appears to be opal. This substance is called opalite, and is very valuable on the market, where it is used in sculpture and architecture.

There is a small mining community, called Quarry, which is perched atop the cliffs in order to cut the opalite into blocks to be shipped and sold abroad. Cutting opalite is hard work, as it is harder than opal, and the work kicks up huge amounts of glittering white dust that gets into everything. Everything in the small mining shanty-town glitters beautifully in the sun, even the miners as they work in the hot sun, singing away the toil in the traditional Anoran fashion.

Every so often, they uncover pockets within the opalite which hold strange spherical formations of opalite, which vary from several inches to a foot across. These are light enough to float on water, and are very resilient. The few found so far are being kept by Sir Herron, the work-master of Quarry, as curiosities.

The Fae Mists

Nearly everyone on Andral has heard of the Fae Mists, though few have seen them. Most, knowing that they seem to go hand in hand with the Fae, hope never to see them in their lives. They seem to manifest randomly, though almost always in wild places far from civilization. They are more common on the ocean. There are also certain places which are known as places where the Fae Mists show up more often than others.

The Fae Mists take the form of a thick fog, tinged with color. The most common color seems to be purple or violet, but other colors have been seen. The color is vibrant enough that it almost seems to glow, though it gives off no illumination. The Mists can come up unexpectedly, nearly instantly, at any time, though they are far more common at night.

A few unfortunate people have been caught in the mists, and describe various experiences. Most merely say that they became lost, and felt as if there were other people around them, very close, but hidden by the mists. They wandered for minutes, or hours, or even days in some cases, until the mists finally retreated as quickly as they had appeared. In many such cases, the person found himself many leagues away from where he had started, sometimes in a foreign land. The Fae Mists have dropped travelers into uncharted wilderness, well-tended croplands, and in at least one case into the currently-

occupied bath chamber of the Duchess of Benor.

At other times, the Mists do not take anyone, but deposit something that is clearly of the Fae. This is a common theme to the actions of the Fae, and the Mists show up almost any time that they appear. Whether the Fae have any control over this is unknown.

The Conjunctions

A fact of life for everyone on Andral, whether he or she realizes it or not, is the Conjunctions. It has shaped history for thousands of years, both on Andral, and, in a way, on our own world of Earth. The Conjunction is the meeting of the two worlds across whatever barriers separate them. Every few decades or centuries, the barriers between the worlds thin enough to allow passage between the two. The Conjunction will remain open for an indefinite period of time, and then close once again.

The key to travel to Andral is state of mind. Only an open mind, one that can openly imagine the world of Andral and accept it as real, can bridge the mystic gap and form the physical portal.

Some times, between manifestations of the Conjunction, the walls between the worlds will thin slightly, but not to the point where one may cross over. This is referred to as Thinning, and affects the dreams of the inhabitants of both worlds. This has helped feed the popularity of legends and stories of magical lands beyond our known world, and of enchanted creatures both good and malign.

A Conjunction always brings to Andral a time of strife and change. Each time, a few dozen travelers cross over from Earth and bring strange beliefs and technologies with them. Each time in the past, this has ended in a period of confusion and war.

The Languages of Andral

Andral is a large world with many cultures. Therefore, there is a multitude of languages used on the world. Generally, each culture has its own language. There are, however, some languages that are widely studied by many cultures, used as trade tongues to make travel and commerce easier. The most common trade language in the Western Kingdoms is English, which is, coincidentally, virtually identical to English. Most educated people, and most folk living anywhere near a trade route, know English, even though their native language will be something else.

Learning Languages

Characters will eventually wish to learn one or more of the languages of the world of Andral. The gamemaster should allow this, allowing them to study a language as a skill. Each language is a separate skill. The character must devote time to learning the language each day, as he would a skill that he is studying. An instructor helps the process along. On top of this, every day spent immersed in a culture using a language other than the character's own counts as a day spent studying the language without an instructor; this does not count against the time that a character may spend studying other skills. A character's proficiency in a language is determined by the skill level that a character achieves in the language. You should remember that it takes weeks to learn to get along in a language, months to master it, and years to become truly fluent. Most languages are learned as skills of Normal difficulty. Some skills are more difficult, as noted below. Characters from Earth have an advantage in learning the languages of Andral, given to them by the same process which gave them their Role. Earth characters may learn all languages as if they were two columns easier than they are (that is, as if all languages were a primary skill for the character). Only at Familiar and Novice levels are skill rolls required to understand a language. Beyond that, the character can converse as he wishes.

English

English is nearly identical to modern English, a puzzle considering that this is an alien world. Remember that English is not precisely modern English; it tends to sound more formal, somewhat similar to the English of the 1700's.

Anoran

Anoran, which means "of the nation of Anor," is the language of the Western Kingdoms. It is a relatively simple language, somewhat similar to

English in structure. The sound of Anoran being spoken is slightly reminiscent of both German and French. The Anoran written alphabet is written with phonetic letters that appear much like old Norse runes. In fact, a person who knew old Norse runes could sound out Anoran. This is another mystery of our two worlds.

ƒʏǾʀƒʏ ɪƒʏxɳƒxm

Bazas

Bazas, which means "the language of the island," is the language of the island, city, and Empire of Baz. Bazas is a complex language with a somewhat harsh sound. There is a common greeting in Bazas which sounds much like the speaker is clearing his throat. The sound of the language is reminiscent of Arabic, Persian, and Turkish. The written language is a flowing script of connected letters, with a wide variety of calligraphic techniques.



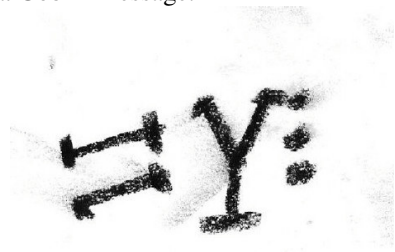
Hoiei (Hard)

Hoiei, which means "speech of the promise," is the language of the Greyfolk. Hoiei is a beautiful language made up mostly of complex vowel combinations with soft consonant sounds. There are five letters in Hoiei that correspond to our own letter L. There are no Earth languages very similar to Hoiei, but some listeners may be reminded of the Hawaiian language. The written form of Hoiei is flowing and flowery-looking, usually stitched or painted onto long strips of silk.



Yutlak

Yutlak, which means “chief’s tongue,” is the language of the Goblins. Yutlak is a harsh and direct language, with many hard consonant sounds and throat-clearing. It is relatively simple in structure, but speakers of Yutlak will often speak in complex symbolism, as if any conversation were an epic poem. The written form of Yutlak, studied only by Goblin leaders and shamans, is made up of crisscrossed lines and rough circles, symbolizing twigs and stones. A pile of twigs and stones may, in fact, be a Goblin message.



Wisistil (Hard)

Wisistil, which means “whisper words,” is the language of the Ghouls. It may only be spoken in a whisper; any louder and it will become unintelligible. It involves gestures as well as spoken words, but most meaning can be understood without the gestures. Properly whispered Wisistil (at Expert level and beyond) actually sounds as if more than one person were whispering. Wisistil has no written language; when the Ghouls wish to record messages or such, they simply draw pictures.

Thel Ses Ri (Very Hard)

Thel Ses Ri, which means “sound of the great rulers,” is the language of the Dragons. The language Dragons is as alien as the Dragons themselves. Unlike with other languages, a language skill roll is always required to understand something said in Thel Ses Ri until a character reaches the Master level of skill. No human could ever pass for a native of Thel Ses Ri, but a Grandmaster can converse with a Dragon on very complex topics. This may impress (or threaten) a Dragon. Thel Ses Ri has two written forms, that which is employed by the Dragons (which is too large to be practical for humans to write very often), and the shorthand version which has been developed by the few humans who study the Dragon tongue. There have been found carvings and documents which hold another written language which seems to be developed from Thel Ses Ri, but scholars disagree as to where these examples come from, and they usually disappear soon after

discovery.



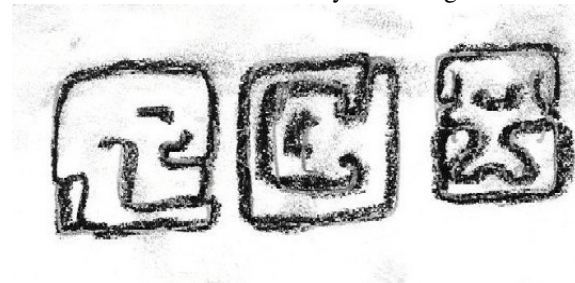
Bgorru

Bgorru, which means simply “of the Princes,” is the language of the Ogres. It has a complex but rough sound, with many trilling consonants and repeated words used for emphasis. It uses some grammatical elements of Aahtell, but most of the words derive from an ancient human language. The written form is phonetic, and formed of wedges that can easily be stamped into clay or punched into metal plates. Bgorru is also the language of the Nation of the Broken Chain, but they use the Anoran alphabet to write it.



Huutell

Huutell, which means simply “speaking,” is the language of the Deep Giants. It is made up of slow rumblings that sound somewhat like distant earthquakes. Although it is difficult to pronounce, it is not a particularly difficult language to learn. Phrases in Huutell are very long; there are no quick conversations in this particular language. Very few non-Giants know this language; Deep Giants are typically very impressed when they encounter someone who can greet them properly in Huutell. Huutell has a written language of formal pictograms which look somewhat like Mayan carvings.



Aahtell

Aahtell, which can be translated as “shouting,” is the language of the surface-dwelling Giants. Although it is a debased version of Huutell, it sounds much different, and is spoken more quickly. It is usually spoken loudly, even for a Giant, though this is not necessary. Aahtell does have a written language, formed of simple pictograms, but few surface Giants are literate.

Ii’iik (Very Hard)

This is the language of the Great Whales of Andral. It is an extremely complex and tonal language, and involves concepts which humans may find somewhat difficulty to grasp. It is also difficult to hear for a human, who must try to work around the words that reach into the infrasonic and ultrasonic range. Humans also have great difficulty in pronouncing the words of Ii’iik. Dialects of this language are spoken by the other whales and dolphins of Andral, but the dialects are close enough to allow mutual understanding. It has no written language.

Language Proficiency	
<u>Level</u>	<u>Proficiency</u>
Unfamiliar	no practical knowledge
Familiar	basic greetings
Novice	simple communication
Expert	fluent, with thick accent
Adept	fluent, with little accent
Master	can pass for a native speaker
Grandmaster	a wizard with words

Religions of Andral

Religion is very important to most of the people of Andral. Beyond merely being a way of explaining natural forces which they do not understand, the folk of Andral live in a world where magic is made manifest, and miracles are a well-known thing, if not common-place.

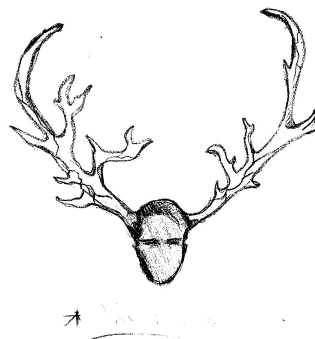
Khazakh

Khazakh is a god of death, after whom is named the Khazakh mountain range. He is a terrible and fierce god, said to be a mighty warrior. Tradition holds that he holds his court of warriors somewhere under the mountains that bear his name, and that their mighty battles and festivals cause the nightly thunder and lightning, and the rumblings of the earth beneath. Khazakh is not widely worshipped among the human folk, but most of the Goblin tribes carry his standard into battle. In fact, Khazakh is a Goblin name. His symbol is a skull; human folk usually use a human skull, but the Goblins symbolize him with the skull of a bear.



The Horned One

The Horned One is rarely worshipped, but is given prayers and offerings in order to keep his distance. He is more of a ghost story than a god, in that regard. It is said that he is a great hunter who serves the Lady of the Forest, an aspect of the Green. Ages past, he committed some wrongdoing, for which he was punished by being sent to hunt all who hold secret sins or who harm the great forests of Andral. Wherever he passes on his night-time hunts, all folk and predators feel an irresistible compulsion to join the hunt. Those who do wake the next morning, exhausted, with no memory of their experiences in the hunt, and often bruised and bloody as if they had run and killed in the forest the entire night. The symbol of the Horned One is a stylized human head set with a stag's antlers.

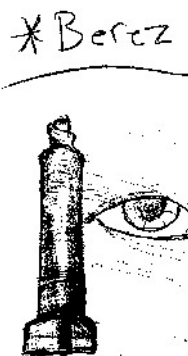


The Green

The Green is less a god than a force of nature. It is the combined sentence of all the living forests on the world of Andral. The Green is actively worshipped by many rural folk, who often do so by giving the Green another name, such as the Lady of the Forest. As such, there are many symbols that are used to depict the Green. The Green is covered in more depth in the Magic chapter.

Berez

Berez is the patron god of city and empire of Baz. It is an androgynous being who takes delight in wealthy offerings, frequent sacrifices of animals and humans, and constant debauchery in his name. His temples, once found throughout all the reaches of the Bazan Empire and now only on the island of Baz, are impressive multi-level stone structures with many pillars. The temples are served by the Temple Eunuchs of Berez, most of whom are former slaves who were given the chance to become free men (in service to Berez, of course) for a price. The Eunuchs hold a great deal of political power in Baz, and also keep the greatest bulk of lore on the dark arts of Necromancy. The symbol of Berez is an eye between two pillars.



The Circle of One

The Circle of One is not a god, but a philosophy and religion. It is a common form of worship among the ranks of the armies of the

Western Kingdom. It holds that all things work in circles, and that all deeds that one does will eventually return. The symbol of the faith is a simple circle or ring, symbolizing an endless path through life which returns at its end to its beginning.



The Old Ways

A religion which is common throughout the world of Andral is called simply the Old Ways. The Old Ways hold that spirits are in everything, and that they should be respected and given their due. Shrines are kept to ancestors, and these shrines are given offerings of food and wine, and are consulted for advice. There are countless nature shrines as well, for the spirits of natural places such as lakes and mountains, which are given similar respect. It is common for a person who follows another religion to also practice the rituals of the Old Ways.

The Elder Ones

The worship of the Elder Ones is outlawed in all civilized lands, and even in the lands ruled by the decadent Empire of Baz. Only madmen worship the nihilistic forces of the Elder Ones, who promise destruction to all. Some cultists truly believe that they will be strong enough to survive their gods' arrival, but most are so insane as to not care. Cults of the Elder Ones might be found anywhere, from tiny hamlets in the backwoods to secret societies in thriving cities. They survive on secrecy, and worship with hideous rites and human sacrifices. The very suggestion that a cult is active in an area is enough to start a Witch-hunt in most areas, with the general philosophy of "burn first, ask questions later."

Shopping in Andral

An experience that is sure to come up on a trip to Andral is shopping. Andral is much like the our own world before the advent of mass production. Haggling is done at every purchase. Many merchants may be disappointed if the purchaser doesn't spend some time trying to beat down the price. This doesn't mean that every shopping trip has to be an adventure in itself. Once the characters know a merchant well, they may develop a rapport with him, and they may settle on prices on certain common items.

Money

You must remember that there are many nations on Andral, and most nations mint their own coins. The relative value of these coins will vary somewhat, and there may often be trouble passing off foreign currency in certain places. Most of the monetary systems of Andral, including the systems of the Western Kingdoms (all of whom use the same coins), Soneror, and various independent city-states, are based on the system of the Empire of Baz. The Ogre Princedoms, the Nation of the Broken Chain, and the city of Hoieilel each use their own systems, but are familiar with the systems of the other countries. The Goblins use a system of barter, but will accept money as long as there is enough to make the quantity of metal useful. Goblins have been known to make scale armor entirely out of coins.

In general, there are three coins that are common around the Known world. These are the copper penny (abbreviated Pe), the silver shilling (abbreviated Sh), and the gold crown (abbreviated Cr). These three coins generally are minted in the same size, though of varying shapes and marks, and are usually accepted regardless of where they are minted.

Three other coins are known in the Empire of Baz. The first is the electrum *taluste*, which is minted as a rectangular coin with a pillar on one side and a stylized face on the other. The second is the platinum *setta*, which is a round coin with a hole in the middle and a snake design around the hole on both sides. The third is the *denra*, which is a golden coin with a lens-shaped diamond set in a hole in the center.

The money of the city of Hoieilel is made of ten-inch-long strips of fine silk, varying in color based on the artisan that created it for the House of Nielle, and embroidered with the seal of the Hoieilel government. These are called *iaiu*, and all have the same value. The Greyfolk also commonly use the coins of other realms in their transactions. Outside of Hoieilel, *iaiu* can actually fetch a greater value in

Coin Conversion

Coin	Pe	Sh	Cr
Anoran Penny	1	1/10	1/100
Anoran Shilling	10	1	1/10
Anoran Crown	100	10	1
Bazi <i>Taluste</i>	50	50	1/2
Bazi <i>Setta</i>	1000	100	10
Bazi <i>Denra</i>	10000	1000	100
Greyfolk <i>Iaiu</i>	10	1	1/10
Ogre <i>Gurren</i>	1000	100	10
Ogre <i>Jigurren</i>	100	10	1

some areas because of the beauty of the workmanship.

The Ogres use only a single coin, which is the large gold *gurren*, which is shaped so that it can be divided into ten equal wedges called *jigurren* easily with a sharp knife. Ogres always insist on prices in gold when dealing with other races, since gold can be melted down into *gurren*.

Other folk and cultures vary individually, but most others above ground traffic in the coins already mentioned here. Those dwelling in the underworld have their own systems. For instance, the Deep Giants use coins made of colored stone. Above ground, these would be considered a curiosity, not money.

What is Available

The level of technology common on Andral is similar to, but not identical to the level in Europe during the early Renaissance. The most popular weapons are broadswords and crossbows, and the horse is the most advanced form of land travel. Books are handwritten, owing to the lack of any convenient technique of moveable type printing press. Gunpowder and internal combustion are unknown on Andral, though they may have been invented at some point but kept as a secret by the Guilds.

Some technologies are found on Andral that were unknown in our own world at the equivalent level of technological development. Medical skill, for instance, is highly developed, although surgery is extremely crude and limited mostly to amputation. One may find certain places where clothing features advanced features such as buttons or pockets, though this is not common in the Western Kingdoms.

There are also various things to be found in Andral which may not be found on Earth at all. These include magically-powered Apothecary potions, exceptional items created using Guild-Work secrets, magical objects, and various other items with special properties. Some of these items, such as Hoieilel Waybread, are available on the open market, although at high prices. Most, however, are rare enough that their prices could vary wildly.

Some Sample Prices		Clothing		Real Estate	
Weapons	Cost	Noble Clothing	2 Cr	Fertile Farmland (acre)	50 Cr
Dagger or Knife	5 Sh	Fine Clothing	15 Sh	Wilderness Claim (acre)	5 Cr
Short Sword	1 Cr	Average Clothing	5 Sh	Middle-Class House	200 Cr
Broadsword	15 Sh	Poor Clothing	2 Sh	Small Castle	1000 Cr
Greatsword	2 Cr	Good Boots	5 Sh	Tavern	500 Cr
Shod Staff	3 Sh	Average Cloth (yd)	3 Pe		
Shortbow	4 Sh	Simple Cloak	1 Sh		
Longbow	6 Sh				
Light Crossbow	7 Sh	Tools			
Heavy Crossbow	1 Cr	Carpenter's Tools	3 Cr		
Whip	3 Sh	Alchemist's Lab	20 Cr		
		Healer's Kit	2 Cr		
Armor		Apothecary's Kit	3 Cr		
Stiffened Leather Armor	15 Sh	Tailor's Box	1 Cr		
Chain Mail Armor	5 Cr	Sculptor's Tools	1 Cr		
Composite Armor	7 Cr	Painter's Kit	2 Cr		
Plate Mail Armor	10 Cr	Blacksmith's Tools	5 Cr		
		Musical Instrument	1-50 Cr		
Lodging		Books and Writing Materials			
Fine Inn	1 Cr	Paper or Vellum (page)	1 Pe		
Average Inn	5 Sh	Ink (vial)	2 Pe		
Hostel	1 Sh	Writing Set	2 Sh		
Common Room	3 Pe	Blank Book (100 pages)	1 Cr		
Public House Floor	2 Pe	Rare Book of Lore	100 Cr		
Food		Esoteric Book of Lore	10 Cr		
Fine Meal	5 Sh	Average Book of Lore	5 Cr		
Average Meal	1 Sh	Common Book of Lore	2 Cr		
Poor Meal	2 Pe	Novice Book of Spells	150 Cr		
Traveler's Meal (per day)	5 Sh	Expert Book of Spells	200 Cr		
Hoieilel Waybread (cake)	5 Cr	Adept Book of Spells	300 Cr		
Bread (loaf)	2 Pe	Master Book of Spells	750 Cr		
Drink		Map of well-known area	1 Sh		
Fine Wine (bottle)	5 Cr	Map of little-known area	1 Cr		
Fine Brandy (botthe)	6 Cr	Atlas of Andral	5 Cr		
Average Wine (bottle)	3 Sh	"Tools of the Trade"			
Average Brandy (bottle)	5 Sh	Good Lock-pick Set	5 Cr		
Common Wine (jug)	1 Sh	Average Lock-pick Set	1 Cr		
Beer (mug)	1 Pe	Key-Forging Set	2 Cr		
Transportation		Blackjack	1 Sh		
Fine Horse	10 Cr	B&E Tools	3 Cr		
Average Horse	5 Cr	Wilderness Gear			
Donkey	1 Cr	Panidan Cotton Rope (yd)	2 Pe		
Wagon	2 Cr	Hoieilel Silk Rope (yd)	1 Sh		
Fine Coach	10 Cr	Grapnel	2 Sh		
Trained Warhorse	15 Cr	Spyglass	10 Cr		
Stabling per day	1 Pe	1-Man Tent	3 Sh		
Feed per day	2 Pe	2-Man Tent	5 Sh		
Riding Saddle and Bridle	1 Cr	5-Man Tent	7 Sh		
Pack Saddle	7 Sh				

Chapter Ten: The Folk of Andral

The Human Folk

The humans of Andral are much as they are on our own world, with a few exceptions. For one thing, they are significantly shorter in stature than the average modern American. The men of the Western Kingdoms have an average height of about five feet six inches tall, and woman average about five feet two inches tall. Most Outlanders, then, stand out as virtual giants when walking around in the cities of Andral.

There are various cultures and races upon the world of Andral. Some populations vary physically from others. For instance, the humans of the Empire of Baz tend to have an olive complexion and sparse head, face, and body hair. The men of Anor are pale of skin and grow thick brown beards. The folk of the Nation of the Broken Chain, to the south, have a light brown complexion and dark brown eyes, and their hair grows black and straight. These are only examples; there are many other peoples on the face of Andral.

Culturally, humans vary even more than they do physically. The governments of the Western Kingdoms are feudal, with a system of lords and

dukes under a king. They hold power primarily through the ability of the military might of their armies to protect their nations from threats. The Nation of the Broken Chain is ruled by two parallel systems, being their military leaders and their King and his lords. The Empire of Baz has an Emperor as well, but is virtually ruled by the Temple Eunuchs who serve as priests for the state religion.

The Halfling Races

Halfling is the term used in English to describe those human-like races that have some Faerie ancestry. While humans are the most populous race on Andral, the various Halfling races together far outnumber the humans. There are, as well, many Halflings that are unique and do not belong to a race, owing to the fact that the Fae continue to meddle with the affairs of the mortal races.

Other Races

There are some races of Andral which cannot easily be identified as Halfling races. With these races, the origin is unknown, and may not be connected to the Fae.



Greyfolk

The Greyfolk (called Griszen in Anoran and Aiuellie in Hoiei) are a race of Faerie descent that arose in the Age of Gold, some six thousand years ago. The Greyfolk are quite human-like, but have smooth, pore-less skin and gracefully pointed ears. Greyfolk hair is both fine and thick, and quite shiny when they are healthy. Hair color tends toward lighter shades, with a platinum-white being fairly common. Their eyes are perhaps their most distinctive quality, being large and having an epicanthic fold which makes them appear slanted. The color of Greyfolk eyes varies wildly, from silver to black to sky-blue to violet, and their irises shine in the light, showing almost iridescently vibrant color. The voice of a Greyfolk is rich and melodious, and their speech, especially in their native language of Hoiei, sounds like music. The senses of the Greyfolk are acute, and their eyes are adept at adapting to the dark. The Greyfolk life span is difficult to determine; speaking of death to outsiders is highly taboo in their culture, and adult Greyfolk do not speak of their age, either. It is known that they can live for centuries.

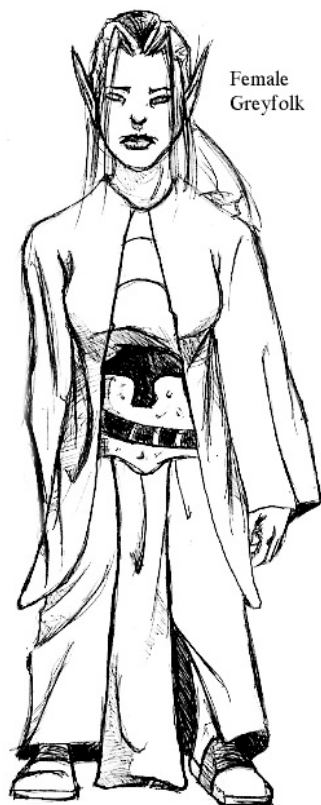
The Greyfolk are often called “elves” by users of the English language, but the Greyfolk themselves see this as an insult. The reason for this is that the Hoiei word, “Aulif,” from which the word elf may derive, refers to that subgroup of the Greyfolk that remained in the forests of Auliurei after the Greyfolk themselves left following their prophetess Nielle to found the city of Hoieilel. Most Greyfolk consider the Aulif to be rustics and primitives; others consider them to be little more than animals.

The Greyfolk speak the language Hoiei, which is formed largely of complex vowel combinations. The syntax of Hoiei is highly

convoluted, leading to the common Anoran myth that it may only be learned by the Greyfolk. It is, in fact, merely a complicated and rich language, and many humans have learned it successfully. The Greyfolk tend to wear shades of gray when traveling away from home or performing official functions, in deference to the habits of their beloved prophetess Nielle. While at home in the city of Hoieilel, they wear marvelously multicolored clothing with many light layers, worked from the silk for which the city is famous.

The Greyfolk hold themselves aloof and apart from humans and other Halfings. This again follows the teachings of Nielle, stated in the philosophical-religious tract known as the Niellelaire, or the Breath of Nielle.

Greyfolk are very empathic, and have a particular sensitivity for life and death, which can be both a boon and a curse. They can feel the vibrations left by powerful events involving life and death. This means that they will know, for instance, if a birth is occurring nearby (some are adept enough to sense conception), or if someone has died recently in their immediate area. Feeling the sensations of positive events, such as births, conceptions, and healing is a mildly pleasant sensation. Sensing the presence of death, however, is extremely unpleasant. Even a well-prepared Greyfolk will have to steel himself for



such an encounter. Sensing the lives and deaths of animals is a very minor sensation, even imperceptible to most Greyfolk. Only intelligent beings produce strong enough vibrations to affect the Greyfolk. Greyfolk who learn the skill of Healing, a skill at which they have a great talent, must attune this sense even more finely. Greyfolk healers feel the sensations of death far more acutely, to the point that a Greyfolk Healer who unexpectedly walks over ground which once held a well-used executioner's block may suddenly vomit, or even black out from the nausea and pain. A greatly enhanced version of the same sensation occurs if a Greyfolk ever kills an intelligent being; the resulting shock has been known to kill Greyfolk Healers.

If the game master wishes to allow a player to bring in a Greyfolk player character, it should be created as a native human character would be. In addition, Greyfolk benefit, in game terms, from a +1 to Perception and Healing skill rolls, but suffer from the empathic disadvantage noted above. Greyfolk learn Healing as if it were a skill of Normal difficulty, rather than Hard, but learn Toughness as if it were a Hard skill. They still begin at Familiar level in Toughness. As with any native character, the character will not have a Role, or Primary or Secondary Skills.

Giants

The Giants are an ancient race, or, rather, several races. They were born of Fae meddling long ago, a crossbreeding with humans which produced men with the size and strength of virtual mountains. The first of the Giants were peaceful people, herdsman who lived in secluded mountains far from humans. Eventual contact with humans brought inevitable enmity, as human tribes tried to expand their territories into Giant lands. This resource struggle was fed by human fear of the Giants' immense size. Eventually, there was violence in many areas, which drove most of the Giants underground into the many immense cavern networks of Andral. Some remained above ground, choosing to fight the humans.

Those who fled into the caverns became the ancestors of the Deep Giants, who live still in lightless caverns deep beneath the surface. Their rich and ancient civilization seeks only solitude to work their art and sing their songs. They are very rarely seen by humans.

Those who remained above fractured into many tribes and spread across the world, living in small tribal settlements in the most inhospitable lands on Andral. It was one of these tribes which met a war-like tribe of humans and allied, sharing lands and fighting enemies together. The union of humans and Giants actually produced half-breed children, which would become known as the Ogres. Fae involvement in that alliance is suspected, since no other human-Giant cross-breeding has ever been successful (though it is unknown if it was ever attempted again).

Physically, Giants look much like huge, blocky, brutish humans, but much larger. Sizes vary, but the smallest adult Giant stands easily twice as tall as a man, and some are more than five times as tall as a man. Deep Giants are the largest variety. Their thick skin is covered in a thick coat of fine hair. The body hair of Deep Giants is snowy-white, and their beards and head hair match this. Surface Giants vary in color from tan to brown to reddish to black. Giants are powerfully muscled, and even heavier than they look. Their very bones are actually stone, nearly unbreakable while alive, and still very hard after death.

Deep Giants wear simple cloth robes, much like togas, and often carry huge walking staves. They disdain jewelry as ornament, but sometimes wear armlets or rings which indicate their family line. Surface Giants usually wear leathers and hides, sewn together to make a garment large enough for such creatures.

In play, Giants are large enough that Surface Giants gain a +5 to damage rolls, and a protection of 5 against any damage. Deep Giants increase this to

+7 damage and 7 protection. Their size also gives them a -2 on dodge rolls; if they do not dodge, they are automatically hit except on a Bad Break. Giants learn skills just as do other races, but Surface Giants tend to concentrate on Survival, Body Building, Melee, Brawling, and Toughness. Deep Giants tend to concentrate on Communion, Lore, Medicine, Music and Will. In combat, Surface Giants will usually use Huge or Gigantic clubs as weapons, or fight unarmed. Deep Giants prefer Huge staves made of stone.



Ghouls

The Ghouls of Andral are a curious folk. They live in the dark of old catacombs, keeping themselves as far from humans as possible. They are so rarely seen as to be a fairy tale to most humans. When they are seen, they appear savage and unkempt, unwilling to speak in the languages of men, and are generally taken to be degenerate beings scarcely above the level of animals.

In fact, little could be further from the truth. The Ghouls are a Halfling race descended from humans, but adapted both culturally and physically for life among the caverns of the dead. They fear humans, as humans have tried to exterminate them wherever Ghouls are found. But they are far from savages.

Physically, Ghouls are about the size of humans, if somewhat more massive and muscular. They appear shorter, however, with spines twisted to allow them to lope quickly in a hunched-over position through low and narrow catacombs, sometimes on two legs and sometimes on four. Their hands and feet are equipped with wide, flat claws that appear wicked, but that are useful for digging burrows through the earth. Their hairless skin is a dead, dark gray, and rough, like sandstone; older Ghouls are covered in stony growths and protrusions that resemble heavy scales; a very old Ghoul is virtually armored with them. A Ghoul's face is repulsive to most humans; it's jaw is heavy and prominent, and the lower face juts forward like a muzzle. The nose is nearly nonexistent, appearing when open much like the gaping nasal hole of a skull (a Ghoul can close his nose much as can a seal or otter). Ghoul's eyes begin very human looking, if large, tending toward blues and grays, but as a Ghoul ages, his eyes fade toward a uniform dead white, without visible pupil or iris. This does not affect their vision.

In fact, Ghouls have learned a secret to seeing without their eyes or even light, which is called the *Usestheim*, or "Seeing Without Eyes." All Ghouls past infancy learn this secret, which is a minor sort of subterranean magic that helps them survive in their underground homes. Unfortunately, bright lights dazzle their eyes so that their supernatural vision is lost to them momentarily.

Ghouls almost always go about their lives naked. Their tough skin provides sufficient protection from the elements, and their culture has no nudity taboo. When necessary, they will wear straps to hold any objects or equipment they may need.

Ghoul culture is based around a veneration of the dead, which they carry out through rituals of cannibalism. They do not subsist on corpses (their diet consists mostly of fungi and roots, eaten raw),

but they do carefully remove and eat certain particular parts of bodies of the respected dead. Their belief is that the knowledge and spirit of the being whose corpse they are consuming is passed onto the Ghouls who consume it. Ghouls consider this to be a compliment to the being consumed, which is almost always another Ghoul. If, however, they can find the corpse of a human other being that they much respect, they will treat it in the same way. This habit has not endeared Ghouls to the human communities near them.

Ghouls can mate with humans, though it happens but rarely. The result always resembles the species in which it is born. For instance, if a half-Ghoul child is born in a human city, it will appear to be a human. However, in that case, Ghoul-like traits will emerge if that child, upon maturity, should venture into the territories of the Ghouls and live there for any length of time. Given time, such a being will eventually become fully a Ghoul.

In play, Ghouls gain a +2 to Perception rolls in apparent total darkness and -2 to Perception rolls in conditions where light is bright enough for a human to see. They dislike light intensely, as it causes them pain (1 Fatigue per minute; this means that a Ghoul will not recover Fatigue while conscious in the light). They learn skills as normal, except that they learn Perception as if it were a Secondary skill, and Charm as if it were a Hard skill. They tend to concentrate on Perception, Body Building, Survival, and Lore.



Ghoul

Ogres

Ogres are the result of the crossbreeding of a tribe of surface Giants and a nomadic war-like nation of humans long ago during the beginning of the Age of Swords. Quickly, the resulting children mated with other humans and with each other, eventually forming a stable species formed of some of the most powerful qualities of humans and Giants.

Physically, Ogres are a blend of human and Giant characteristics. They stand about eight to eleven feet tall, and have broad, muscular frames and thick limbs. Female Ogres are about as large as the males. Their faces are blunt and brutish, but their eyes, typically brown, are bright and intelligent. Ogre hair tends to be thick, dark, and straight, though many Ogres cut it short or spike it into wild manes. Skin tone tends to be dusky, from light brown through mahogany or a reddish tone.

Ogres usually wear leather clothing in the form of armor or tunics and togas of softened leather. They like the trappings of a martial life, and so usually wear clothing marked with military rank symbols and awards that they have earned. Ogre boots are high and thick-soled, usually with spikes to keep their footing in the mud.

The culture of the Ogres is one of dominance. They are ruled by the Ogre Princes, who in turn command the Ogre Lords, who rule the Ogres themselves. They hold that Ogres are, in body and soul, the greatest of the folk of Andral, and have used this philosophy in the past to subjugate much of the world under their iron fist. They survive on slavery, capturing and breeding humans to do the labor which they do not wish to do, or do not have the skill to do. Slaves perform all of the menial labor of Ogre life, leaving Ogres to continuously train in readiness for the next battle. Most such battles are the battles of one Ogre Prince against another, but occasionally the Ogres will stage an attack against a nearby human city-state. The empire of the Ogre Princedoms has shrunk greatly since its golden age, and is now comparable in size to the other nations of Andral, and has been driven back to the inhospitable rocky foothills of the Southern Mountains.

The weapon of choice for an Ogre is the sword. The usual philosophy is “the bigger, the better.” Ogres can carry and use immense iron and steel blades which a human could never even lift.

In play, Ogres are large enough that they gain a +2 to damage rolls with melee or thrown weapons, and a +2 protection against all attacks. They get a -1 penalty to dodge rolls. They learn skills as normal, but tend to concentrate on Melee, Tracking, Perception, Archery, and Toughness.



Goblins

The nature and origins of the Goblin race, or races, more accurately, is a point of debate in scholarly circles. They are mentioned in the oldest of human stories, and may well have existed as long as have humans, if not longer. They have nearly always been antagonistic to human civilizations, as well, and the Goblin raiding party is a well-known fear throughout the lands of Andral, especially near the Khazakh mountains.

Physically, Goblins are much like humans. They tend to be slightly shorter than Andral humans, with Goblin males standing at about five foot 2 inches tall, and females slightly shorter. They are usually more massive than humans, though, with broad shoulders, long arms and short legs. Their barrel chests are heavily muscled, and their hands are strong, with strong, curved fingers that can hold an incredible grip. Their features seem somewhat ape-like, with a heavy brow ridge, a thick jaw, and receding chins and foreheads. Goblin skin is thick and tough, and varies from pale to nearly black. Their eyes are usually dark, and shine distinctively in the dark, like the eyes of a cat.

Their head and body hair are both profuse, and they often wear their head hair in thick braids, decorated with beads, bones, and feathers. Goblin warriors will usually go into battle wearing totem masks, hand made out of hide and fur, which gives them a fearsome and monstrous appearance. Their furry hide armor is also made to convey the impression of a monstrous animalistic being.

Goblins have a curiously primitive culture, considering that they have regular contact with the more advanced cultures of humans. They live in desolate areas of wilderness, and have no metal-smelting skills. They can, however, use metal items and weapons stolen from others, and can even reshape iron and steel items into other items. It is not unusual to see a Goblin raider wielding a blade beaten from a metal plowshare.

Goblins worship the spirits of the wild world. They believe that everything has a spirit, and those spirits give the world substance and meaning. Each Goblin has a personal totem spirit, which he or she finds through arduous spirit questing. This is usually in the form of an animal or plant spirit, but can be the spirit of a place or an ancestor. This spirit becomes the guide for that Goblin, and is featured in some way in

everything that the Goblin does.

Politically, the Goblins are led by chiefs who are guided by shamans. Most chiefs are themselves shamans, but other shamans are almost always in each settlement to act as advisors. The actions of individual Goblins as well as entire tribes are determined by portents passed down from the spirits. The greatest spirit, to the Goblins, is Khazakh, the Chief of the Dead. All Goblins give him tribute whenever they hunt or raid, sacrificing something (or someone) in order to appease him, so that he does not become angry and strike their clan. He is the reason that so many Goblins live in the desolate Khazakh Mountains; they believe that he lives below them, and so they live close in order to hear his portents more clearly.

The best known tribe of Goblins is Yut-tul, also known as the Mountain Goblins. These are the Goblins living on the slopes of the Khazakh Mountains. They are the largest, physically, and are by far the most dangerous and aggressive. They wear feathers, dyed with red soil, in their braids when on expeditions to raid other folk.

Another group of Goblins is the Hill Goblins. This comprises many tribes, all spread across the foothills of the mountains to the north and south of the Khazakh range. They are smaller than the Yut-tul, and most often less aggressive, most often keeping to themselves and living by hunting and gathering. There are scores of tribes, some made up of thousands of individuals and some a single household.

The most reclusive of the Goblin types is the Cave Goblins. These are remnants of a tribe of Goblins, the Ith-khai, who migrated downward into the deep caverns of Andral ages ago. Now, they are almost never seen above ground, but are not terribly uncommon throughout the caves of the world. They are easily identifiable by their pale white skin and translucent hair, and their huge red eyes that shine green in the dark. They, also, are not usually aggressive, but are extremely territorial, and will often fight intruders in their homes to the death.

Goblins speak their own language, Yutlak. They very seldom bother to learn any other language, as most of their contact with other races is in the form of combat, theft, or murder.

In play, Goblins learn skills as normal, and tend to concentrate on Survival, Tracking, Melee, and Missile. Many know Archery as well. Shamans will have Witchcraft and Lore.

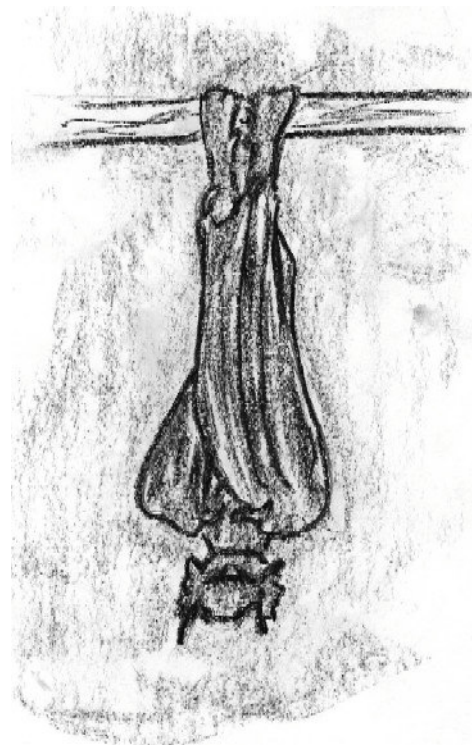


Chapter Eleven: An Andral Bestiary

There exist many beings on Andral which do not exist on our own world which cannot be labeled as folk. Perhaps they are not intelligent enough to form civilizations, or perhaps they are simply too different from us. Likewise, most types of animals which can be found on Earth can also be found on Andral, in appropriate areas of climate and food.

With most of the descriptions, you will find a set of average statistics, useful if the game master needs a typical example of the species. Realize that these statistics are only examples, and that individuals will vary. It also only lists skills which are likely to come into play. If the situation calls for a creature here to make a roll on a skill which it logically would have, but is not listed, then the game master should simply decide on an appropriate skill level. For example, most wild creatures should be considered to be at least Expert level at Survival, at least in their own home terrain.

Many creatures list strength bonuses to damage, based on size or supernatural might. This bonus acts much like the bonus to damage from the Body Building skill, in that it affects melee, unarmed, and thrown weapon attacks.



Nighthunters

Nighthunters are a Halfling race of beasts born of some unholy mating in ages past. They are creatures of the night, sleeping the day in dark caverns far from civilized lands and flying out in the dark to find prey.

A Nighthunter is a hideous and frightening creature, somewhat larger than a man and shaped somewhat like a cross between a man and a giant black bat. Their bodies are covered in a fine, shiny coat of soft ash-black fur that lies so close that you can see the definition of their muscles. Their breastbone protrudes forward in the center of their chest to form a keel, where their flight muscles anchor. Where arms should be sprout a huge pair of bat-like wings, connected to the body by a tough membrane of skin. A pair of claws decorate the upper edge of their wings. Their legs are strong and short, ending in feet which resemble hands, and have very well-developed grasping and manipulating capability. Nighthunters are equally comfortable standing or hanging upside down from a perch by their feet.

The face of a Nighthunter is its most frightening aspect. It seems to be all mouth. There are no visible eyes or nose. The ears sweep back behind the skull like huge fans. The face is divided by a maw filled with sharp needle-like teeth.

Nighthunters are nocturnal predators and scavengers. Their primary diet is medium to large animals, most of which they get by following other predators and scavenging what is left after it finishes. They will also kill small animals and cattle to eat. Nighthunters are about as intelligent as dogs, or perhaps monkeys, despite their slightly human appearance, and live in organized packs of five to twenty. Some Nighthunters have been domesticated by the Vampyrs, who use them as transportation and guard-beasts.

Average Statistics

Perception	Adept
Reflexes	Expert
Toughness	Expert
Will	Familiar
Brawling	Expert
Attacks:	Bite (1d8 S)

Direwolves

Direwolves are Halfling creatures, created through Fae meddling. They are dangerous and intelligent shape-shifters who have found a place in the criminal element of Andral, largely in the wilds far from the cities. There, they sell their uncanny ability to track prey to the highest bidder, usually working for or as bounty hunters. They are not welcome in civilized areas, often killed on sight in a city. This has made them understandably cynical about human nature.

As with many shape-shifters, it is difficult to determine what the true natural form of a Direwolf is. At any moment, a Direwolf is somewhere between the forms of a man and a wolf, but never quite reaching either form completely. They are massive, weighing about half again as much as a man, and powerfully muscled. They may choose to shift their form so as to walk on either four legs or two, or to have hands or paws, and may shorten and re-form their mouths so as to speak human languages if they wish. They are always covered in thick black, brown, red, or gray fur. They always have heavy, powerful shoulders, and the curled tail of a wolf. They always have short, black claws on both front and back paws, even when they choose to form fingers in order to grasp and manipulate objects. Their face is always wolf-like, but blunter, and their mouth is always filled with a wolf's sharp and jagged teeth.

The culture of the Direwolves is virtually unknown to any but the Direwolves themselves. They keep their secrets to themselves, and, though they often enter small frontier settlements to buy goods or sell their services, they talk little beyond straight business. They clearly have their own language, which is similar to Yutlak, the language of the Goblins, but most Direwolves also know the prevailing languages of the humans in the area as well.

The senses of a Direwolf are preternaturally sharp. A Direwolf can follow a scent trail that has been cold for days, and can hear sounds that do not exist to human ears. They can taste the slightest hint of poison in food before they have eaten enough to harm them. Their eyesight, while good at night, is somewhat less sharp on details than human vision is.



Average Statistics

Perception	Expert
Reflexes	Expert
Toughness	Expert
Will	Novice
Brawling	Expert
Tracking	Adept
Attacks:	Bite (1d8 P), Claw (1d8 P)

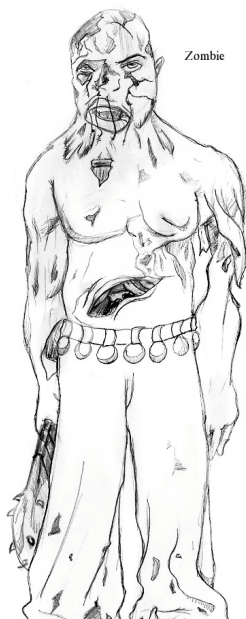
Zombies

Not a true breed of being, Zombies are bodies, whether human, Halfling, or animal, which have been reanimated by the power of Necromancy in order to create an unliving servant. They are not only not alive, but are by most reckoning an affront to all life.

Zombies appear as corpses. The degree of decomposition is determined by the freshness of the Zombie, as well as the care that the creator has taken to embalm and maintain it. Some could almost pass as living beings at a distance in poor light. Some are little more than skeletons held together by desiccated cords of muscle. Most have had their mouths sewn shut. This is largely a bow to tradition, which holds that the soul may enter or leave through the mouth. Necromancers of the past did not want the soul escaping, or another uninvited soul finding its way in. Modern Necromancers know that that is merely myth, but still often sew the mouth shut, if only to keep the jaw from hanging slack.

Zombies, not being prey to pain or fear, and being immune to many injuries that would kill a living human, are fearsome opponents. They do not take wound penalties or Fatigue, nor do they bleed. Wounds, even Fatal wounds, usually have no effect on them. Called shots are often useless, with the exception of called shots to the limbs and neck that sever that location. Severing a limb limits a Zombie's ability to act, and severing a Zombie's head effectively blinds and deafens it. Only severing the head will have this effect; Zombies do not need their eyes to see or their ears to hear. A deafened Zombie will still be able to hear the words of its creator, but no other sounds. Piercing and Blunt weapons, and Unarmed attacks, are next to useless against Zombies. Grappling, however, may prove successful in immobilizing a Zombie temporarily, assuming you are strong enough, and willing to grab a rotting corpse.

Killing a Zombie requires burning or the Dispel spell. Fire damage, and damage from fire spells, will inflict a cumulative -1 wound



penalty on the Zombie for each Critical or Mortal wound that it inflicts, and will destroy a Zombie if it scores a Fatal injury. The Dispel spell, if cast on the Necromantic spell animating the Zombie, can potentially undo that spell and leave a normal corpse. Most Necromancers also build in a weakness into their Zombies, in case something should go wrong and they have to be put down. This varies on a case-by-case basis.

Zombies have statistics as the original body, but their only skills will be Toughness, Reflexes, Body Building, and combat skills.

Great Zombies

Through use of the Zombie and Soul Jar spells, a Necromancer of great skill may create Great Zombies. These are Zombies with some of their intelligence intact, and far more powerful. They are just like normal Zombies, but retain all skills and abilities. They lose their access to Faith and Communion, however, so long as they are enslaved by the Necromancer. They are not affected by Mesmerism, or any form of supernatural fear. They gain a +2 to damage rolls for melee and thrown weapons, and a protection of 3 against all forms of damage. Great Zombies may not be de-animated by the Dispel spell. If a Great Zombie is ever freed, it may remain animated just long enough to exact revenge on its creator. If it chooses not to do so, it passes away normally.

Average Statistics: Zombie

Perception	Familiar
Reflexes	Novice
Toughness	Expert
Will	nil
Brawling	Expert
Attacks	by weapon
Special	difficult to kill (see text) Vulnerable to fire

Average Statistics: Great Zombie

Perception	Expert
Reflexes	Expert
Toughness	Adept
Will	Expert
Brawling	Expert
Armor	3, and may wear armor
Attacks	by weapon, +2 strength bonus
Special	difficult to kill (see text) Vulnerable to fire

Dragons

Dragons are beings of incredible complexity and danger. Attempts to find out their origins and secrets through questioning them have proved largely futile. However, the research of Drafid Orean of Eaglecrest has collected information from thousands of sources, and Drafid wrote a long, hotly debated treatise on the nature of Dragons based upon it. Although many still disagree with his rather wild theories, they are the only ones with much of an academic following at all, and so that version is the one which follows.

Legends exist claiming that Dragons either come from somewhere very far away, or that they have existed on Andral since long before anything else. Both are actually true. Dragons arrived on Andral from the distant stars, so long ago that the world was sterile and nearly lifeless at the time. It is unknown what they came for, whether they were seeking something, or fleeing something. When they came, they flew through Dreams, across hideous distances of time and space. They had been traveling for a span of time longer than the lifetimes of worlds.

Dragons arrived on a world already dominated by the last of a race also not of Andral. The Elder Ones, whose power had long ebbed for unknown reasons, warred with the Dragons for aeons, finally being driven to the farthest places of ice and solitude. There they brooded for more aeons, until they rose in the Age of Ice.

When Dragons arrived, they were creatures of intensely alien nature. The very matter of their body was the substance of dreams and starshine. They had no connection to the world of Andral, and could not long survive. Therefore, they gathered at the shore of the primordial sea, at the foot of flaming mountains, under the endless raging storms of lightning and poisonous icy winds, and emptied the star-stuff of their being into the endless ocean. The space within them was then filled by the raging elements of the world; the strength of mountains, the heat of magma, the swiftness and cold of wind, the flash of lightning, the choking venom of volcanic ash. The Dragons were now creatures of matter and of Andral, for they had adopted it. Those that tried, in later aeons, to travel back to the stars failed, finding themselves too tied to the world beneath them.

Since then, Dragons have always existed on Andral. They have often hidden in the deep places of the world, sometimes slumbering for millennia, rising only when "the time was right." Other times they ruled upon the world, flying freely through the skies. When man rose up from savagery, Dragons thought him little more than another animal, too small to make a decent meal. Over the ages, however, some Dragons have begun to feel that there may be more to

this little species. This was caused, primarily, by the fact that humans, occasionally, have managed to kill Dragons. Perhaps ten Dragons ever have fallen to the tiny hands of humans, which may not seem significant to humans, but Dragons are concerned. Only five other species have ever taken the lives of Dragons (these being the Fae, Vampyrs, Ogres, the Elder Ones, and Dragons themselves). Only Fae and Dragons have claimed more Dragon lives than humans have.

Physically, Dragons are enormous and fearsome creatures. Though they are all unique, all are gigantic creatures, weighing tens or hundreds of tons. They appear reptilian, even though they are not, and are covered with scales varying in color from tan to brown to red to gold. Some are marked with patterns in the color of their scales, such as stripes or diamond-shapes. Dragons have four legs, all of which end in feet armed with long sharp talons. Their front feet have two opposable digits much like thumbs, allowing them to grasp and manipulate objects. From a Dragon's back sprouts a pair of powerful wings, formed much like a pterodactyl's wings. Their massive wedge-shaped heads sit on the ends of long, serpentine necks, and their mouths sport teeth as long as swords. Their eyes are the huge and opaque, varying in color but usually an even reflective gold. On the other end of the body is the dragon's huge, serpentine tail, ending in a bony knob which often sports sharp flanges. Down the center of a Dragon's back, all the way from the plate formed behind his skull, down his neck and between his wings to the tip of his tail, there is a bony ridge of sharp plates.

A Dragon's greatest natural weapon is its elemental breath, called Dragon Fire. Dragon's may expel this destructive force from their body almost at will, though it takes some time for it to build up again after they use it all. It is not truly fire, and flashes all the colors of the rainbow as it rains down on the Dragon's enemies. It is the power of all the elements, and simultaneously crushes, burns, freezes, and blasts the target. Humans have little chance of surviving such an onslaught. Armor (other than Dragonhide) does not protect against Dragonfire.

Average Statistics

Perception	Master
Reflexes	Expert
Toughness	Adept
Will	Master
Brawling	Adept
Sorcery	Adept
Armor	1d20+10
Attacks:	Bite (1d12+5 P), Claw (1d12+5 S) Breath (1d20+5 special)



The Fae

The Fae are perhaps the most mysterious of all beings. Drafid Orean of Eaglecrest, however, has formulated a theory on their nature and existence, which has gained slightly more support than other theories.

What are the Fae? What is their origin? And what of their nature and their history? And, more to the point, what are their motives and goals? This question more than any other has plagued the student of arcane science throughout the ages. No other mystery has proven as elusive or as enduring. However, through lengthy research and, I must admit, a goodly amount of creative guesswork, I have compiled a theory.

It is said that, in the dawn of time, when the Dragons first came to Andral, they came from a far world amongst the stars. They were, in that age, neither Dream nor Matter, but somehow an amalgam of both. In order to survive on our world of Matter, they had to divulge themselves of much of their Dream nature, which they did by vomiting it into the sea.

When the Dragons breathed out their Dream nature, their alien star-shine, into the oceans of Andral, they believed that this substance would flicker out and die once separated from their bodies. They were wrong. Once freed into the oceans, they gathered beneath the waves, slowly incubating, changing, and dreaming. There it remained while the Dragons themselves came to power on the surface of the world. It dreamed, and it wandered the oceans, finally, after untold aeons, rising as a mist onto the land in curiosity. Everything it found fascinated it, from stones to plants to animals to the stars above. Its attention was split; even so was its form and consciousness. What was a formless mass became a legion, a multitude. And yet they still were one. They imitated the matter and flesh of the world, but they were nothing more than dreams and star-shine. The Fae were born.

The wars between the Fae and the Dragons began immediately. The Fae would encroach upon the lands of the Dragons, and, finding that the Dragons held the land, the Fae would want it. This is natural, considering that the Fae were born of the discarded dreams of the Dragons. Wherever they came into contact, they warred. Sometimes Dragons fell to the ephemeral claws of the Fae. Sometimes the Fae were driven back and reduced in power. Everything that they saw, they imitated, drawing its uniqueness into their whole. Even the passions of the living world, they imitated; some among them grew as trees in the forests; some ran with beasts, and even mated and had half-material, half-Fae offspring.

Then came the day that the Fae met the most fascinating creature they had ever met. That animal was man.

The Fae's discovery of man was perhaps a great boon to the Dragons, who were solemnly pleased that the Fae's attentions had been drawn away momentarily. While the wars between the Fae and the Dragons have never ended, they also have not raged as they did before. Mankind became the next subject for the Fae's imitations. More and more, the Fae took human, or human-like, form, often mixed with animals that they also favored. From time to time, through trickery, seduction, or violence, the Fae mated with humans. These matings produced the first Halflings, beings who are part human and part Fae. Over the ages, some Halflings have formed their own races, while others live out their lives as unique and lonely beings. Perhaps the oldest of the still existing Halfling races were the Elves and the Giants. While the Elves have changed over the years, and have splintered into the modern Elves and the Greyfolk, the Giants have remained much the same.

The true powers of the Fae are effectively almost limitless. Their minds, however, are limited by their brief attention spans and lack of rational thought. Humans have had some success in learning to use the powers of the Fae to alter reality through the crafting of spells, but have learned caution. Touching the power of dreams tends to unravel the human mind like a fraying tapestry. Many overly ambitious wizards have ended their days as raving lunatics. The magics that draw most from Fae knowledge seem to be Illusion, Witchcraft, Mesmerism, and Healing, in descending order.

Practically speaking, the Fae are whatever it suits the gamemaster for them to be. They can do anything that he wishes for them to be able to do, and can have whatever arbitrary weaknesses he finds appropriate. They make for an excellent *deus ex machina*, appearing from out of a sudden fog and causing bizarre occurrences. They might appear to attack the characters ferociously, but vanish when attacked in return. Or they may show up to save them from certain death, only to carry them to some remote and dangerous place from which they have to escape. Whatever they are in your game, however, do not let them become predictable.



The Undead

The Undead are the bane of all that lives. Sources disagree on why they exist. Some say that they are dark spirits that serve the Elder Ones and sometimes can find their way into a corpse in order to animate it with a horrific semblance of life. Others say that the dark deeds that one does in life may live on in the flesh after death, and seek to continue a life of evil. What is clear is that the Undead are powerful servants of Corruption, and that they are always dangerous.

These awful beings are found all about the world of Andral, though they are thankfully rare in the current age. Occasionally, there are outbreaks in which the Undead rise up and begin spreading like a disease across the land. They are able to create others of their kind by killing humans or other folk and somehow infecting the corpses. When a nest of the Undead is discovered, all efforts are made to quickly destroy it.

Physically, the Undead appear somewhat like Zombies. They are clearly corpses in some state of decomposition. Their flesh seems to be darkened somewhat, if it is there at all, and their eyes burn with hatred. Sometimes, with powerful Undead, this hatred can actually be seen as a dim greenish light in the eyes.

Unlike Zombies, Undead may remain animate even if nothing is left but bare bones. Also unlike Zombies, the Undead retain at least one emotion. This emotion is an abiding hatred for the living, and a deep-seated hunger for the flesh of human and Halfling folk.

This hunger has a physical sign, which is a dark green ichor which drips from the teeth of the Undead, a sign of danger much like the foam on the lips of a mad dog. It is this ichor which carries the infection that creates the Undead. It acts as a poison of strength 1d8. If it is in the system of any human (any of the races related to humans count, and Goblins as well) when that being dies, then the being will rise as an Undead in one hour. Corpses exposed after death are usually not infected; the exception is for an Undead who has learned Necromancy. Any time he uses the Zombie spell, he will create an Undead rather than a Zombie.

Zombies generally show no sign of memory of the past lives of their bodies, or any willingness to communicate with the living. Some exist long enough to develop personalities beyond their hunger, and to be able to master complex skills and magic, but these still have no memory of life as a living being. There is one exception; sometimes a person with extremely high corruption (at least Evil level) will die and rise up as an Undead without ever being

infected. Such beings seem to retain all memories and skills of their lives.

Undead have the same advantages in combat as Great Zombies. They suffer no Fatigue, wound penalties, or bleeding, and most wounds have no effects on them. Severed shots will limit their ability to act, and a severed head blinds and deafens them.

Undead do have weaknesses. One is Purity, which affects them based on their level of Corruption. Another is fire, which affects them just as it does Zombies. Undead also avoid the sun, as they are completely blind in direct sunlight, though it does them no actual damage. Undead are found mostly in ancient graveyards, where they have managed to hide from the sun and from hunters.

Average Statistics

Perception	Expert
Reflexes	Expert
Toughness	Adept
Will	Expert
Brawling	Expert
Armor	3, can wear armor
Attacks:	Bite (1d6+2 P), or by weapon +2
Special	Difficulty to kill (see text) Vulnerable to Purity, sunlight, fire



Ghosts

Ghosts are the spirits of folk who have died but not yet passed on. For various reasons, a ghost might linger in the lands of the living for a time after death. Necromancers believe that all deaths leave ghosts, but that most move on within a few days to other realms beyond. Some ghosts can, for reasons unknown, remain around for centuries or longer, especially if caught in a Ghost Cage (see the section on Magical Objects in the Magic chapter).

Most ghosts are only dimly aware of the physical world, and completely unable to affect it. Such ghosts must exercise extreme concentration even to be aware of the world of the living. They can only interact with the living when allowed to manifest through Necromantic magics. The rest of the time, they exist in a limbo which they often describe as cold and dark. Some describe dangerous things prowling the realms of the dead, though little other details are forthcoming. As for the ultimate destination of ghosts after they depart for farther realms, even the ghosts do not know.

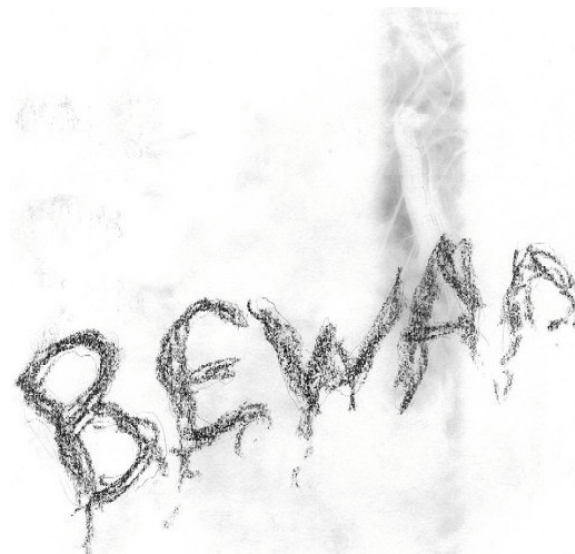
Some few ghosts, usually those with exceptionally strong wills and powerful emotions, develop the ability to affect the living world to various degrees. Some take years to learn these techniques, others find them instinctive and master them quickly after physical death. The most powerful of these ghosts are those who died unjustly, or with something of supreme importance left undone. Such ghosts often carry on long enough to exact restitution or to complete their task (or ensure than someone else will) before departing.

The powers of these ghosts vary, but often include being able to manifest as if the ghost knew the Necromantic spell Manifestation and could cast it on itself at some degree of skill. Other ghosts learn the equivalent of the Unseen Hand Sorcery spell, manipulating an object from the spirit world without becoming visible or tangible. Another relatively common power is the ability to manipulate emotions with the equivalent of the Mesmerism spells of Impulse and Fear. Other abilities are known, but are unique to a specific ghost. Each of these abilities must be learned as a separate skill (of Hard difficulty), which is rolled to cast the spell just as if the character had that magic skill. No rituals or such are required, and the casting time is always none.

Ghosts have no Toughness skill, but use their Will to determine their maximum Fatigue and for any rolls of Toughness. Will is also used in place of Body Building to augment uses of strength when the ghost is manifested or is manipulating objects.

Average Statistics

Perception	Expert
Reflexes	Expert
Toughness	nil
Will	Expert
Brawling	Expert
Attacks:	none; must use special abilities
Special	Incorporeal Manifestation Novice Invisible Hand Expert Fear Expert



Shadeling

Shadelings are Necromancers who have progressed to the limits of mortal skill in Necromancy and used that knowledge to surpass mortal existence in the flesh. A Shadeling is the immortal soul of an Unliving Necromancer who has enacted the spell of Freedom from Flesh and then subsequently died (see the Necromancy spells Unlife and Freedom from Flesh). This death frees the Necromancer's soul from his body so that it may travel on its own.

Shadelings are naturally invisible and intangible to mortal senses, but their presence can be sensed with Necromantic magic. Many Necromancers have significant Corruption, which may be sensed by characters with Faith.

Shadelings generally follow the same rules as ghosts, but they have no difficulty in perceiving the mortal world. They can cast the spell Manifestation on themselves, if they know it, in order to manifest a presence in the physical world. When a Shadeling manifests, it appears as a shadowy silhouette of its former self, as if it were made of darkness, with burning eyes. Shadelings may also learn the ghost powers which mimic the spells Unseen Hand, Impulse, and Fear, or they may learn the spell skills of these spells and then the spells themselves.

Shadelings, like ghosts, have no Toughness skill, but used Will in place of Toughness and Body Building when appropriate. Physical attacks do no damage to Shadelings, but they may be injured by magical weapons and beings with existence in the Realms of Light, such as Relics, Spirit Cages, Ghost Cages, and such creatures as Dragons and ghosts. Shadelings regenerate damage at the rate of one wound category per hour, even if "dead."

Average Statistics

Perception	Expert
Reflexes	Expert
Toughness	Nil
Will	Master
Brawling	Expert
Necromancy	Grandmaster
Sorcery	Expert
Attacks:	none, must use abilities or spells
Special	Incorporeal Fear (Expert)



Halfling Beasts

Once in a while, the Fae decide to meddle with mortal men and beasts. Occasionally, this meddling includes mating. Such matings may produce offspring with extraordinary characteristics. Often such beasts, known as Halfling beasts or Halfling animals, display qualities of two or more species. Other times, they resemble a single species but are larger, or smaller, or have some strange power. Some few display human or folk characteristics, or are intelligent.

Some Halfling beasts have succeeded in mating with their own species and therefore formed stable populations. Others are unique creatures. Either way, a game master should detail each Halfling beast as is appropriate. There are no average or typical Halfling beasts, but following are some examples of a few stable Halfling beast species.

Average Statistics: Bull-Man (Minotaur)

Perception	Expert
Reflexes	Expert
Toughness	Adept
Will	Novice
Brawling	Expert
Tracking	Adept
Armor	2, can wear armor
Attacks:	Bite (1d6+3 P), or by weapon +3

Average Statistics: Winged Horse

Perception	Expert
Reflexes	Expert
Toughness	Expert
Will	Novice
Brawling	Novice
Armor	1
Attacks:	Bite (1d4+1 P), Hoof (1d6+1B)
Special	Able to fly

Average Statistics: Giant Snail (Large)

Perception	Novice
Reflexes	Familiar
Toughness	Adept
Will	Novice
Brawling	Expert
Armor	7 (Negate Penalty -3)
Attacks:	Bite (1d10+3 P)



Vampyrs

The Vampyrs are a mysterious race, born in the mists of antiquity by an act of ingenuity and betrayal. During the Age of Caverns, a bold young wizard (who, by legend, was named Nichos) was exploring a deep cave in search of food and ruins that might hold wealth. As he foraged, he was unfortunate enough to run afoul of the ancient, second-generation Dragon Yisslith. The Dragon almost killed the young wizard, but was swayed by the human's intelligent and silver-tongued pleas for life. Yisslith was intrigued, for he had never before encountered humans who behaved as more than animals that screamed and fled in his presence. The Dragon was seized by an idea for a fascinating experiment. Instead of killing Nichos, Yisslith paralyzed him with a spell of pain. The Dragon then pierced his own flesh with his claw, so that the hot blood flowed, and poured the vital elemental fluid into the human's mouth. When the human's body writhed and smoked and threatened to ignite, Yisslith toughened it with enchantments that allowed it to adapt to the heat and cold of the powerful blood.

It is said that Nichos thrashed in pain for a month as Yisslith watched enthralled. Eventually, however, the man managed to control the pain and rise to his feet. The Dragon then told Nichos to bow and swear his fealty. Nichos would be Yisslith's new weapon against the hated Fae. Nichos bowed and swore his loyalty immediately, but held in his heart secret plans to win his freedom from the monster.

Nichos served for many years, fighting against the Fae as a soldier and assassin. The power of the Dragon's blood granted him great strength and speed, and he healed at a fantastic rate. There was a price, however, for his blood burned away to ash in his veins, necessitating that he return to the Dragon from time to time to beg for replenishment. As time went by, Nichos experimented with his powers. He gave his blood to a few other humans, and with it some of his power. He learned magic rituals that allowed others to survive the power of the blood, and over time, he brought twelve other servants to the Dragon. All of this time, the Dragon became increasingly confident in the fidelity of his servant, who needed continued draughts of draconic blood to survive.

One fateful night, after six centuries of servitude, Nichos took advantage of the Dragon's grudging trust and finally made a move. Nichos and his twelve companions surrounded the Dragon, preventing him from destroying them all at once with his fearsome elemental breath. Six of the companions were destroyed, but the remaining warriors managed to wrap a powerful spell about the Dragon that paralyzed it as Nichos went about his

terrible work.

The magic and butchery that Nichos worked that night was gruesome to a legendary degree. Whatever it was that he took from the Dragon was a vital thing, something of power that sustained the Dragon's energies. When Nichos consumed the flesh and soul of Yisslith, he took from it the power of the ancient Wyrms, and was finally free of slavery. Thus, Nichos became a new type of being, unique in the world, and the Six of the Blood gathered around him to drink of the power he held in his veins. Only Nichos was free; each other would die without occasional draughts of his blood. Centuries later, one of the six, Eldu, rebelled, seeking to claim the power that Nichos held within his body, but Nichos struck him down easily, and thenceforth carried Eldu's skull as an adornment on his staff.

The Five remaining gathered other humans to them, creating servants of their own. These servants inducted their own servants. Theoretically, this could go on endlessly, but Nichos has always kept a close control on his people. There are never more than one hundred and fifty six of the People of the Blood at any one time, including Nichos himself. Three times, the Five have risen up in an attempt to subdue and restrain Nichos so that they could feed upon him freely. Each time, he slew those who stood against him, and elevated new servants to replace those who were killed.

The People of the Blood, or the Nichosians, as they call themselves, kept largely to themselves through the millennia, absorbed in her own studies and struggles. Though they have only interfered with humans very rarely, the few instances where human civilization ran into conflict with Nichosian civilization have left volumes of folklore and myth about them. In Anoran, the Nichosians are called Dhanulu, which means "spawn of the night sky." This comes from the Nichosian habit of traveling only at night (daylight overheats their already burning bodies), and their frequent use of Nighthunters in hunting and in war. The Greyfolk call them Mauieni, which means "the burning defilers." This refers to the intense heat of the Nichosian flesh, and to the Greyfolk myth that the Nichosians defile graveyards and steal the hearts of corpses. In English they are known as Vampyrs, a word of uncertain origin, but certainly referring to the fact that Nichosians frequently feed off of each other's blood for both sustenance and ritual. Most humans consider Vampyrs to be monsters that roam the night hunting for innocents from whom to drink the blood.

The actual culture of the Vampyrs is brutal, but not nearly so monstrous. The Vampyrs are chosen from among promising young students of

magic and academic studies. Those who are determined to be of open mind and loyal disposition, as well as harboring discipline and talent in magic, are stalked and seized before being brought to the secret mountain temple of Nichos, hidden in the Khazakh Mountains. Once there, the youth is given the choice: to join the Nichosians in their world of darkness, pain and power, or to be returned to their lives, all memory of the experience erased from their minds. Those that accept are given the Elixir of Life, which is the blood of a Nichosian, and are cloistered into years of training in magic and ritual. All learn to speak the language of the Nichosians, which is a much-altered dialect of Thel Ses Ri, the language of the Dragons.

Vampyr's have for many centuries kept Nighthunters as pets and guardians. Nighthunters are impossible for others to tame, but are strangely loyal to the Vampyr's. The Nighthunters are kept in aeries throughout the Vampyr's hidden city, and are bred like horses or dogs. Some Vampyr's use Nighthunters as a form of transportation; two or more Nighthunters grasp the Vampyr, or a harness that he wears, with their claws and fly according to the Vampyr's directions.

Physically, Vampyr's appear to be basically human. However, lack of normal sustenance and years of darkness culture a pale, thin appearance, while the Vampyr's burning blood sears away any fat and leaves the Vampyr's face and body gaunt and skeletal. They also very slowly grow taller with age. Older Vampyr's show bodily changes in keeping with their ties to Dragons; some display claws or fangs, while others have tough, scaly skin. It is said that Nichos may even have the capacity to use the elemental breath of the Dragons.

In play, Vampyr's have supernatural strength which gives them a +2 to damage rolls with melee, unarmed, or thrown weapons. Some older ones are stronger yet. Their great resilience gives them 5 points of protection against any damage. A Vampyr caught in daylight suffers 2 points of Fatigue from overheating each minute; if he passes out he is in danger of catching fire as his overheated blood ignites. This will happen in 5 minutes if he is left untended. Vampyr's learn Body Building and Toughness as if they were Secondary skills. All Vampyr's know Sorcery at a level of at least Novice, and many know other magical skills as well. Some of the older Vampyr's will have extremely high levels in many skills, having taken centuries to study.

When they leave their secluded strongholds, Vampyr's take great pains to keep their existence secret from the world at large. They wear black hardened leather armor when traveling or going into battle, with helms shaped so as to give the impression

that the wearer has no face. This armor is fashioned with a leather foil which attaches the arms to the sides, giving the appearance of wings when the arms are spread. This armor is tough enough to afford a 1d6 armor protection. In combat, Vampyr's usually use cesta (fist blades, 1d6 P) or broadswords.

Average Statistics: Student

Perception	Expert
Reflexes	Expert
Toughness	Adept
Will	Expert
Brawling	Expert
Sorcery	Expert
Lore	Expert
Armor	5, can wear armor
Attacks:	by weapon +2
Special	vulnerable to sunlight

Average Statistics: Master

Perception	Adept
Reflexes	Adept
Toughness	Master
Will	Master
Brawling	Adept
Sorcery	Master
Mesmerism	Expert
Armor	6, can wear armor
Attacks:	Claws (1d6+3 P), or by weapon +3
Special	vulnerable to sunlight



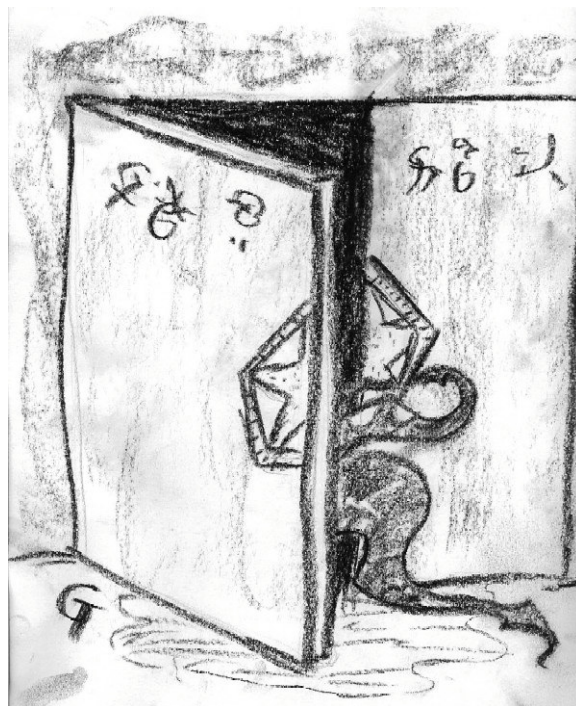
The Elder Ones

The Elder Ones are a mystery not meant to be solved. They are a force of alien horror and destructive power unmatched on the world. But they have fallen into an age of weakness, and have been thrown into exile by other beings such as the Dragons. Now, they wait, in great sealed vaults in the darkest of the dungeons, and in the gulfs between the worlds. Some, occasionally, stir, and call out with tendrils of dark dreams, touching the minds of madmen. These become their prophets, and work to bring the Elder Ones back to the world of Andral. For them to succeed means cataclysm. Cities and continents have been destroyed with the merest touch of the Elder Ones. None can stand up to the raw power and horrible corruption that they represent. As for what they truly are, and what they truly want, perhaps there is no answer that would make sense to a human mind.

In this, they make an excellent spider at the center of the web for Conjunction adventures. The main villain may be a cultist of the Elder Ones, trying to manipulate the characters into breaking the seal that imprisons his master. Or, perhaps, one of the smaller Elder Ones breaks partly free, and sends out legions of awful twisted demonic creatures to plague the countryside until the characters manage to fight their way into the ancient temple that houses the gate and close it once again.

Only a very few of the Elder Ones are left on Andral, and most of those are in great vaults in the ice near the poles. They find it most easy to act then the temperature is far below freezing. No one knows who created these huge prisons for the Elder Ones, long ago before the Age of Caverns. Other vaults are found deep in the dungeons and caverns of the underworld, marked with immense seals. The breaking of a seal releases the Elder One trapped within. This has fortunately only been accomplished a very few times, as the seals are nearly impervious to harm.

Most of the rest of the Elder Ones were banished beyond the gulf of space. There still remain portals to those strange voids, but they remain inert unless triggered by the proper spells, which are powerful and secret. Some of the Elder Ones' followers search for their entire lives for these spells.



Chapter Twelve: Game Master Techniques

The Conjunction Campaign

The default campaign for this game is a story of normal people stolen from their home and dropped by mysterious forces on another world. The Fae have reached into the dreams of Earth and deposited a bizarre trap, in the form of a role-playing game. Even the writers of the game, who patterned the setting on dreams, did not realize the import of what they did. The game allows the Fae to sense when players on Earth so much as read the book, and, if anyone makes any motion of immersing themselves in the game (rolling the dice, stating their character's actions), then the Fae can reach across space and time and draw them into Andral.

The First Session

In the first session of the Conjunction campaign, the players begin about to play a new game that their gamemaster has acquired. The game is Conjunction, by Silver Equinox Game Company. They begin by creating their characters. The only important step in this is the choice of a Role, which will determine a character's Primary and Secondary Skills once actual play begins. Other than this, the fictional game has little bearing on the rules. The props that represent the game may be useful to the players in figuring out what is going on in certain circumstances, though.

Another aspect of the fictional game which you may use to begin the game is the roll on the Character Land of Origin Table. The moment when the players roll this table (only one of them needs to do so) is a good dramatic moment to begin play, describing the room around them vanishing into thick fog. You may also decide that the land of origin that they rolled will be the one in which they first find themselves upon transport to Andral. Notice that several areas do not appear on the maps; these are mostly areas which have been over-run by wilderness and are no longer inhabited. Hanid, for instance, is a place simply crawling with the Undead.

The moments after the characters find themselves on Andral are a good opportunity for drama. Throwing the characters into an immediate danger, such as a Goblin attack. The characters should have the opportunity to survive the danger. It wouldn't do to kill them moments after they begin. This will force the players to begin thinking quickly, and will hopefully immerse them in the game. Where it goes from there depends on your style and the choices of the players.

Game Mastering Character Creation

Actual character creation is very minimal in this game, as it only requires the player to write in his name, a Role, and his starting 6 points of Luck. No other work is required.

Skilled Players

The default rules call for player characters to begin at ground zero and work their way up. Some players may find this restrictive and unrealistic at first. You as the game master may even agree in certain cases. Perhaps one of your players has spent years in the SCA (Society for Creative Anachronism) and knows how to handle swords and shield. Perhaps a player is an experienced bow hunter or martial artist. Perhaps he has a degree in holistic medicine and insists that he would know quite a bit about Apothecary. If a player has a truly useful skill, and years of experience using it, the game master may grant a character 10, 20, 30, or even 40 experience points in the appropriate skills when play begins. The bonus should be in multiples of 10. This is not without a price; each 10 experience points lowers the character's starting Luck by 1, so that the maximum bonus of 40 experience points lowers the character's starting Luck to 2. Also, no skills should begin at greater than Novice level unless the player can demonstrate that he is at least a regional expert in a particular skill. These points may not be used in skills which cover information specific to Andral, such as Lore and the magical and special skills. Alchemy and Apothecary both use involve a combination of magical and mundane knowledge; a character may choose them, but may not begin knowing any processes or potions.

What the Characters are Doing Here

This game leaves many details vague about the nature of the campaign. These details are for the game master to fill in as he wishes. The biggest detail, perhaps, is the reason why the characters have been transported to Andral in the first place. The Conjunctions are a natural occurrence, but what spurred the creation of the game which brought the players over? This reason is meant to be a subplot which could run as a constant thread through your campaign. The game master should drop clues from time to time, such as the rumors of names that the players might find in the prop pages from the original game. Were they transported to Andral themselves? Did they find their way back? Are they even human, or perhaps the puppets of the Fae?

Or perhaps there is no reason. The characters may never learn the reasons why they were brought over, if there is a reason. The universe

is an arbitrary and unfair place, after all.

The Game Within the Game

The Conjunction is a fantasy role-playing game published in 1977 by Silver Equinox Game Company. Silver Equinox (or SEGC) is a small press company that lasted about two years before it went bankrupt and vanished. There were also a small number of game supplements, in the form of adventures and sourcebooks of specific areas. None of the materials were of great quality; the main game is a small cardboard box with black and white illustrations of elves and dragons on the front, and a lurid description of the setting on the back. Within were the Heroes of Andral booklet, the World of Andral booklet (including various monsters), the Sorcerous Grimoire, which described magic and enchanted items in the setting, and the Gamemaster's Guide. All of the books were black and white, with cheap cardstock covers and very few illustrations. The illustrations were of good amateurish quality. Also included was a set of six good-quality plastic dice of various shapes. There was also a sheet of paper advertising the other materials printed by SEGC for the game, some of which were never printed.

The Heroes of Andral

The Heroes of Andral booklet, a very slim volume, described the creation of characters for the game, skills that characters may learn, and included a list of spells and equipment. It does not actually go into any of the rules of playing the game. At the end is a short description of some areas of Andral and some of the monsters, though it says that all the statistics are in the World of Andral Book. There is a short section in the beginning describing what a role-playing game is. A simulation of this book is provided at the end of this book in Appendix A, for you to photocopy for the benefit of the players.

The World of Andral Book

This book describes the geography, flora, fauna, and society of the setting of the game. It also has a section on ancient prophecies, the foremost being the prophecy of the Conjunction, which is an astrological occurrence which was expected to take place within a few years, and would signal the arrival of a host of demons from beyond Andral who would change the world. The final section of the World of Andral Book is the Bestiary chapter, which describes many of the terrifying monsters of the setting.

The Sorcerous Grimoire

This book describes the mysteries of magic in the game setting, including a list of spells that

characters with the right skills could learn, and descriptions of enchanted items that could be found throughout Andral. This book also includes a description of the Fae, who are beings of almost pure magic who dwell in a misty realm far distant from the civilized areas of Andral.

The Gamemaster's Guide

This book includes much advice on the creation of adventures and the control of monsters and non-player characters. Much of the content is intended to be kept secret from the players.

This game has gained a reputation as being very hard to find, as well as being one of the "bad boys" of gaming. Immediately upon being published, it was hit by American religious groups, convinced that it was a satanic spellbook, designed to lure children into the clutches of devil-worshippers. It didn't help that the Sorcerous Grimoire included some descriptions of how certain spells were cast. This assisted in driving Silver Equinox out of business.

Since that time, the game has developed a reputation as a collector's item, and as being a "dangerous" game. There were all kinds of stories that the game was involved in missing person reports, though most gamers don't take that kind of thing seriously.

Unfortunately, this particular rumor is true.

Most of the time, this game is perfectly safe. But, as the players will discover when they first play the game, this is one of the many times in history when the two worlds of Earth and Andral are in conjunction. As they play, a thick mist will overtake the area. When the mist dissipates, the players will no longer be in their homes. They will find out that Andral is not merely a fantasy.

Using the Game within the Game

The fictional game of Conjunction is meant to be a tool for your use as the gamemaster. It may be used in several ways. The most obvious is its use in beginning the campaign. However, if the characters managed to bring the game books with them when they were transported to Andral, they may use them as important sources of information. This is especially useful for you as the gamemaster, as you can decide how accurate, or not, the information in the game books is.

Adventures in Andral

Andral is a big world with many possibilities for adventure and exploration. It is up to the game master to present the players with increasing challenges to face, and with new and rewarding experiences. There are many types of adventures to be found on Andral

Exploration

It's possible that you want the players to become explorers. There are many areas of the map that are vague and unexplored. Likewise, the map only goes so far, and the players may be curious what lies on the rest of the world. Even in the Known World, the wilds are full of lost temples and abandoned castles to explore. And the underworld is almost completely uncharted, and provides a nearly limitless realm for discovery. Even if you don't plan an adventure of exploration, the players may decide to strike out on their own as explorers of this strange new world.

Treasure Hunting

Nothing can capture the imagination and draw decent people out into the wilderness quite like the promise of gold. In an adventure based on treasure hunting, you drop a hint of the location of some valuable item that the characters want, and place that item in a place where it is difficult to get to. The item may simply be of high worth, or it may be a magical object, or it may be something that the group needs to solve a problem or decipher a mystery. Whatever it is, there may well be other people (and things) that want it, turning the treasure hunt into a race against time to find it first. Even if it is found, it may be guarded by traps, guards, or strange beasts.

Fighting Evil

The right group of characters may wish to dedicate their lives to struggling against some enemy. This enemy might be a foreign army, or a pack of the Undead, or the minions of an evil Necromancer, or a cult of the Elder Ones. It could be anything that has wronged the characters or someone that they care about. This struggle may last some time, as the characters take out weaker minions and slowly work their way up the ladder while trying to find their main foe.

Caught by the Fae

The characters are bound to draw the attention of the Fae at some point. Perhaps the Fae might decide to play with them, sating some Faerie curiosity about the nature of humanity. What the Fae might do with them is up to the game master, but

these powerful mysterious beings are literally capable of anything. They might whisk the characters off to other lands, or even other worlds, and lead them on a wild ride from one conflict situation to another. They might decide not to transport the characters anywhere, but to bring the test to them, dropping strange creatures and objects in front of the characters to see how they react and whether they'll survive. Such adventures bring a surreal flavor to the game.

Conquest

Characters may decide that they are not happy being mere small players on such a large stage, and may decide to become leaders. Whether they choose to bring this about through combat or political maneuvering or economic artifice, this could definitely amount to a huge task that creates its own challenges. After the characters run a town (or country, etc.), they now have the responsibility to see that the town is properly. There might be threats to their sovereignty in the form of invaders or political rivals. Intrigue will become the name of the game.

Getting Home

A logical major goal of the characters is returning to Earth. A game master may drop hints of inter-world portals and objects which can take people between the worlds. This may also become important if the game master throws an apparent threat to Earth into the mix. Perhaps a Corrupt wizard has discovered a means to travel to Earth, and has gone there to conquer the magically-ignorant people of our world. The characters must find a way to get to Earth to spread a warning or to battle the wizard themselves.

Perhaps more interesting is the concept of what might happen if the characters ever succeed in finding a way back to Earth. If they can find a controlled means of traveling from one world to the other and back, this could change the nature of the campaign entirely, engendering stories which span both worlds. While this may make for a fascinating story, it also goes a bit beyond the intention of these rules. Game masters wishing to play out this story will have quite a bit of work to do, deciding on the damage of firearms and the effects of magic on Earth.

Variations on a Theme: Making Conjunction Your Own

As the gamemaster, you control every aspect of the world of Andral. As such, if you don't like any particular part of it, change it. If you don't like the rules, change them, or scrap them and use your own. If you think that the game is missing something, add it. The only true rule is that it is your game. Take what this game has given you, and make your own world, and create stories worth remembering.

The True Nature of Andral

It may suffice for many players and game master to let Andral remain a mysterious fantasy world into which the characters escape and have adventures. However, a game master may decide that he wants to know precisely where Andral is, and why the characters are there. In fact, that is an excellent over-riding goal for an entire campaign: to decipher the nature of the world, and to discover one's own place in it.

There are several possibilities that might describe what the nature of Andral actually is. The Gamemaster is encouraged to decide for himself what the true nature of his campaign world will be.

Other Planet

Andral is strange, but one could reason out the strange forces that shape it as being strange twists on natural forces. As such, perhaps it is not in another dimension at all, but is merely separated by a wide gulf of space from Earth. The characters are transported there, perhaps, by odd wormholes caused by the Silver Equinox game, or perhaps by quantum teleportation, or perhaps they have been brought to Andral by the Fae. The game master should be ready to throw hints to the characters, such as star charts with familiar parts to them. This can be combined with the Distant Past (or the Distant Future) option, for an even greater sense of isolation and separation. Returning to Earth depends on finding the way that one arrived, and perhaps reversing it.

Distant Future

The characters have actually been thrown into the far future. A horrible cataclysm rocked the Earth in ages past, the result of a great world war. Civilization was thrown into the Stone Age, from whence it is only beginning now to recover. One of the side effects of the cataclysm is the release of huge amounts of latent psychic energy, which has resulted in a rebirth of magic, and the hallucinations which are known as gods. Various mutations have produced different species of humanoids and animals.

This could come as a shock to the players if they find it out after a couple of months of playing, and discover some extremely ancient ruins that house images of recognizable items, like compact discs and ATMs. In this case, there is little chance of the characters returning to their own time, and they might decide they don't want to, considering that it's doomed.

Distant Past

The opposite of the Distant Future option, this explanation has the characters thrown into the past. Let's say, perhaps, twenty to forty thousand years ago. The continent of Andral will one day be known as Atlantis. Some day, it will sink below the waves, and the civilizations will be forgotten, except in myths and legends. Even magic will fade from memory, and the various "mythical" species will become extinct. This option has a certain charm, as you can add such charming "monsters" as saber-toothed cats and giant sloth. This one is trickier for the players to discover, though scientifically minded players might catch on after encountering Goblins and realizing that they are Neanderthals or trying to figure out star charts. Returning home should be as simple as finding out what sent the characters back in time in the first place, and using that method to go forward to the proper point.

Pocket Universe

Andral might not exist anywhere in real space or time at all. Perhaps the entire universe that houses Andral might be a self-contained reality, another dimension which is physically accessible through certain holes in its very structure. It is up to the game master to decide exactly how one would get in, and especially out, of such a place.

Grand Experiment

Perhaps the entire world exists for the benefit of the player characters, and the other gamers that have been brought across. Some powerful beings (aliens, perhaps, or the Fae) have decided to experiment on the human psyche, to throw strange situations at them and see how they respond. This can be combined with some of the other options, such as the Other Planet, Pocket Universe or Dream Land options, to describe exactly where the characters' captors have brought them for this experiment.

Dreamland

This is a good one for game masters with a flair for surreal style. Andral is another world, but it exists within the dreams of Earth, like the Dreamlands of H. P. Lovecraft. Others from Earth have visited it through their dreams, but the game

Conjunction is one of the first stable, reliable portals into Andral. As such, the character's bodies remain back on Earth, but since years of campaign can take place before an hour goes by on Earth, getting back may not be critical. A possibility within this option is visiting other Dream Lands, allowing the game master to move the campaign temporarily to the settings of other games, or novels or computer games or movies, or whatever.

Afterlife

Here's a cruel option. The player characters have died, and Andral is the afterlife into which they have traveled. Discovering this fact should lie at the culmination of a series of clues, perhaps dream sequences of the characters' deaths. Why they are there is likewise a mystery to be solved. Andral certainly isn't Heaven, and it isn't quite bad enough to be Hell. Is it a proving ground, to determine the fate of souls? Or were they drawn there because they were needed? It's ultimately up to the game master, and the players.

Virtual Reality

Perhaps none of this is really happening. Perhaps all of it is a new computer game in which the characters have become trapped by a technical problem. This will require the game master to work it in from the beginning, perhaps substituting a brand new computer game for the "classic" role-playing game of Conjunction. In this case, escape is a matter of finding the cheat codes to shut down the interface. Escape also becomes more and more critical, as the characters realize that their bodies must be weakening and dying back home.

Hallucination

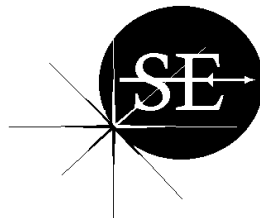
Much like the Virtual Reality option, this option states that Andral doesn't really exist after all. The characters are suffering from are suffering from a shared hallucination, possibly induced by injury resulting in a coma. Or, perhaps they are inmates in a hospital for the insane, and they share the delusion that they have been transported to a magical and primitive world. For practical reasons, this option is best used if there is only one player. Most interestingly, perhaps there is a question as to which world is the real one and which one is the hallucination. Are the characters imagining that they have been transported to Andral, or are they madmen on Andral who have the deluded idea that they come from another world? Or is it all in the point of view, with both worlds equally real within themselves, but imaginary to each other?

Appendix A: Props for Play

Provided here is a booklet from the original game of Conjunction by Silver Equinox Game Company. These pages are meant to be photocopied to be used as props in your game.

CONJUNCTION

Book 1: The Heroes of Andral



Silver Equinox Game Company 1977

C. L. D. Cutler

Conjunction

Book 1: The Heroes of Andral

Table of Contents:

Chapter 1: Character Creation
Chapter 2: Character Roles
Chapter 3: Equipment
Chapter 4: Spell List
Chapter 5: A Gazetteer of Andral
Chapter 6: Denizens of Andral

What is a Role-Playing Game?

A role-playing game is played much like the childhood games of 4make-believe.4 However, unlike the childhood game which was often interrupted by arguments about who killed who first, role-playing games are guided by a set of rules which determine whether what can occur in the game.

In order to play, you create a fictional persona, called a character, which you control throughout the game. You decide what the character will do in response to various things that happen in the fictional world around him. This fictional world is created, controlled, and described by the Gamemaster.

The Gamemaster is responsible for making sure that the game remains challenging and interesting to all of the players. Because the Gamemaster controls the world, what he says goes. He is the absolute referee on what happens in his world.

Chapter 1: Character Creation

To enter into the adventures waiting in the mystical world of Andral, you must first create a *character*. This is the fantasy persona that you will control in the epic adventures that you and the Gamemaster will together create.

The most important aspect of creating a character is in the choice of a *Role*. A character's Role is his occupation and place in society, and determines the skills with which the character is most proficient. **The Conjunction** has a long list of Roles available, so take your time and look over the possibilities. The Character Roles are listed in Chapter 2.

Next, roll your character's land of origin. A group of characters are likely to be from the same area, so only one player needs to make this roll for a party. For this purpose, use Table 1: Character Land of Origin.

Table 1: Character Land of Origin

D20	Homeland	D20	Homeland
1	Island of Baz	11	Hanid, Hanidor
2	City of Homestead	12	Quarry, Anor
3	City of Angilor	13	Tizon, Tizonor
4	Snake Jungle	14	The Great Sward
5	Idurrei Princedom	15	Tilin, Soneror
6	Hollow Tower	16	Fork Creek, Anor
7	The High Hall	17	Heron Wood, Benor
8	Uset, Usetor	18	Panid, Panidor
9	Inet, Inetor	19	Thron, Panidor
10	Khazakh Foothills	20	Imminens, the Nation

Chapter 2: Character Roles

A character's Role determines his skills and special abilities which will aid him in his adventures in the World of Andral. You should look over the following Roles carefully and find one that fits you. It is also a good idea for players to discuss their choices of Roles with each other before making them permanent, in order to create a balanced party with a good mix of the necessary skills to survive.

Men of Arms

Warrior

A Warrior is the master of the arts of armed combat. His primary skill is that of melee weapons, but he is also a passable archer and quite athletic.

Cavalier

The Cavalier is a noble warrior, trained in the courtly arts of the lance and sword. His primary talent lies in his abilities as an excellent horseman, but he is nearly the equal of the Warrior with melee weapons, and knows the proper forms of etiquette.

Gladiator

The Gladiator is a lowly pit-fighter, fighting for glory or to earn his freedom from the arenas of the realms. Gladiators excel primarily in unarmed combat, but know their way around melee weapons as well, and build their muscles and endurance up to assist in their survival.

Barbarian

A Barbarian is a wild warrior from the untamed reaches of the world. His primary talent is the impressive musculature that has been build up by a hard life in the wilds, though he is also a trained swordsman, and has the skills to

survive almost anywhere.

Ranger

A Ranger is a forester and guardian of roads and forests. His primary skill is his ability to track his foes unerringly, and he is also adept at surviving in the wilds, and moving unseen through natural environs.

Archer

The Archer is the master of the bow and crossbow, and that is his primary skill. A good archer also knows how to fight with melee weapons when cornered, and how to hide in ambush.

Paladin

The Paladin is a holy knight, pledged to defend good people from the forces of evil. His prime talent lies in the power of his unshakable faith in his good deity, but he is also a consummate swordsman, and an excellent horseman.

Men of Magic

Illusionist

The Illusionist is a wizard of misdirection, skilled at creating visions and hallucinations. Illusion is his forte, though he also has considerable personal charisma and knowledge of social circles.

Sorcerer

The Sorcerer is the quintessential magician. The spells of a sorcerer are varied and sundry, but often deal in control of telekinetic force. Sorcerers are also known as repositories of general knowledge, and as being strong of will.

Mesmerist

The Mesmerist is a wizard of the mind. The spells of the Mesmerist deal with controlling the

minds of others, and in traveling the Astral reaches. A Mesmerist will also expand his mind through widespread study of various knowledges, and will have great personal charm.

Necromancer

The Necromancer is a wizard of death, adept at controlling life and death energies. A Necromancer's greatest skill lies in his necromantic arts, but he also knows much of the lore of the land, and of anatomy and medicine.

Warlock

The Warlock is a natural, rustic wizard, specializing in shapeshifting and the control of animals, though his witchcraft also includes potent curses. Besides this, all Warlocks study the lore of herbs, and the stories of the people throughout the land.

Scholars

Herbalist

The Herbalist is a scholar of herbs, be they healing draughts or vile poisons. The skills of a Herbalist also give him power to live unaided in the wilds, and to heal the sick or wounded.

Alchemist

The Alchemist is a scientist of the elements. His alchemical processes can transform elements, brew fireworks, or enhance a smith's creation. Alchemists also learn the art of the smith, as well as some herbalism.

Monk

The Monk is a monastic ascetic, striving for perfection of control of mind and body. This makes him a deadly hand-to-hand combatant. Monks also typically study the lore of the land as they live cloistered

away in their scholarly monasteries.

Smith

The Smith studies the arts of making and shaping, of blacksmithing and carpentry. The rigorous arts of a Smith also render him physically tough, and his experience at wielding hammers gives him a certain edge in combat.

Rogues

Assassin

An Assassin is, quite simply, a killer for hire. Toward this end, he studies the skills of moving silently through the shadows. An Assassin will also study poisoning, and skill with a blade.

Bard

The Bard is a beloved traveling musician and storyteller. His primary skill is in singing and playing musical instruments. A Bard is also noted for his charm, and in the great breadth of knowledge he collects.

Burglar

The Burglar is a thief, experienced in sneaking through the shadows to lighten his victims of some of their burdensome wealth. Burglars are skilled in breaking and entering, picking pockets and locks, and climbing sheer surfaces.

Acrobat

The Acrobat is an entertainer who relies on his skills and contortion, tumbling, and tightrope walking to awe crowds. An Acrobat's great physical dexterity lends him skill in walking silently, and in climbing walls and cliffs.

Scout

The Scout is a guide in the wilderness, adept in hiding in natural surroundings. Scouts also excel at tracking their prey and

their enemies through the wilds, and in surviving for extended periods away from civilization.

Ninja

The Ninja is a highly-trained, ascetic martial artist trained as an assassin. He knows the arts of remaining unseen, and is a devastating hand-to-hand opponent.

Bounty Hunter

The Bounty Hunter is a predator of criminals who have escaped justice, working to bring them in for the bounty on their heads. He is lethal with melee weapons, and skilled at stalking his prey unnoticed for miles.

Men of Faith

Healer

The Healer is the master of the magics which return health to the sick and injured. Besides healing spells, a Healer also learns of healing herbs and many methods of treating injuries and diseases through more mundane means.

Priest

The Priest is the manservant of one of the many deities of Andral, gifted with a faith that makes him the very hand of his god. Priests study for many years, learning healing magics and the lore of the realm, in addition to the miracles possible through their faith.

Druid

A Druid is a servant of the woodlands, a priest of nature who is in constant contact with the communal spirit of his wild home. This closeness gives him the power of subtle, powerful spells of nature, as well as the ability to survive in the wilderness and to understand and calm the beasts of the earth.

Chapter 3: Equipment

In order to ready yourself for your adventures, you should buy some gear that you will need. You will probably want a weapon or two, and perhaps some armor. All manner of equipment may prove useful in your wanderings, so look over Table 3: Equipment List and choose carefully.

Your starting adventurer will begin with 3d10 Shillings with which to buy equipment. The exchange values of the coins used on Andral are found in Table 2: Money Exchange.

Table 2: Money Exchange

Coin	Equals
10 copper piece	1 silver piece
5 silver piece	1 electrum piece
2 electrum pieces	1 gold piece
10 gold pieces	1 platinum piece
10 platinum piece	1 diamond piece

Table 3: Equipment List

Weapons	Cost	Damage
Broadsword	3 e	1d8
Leather Whip	3 s	1d4
Battle Axe	14 s	1d10
Club	15 c	1d6
Spiked Flail	16 s	2d4+1
Mace	12 s	2d4
Dagger	6 s	1d4
Short Sword	10 s	1d6
Bow	4 s	1d8
Crossbow	1 g	1d6
20 bolts/arrows	1 e	-

Armor	Cost	Armor Value
Leather Mail	15 s	L
Chain Mail	5 g	C
Plate-and-Chain	7 g	X
Plate Mail	10 g	P
Heavy Plate	15 g	H

Gear	Cost
Iron Rations	5 s
Holelilel Cake*	5 g
Wine	3 s
Beer	1 s
Horse	5 g
Warhorse	10 g
Boots	5 s
Simple Cloak	10 c
Healer's Kit	30 s
Spell Book	100 g
Thief's Tools	5 g
Rope (50 ft)	1 e
Tent	3 s

Chapter 4: Spell Lists

The full descriptions for these spells, and their statistics, are printed in the Sorcerous Grimoire. These lists are given for your convenience.

Sorcery Spell List:

Light (1)
Telekinesis (1)
Flight (2)
Mystic Shield (2)
Magic Arrow (2)
Conjure Fire (2)
Dispel Magic (2)
Fire Blast (3)
Teleport (3)
Gate (4)
Dimensional Hole (5)

Healing Spell List:

Heal Wound I (1)
Cure Disease (2)
Cure Poison (2)
Heal Wound II (2)
Resuscitation (3)
Heal Wound III (4)
Raise Dead (5)

Mesmerism Spell List:

Sense Emotion (1)
Command (1)
Scare (2)
Read Mind (2)
Astral Projection (2)
Psychic Message (2)
Forget (3)
Possession (4)

Illusion Spell List:

Audible Illusion (1)
Lights (1)
Illusion (2)
Invisibility (2)
Summon Monster (3)
Summon Object (4)
Clone (5)

Necromancy Spell List:

Pentagram (1)
Summon Spirit (1)
Animate Corpse (2)
Hand of Death (2)
Psychic Vampirism (3)
Steal Soul (4)

Witchcraft Spell List:

Speak with Animals (1)
Fly (2)
Shrink (2)
Grow (2)
Shapeshift (2)
Summon Animal (3)
Mist Form (3)
Summon Elemental (4)
Summon Great Elemental (5)

Chapter 5: Gazetteer of Andral

Anor

With its capital at Eagle's Crest, the promising nation of Anor is the premier shipping power on the coast of the Great Ocean. The ships of Anor are famed around the world as both traders and pirates. Anor has alliances with Benor and the Empire of Baz.

Benor

Benor lies to the east of Anor, and is a mostly rural nation. Monsters such as Direwolves hunt the mighty forests, at times threatening the peaceful miners and villagers.

Tizonor

The tiny nation of Tizonor is little more than a duchy in the far north. Peopled by barbarians and woodcutters, Tizonor is also home to countless monsters that are at home in the icy clime.

Panidor

Panidor is a tiny, picturesque river nation of fishermen and farmers. Adventurers traveling through Panidor may be set upon by the various monsters of the river lowlands, such as giant pike.

Haninor

Not far from Soneror lies the young but powerful nation of Haninor, with borders on both the Great Ocean and the Hanorish River. Haninor is built on the ruins of an older civilization, and the mighty architecture can still be seen in some areas of the city. There are various sealed entrances to the dungeons below Haninor in the capital city, and adventurers may be able to open one of them. But be careful; who knows what might come out of tunnels that have been sealed for thousands of years?

Soneror

Soneror is a fledgling frontier nation in the wilds, south of the great Hanorish River. The king of Soneror strives to battle the Goblins of the mountains and the other creatures of darkness which plague the land.

Bazan Empire

The Bazan Empire is a sprawling power, controlling cities across the known world. Its widespread trade routes and highly educated populace make it the most powerful of the nations of the world. The wizards of Baz are some of the most knowledgeable in the world, especially in the field of necromancy. Also of note are their clerics, who hold a solid position of power in the Bazan government. Wherever you go in Andral, you will find the Bazan Empire.

The Wild Tribes

In the jungles south of Haninor live various barbarians, descended from escaped criminals from the Empire. These are a primitive and dangerous people, and can be very superstitious.

Chapter 6: Denizens of Andral

The statistics for these monsters are in the World of Andral Book. Presented here is common knowledge about a few of the monstrous denizens of the world of Andral

Elves

The Elves of Andral are tall, slender, and fair of hair, with gracefully pointed ears. They are a haughty people, believing that their long lives make them superior to the human folk. They are skilled at healing magics, and can see well in the dark. The Elves live primarily in the densest forests, though there is a cult of them in a city in the far north.

Nighthunters

Nighthunters are giant vampire bats often employed by the Vampyrs as guardians and attack-beasts. Packs of them roam the night, hunting for prey. They are never found in daylight, which is lethal to them.

Goblins

Goblins are a common monster to the adventurer of Andral. They are primitive humanoids with bestial features, known for shouting gibberish as they attack innocent forest travelers, especially in the hills near the Khazakh mountains.

Direwolves

Direwolves are enormous wolves the size of bears. Their jaws are powerful enough to crush solid wood. They have a dangerous cunning, visible in their crafty eyes, and often work together to waylay lone travelers. Direwolves are afraid of anything that might be more powerful than themselves, and usually run if outnumbered and outpowered.

Zombies

Zombies are corpses turned into undead servants using the Animate Corpse spell. They make useful bodyguards and laborers, as they have neither emotions nor pain. The taste of salt makes Zombies go berserk, and such wild Zombies can often be found in the wilderness, attacking any humans they can find.

Vampires

Vampyrs are a highly mysterious race, thought to be related to the Nighthunters. It is unknown whether the Vampyrs are truly a living race, or whether they are a culture of wizard-cultists, or perhaps a form of undead. It is known that they are thankfully rare, and that they cover themselves in dark cloaks when traveling. Packs of Nighthunters often travel with them, acting as servants, or perhaps pets. Vampyrs are attributed many supernatural powers, such as the ability to fly, to cause disease, to survive any injury, and to command the powers of storms and vermin. It is said that they can live forever if not slain by some difficult and esoteric method. The gamemaster knows more about Vampyrs.

Halflings

Halflings are creatures created by Faerie magic, which are half human and half animal. All are unique.

If you enjoy Conjunction, look for these exciting game supplements for the game, also by Silver Equinox Game Company.

The Atlas of Andral

Discover the secrets of the nations of this fascinating fantasy world, explored in detail in this world supplement. This book includes much useful information for Gamemasters and players alike. Discover the deadly Necromantic secrets that are held in the Temple of Berez. Explore the Dry Lands and battle the wild Djinn of the deserts beyond. Travel to the Windowless Towers of the icy plains of the north. This book has it all. Coming soon from Silver Equinox.

The Dragons of Andral

Few creatures of legend engender such wonder as the mighty Dragon. The Dragons of Andral are powerful and terrifying creatures with an ancient legacy of great magical knowledge. This book details the history, society, and powers of the Dragons, and includes many magical secrets of Sorcery that the Dragons may pass on to mere mortals. Discover the secrets of these wondrous creatures in this Gamemaster's supplement, coming soon from Silver Equinox.

The Dungeons of Andral

The caves and tunnels beneath the surface of Andral are a world unto themselves. Within lie creatures both beautiful and terrible, and there are ancient secrets hidden in the depths of the world. This book describes the dungeons, caverns, tunnels, and underworld denizens of the underworld of Andral. It answers questions such as the origins of the great caverns of the underworld and the nature of the mighty beings that

sealed off the depths in ancient times. Also included is a chapter on Ils Minro, an entire inhabited city deep underground. Coming soon from Silver Equinox.

The Greater Grimoire of Andral

Not satisfied with the spells and magics available to you in the main game of Conjunction? The Greater Grimoire includes spells and magical colleges that were cut for space reasons, and adds many new magical techniques. Discover powerful secrets that will help you unlock the powers of the universe. Learn to tap the dark and dangerous power of the Elder Ones for your benefit. Also included are new supernatural fighting techniques for Monks and Ninjas, and more secrets of the Guilds of Andral. Coming soon from Silver Equinox.

The Fae of Andral

The Fae are the most mysterious beings on the world of Andral. In this narrative-style sourcebook, a representative of the Fae actually tells all. Included are a history of the Fae and details of Fae powers and how to protect oneself from their use. Also included is an entire chapter on the many worlds that exist within the Fae Mists. Coming soon from Silver Equinox.

Appendix B: Tables and Forms

Skill and Experience Table								
Level	Name	Die	Diff.	-2	-1	Norm	Hard	Very Hard
X	Unfamiliar	-*	2	0	0	0	0	0
0	Familiar	d4	3	0	(1)	(2)	(3)	(4)
1	Novice	d6	4	10	15	20	30	40
2	Expert	d8	5	20	30	40	60	80
3	Adept	d10	6	50	75	100	150	200
4	Master	d12	7	100	150	200	300	400
5	Grandmaster	d20	11	200	300	400	600	800
6	Paragon	2d10	11	400	600	800	1200	1600

Weapon Damage				Wound Effects			
Size	Damage	Speed	To Hit	Roll	Wound	Penalty	Effect
Tiny	d4	-1		1-2	Scratch	0	distraction
Small	d6	-2		3-4	Light	-1	light bleeding
Medium	d8	-3		5-6	Serious	-2	serious bleeding
Large	d10	-4	-1	7-8	Critical	-3	critical bleeding
Huge	d12	-5	-2	9-10	Mortal	-4	mortal bleeding
Gigantic	d20	-6	-3	11+	Fatal	X	dead

Common Weapon List					Common Armor List				
Weapon	Skill	Size	Type	Cost	Armor	Prot.	Move	Negate	
Dart	Missile	Tiny	P	2p	Leather	d4	1	2	
Dagger	Melee	Tiny	P	2s	Chain	d6	2	3	
Thrown Dagger	Missile	Tiny	P	2s	Composite	d8	3	4	
Short Sword	Melee	Small	P/S	3s	Plate	d10	4	5	
Broadsword	Melee	Medium	S	5s	Maximum Fatigue			Penalty Modifier	
Greatsword	Melee	Large	S	8s					
Club	Melee	any	B	-	Toughness	Fatigue	Will	Modifier	
Quarterstaff	Melee	Medium	B	-	Familiar	4	Familiar	0	
Shod Staff	Melee	Medium	B	3s	Novice	6	Novice	-1	
Shortbow	Archery	Small	P	3s	Expert	8	Expert	-2	
Longbow	Archery	Medium	P	4s	Adept	10	Adept	-3	
Light Crossbow	Archery	Small	P	6s	Master	12	Master	-4	
Heavy Crossbow	Archery	Medium	P	8s	Grandmaster	20	Grandmaster	-5	
Whip	Melee	Medium	E	3s	Paragon	-	Paragon	-6	

Called Shots			Bleeding chart				Spell Difficulty		
Target	Penalty	Effect	Type	Time	Diff.	Max.	Level	Learn	Cast
Eye	-4	serious wound blinds	Light	4	2	Serious	Novice	4	3
Throat	-3	+6 damage	Serious	3	3	Critical	Expert	6	4
Heart	-3	piercing does +7 dmg.	Critical	2	4	Fatal	Adept	8	5
Kidney	-3	+6 damage	Mortal	1	5	Fatal	Master	10	6
Head	-2	+4 damage	Luck Loss				GM	15	9
Hand	-2								
Leg	-1								
Knee	-2								
Foot	-2								
Weapon	-3	skill vs. skill to disarm	Use	Roll					
			Defensive	6					
			Miscellaneous	5+					
			Attack	4+					

Index

A

Aahtell	91
Acrobatics	15
Adept	11
Adventures in Andral.....	119
Age of Caverns	77
Age of Chains	78
Age of Dreams	77
Age of Gold	77
Age of Ice	77
Age of Nightmares.....	76
Age of Sails	78
Age of Storms	76
Age of the Eagle	79
Age of the Sword.....	77
Age of the Tower	78
Alchemy.....	16, 64
Anglish	89
Animal Ken	15
Animals.....	87
Anor.....	82
Anoran	89
Apothecary.....	16, 61
Archery	15
Armor	25
Artifacts	70

B

Bad Breaks.....	19
Basic skills.....	12, 14
Bazan Empire	85
Bazas	89
Bazi Chains.....	71
Benor	83
Berez.....	92
Bestiary.....	103
Bgorru.....	90
Birth of Humanity.....	77
Birth of the Fae	76
Bleeding.....	23
Bludgeoning	24
Blue Flask of Tegre	70
Body-Building	16
Bonus Points	13
Brawling	15

C

Called Shots.....	25
Calling on Corruption.....	29
Casting Spells	30
Casting Time for Spells	31
Character Creation.....	9
Characters	8

Charm	14
Chime of Xmet	75
Circle of One	92
Climbing	16
Combat	20
Combat Round.....	20
Coming of the Dragons.....	76
Communion	18, 58
Conjunction Campaign	117
Conjunctions	88
Contested Rolls.....	12
Continuing Damage.....	26
Corruption.....	28
Crafts	16, 67
Creation of the World	76
Critical	23
Current Conjunction	79

D

Damage.....	22
Damage Types	23
Darkness Bonus	28
Death.....	26
Decline of the Empire of Baz	78
Direwolves.....	104
Disease.....	26
Dishonor	29
Dodgeson	79
Dragons.....	106
Drowning	26
Dry Lands	81

E

Eaglecrest	83
Elder Ones	93, 116
Enchanted Objects	69
Entangling.....	24
Etiquette.....	17
Experience	12
Expert	11

F

Fae	108
Fae Mists	88
Faith.....	18, 56
Falling.....	25
Familiar.....	11
Far Frontiers	86
Fatal	23
Fatigue	25
First Conjunction	78
First Halfling Races	77
First Session.....	117
Flora, Fauna, and Phenomena.....	87

Focus.....	18, 54
Folk of Andral	96
G	
Game Master Techniques	117
Game Mastering Character Creation	117
Game Within the Game	118
Gamemaster's Guide	118
Geology	87
Getting Started.....	9
Ghirian's Wand.....	70
Ghost Cages.....	70
Ghosts	111
Ghouls.....	100
Giants.....	99
Goblins	102
Grandmaster	11
Great Forest	82
Great Sea	81
Great Zombies	105
Green	92
Greyfolk.....	97
Guild-Work Objects	69
H	
Halfling Beasts	113
Halfling Races	96
Hateful Knife	74
Healing	17, 34
Heroes of Andral	118
High Hall	85
History	76
Hoiei	89
Hoieilel Waybread.....	72
Horned One	92
Human Folk	96
Huutell	90
I	
Ii'iiik	91
Illusion.....	36
Illusions	17
Increasing the Duration of a Spell	31
Instantaneous Spells	30
Introduction	8
K	
Khazakh.....	92
Khazakh Mountains.....	81
Known World	81
L	
Languages of Andral	89
Learning Languages	89
Learning Spells.....	30
Light	22

Locked Spells	30
Lore	17
Luck.....	19
M	
Magic.....	30
Magical Feeling	31
Magical Objects.....	69
Maintained Spells	30
Martyr's Robes	72
Master	11
Medicine	17
Melee	15
Mesmerism	17, 42
Missile	15
Money.....	94
Mortal	23
N	
Nation of the Broken Chain.....	86
Natural Healing.....	25
Necromancy.....	17, 46
Nighthunters	103
Novice.....	11
O	
Ogre Princedoms	86
Ogres.....	101
Old Ways	93
Old Wooden Cup of the Crone	73
Opal Cliffs	87
Optional Rules	8
P	
Panidor.....	84
Perception	14
Permanent Spells	30
Piercing.....	24
Plague of the Dead.....	79
Plants	87
Players	8
Poison	26
Primary and Secondary Skills.....	13
Primary Skill.....	9
R	
Red Blades.....	71
Reflexes	14
Relics	69
Religions of Andral	92
Revolution of the Broken Chain	78
Riding	16
Rise of the Empire of Baz.....	78
Role	9

S

Scratch	22
Secondary skills	9
Sensing Magic	31
Serious	22
Shadeling	112
Shield of Durham	72
Shopping in Andral	94
Skill Levels	11
Skill List	14
Skill Rolls	12
Skilled Players	117
Skills	11
Slashing	24
Soneror	84
Sorcerous Grimoire	118
Sorcery	17, 38
Southern Mountains	81
Special Skills	31
Spell Duration	30
Spell Fatigue	30
Spirit Cages	69
Stealing	16
Stealth	16
Strangling	26
Survival	15

T

Thel Ses Ri	90
Thief's Glove	73
Thronor	84
Tizonor	83
Tome of Secrets	74

Toughness	14
Tracking	15

U

Unarmed	24
Undead	110
Unfamiliar	11

V

Vampyrs	114
Variations on a Theme	120
Vast Swamp	82

W

War of Twenty Years	79
Wars of the Dragons and the Fae	77
Western Kingdoms	82
Will	14
Wind Spear of Iron Hat	73
Wisistil	90
Witchcraft	17, 50
World of Andral	76
World of Andral Book	118
Wound Levels	22
Wound Penalty	22

Y

Years of Fire	79
Yutlak	90

Z

Zombies	105
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Conjunction Character Sheet

Name: _____

Luck Points	Bonus Points	Role	Primary Skill	Secondary Skills
_____	_____	_____	_____	_____

Basic Skills	Level	Die	XP	Next
Perception*	_____	_____	_____	_____
Toughness*	_____	_____	_____	_____
Will*	_____	_____	_____	_____
Reflexes*	_____	_____	_____	_____
Charm*	_____	_____	_____	_____
Combat Skills				
Archery**	_____	_____	_____	_____
Melee* *	_____	_____	_____	_____
Missile*	_____	_____	_____	_____
Brawling*	_____	_____	_____	_____
Nature Skills				
Tracking*	_____	_____	_____	_____
Survival*	_____	_____	_____	_____
Animal Ken	_____	_____	_____	_____
Athletics Skills				
Body-Building*	_____	_____	_____	_____
Riding**	_____	_____	_____	_____
Acrobatics*	_____	_____	_____	_____
Climbing*	_____	_____	_____	_____
Larceny Skills				
Stealth*	_____	_____	_____	_____
Stealing	_____	_____	_____	_____
Knowledge Skills				
Lore**	_____	_____	_____	_____
Alchemy (H)	_____	_____	_____	_____
Apothecary (H)	_____	_____	_____	_____
Medicine*	_____	_____	_____	_____
Crafts**	_____	_____	_____	_____
Etiquette	_____	_____	_____	_____
Music*	_____	_____	_____	_____
Magic Skills				
Healing (H)	_____	_____	_____	_____
Illusions (H)	_____	_____	_____	_____
Sorcery (VH)	_____	_____	_____	_____
Mesmerism (H)	_____	_____	_____	_____
Necromancy (VH)	_____	_____	_____	_____
Witchcraft (H)	_____	_____	_____	_____
Special Skills				
Focus (VH)	_____	_____	_____	_____
Faith (H)	_____	_____	_____	_____
Communion (H)	_____	_____	_____	_____

*Any character will be at least familiar with this skill
 **Any native of Andral is familiar with this skill.

Wounds			Fatigue
Type	Penalty	Current	
Scratch	0	_____	
Light	-1	_____	
Serious	-2	_____	
Critical	-3	_____	
Mortal	-4	_____	
Fatal	X	_____	

Max. Fatigue

Penalty Modifier

Weapons		
Weapon	Damage	Speed
_____	_____	_____
_____	_____	_____
_____	_____	_____

Armor			
Type	Prot.	Move	Negation
_____	_____	_____	_____
_____	_____	_____	_____

Equipment

Notes

Skill Cost in XP						
Level	Die	-2	-1	Norm	Hard	Very Hard
Unfamiliar	-	0	0	0	0	0
Familiar	d4	0	(1)	(2)	(3)	(4)
Novice	d6	10	15	20	30	40
Expert	d8	20	30	40	60	80
Adept	d10	50	75	100	150	200
Master	d12	100	150	200	300	400
Grandmaster	d20	200	300	400	600	800

Luck Loss	
Use	Roll
Defensive	6
Miscellaneous	5+
Attack	4+

DO YOU HAVE WHAT IT TAKES TO STEP INTO THE WORLD OF YOUR DREAMS?

Within these pages, you will find the door to a world undreamed of. Andral is a world of magic and monsters, danger and daring, heroes and horrors. On each classic staple of fantasy games, there is a new, fresh twist. And you will face these wonders and menaces wearing a face you know better than any character you have played in any game before.

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