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Character Creation

Characters are defined by Traits, and the two main types are *Attributes* and *Skills*. Attributes are innate Traits, deeply tied to who the PC is. The Physical Attributes used here are *Strength*, *Dexterity*, and *Speed*, and the Mental Attributes are *Intelligence*, *Wits*, and

Charisma. Skills, meanwhile, are things the PC learns.

Typically, players take actions by rolling two six-sided dice (“2D6”) and adding a Trait and a Skill to the result. If you roll high enough, you succeed. Otherwise, you fail.

SECTION 1.1

Races

Character creation is random by default – it helps new players get started quickly.

Race		
Roll	Race	Adjustments
2-3	Gnoll	+1 Strength, +1 Speed, -1 Intelligence, -2 Charisma
4-5	Dwarf	+1 Dexterity, -1 Speed
6-8	Human	+1 Strength, -1 Wits
9-10	Elf	+1 Wits, -1 Strength
11-12	Gnome	+1 Intelligence, +1 Dexterity, Strength -2, Speed -1

Roll 2D6 on the chart to produce a random race. The racial modifiers will add to the Attributes you roll later. Each race also has a special ability or two.

Dwarves are taciturn, and so cannot spend Story Points within the first two sessions. Their tenacity also allows them to endure 2 more Fatigue Points than other races before penalties accrue. Dwarves suffer only half the usual Damage of Fatigue Points from poisons (but

not venom).

Elves suffer no Fatigue Points from natural weather conditions such as heavy sunlight or snow. Their long lives also grant them an additional Story Point.

Gnolls are naturally quite aggressive, so they begin with the *Aggression* Skill at +2.

Gnomes are famously attentive when they can be bothered, but often can't be. When they perform *Resting Action*, they do not turn one die to a '6'. Instead, they roll 2D6 + 3 for any Resting Action.

Gnomes don't go out much, so they begin with only 3 Story Points. However, whenever they spend their last Story Point, they may flip a coin; if they win then two Story Points return.

Humans tend to travel a lot more than the other races, so they begin with an additional Story Point. They also suffer only half the usual Fatigue from travel.

Attributes

These are the basic Traits which characters must use over and over again for every roll.

Result	Attribute Bonus
2	-3
3	-2
4-5	-1
6-8	0
9-10	+1
11	+2
12	+3

Body Attributes

These are the Attributes determined wholly by the character's body. Humans and gnolls tend to excel here, where elves and gnomes are smaller, more delicate creatures. Monsters, beasts and stranger creatures are all described with these three Body Attributes.

Strength

Strength represents a character's muscles – their ability to endure, to take damage, lift heavy objects, march for long distances and to wield heavy weapons without penalty.

Speed

Speed represents a character's movement, how fast they attack, how often they can attack and how quickly they can run. Since it allows characters to flee dangerous situations, a group can be held back by its slowest member. A low Speed Bonus in a weak person might simply represent small muscles, while a low Speed Bonus in someone with an excellent Strength Bonus might mean the character is particularly fat. Speed might also be used in situations where a character's muscle to weight ratio are important, such as when climbing up a cliff or holding onto a ledge for a prolonged period of time.

Dexterity

Dexterity represents someone's hand-eye coordination and natural grace. It's used to dodge, parry, block and also to aim projectile weapons. It is slightly less visible than the other Body Attributes, but can still be seen as people are moving, especially when movement becomes difficult, as when hopping across challenging and changeable terrain.

Mind Attributes

Mind Attributes determine the character's personality and how adept they are with thought-based Skills such as Academics. It is also the basis of a lot of magical ability and defences against magical abilities.

Intelligence

Intelligent characters understand ideas, remember well and always come prepared. They find their own way home and pick up new languages fluidly. Intelligence also covers artistic endeavours and a multitude of craftsmanship, whether composing songs or forging armour, picturing the finished product ahead of time will take brains.

Wits

Where intelligence represents how well a character thinks, Wits just tells you how fast they think. The character's ability to observe, to tell enemy from friend, to spot people hiding in the bushes, to notice an off taste in that poisoned casserole or to just spot the perfect joke for the occasion are all covered under Wits. Wits is also the primary Attribute for resisting magical enchantments. Wits is the only Mind Attribute available to animals.

Charisma

Finally, a character's ability to speak with people, make friends, lie convincingly, lead a group or barter for cheaper goods are all covered under Charisma. Charisma also covers characters' luck, and therefore some measure of their ability to avoid being damaged, because the gods seem to love a chancer.

Player Chosen Characters

If players prefer, they can design their own characters. In this case they select a race and take the racial modifiers as a starting point to spend XP. They can choose to take a single -1 penalty to any Attribute of their choice in return for an additional 5 XP.

The Story of Thenton

After rolling the dice, my final results are Strength +1, Speed 0, Dexterity -1, Intelligence 0, Wits -1 and Charisma +1. That doesn't look like it speaks of much, but consider what kind of human might be 'Charismatic yet clumsy'. Perhaps a noble? It could be a performer, but what kind of performer doesn't have the coordination to play the difficult songs on the banjo? A poet! Imagine a minor noble, perhaps the third son of a townmaster or some such. He's always rushing about then falling over. His poems aren't terribly good (just look at that banal Intelligence score) but he can get better. Meanwhile, he earns his pay, and perhaps attempts to chat up a few ladies, based on his dashing good looks and likeable personality.

He just needs a name now – something which captures the idea of a slightly silly fop, a knightly poet. 'Thenton' should do it. Roll up a character of your own, and you can use it for practice rolls in a moment.

SECTION 1.3

Skills

A basic Skill grants a +1 bonus to actions where it is used. This is the level of a very basic worker in that field – those just finishing an apprenticeship in Crafts would have the basic Skill level. Advanced Skills are those with a +2 bonus, indicating an established member of the field. Vigilance +2 might indicate a very shifty and paranoid person, while Athletics +2 would mean the character is persistently practising new athletic feats. Finally, experts with a score of +3 are very rare. A +3 bonus to Stealth indicates someone who has rare insights and keen instincts when it comes to going unnoticed, while someone with mastery of the Empathy Skill could talk a beggar into giving their hat away.

Specialised Skills*

Some Skills are 'Specialised Skills', meaning that they are a broad category for a number of sub-skills. The Craft Skill covers metallurgy, wood craft, armour making and many more. Anyone taking such Skills gains two Specialisations per level. Using a Skill without the appropriate Specialisation is often impossible (for instance, one cannot use the Performance Skill to play a harp if one has never learned to play a harp) but at other times can be attempted with a -1 penalty. For example, someone attempting to remember a fact about history who has no Academics Skill is at a -1 penalty to the roll. Someone with Academics who specialises in alchemy and politics but not history could attempt the roll without penalty because they gain +1 for having the Academics Skill and -1 for not having the correct specialisation. Finally, an academic with a specialisation in history could attempt the task with a +1 bonus to the roll for having the Skill with the correct specialisation.

Each level of a Skill one has grants 1 Specialisation. For example, someone with Survival 2 might know how to track and build temporary shelters but would count

as having Survival 1 when marching.

Each specialization can be used with any other specialized Skill. If you have a Specialization in swords, bought with the Combat Skill, you can apply that to Crafts. If your Beast Ken Specialization is in griffins, you can also use this to use when tracking them with the Survival Skill.

All specialist Skills are marked with an asterisk.

The List

Most Skills allow people to perform a range of functions depending upon which Attribute it is paired with. A few examples are given with the list below.

The Skills here are examples, so this is not a complete list. If you want Skills not listed, just run them by the GM and discuss what kinds of tasks they cover. When thinking up a new Skill, try to think about how it would work with each Attribute.

Academics*

The Academics Skill covers a love of learning facts, many of which can be useful. Academics study history, architecture, local politics, literature, and (very commonly) how to study more. This 'study of study', can involve reading, mnemonics, and teaching.

Characters without any levels in Academics are always illiterate, but those *with* some Academics Skill could also be illiterate. Various shamans practice memorizing long texts and generally consider books to be a dimwit's crutch.

Question	TN
Simple	7
Difficult	10
Obscure	13
Secret	15
Dangerous	17

Academics might be mixed with Charisma for storytelling, Wits to pull out just the right information, Intelligence to write well, or even Strength for a loud speech.

Specialisations include Mathematics, History, Alchemy, Politics, Biology, Law, Literature and Runelore.

Athletics

This covers all manner of fancy movements, from somersaults and rolling to climbing and circus skills. It might be paired with Dexterity when a character is attempting to roll under then leap over tables or otherwise navigate uneven terrain. For flat-out sprinting, the Speed Attribute is always preferred, while Strength is primary when characters want to throw cannon balls.

Craft*

The Craft Skill allows players to make and fix things, and occasionally break things. Designing new equipment requires an Intelligence roll, while making them requires Dexterity. Strength could even be used to govern making simple things (such as a make-shift shelter) with unyielding materials such as green wood.

Using moulds or other pre-set designing materials allows the character to perform the Craft roll as a Resting Action (see page 6) and may provide a bonus to the roll depending upon the quality of tools available.

Specialisations include metallurgy, leather, locks, armour, weapons, fletcher, wood, traps and stonework.

Beast Ken*

Beast Ken covers training, handling, calming and generally working with animals. It might be paired with Charisma in order to calm down a frightened horse, or with Intelligence in order to guess why a bear is behaving so unusually. Training animals is usually paired with Intelligence, though once the animal is trained, Wits allows a character to effectively give commands.

Specialisations are the different types of animals: dogs, horses, birds, bears, cats, basilisks and snakes are all possibilities; not all animals can be trained but all of them can be understood.

Deceit

Someone proficient at deception can make others see white as black by sheer confidence. It is often paired with Charisma when creating such lies. At other times, when a quick excuse is needed after a character has been caught with their hand in someone else's pockets, the Wits Attribute can be used to get out of trouble. Complicated lies, having to do with a long series of events or where a character wants to make someone hopelessly confused about the situation, might use one's Intelligence Bonus.

The Deceit Skill does not necessarily have to convey lies – it's deals with situations that hinge on emphasis without care for truth. The Strength Bonus might also be used to intimidate people, whether the character's intentions are in fact vicious or not.

Empathy

The art of understanding people is practised by kind souls as well as malicious. When paired with Charisma it forms a means of getting people to want things – or stop wanting them; most often this takes the form of asking someone for help. It is used when characters want a price lowered, or are hoping to get someone to keep the bar open. If, however, the persuasive arguments are not concerned with making someone feel for the character but with the cold hard facts, the Intelligence Attribute is preferred. This might be used to convince someone not to go to war with a neighbouring nation or show how farming more land is not in their own best interest.

Commonly, Empathy is used to spot lies when paired with Wits. Humans are famously bad at this, resulting in wildfires of bogus rumours around human communities, while it can be very difficult to lie to elves.

Medicine*

Medicine is a primitive but effective art, regrettably full of nonsense and superstition, but mandatory when it comes to keeping someone with a serious wound alive. The Wits Attribute will allow someone to quickly patch up a bleeding wound, cutting or reducing the number of Fatigue points the bleeding character would otherwise have received.¹ Intelligence is used for creating poisons, or healing the effects of a bad meal.

Specialisations include bleeding, poisons, narcotics, bones, fatigue and burns.

¹Fatigue is covered later, on page 26.

Performance*

This skill covers every type of instrument, poetry and evocative storytelling. While academics might tell detailed stories which serve to persuade people of things, they are not nearly so entertaining as the dramatic stories told by a true performer. Performance covers dramatic acting, though Deceit still covers any real-world performances.

This will often be paired with Charisma when a performer wants to give off an entertaining performance. More technical pieces might require Dexterity instead. Performers wanting to create new poems, songs or the like add their Intelligence Attribute instead.

Specialisations include the flute, mandolin, singing, poetry and acting.

Larceny

Larceny is generally mixed with Dexterity for everything for picking pockets to juggling. It might also be used with Wits to spot a rich pocket to pick, or with Charisma to dazzle someone with a magic trick. Characters attempting to spot slight of hand will use Wits + Vigilance.

Stealth

This Skill can be paired with a variety of Attributes. Remaining quiet while sneaking through an area could call for a Dexterity and Sneak check while figuring out where in the shadows to best hide could use Intelligence. Intelligence might also be used to create a convincing disguise. Fitting into a noble soirée without an invite and only semi-decent attire could use Charisma. In almost all cases, opponents resist with Wits + Vigilance to spot the character or spot the ruse.

Survival*

This covers all manner of skills useful for surviving the outdoors, from building things to forced marching. Endurance based tasks such as long marches or surviving a night on a mountain are covered by Strength. Building a fire in the rain might use Dexterity and tracking should always use Wits. Someone attempting to cover their tracks might resist such rolls with their Dexterity or Intelligence and Stealth added to the TN to resist the attempt at tracking.

Specialisations include marching, fire building, temporary shelters, traps, tracking and foraging.

Tactics*

Tactics allows people to plan concise victories. The utility quickly fades when battles become drawn-out and unpredictable, but the initial benefits from going into battle with a good plan are great. It can be used to understand why people are employing apparently odd battle-tactics, or uses Charisma to impress people concerning one's military ability.

When going into combat, someone who has time to prepare for a battle by running through instructions with receptive troops gains a bonus to their Initiative equal to their Tactics Skill. This bonus only ever counts for the first Round.

Specialisations include massive creatures (5+ Strength), leading many troops (more than 12), leading small forces (between 6 and 12), lone fighting, forests, towns, plains, tunnels.

Vigilance

This is the flip side of a number of Skill related to hiding one's doings or presence. It is practised by guards or the eternally paranoid. It is most often rolled with Wits in order to spot people sneaking about, perhaps fingering a purse or sneaking up behind a potential victim to stab them in the back. One might also add this Skill to Intelligence to spot important facts written on dungeon walls, or use Strength + Vigilance in order to stay up late, despite being laden with Fatigue, in order to remain alert.

The Rules

SECTION 2.1

Basic Actions

A basic action is performed by rolling 2D6 equal or higher than the TN for the action. The more difficult the action, the higher the TN. Players add their character's Attribute and Skill to the roll. Attributes and Skills usually go as high as +3, so a +6 bonus is possible, and higher bonuses are possible with knacks other bonuses.

Poor Attributes give a penalty, rather than a bonus.

TN	Task
2	Automatic
4	Trivial
6	Easy
8	Serious
10	Challenging
12	Heroic
14	Extreme
16	Epic
18	Legendary
20	Impossible

Group Rolls

If the party are all attempting the same action, then they only make one roll, while adding different attributes to obtain their individual result.

Resting Action

The basic system assumes that actions are taken while the player is being hurried. When taking one's time is possible, things become much easier. Exactly how much time is required is up to the GM, but it can easily be several nights. Sneaking into a house is a challenge, but much easier when one can take one's time, looking at it night after night to see if there is any breach in security. Getting the latest gossip from a new village in a night is a normal action, but staying for a week and drinking every night with a different local is a Resting Action.

When taking a Resting Action, one die is presumed to have rolled a 6 and the player simply rolls the other die to obtain a result.

Teamwork

Some tasks lend themselves to working with others. Others can be difficult or impossible to do with companions. Some tasks, such as fleeing or sneaking, do not benefit at all from having a load of friends right behind you.

When acting as a group provides no benefit, one player rolls the dice and the same result counts for everyone. If that player rolls a 9, then everyone's score is 9 and they add their own bonuses and penalties.

If, on the other hand, working together can benefit a situation, one character takes the lead, and up to three other characters can add up to half their bonus (rounded up). Two companions with a +3 bonus would add a total of a +2 bonus.

Stacking

In general, whenever you want to see how something stacks, add the second lot as half its usual value. If two people are pushing with Strength +2, they count as having a total Strength of +3. If others want to join, add any third items as worth a quarter, then an eighth, and so on.

Resisted Actions

When PCs come into disagreements with NPCs, the PCs pick up the dice, and roll. The NPC's Traits add to the TN.

For example, if a player attempts to pick someone's pocket, the NPC never rolls Wits + Vigilance. Instead, if an NPC has a Wits + Vigilance total of +4, the TN for the roll is $7 + 4 = 11$. The player then rolls against that TN. The results are exactly the same, but having Players roll for everything helps emphasize agency and can speed up the game.

Margins

Most actions are either a success or a failure, but sometimes the GM will request to know a roll's Margin – i.e. just how well the character has succeeded at the task. The Margin is the number of points over the TN a roll has gathered. If the TN is 9 and a player scores 11 then the Margin is 2.

The GM might use a Margin for some variable, for example a bard attempting to charm a crowd into giving him money might gain 2D6 copper pieces plus the Margin, so if the Margin is 3 then he would get 2D6 + 3 copper pieces. Margins might also be used to gain bonuses on later rolls. Someone attempting to impress a noble court might roll Charisma with the Tactics Skill; the bigger the Margin the more troops

they will be trusted with.

No Rerolls

Characters attempting to change a Standard Action into a Resting Action do not reroll but rather keep the same roll and turn one die up to show a 6, because while spending more time on a task can be very useful, sometimes the environment simply tells you 'no'. Such a do-over still suggests initial failure; it just means that the character is trying over and over again until a better result is obtained. Actions cannot be attempted multiple times with rerolls unless the situation has changed notably.

SECTION 2.2

Experience

As the story progresses, the PCs gain XP. Each part of the character can be improved by spending XP. Buying basic stats is cheap while higher level stats quickly become extremely expensive.

Starting XP

Characters begin play with an amount of XP stipulated by the GM depending upon the level of their campaign. The suggested starting XP is 50, with up to 150 XP for more advanced campaigns.

Gaining XP

Players receive XP from the GM for killing monsters, pious endeavours or fulfilling one's personal goals. Larger and more dangerous monsters garner more XP, as do grander missions.

What Counts?

Enemies don't have to be killed for the XP, merely 'defeated'. Any enemies fleeing count for half their XP value so long as they engaged in one round of combat.

Experience Points & the Discount

For every member of the party, that many points are deducted from one monster's XP value (to a minimum of 0). If the party has two members, the first two monsters have 2 XP deducted from their total value. If the party has five members, the first five monsters have 5 XP deducted from their total.

If players need to discount multiple adversaries, they are counted from highest to lowest XP value.

Spending XP

Each additional level of a Trait has a steeply progressive cost. The costs represent buying the next level; the first level of a school of magic costs 15 and the second costs 20 – buying up to the second level costs 35 XP in total. Knacks work similarly, where the first Knack costs only 5 XP, but the second Knack a Player purchases costs 10, and so on, with each additional Knack costing an additional 5 XP.

Attributes have a standard maximum of +3 and minimum of -3. This is adjusted by race, so for instance elves have a +1 bonus to Wits but -1 to Strength, so their maximum Strength score would be 2 and the minimum -4, while the maximum Wits is +4 and the minimum -2.

Buying off a negative level increases it by 1 and always costs 5 XP, so taking a character from -4 Strength to 0 would cost 20 XP.

Attribute Level	Cost
Buy off negative	5
+1	10
+2	20
+3	30
+4	50

FP Base	Cost
10	10
15	15
20	25
25	45
30	85

Mana Base	Cost
2	5
4	10
6	20
8	40
10	80

Magic Sphere	Cost
1st	10
2nd	15
3rd	25
4th	45
5th	85

Skill Level	Cost
+1	5
+2	10
+3	15

Combat/Proj.	Cost
+1	10
+2	20
+3	40

SECTION 2.3

Gold & Goods

Money

An open ended list of equipment is provided to give a basic idea of costs. The basic coinage covered here is human coinage, but each culture will use their own currency and exchange rates. A hundred cp (Copper Pieces) is worth 1 sp. 10 sp is worth 1 gp.

An average villager will make little spare money – perhaps 10 sp in a year if they bother to save. Sell-swords can expect to make upwards to 10 gold per year if they are hired by a villagemaster. The average free trader – a blacksmith or cloth dyer – can expect to make 5 silver piece in a month.

Prices for weapons are placed next to the weapon in chapter 5, page 23.

Animal	Cost
Dog	2 sp
Donkey	2 sp
Horse	5 gp
War Horse	8 gp
Leather Barding	10 sp
Chain Barding	20 sp
Plate Barding	18 sp

Buildings	Cost
Cottage	20 gp
Keep	1,000 gp
Small Castle	4,000 gp
Medium Castle	10,000 gp
Large Castle	30,000 gp

Clothing	Weight	Cost
Peasant clothes	-3	50 cp
Noble clothes	-4	1 gp
Lavish clothes	-5	3 gp
Travelling clothes	-3	5 sp

Professional Tools	Weight	Cost
Cart	11	10 gp
Grappling hook	-2	1 sp
Ink bottle		5 cp
Iron rations	-2	10 cp
Lantern	-2	3 sp
Lock pick set		10 sp
Metallurgy set	6	40 sp
Parchment sheet		1 cp
Quill		4 cp
Rope, 50'	-1	50 cp
Rope, silk, 50'	-4	3 sp

Travel	Cost
Ale	1 cp
Cart	1 gp
Camping equipment	1 sp
One meal	2 cp
Barn for the night	2 cp
Basic room for the night	30 cp
Fancy room for the night	3 sp

Working Beasts

Animal stats vary, but you can use the below as a go-to standard for working animals. Quadrupeds can run at double the standard speed when going full pace, so horses can allow a party to travel at far higher speeds than normal.

♂ Horse			
Strength	2	Dexterity	0
Wits	1	Speed	2
Skills:		Aggression 1, Athletics 2, Survival 1	
Abilities:		Quadruped (double movement)	
Attack 1, Initiative 2, Damage 1D6 + 2, Defence 0, DR 1 C, 8 HP, 5 FP			

⌘ War Horse

Strength	4	Dexterity	0	Speed	4
Wits	2				

Skills: Aggression 2, Athletics 2, Survival 1, Vigilance 1

Abilities: Quadraped (double movement)

Attack 2, Initiative 4, Damage 2D6, Defence 0, DR 1 C, 10 HP , 5 FP

⌘ Hunting Dog

Strength	-2	Dexterity	-1	Speed	2
Wits	1				

Skills: Aggression 1, Survival 2, Vigilance 2

Abilities: Teeth (+1 Damage after grapple), Quadraped (double movement)

Attack 1, Initiative 2, Damage 1D6 – 1, Defence -1, 4 HP , 5 FP

Weight & Encumbrance

We measure weight in broad terms. Characters have a *Weight Rating* equal to their HP, so elves tend to have 5, while humans tend to have a Weight Rating of 7. Items work similarly, with Weight Rating between -4 (for very light items) and +11 (for wardrobes, carts, and boulders).

If an item's Weight Rating is equal or below your character's Strength, you can lift it easily. However, if the items has a greater Weight Rating than your Strength Bonus, you gain a point of Encumbrance for every increment that item is above your Strength Bonus. Encumbrance slows you down and makes you tired, detracting from your Speed Bonus, and adding to your Fatigue each Scene.

Characters can carry items with a maximum Weight Rating of their Strength Bonus plus 6, so a man with 7 HP could only be carried with a Strength Bonus of +1 or greater. Depending upon the circumstances, the GM may allow heavier objects to be dragged or rolled.

Items carried in only one hand count as having +2 to the Weight Rating, so hefting a battle axe in only one hand would mean it has an effective Weight Rating of 5.

Characters cannot carry any item which gives them a -5 Encumbrance rating or higher.

Services

Money can buy you more than things. In fact, for the right money in a large city, characters can buy a full entourage. Villages, however, will not admit of the same opportunities.

The costs below show the starting price for a few services, plus additional fees for the details. For example, hiring a guide for an uncharted and dangerous area for 5 days would cost 800 cp.

Services	
Sellsword	10sp/ day
Opponent	XP ³ sp
Illegal Murder	10sp
Guide	150 cp/ day
Dangerous area	1sp
Uncharted area	50cp
Minstrel	15 cp/ performance
Large audience	500cp
Massive audience	1sp
Creating a new song	2sp
Illegal song	5sp
Tracker	5 sp/ day
Dangerous area	2sp
Uncharted area	4sp

Cultures & Exchange Rates

Different cultures have different exchange rates – the elven versions of standard equipment are always ar-

tistically engraved and in high demand; the elves also value the coinage and materials of outsiders very little, so they will not part with their items for human or dwarvish gold easily. As a result, their – and other – culture’s items are more expensive than human items. The costs of the items here are based on the most common race – humans. Other races have a multiplier effect based on how expensive their equipment is.

Different races will also have different items available. In general, anything of a basic (non adjusted) value of over 2 silver piece will not be available in a village, while towns will not have anything of over 1 gp in value.

Characters can only buy expensive, artisan, items in cities.

Starting Equipment

Characters begin with money, items, and *Adventuring Equipment*. Characters each start with one items per Skill level, and each item can be worth 10 sp or less. This might include a sword, dagger, a donkey, or anything else worth 10 silver piece or less.

The player can decide to replace any of these items

Race	Multiplier
Elves	×3
Dwarves	×2
Gnomes	×2
Gnolls	$\frac{1}{2}$

with a generic item called *Adventuring Equipment*. If a player has an *Adventuring Equipment* item, they can decide to describe exactly what it is at any point later in the game.

Adventuring Equipment can include any of the following items:

- Chalk
- Lock picking set
- Medical equipment
- Mirror
- Rations for a day
- Rope
- Tinder box
- Torch
- Wine
- Writing equipment

Starting Money

The amount of bare money a character starts out with depends upon social class, which is indicated by their Skills. Starting money is 3D6–5cp. Multiply this result by 2 for every level in a specialist Skill the character has (meaning, those with an asterisk beside them). Finally, characters with Academics times this result by 100 (effectively giving them sp instead of cp).

For example, a character with Academics 1 and Tactics 1 might roll a 7. $7 \times 2 \times 2 = 28$, so the character starts out with 28 sp.

SECTION 2.4

Time & Space

This game uses the entirely abstract measurements of the ‘scene’ and ‘square’ for time and space. They are more compliant to narrative than physics, and form the basis of all movement and actions whenever people start tracking how long something takes and where everyone is.

Time as Scenes

Rounds

When everyone wants to talk and act at the same time, time is tracked in Rounds. This period of time is used almost exclusively while tracking combat. The Round itself can then be further divided into Initiative Scores if you want real detail, but that’s covered later. All that matters is that a Round is a period of time in which people attempt to hit each other, then another Round occurs.

Scenes

Most of the time, actions will not occur through Rounds but rather scenes. A scene is just any unit of time in which the PCs take on a task or two, usually within a single area. We track scenes only because a few game effects occur at the end of each scene – mostly these are narrative effects such as regaining FP¹ in order to regain plot-immunity from Damage. The scene lasts until the GM says that it’s over.

Day

We divide days into four parts – morning, afternoon, evening and night. These areas are broadly there for rests – anyone resting for one of these periods can heal Fatigue Points.²

Adventure

Lastly, there is an adventure. The adventure lasts until the current plot-thread is resolved, or some period of ‘sandboxing’ through a world until a proper use of one’s time can be found.

¹See page 26.

²Fatigue Points are covered on page 26.

♂ Thenton

Strength	1	Dexterity	0	Speed	0
Intelligence	0	Wits	-1	Charisma	1

Skills: Combat 2, Academics 1, Empathy 1, Performance 1

Equipment: Longsword, partial chainmail, Adventuring Equipment x 1, 32sp

Attack 2, Initiative 1, Damage 1D6 + 2, Defence 3, DR 4 P, 7 HP, 6 FP

Space as Squares

Squares

Space is tracked through Squares. A Square is just any unit of space within the battlefield. If you are using a battlemat which has squares marked out on it, then those squares are the size of a square, even if those squares happen to look very hexagonal. A square might be ten metres wide as each one covers an entire house when the battlefield is a large town, or it might be just two yards wide when moving through a detailed map of a dungeon. The precise distances represented do not matter, just so long as they consistently balance one character's ability to run away with another's ability to hit someone with a projectile.

Areas

An Area is just any place which looks different from another. While traipsing through a small dungeon, each room and cavern entered might be thought of as an Area. When gallivanting through open plains one Area might be a copse of trees, another a lake, and then the next area a village.

Region

Regions encompasses a full forest, a town, or a collection of villages. Each region has its own set of likely encounters, such as tradesmen in the villages, cut-throats in town, and elves in the forest.

Stories

Players ‘write’ most of their backstory during play rather than before it. PCs can start off as blank slates with no history, but the history comes out of the woodwork

soon after as players can spend 5 Story Points to bring their history into the current adventure. Let’s look at an example:

SECTION 3.1

Story Point Rules

Players begin each with 5 Story Points and spend them at any point during the game. The encounters must take place in a rational manner – players might find the perfect sellsword in a town, but if they’re in a dungeon, fighting a hall of ghouls, there’s little reason for a random sellsword to be present and looking for a job – this is not an ability to magically summon useful tradesmen with a flash of smoke and plot. As a result almost all stories will have to be told in populated areas such as towns and villages.

The GM is, of course, free to veto any Story suggestions without explanation in order to maintain the integrity of the plot or stop cumbersome play issues.

All stories should be noted down on the back of the character sheet, including any stats from companions, just in case they enter during a later adventure.

Combining Stories

Whether telling one story each adventure or letting everyone know all about your character’s backstory all at once, players are encouraged to think about weaving their stories together. You may have told us that you learnt gnomish when staying with the gnomes. Now that you need a blacksmith in this village, why not specify that he’s a gnome whom you once knew? And if you need a sellsword to join your group later, how about specifying that you once fought with him to defend the gnomes?

Alternatively, if you are taking out all your stories at once, you might want to declare that you know a mage who lives in a place you can access through a nearby secret portal. You instantly adopt a safe space and a helpful magical ally, then start expounding upon the days when the alchemist was proudly telling you about his impregnable home.

Downtime

Downtime is when the current stories come to a close and the PCs take a rest. It can be weeks, years, or even decades. During a particularly long Downtime the GM may grant the players an additional Story Point, or even multiple Story Points for a downtime of many years.

Some characters may save up their Story Points at this juncture just to buy something expensive later. Alternatively, characters can use those points to explain what they were doing during the Downtime. Perhaps the group earn fabulous wealth and split up for some years, then upon returning one of them has learned dwarvish, while another joined the military and gained friends willing to help out on some new quest.

The party can declare Downtime at any point, although the GM is free to interrupt that Downtime with events. Likewise, the GM can declare a Downtime at any point, but the players can interrupt this with personal missions.

Sample Stories

The following is a suggested list of Stories the players can tell and their costs. The players are strongly encouraged to suggest more to the GM who will either veto them or give them an appropriate cost.

Perhaps we can make a detour...

Cost: 1

You know of a sacred location nearby, perhaps a church, or a shrine or just a sacred cavern where the land is teeming with magic. In this sacred area, anyone stepping into it receives 1 MP per Round. If the spot has a guardian then they are friendly to you. The place will not necessarily help you hide or defend yourself unless you are also spending Story Points to make it a place to rest.¹

Oh! Don't I know him...

Cost: 1

You recognise a friendly character from some previous Story you have told. The GM will explain why they are in town but you are free to offer suggestions. Said characters won't necessarily be as useful as they would be if they were brought into the adventure for the first time with Story points and may only help for a scene, but they should be somehow useful. This may include a trader who was previously known to have valuable information about some situation, or a mage the characters had previously met who could cast a useful spell or two.

This NPC will probably have gained some XP over this time. The NPC's XP is still equal to half the total XP of whichever party member has the highest XP total.² Any additional XP must be spent immediately (spare XP is discarded), with an explanation about what happened to acquire these new Traits.

I think I heard something about this...

Cost: 1

When the GM asks you to make a check to gain knowledge, you can spend a Story Point and mention how you know this one particular fact about this topic. You gain a +6 bonus to a single knowledge check. This does not count again for the same domain of expertise – it is only a bonus to knowing one, single fact about the subject.

A failed roll indicates that while you have a lot of history intertwined with this problem, you are still wrong.

My uncle taught me something about this...

Cost: 1

You have a surprising Skill or Knack which will come in useful. As you tell this story, you can buy a Skill level so long as you have the requisite XP. This cannot be a Skill which you have clearly lacked in the past,

e.g. if your character has so far been illiterate then you cannot suddenly learn a level of Academics. However, if you have never wanted for Craft ability then you could declare that you have always known how to forge iron, or that you have a Seafaring Skill.

Fun fact about the elvish first person plural...

Cost: 1

You have spent a significant amount of time in another culture. You know their language and enough of their background to transfer over basic Skill knowledge. If you have the Performance Skill and are familiar with elvish culture then you also know some Elvish songs. If you are familiar with gnoll culture and have the Empathy Skill then you know a range of details about gnoll etiquette and lineage.

It'll be just like the old days, remember that time...

Cost: 1

At the point a new character joins the group you can select one other player and have a shared background with them (or with another, if your character is new). You describe how you previously met and possibly adventured together. From then on, you can split the cost of stories, so if the group wants to find a safe space to rest then instead of one character spending 2 Story points you could each spend 1. Each of you can use characters from the other's background, because all your Stories have the option of being shared stories. If you are both of noble heritage, any money you get must be divided between you. If you are both friends with a skilled armourer, they will only be able to repair one piece of armour at a time.³

I know a guy who'd be perfect...

Cost: 1

You know someone in town who has just the skills you are all looking for. They might be a farmer, willing to put you and the group up for the night, or someone who knows all the local rumours.

The player can make this character themselves, just like a normal character, except they cannot have any martial or magical abilities. For the sake of brevity, consider using the rules for player chosen characters (page 2). The NPC's starting XP is half the current XP total of whichever party member has the highest total XP, so if the highest XP total in the party is 83, that's 42 XP to make this character.

This NPC refuses to join the party on any martial escapades unless this is paid for with a grand story (see below).

This is a particularly important story, as these form the secondary characters which players can use if their

¹Those following the Code of Experience gain no XP for finding this location.

²Although this cannot make the XP lower than it was.

³This Story is transitive and symmetrical, so if player A shares a background with player B and player B shares a background with player C then player C also shares a background with player A.

first characters die.

I know a place we can rest...

Cost: 2

You know of a secluded and secret location where you will be safe. Perhaps there is a safe spot in a tavern you know – a secret room in the basement, or maybe just an abandoned and deep cavern in the hills that nobody knows about.

If your safe space is ever invaded due to events outside your control, you receive both Story points back if it is within the same session or 1 Story point back if it during a later session where the same place is used again.

Ah! This is near the spot we buried the treasure...

Cost: 3

You have access to large funds now that you have returned to this area. Perhaps you and companions, once buried treasure close by. Perhaps a local bank simply has your money, or a rich man owes it to you. The total amount obtained is $2D6 \times 10$ gold pieces.⁴

There is a man whom they call...

Cost: 4

Your miraculous ally is a mage, or priest or some other miracle worker. They will not enter combat with you but will agree to employ whatever magics you wish. They have the standard NPCs attributes from Story Points. Additionally, their minimum Intelligence Bonus is +2, and they have one magic sphere at 4th level, another at 3rd level, and another at the 2nd level. They walk a single path of magic.

Do you know who I am!? Because I happen to be...

Cost: 5

You are the child of minor nobility – perhaps a knight errant or son of a Town Master. You can collect $2D6 \times 5$ gold pieces from your homeland. If, on the other hand, the money is yours then you can start with it by taking this Story when you begin play but cannot ever double your money by asking parents for more. You have access to a minor keep – either your own or a parent's – and can demand the services of any skilled tradesman in the land except for magical talents. You do not have special military access but can buy their swords for the usual rate.

My father will give us a royal welcome when we get to...

Cost: 7

You are revealed to be the child of royalty or some other type of nobility, and you are returning to your kingdom. You can request almost anything from the royal family, within reason, including $3D6 \times 10$ gold pieces. While with your family, you can use up to 6 story points each adventure. With these you can purchase men at arms, demand the help of tradesmen or any other story except for learning a language.

Since this Story costs 7 Story points, no player should expect to use it until there has been some downtime – if the character starts out claiming to be a prince then it will be a long time before the story recognises this claim.

Grand Stories

Grander stories can be constructed by modifying existing stories. Standard tales can be given some bonuses at an additional cost.

If the PC knows someone around the village, multiple NPCs could be introduced – perhaps because this is the PC's home town, or the PC saved the village some time.

...and he's willing to fight with us...

Cost: 1

The character from 'I know a guy...', (above) is willing to fight with the party for one mission. The party must make their way directly to the mission, and those willing to fight will leave after a single combat encounter, whether or not that was the chosen encounter.

...and this one knows a trick or two...

Cost: 1

Your ally may have a path of magic, and spell spheres. This might be a helpful priest willing to bless the group, or an alchemist who's created a basic magical item, which the party can use for the session.

Fancy seeing you here...

Cost: 2

You can add two to the cost of any other Story and tell it at an inappropriate juncture. Your characters might be locked in a dungeon and happen upon a weapon smith in the next cell, with his confiscated weapons lying in a nearby pile outside his cell. They might find a place they can rest in secret inside the terrifying dwarvish city turned into an undead haunting ground. Or perhaps while on the run from bandits they find a helpful soldier hoping to be hired.

Actually, there were a few more...

Cost: 2

Increase the cost of any story you tell by 2, and raise the number of people or places to the number of story points you're spending plus your Charisma Bonus. If telling the story of a safe space nearby, you might know about a few. If you know a sellsword interested in adventure, you might increase this to four people, so you now know four people ready to join you on a mission.

Each location or person must be specified immediately. If you have money, each source of money must be in a different location. If you know where multiple mana lakes are, you must provide a good reason so many rare places are so close together.

⁴Those following the Code of Acquisition gain no XP for gaining gold through Story Points.

Gods & Codes

Players can receive additional XP for following their beliefs. While anyone is free to give offerings to any of the gods, most people have a primary god they worship, suggested by their birth but decided in adulthood based on shared values. Others follow no god but have a code of some type, guiding their actions. These codes are not formal beliefs, written as law and discussed at meetings but rather a set of aspirations which some have.

The GM decides how much XP to give out for any given task – each path has a number of suggestions but the list should be understood as open-ended and entirely at the whim of the GM.

Some codes give a reward for donating or gaining gold. Only the highest reward counts, so someone cannot gain 1XP for donating a gold piece to a temple, and then gain 10 more for donating 100 gp – the highest sum takes precedence.

SECTION 4.1

Gods

Some generic gods and codes follow, to be modified and slotted into other campaigns.

Each god has a holy day marking its favourite time of year. During the holy day, anyone can earn XP by following the edicts of the god, even those who follow others. The day of Ohta is a day to remember war and settle disputes by fist or steel, the day of Alassë is one of joy, to be celebrated with pranks and presents.

The gods are most popular with humans and gnolls. Most dwarven settlements have a temple of some kind but it is not something all dwarves take much interest in except during odd times when they want to pay for a blessing. Gnomes' interactions with the gods mainly consists in chronicling legends about them and debating the nature of divinity, but not actively worshipping them. Elves, it is said, do not have the humility to worship anything.

The gods presented here are the most important – they are the ones featured in the larger tales and who have the most prominent holy days. There are, however, many more. Each region or individual tribe has its own little god. Players are encouraged to create their own.

Each god has a holy day marking its favourite time of year. During the holy day, anyone can earn XP by following the edicts of the god, even those who follow others. The day of Ohta is a day to remember war and settle disputes by fist or steel, the day of Alassë is one of joy, to be celebrated with pranks and presents.

Alassë

The goddess of joy delights in pranks and fun of all kinds. Her holy day is in the third season of the first cycle – a cold time when people are in need of cheering up from the cold winds, when her followers stuff snow down people's back or balance ice-plates on the tops of doors to watch them fall on friends' heads. An eclipse marks the actual day every three cycles.

XP Rewards for Alassë

- | | |
|----|--|
| 1 | Playing a prank |
| 1 | Donating at least 1 gp to the church. |
| 1 | Drinking and eating to excess. |
| 1 | Giving food or shelter to the needy. |
| 3 | Winning a drinking competition. |
| 3 | Lifting the spirits of the downtrodden. |
| 3 | Creating a funny song. Requires at least a full night and an Intelligence + Performance action, TN 10. |
| 3 | Playing a prank set up last session. |
| 5 | Hosting a feast for a village. |
| 5 | Creating a new type of alcohol. |
| 5 | Saving someone's life. |
| 10 | Playing a prank set up two sessions ago. |
| 10 | Saving a village or larger populated area from destruction. |

Her temples are always full of home-brewed beer served by attractive men and women. Often such temples replace regular taverns.

Spheres

Priests of Alassë have access to the illusion and Polymorph spheres. Their spells appear with a flash of rainbow colours, often accompanied by light, strange sounds similar to a harpsichord.

Mana Stones

Alassë's magical items can be anything which is a simulacrum of anything else – a toy dagger, a doll, a statue or a painting are all possible mana stones. Their mana stone spells are activated by a command word.

Cálë – God of Illumination

The god of light is popular among all the land, especially with scholars, as he is a god of knowledge.

Followers of the god of light have access to the illusion and Force spheres. His mana stones always contain the writings of famous works – usually from the Holy Book of Light but potentially from any learned source. The item in question must be at least as large as a sheet of paper – commonly a book, potentially an armoured breast-plate but never a sword or rock. His spells appear in a warm glow of light, illuminating an area with a glow the strength of a few candles brighter than the ambient lighting. The mana stones of Cálë are always activated by a command word.

XP Rewards for Cálë

- | | |
|----|---|
| 1 | Donating at least 1 gp to the temple. |
| 1 | Learning a new secret. |
| 1 | Gaining a new level in Academics or any sphere in the Path of Alchemy. |
| 1 | Crafting a new magical item. |
| 1 | Overcoming a tricky situation. |
| 3 | Solving a complicated puzzle. |
| 5 | Donating at least 10 gp to the temple. |
| 5 | Uncovering a conspiracy. |
| 10 | Solving a legendary puzzle. |
| 10 | Donating at least 100 gp to the temple. |
| 10 | Writing an informative book on some topic. Intelligence + Academics is rolled at TN 12 during downtime. |
| 15 | Finding and preserving important knowledge that would otherwise have been destroyed forever. |

Laiquë – Goddess of the Forest

Laiquë is the mother of all the growing green plants and all the animals. Farmers worship her as they know their produce ultimately stem from the forest. Her holy day is a feast-day during the warm first season of the third cycle. She has few temples but many followers. Those temples are usually arranged around some particularly striking tree, often magically altered to appear fantastically beautiful or just warped. Farmers are fond of putting up a little shrine to her with no more than a few rocks and a unique tree, and sometimes with a bird feeder. Her followers are numerous – they meet during feast days, especially Laiquë's own day of feasting. On other days, they simply travel, and expect Laiquë's blessings and the good will of the people around them to provide food for them, occasionally giving out her blessings if they have been initiated into the secrets of her divine powers.

Those casting spells on her Path of Divinity find things appearing in a wave of mist while flowers bloom nearby. They are granted access to the Polymorph and conjuration spheres. The mana stones of her followers are always animals or plants. If the animal in question has access to a spell, the animal as well as the priest always has the ability to cast spells. Her followers commonly have large dog companions which are able to give blessings or summon other dogs for help with the conjuration sphere. Plants with a spell are always activated by a command word. Animals with a spell implanted always activate the spell at their own behest and rarely at the right time; cats have been known to use implanted spells to hunt prey while a dog which feels threatened might reflexively turn into a rat when scared.

XP Rewards for Laiquë

- | | |
|----|---|
| 1 | Donating at least 1 cp to the temple. |
| 1 | Hunting one's own food and dedicating it to Laiquë. |
| 1 | Gaining a new level in the Survival Skill. |
| 3 | Building a shrine – requires 3 days work and an Intelligence + Crafts action, TN 8. |
| 3 | Donating all of one's money to the temple. |
| 3 | Freeing a wild animal from captivity. |
| 3 | Destroying an 'unnatural' creature such as an undead creature. |
| 5 | Finding a new type of creature. |
| 10 | Composing a song to Laiquë – requires an Intelligence + Performance action, TN 10. |
| 10 | Establishing a new temple. |
| 15 | Saving some miles of land from being despoiled. |

Ohta

Qualmë's big sister, Ohta, is a mighty warrior. To be worthy of her, people must train well and be fast in battle. Her temples are few and are often no more than small rooms within a larger barracks, but her priests travel on almost every martial campaign – even those who follow other gods usually object to going into battle without the blessings of a cleric of Ohta.

Ohta's feast day ends the fourth and last season of the third and last cycle. On this day, if no battles are present, entire towns sometimes gather together to voice their frustrations, calling each other out to one-on-one fights. There is no reprisal for the result of these fights – they stand alone, and no redress can be made in a socially acceptable way until Ohta's next holy day, months later.

XP Rewards for Ohta

- | | |
|----|--|
| 1 | Donating at least 1 gp to the temple. |
| 1 | Finding an interesting battle trophy. |
| 1 | Finishing a battle with 0 FP. |
| 1 | Finishing a round with -12 Initiative or less. |
| 1 | Fighting a new type of creature. |
| 1 | Gaining a new level of the Combat Skill. |
| 1 | Surviving a skirmish while outnumbered. |
| 1 | Going first in the party when entering a dangerous situation. |
| 3 | Answering a one on one challenge. |
| 3 | Killing three opponents single handedly in one battle. |
| 3 | Killing a more dangerous opponent than ever before (danger is measured in XP). |
| 3 | Surviving a large scale battle while outnumbered. |
| 5 | Donating at least 10 gp to the temple. |
| 5 | Killing five or more opponents single handedly in battle. |
| 5 | Killing a dangerous opponent (16+ XP) single handedly. |
| 10 | Killing a dangerous opponent (10+ XP) without wearing armour. |
| 10 | Donating at least 100 gp to the temple. |
| 10 | Defeating a previously victorious opponent. |
| 15 | Starting a war. |

Spheres

Clerics of Ohta have access to the Invocation and Conjunction spheres. They enjoy summoning weapons, hordes of helpers and raining down divine wrath in the form of fire and lightning upon their opponents. Their spells are accompanied by loud, terrifying noises which can be heard for up to a mile around and shining, silvery flashes from where fire and battle cries appear.

Mana Stones

Their mana stones are weapons or hunting trophies. Weapons can only store 2 MP per point of Damage they inflict. Hunting trophies can hold up to 1 MP for every 2 HP of the beast killed.

Qualmë – God of the Grave

Ohta's less popular little brother rules over death and the suffering which precedes it. He teaches us to remember our own dead fondly and to desecrate the graves of our enemies so that they can be forgotten. His feast day is during the great storms of the first season of the first cycle. Volcanoes often explode to mark this occasion. His temples are few and far between – a couple of large cities with important people buried, the occasional gnoll hut where a mad shaman of death collects skulls and speaks strange promises about a coming war or a deep, dwarven catacomb where the honoured dead of many a dwarf want to gain the promise of being lead to the halls of the honoured dead.

XP Rewards for Qualmë

- | | |
|----|--|
| 1 | Donating at least 1 gp to the temple. |
| 1 | Desecrating the bodies of an enemy. |
| 1 | Gaining a new level in the Necromancy sphere. |
| 1 | Giving someone blessings upon their death bed. |
| 1 | Losing HP. |
| 1 | Toasting to absent friends. |
| 3 | Performing an outlandish burial, with sacrifices and words appropriate for the deceased. |
| 3 | Easing the last moments of a dying person. |
| 3 | Erecting a shrine to the dead. Requires an Int + Craft action, TN 9, at at least 10 gp. |
| 3 | Learning the history of a new area. |
| 3 | Gaining a large body-part from a famous person, now deceased. |
| 5 | Donating at least 10 gp to the temple. |
| 5 | Falling below 0 HP. |
| 5 | Retrieving a dead body for a proper burial. |
| 10 | Building or funding a mausoleum. Takes a year and requires at least 100 gp. |
| 10 | Falling below -3 HP. |
| 15 | Falling below -5 HP. |

Spheres

Clerics of Qualmë have access to the Necromancy and Enchantment spheres. They employ magic to trap or terrify people while raising corpses from the grave to fight. Their spells arise in a pool of inky blackness and are accompanied by the foul smell of old, rotting meat.

Mana Stones

Qualmë's mana stones are always made from the glorious dead. Mana stone can hold half the FP of the original target (rounded up). The hand of a man who had 6 FP could store up to 3 MP. XP can also be used as a basis for establishing a glorious target – any significant chunk of a corpse can hold one third of its XP cost in mana, so a dragon worth 22 XP could hold up to 7 MP.

Spells implanted in those mana stones are always activated by a command word.

Véré – God of Justice

Warden to all oaths, lord of ten thousand holy warriors, leader of armies, the giver of vengeance and punishments – Véré is a popular god. He is invoked during wedding vows and business deals. His followers are found among the politically influential and can be some of the most zealous of religious followers. He values obeying the law, making fair deals, being a good host and supporting the poor.

XP Rewards for Véré

1	Donating at least 1 gp to the temple.
1	Enforcing a law.
1	Feeding the poor.
1	Hosting guests.
1	Punishing law breakers.
1	Returning someone's valuables to them.
1	Enduring a troubling oath.
3	Enforcing a major law or imposing the law on a group.
3	Donating at least 10 gp to the temple.
3	Returning from a dangerous mission with all allies unharmed.
5	Completing a quest you swore to complete over one session ago.
5	Correcting the local law.
5	Creating a peace treaty between factions in danger of fighting.
10	Creating a peace treaty between warring factions.
10	Donating at least 100 gp to the temple.
15	Deposing a tyrant.

His holy day is during the second season of the second cycle. It is considered extremely good faith to make an oath on this day, and mortally bad luck to break such an oath.

Spheres

Véré's clerics can access the enchantment and Force spheres. They use enchantment to gain followers, dazzling them with the glory of the purity and strength of their god, while force is used to protect the innocent and faithful. Their spells appear in a shimmer of gold and the sound of a gong.

Mana Stones

Véré's mana stones are always people who are followers of Véré. Those believers alone can activate any spells which are stored inside them. Priests of Véré often gift their followers with single-use magical powers, such as the ability to call upon a blessing or the ability to protect themselves with armour. If the people who are being used as mana stones are given spells then they can activate those spells at will with a short prayer at an Initiative cost of 8.

Codes

Those without a dedicated deity often dedicate themselves to some informal code instead. The codes might be thought of as attitudes or philosophies for life. Followers of similar codes may well get along together but they will not recognise each other as members of a similar organisation. Those with a code as their primary motivator may also sacrifice to gods or even occasionally worship and donate to temples, but their ultimate aims lie with themselves. It is said those who do not fully dedicate themselves to any god must wander the afterlife without aid or guidance – such spirits always provide the most bizarre and contradictory accounts of death and can prove difficult to summon.

The Code of Acquisition

The goal of life is acquisition. We all want things, therefore people who get more things are doing better. Those on the code of acquisition are often those who can acquire more money – townmasters, dwarves in love with gold, or gnomes who have dedicated their lives to finding the best rubies.

Underneath the exterior love of wealth, those on the Code of Acquisition primarily desire *respect*. They have a deep sense of needing to be important in the eyes of others, and find their acquisitions the most efficient way to achieving that goal.

XP Rewards for the Code of Acquisition

- | | |
|----|---|
| 1 | Buying an expensive item – worth 1 gp or more. |
| 1 | Being greeted deferentially by a stranger. |
| 1 | Confirming you are the richest person in a new region. |
| 1 | Hiring a new servant. |
| 1 | Meeting a famous person. |
| 3 | Buying a very expensive item – at least 10 gp in value. |
| 3 | Disarming a potential conflict. |
| 5 | Starting a successful new business. |
| 5 | Finding a magical item. |
| 5 | Gaining a new title such as a guild master or townmaster. |
| 5 | Buying an extremely expensive item – at least 20 gp in value. |
| 10 | Marrying into a prestigious family. |
| 10 | Acquiring a horde of new wealth – at least 100% of the character's current total. |
| 10 | Buying an expensive new home – at least 200 gp in value. |

The Code of the Tribe

What's important is you and yours. Your children, the memory of your grandparents, the honour of the tribe. Your children will be your legacy, while you must die your legacy can live on forever. If you want to do well in this world, you have to put you and yours first. This path is popular among gnolls, humans and dwarves, who can become very family-focussed. Exactly who counts as being 'in the tribe' does not have to be limited to blood relatives, however – it's an intuitive thing. You know your own.

Travelling companions do not automatically count as members of your tribe, but they may come to in time. Exactly what counts as a 'tribe' is mostly in the hands of a player, though the bonds should never be made lightly.

XP Rewards for the Code of the Tribe

- | | |
|----|---|
| 1 | Helping out a member of the tribe. |
| 1 | Greeting a member of the tribe during a long time away. |
| 1 | Welcoming a friend into the tribe. |
| 1 | Testing a potential new member of the tribe. |
| 1 | Defending your tribe's honour. |
| 3 | Spreading the honourable name of the tribe to outsiders. |
| 3 | Entering battle simply for the sake of the tribe. |
| 5 | Forming an alliance for the tribe. |
| 5 | Returning home after an extended trip away. |
| 5 | Acquiring a new home for your family. |
| 5 | Saving a member of the tribe from some terrible situation. |
| 5 | Fulfilling the final wishes of an ancestor. The ancestor's wish can be specified only while spending Story Points, and the XP can only be collected if the mission is completed in a later Story. |
| 10 | Starting a family. |
| 15 | Saving one's entire tribe from destruction. |

The Code of Experience

The world is here to be lived, to be known, to be connected with. You want all the experiences – unique experiences, sacred experiences, horrible experiences; it's all good. You want to stare at the full moon while drinking with friends, to create some new piece of art and to feel enough heart-ache to make you physically sick. Elation and deep-rooted fear are equally valuable – they are both life. You also value giving life and

meaning to the old and abandoned, to experiencing what few others have experienced, whether it's finding a lost and neglected poem from an old language or visiting an area never before seen by people.

XP Rewards for the Code of Experience

- 1 Finding a new type of food or drink.
- 1 Witnessing a flower open.
- 1 Seeing a change in Season.
- 1 Greeting a new type of humanoid.
- 1 Per Story Point spent.
- 1 Learning a new type of instrument or any creative specialisation.
- 3 Experiencing any emotion to heights never reached before.
- 3 Learning a Skill or sphere to a level above any other Skill or sphere you have.
- 3 Making a new friend.
- 3 Returning home after a long time away.
- 3 Finding a mana lake.
- 5 Experiencing deep tragedy.
- 5 Taking HP Damage for the first time.
- 5 Falling in love.
- 5 Creating a masterpiece of some kind at TN 12. Each Skill can only be used to gain XP once.
- 5 Discovering a lost piece of art or literature.
- 10 Finding an area lost to all contact for more than a century.
- 15 Finding an area never before visited by people.

Combat

SECTION 5.1

Basic Combat

Initiative

At the start of each Round the leader of each group rolls 2D6 and the result is the group's Initiative.¹ Each character then adds their *Initiative Factor* to get their Initiative Score. The Initiative Factor is given by characters' Speed Attribute plus weapon modifiers. If you roll 5 and have a Speed Bonus of 1, your Initiative Score is 6.

The GM then counts downwards from the highest Initiative score. When your number comes up, you can act. Each time the character takes an action they pay a cost in Initiative – once it reaches below 1 that character can no longer act. Moving costs only 2 Initiative, while swinging an axe costs 6. You can spend as much as you like, and even go down to an Initiative score of -5, but once the Initiative count reaches 0, the round ends.

Medium weapons are generally more effective than Light weapons, but they cost 6 Initiative points to take a swing, while Light weapons cost only 4.

Medium weapons are those with a Weight Rating of -1 or greater. Smaller weapons, those with a Weight Rating of -2 or less, and brawling attacks with fists, all count as light weapons.

Quick Actions

Quick Actions can interrupt the usual Initiative priorities. Any time someone attempts a Quick Action, they take their action immediately, even if they have a negative Initiative score. If two characters interrupt the Initiative flow with Quick Action then whoever currently has the highest Initiative Score goes first.

Quick Action allow characters to guard someone as soon as they see an attack impending upon a friend, to defend against missile attacks, or to shout a few words.

Characters on less than 1 Initiative can continue taking Quick Action, but suffer a -1 cumulative penalty for each Quick Action below.

For example, you can move, then Keep Edgy, even after you're too disoriented to attack anyone, but that

movement will suffer a -1 penalty. Meanwhile, Keeping Edgy requires no roll and has no associated numbers, so it does not incur any penalty. However, defending oneself after this point would have a -2 penalty, and further Quick Action would suffer a -3 penalty.

Initiative Costs	
Action	Init. Cost
Striking	
Drawing weapon	2
Guard Someone	2
Heavy weapon	8
Light weapon	4
Medium weapon	6
Ram	3
Projectiles	
Crossbow	3
Improvised projectile	7
Reloading	2
Shortbow	4
Thrown weapon	4
Quick Actions	
Defence	2
Keeping Edgy	2
Moving	2
Speaking	2
Magic	
Cast a spell	3+level
Use magic item	8

Attack

To attack an opponent, you roll 2D6 as usual, but only add your Combat Skill. The TN is 7 plus your opponent's Dexterity.

¹The "party leader", here means 'whoever rolls the Initiative dice first'.

Aggression

Animals use a Skill called Aggression. It works exactly like the Combat Skill but only adds to the Strike Factor, and never to Initiative or Evasion.

Damage

If you hit, roll 1D6 plus your Strength Bonus to determine Damage. The Damage is then taken off the enemy's HP. Everyone has a number of HP to withstand Damage. When your opponent is reduced to 0 HP, they are defeated.

Stacking Damage

Damage Bonuses cannot extend forever. If the Damage bonus ever exceeds +3 then 4 points of the bonus are replaced with a die. Therefore, what might usually be 1D6 + 4 Damage becomes 2D6 Damage.

This applies to all Damage, including magical Damage. It continues through all Damage Bonuses, so 1D6 + 9 Damage would be simply 3D6 + 1 Damage after conversion.

This also applies to lower Damage, so '2 Damage', would be 1D6 - 2 damage.

Defence

When the enemy attempts to hit you, roll 2D6 against TN 8 plus your enemy's Strike Factor (this is generally their Combat score). If you want to have an *active defence*, you can spend 2 Initiative as a Quick Action to add your Dexterity Bonus, and any bonus from weapons. Otherwise, a *passive defence* means you just roll the dice, and hope for a good result.

Characters on 0 initiative or below suffer a -1 cumulative penalty to defence for each additional defence action.

The total bonus to defence, including any bonuses from weapons, is called the *Evasion Factor*.

Movement

By spending two Initiative, characters can run as a Quick Action, acting before all other actions. Characters can run 3 squares plus their Speed Bonus during this time. This movement can be chopped up into any number of pieces - once the Initiative is spent, a character with Speed +1 might run only one square, then 2 more, then 1 more square later.

Characters who spend the entire turn running can move 10 squares plus their Speed Bonus plus their Athletics Skill Bonus; so someone with Speed +1 and Athletics +1 would move 12 squares per turn of flat-out running.

Hit Points

Each character has a number of HP (Hit Points) equal to 6 plus their Strength Bonus. Small gnomes typically have 4 HP while big, strong humans typically have 7. Losing even a single HP means the character has suffered serious Damage. A long fall might have broken the character's bone. A dagger could have slashed open several veins. Characters do not have many HP so losing even one is a serious matter.

Healing

Characters heal a quarter their HP each week, rounded up.

Death

Once a PC reaches 0 HP they must make a Vitality Check in order to stay alive. This is rolled at TN 4 plus one for every negative HP level. For example, if someone with 3 HP left were to take a further 6 Damage, this would put them at -3 HP. That makes the TN 7 for the Vitality Check.

A failed Vitality check means that the character is dead. The player must roll up a new character with either 50 XP or half the total XP of whichever party member has the most XP. A successful one means that the character is unconscious for the remainder of the scene but alive. At the end of the scene they can make further Vitality Checks to see if they wake up. When waking up, all actions relying on movement take a penalty equal to the number of HP beyond 0 the character has lost.

NPCs roll Vitality checks at a basic TN of 7 instead of 4.

Weapons

Weapons are a great way of inflicting additional Damage, but they are an equally excellent way of defending oneself. Having a longsword to keep scary opponents at bay is always better than trying to nimbly dodge about. Longer weapons also grant a bonus to Initiative, representing the fighter's ability to hit opponents before they hit them due to the weapon's length.

Each weapons is rated for 'Dam' (the Damage bonus), 'Init' (the bonus to Initiative, generally through reach) and 'Ev' (the weapon's Evasion bonus).

Each weapon has a Weight Rating, just like any

item. For every point a weapon's Weight Rating exceeds its wielder's Strength Bonus, the wielder gains 1 Encumbrance, which subtracts from the character's Effective Speed as they move slower and swings the weapon slower. Weapons held in only one hand add +2 to their Weight Rating.

Finally, some weapons also have an in-built 'knack' – a special ability they allow the wielder to use. These weapon knacks are not counted towards the character's total knacks, except for the purposes of the weapon's knack. See Chapter 6 for a full list of knacks.

Light Weapons	Dam.	Init.	Ev.	Wt.R	Cost	Knacks
Cudgel	+2	0	0	-3		Stunning Strike (page 36)
Dagger	+1	0	+1	-4	60cp	
Firepoker	+1	+1	0	-2		Finishing Blow (page 35)
Javelin	+1	+2	0	-2	50cp	
Knife	+1	0	0	-4	40cp	Precise Strike (page 35)
Log	+1	-1	0	-2		
Rapier	+1	+2	+1	-2	15sp	
Rock	+1	0	0	-5		

Medium Weapons	Dam.	Init.	Ev.	Wt.R	Cost	Knacks
Boulder	+4	-1	0	6/8		Finishing Blow (page 35)
Cast Iron Skillet	+2	0	+1	-1/1		Adrenaline Surge (page 34)
Chair	+1	+1	+1	1/3		
Club	+2	+1	+1	2/4		
Great Axe	+3	+1	+1	3/5	8 sp	
Great Sword	+2	+1	+2	3/5	8 sp	
Maul	+3	0	0	4/6	1 sp	
Large Rock	+2	0	0	4/6		
Longsword	+1	+1	+3	1/3	9 sp	
Shortsword	+1	+1	+2	-1/1	6 sp	Furious Blows (page 35)
Spear	+1	+1	+2	0/2	3 sp	First Strike (page 35)
Quarterstaff	0	+1	+2	0/2	2 sp	First Strike (page 35)
Whip	0	+2	0	-1/1	1 cp	First Strike (page 35)
Wood Axe	+2	0	+1	-1/1	1 sp	

Heavy Weapons	Dam.	Init.	Ev.	Wt.R	Cost	Knacks
Great Club	+4	+1	+1	5		
Giant Boulder	+5	0	-2	8		Finishing Blow (page 35)
Giant Sword	+3	+1	+2	5	15 sp	
Poleax	+3	+1	+1	5	6 sp	First Strike (page 35)

Shields	Dam.	Init.	Ev.	Wt.R	Cost	Knacks
Bucklar Shield	+0	0	+2	-2	4 sp	
Kite Shield	0	0	+3	2/4	8 sp	Solid Defence (page 36), Dodger (page 34)
Round Shield	+1	0	+2	0/2	5 sp	Dodger (page 34)

Light Weapons

Light Weapons are those with a Weight Rating of -2 or less. People wield them in one hand only, without problem, and can slash or stab with them in flurries

of blows, quickly. They require only 4 Initiative points to attack with, so while an axe is far more damaging than a dagger, a dagger can unleash a flurry of blows before a single axe swing has taken place.

Medium Weapons

Swords, axes and all the regular weapons of warfare require a full 6 Initiative points to be swung. They grant excellent Combat Bonuses, often increasing the effects of all three Attributes. These weapons are the standard weapons which most people will be using throughout the campaign – they cover the Weight Rating from -1 to 4.

Medium weapons are usually wielded in both hands. However, characters can try to hold one with only one hand, but the weapon's Weight Rating increases by 2. For example, a great sword can certainly be held up by one hand alone, but it will move from a Weight Rating of 4 to 6, meaning that a normal human, with Strength +1, would suffer a -5 penalty to their Speed Bonus, and therefore Initiative. While this is a steep penalty to Initiative, the price can be worth the wielding of a shield with a weapon.

Anyone wielding a medium (or indeed heavy) weapon with a Weight Rating equal or greater than their racial maximum has an unwieldy weapon indeed, and suffers a -3 penalty to their Initiative.

Heavy Weapons

Giants, monsters and a few extremely strong humans have the ability to heft weapons so large that they can only be used with both hands together – all have

a Weight Rating of 4 or more. They grant excellent Bonuses, but require 8 Initiative points to attack.

Anyone insane enough to attempt to use a large weapon one handed must suffer through a +4 increase in the weapon's Weight Rating, which would make such weapons prohibitively heavy for most people.

Shields

Shields work like any other weapon, so they are useful both for attack and defence. However, they work best in defence.

Dual Wielding

When you have two weapons, you must select one as the primary weapon. On the first round, the primary weapon must be the first weapon you use, but after that, you can attack with either.

The secondary weapon adds half its Evasion Bonus, rounded up.

SECTION 5.3

Armour

Armour	DR	Weight	Noise	Price
Partial				
Elvish	2	-2	0	3gp
Padded	2	0	0	1sp
Leather	3	0	0	5sp
Chain	4	1	2	10sp
Plate	5	2	4	12gp
Complete				
Elvish	2	-1	0	9gp
Padded	2	1	0	3sp
Leather	3	1	1	15sp
Chain	4	2	3	30sp
Plate	5	3	5	36gp

armour is a rating used for certain creatures which have natural armour without weak spots (such as stone giants).

Complete armour adds +1 to the Weight Rating and multiplies the price by 3.

Armour defends characters by lowering incoming Damage. In game terms, armours have a DR rating which subtracts from Damage.

Armour can cover more or less of a character, and therefore comes with three ratings – Partial, Complete and very rare Perfect armour. Partial armour covers the basics – the character's chest and probably head, perhaps a basic arm-guard on top of that. Complete armour covers the full character – almost. Complete armour, whether leather or plate, will come with a helmet, a neck-guard, gauntlets, shin guards, foot coverings and will overlap to protect the joints. Perfect

Vitals Shots

When attacking an opponent in armour, it is possible to make a shot so precise as to get a gap in a helmet, strike an opponent in the eye or slide a blade between overlapping plates. To get a Vitals Shot, one simply needs to roll high enough over the creature's regular TN and all armour (meaning DR) can be ignored.

For partial armour, anyone rolling a Margin of 3 (i.e. 3 points above the TN) ignores the DR from the armour. If the regular TN is 8 then any roll of 11 or greater counts as a Vitals Shot. Complete armour requires a Margin of 5 to ignore the armour, so if the TN were 10 then a Strike would require a total of 15 to bypass the armour. Perfect armour cannot be bypassed by a sufficiently high roll.



Many creatures have a DR from natural armour, representing especially thick skin or some other immunity to Damage. Natural armour always counts as Complete armour unless otherwise specified, because it covers almost all of the body, but often leaves weak spots open such as the eyes or the kneecaps.

Stacking Armour

Some creatures have a natural DR, which would then stack with their armour. The primary armour counts for its full value, and the lower DR score counts for half. Any tertiary armour counts for a quarter, and so on. Once you have a total, round up anything over half. Stacked armour can consist of both partial and complete layers, meaning a roll could bypass one set of armour by rolling 3 over the creature's TN, but bypass all armour with a roll of 5 over the TN.

Standard armour cannot be stacked in this way. We assume plate, chain, and some leather-based armours already have padded armour underneath. Similarly, different types of natural DR do not stack, and nobody becomes undead in different ways.

Weight

All armour has a Weight Rating, just like any other item. The Weight Rating above are for Partial Armour. If anyone wears Complete armour the Weight is increased by 1, so Complete chain armour which comes past the knees, has a helmet and uses arm-guards, would have a Weight Rating of 2.

Armour also inflicts Fatigue very quickly, as mentioned above. Wearing armour in battle is a great idea, but characters attempting to sprint in full plate will find themselves unable to run before long.

Stacking

Adding extra weight works with same as adding armour – just count the heaviest item, and half of the second, a quarter of the next, and so on. Lifting a gnome with a Weight Rating of 4, and a club with a Weight Rating of 3 would have a total Weight Rating of 6.

Noise

The 'Noise' rating shows the penalty to moving silently while wearing Complete armour of this type.

Perfect Strikes

Rolling a Natural Roll '12' in combat, i.e. rolling two 6's, means the roll was a Perfect Strike. A Perfect Strike is guaranteed to hit even if it doesn't reach the opponent's TN, it ignores both Partial and Complete armour (covered below) and it grants +2 Damage.

Fate Points

At this point you might be wondering how anyone is going to survive past their first battle. 6 or 7 HP is not a lot when the Damage is often 2D6 or higher. The mechanism which saves the plot-important character is FP (Fate Points). Every time someone would lose HP, the character marks off FP instead and it is stipulated that the attack in fact misses, because the gods have fated this person to live another day.

Everyone in the world begins with 5 base FP. This is then modified by their Charisma Bonus, so someone with Charisma -2 starts with 3 FP. The difference between the PCs and the NPCs is that PCs start play with a full allotment of FP at the beginning of each adventure. NPCs start with none, but regain FP at the end of each scene as usual. As a result, most NPCs effectively have 0 FP. The GM can mostly ignore NPC FP and Damage will be applied directly to NPC HP.

Regaining Fate Points

Base FP	Regeneration
5	2 per scene
10	4 per scene
15	6 per scene
20	8 per scene

At the end of each Scene, players regenerate 2/5ths of their FP. Those with 5 FP total regenerate 2 temporary FP, and those with 10 FP regenerate 4 temporary FP, and so on.

While NPCs begin with 0 FP, they too regenerate the normal amount each scene. In this way, an NPC might accumulate quite a number of FP, and when some climactic end scene arises where the PCs finally confront them, they will have a harder time of it, because the NPC has now become plot-important enough to merit some plot immunity, just like them.

One exception here is creatures without a Charisma Attribute. Animals, undead and other creatures without any Charisma Bonus can never store FP except through the use of Magic.

Fatigue

Fighting, running and swimming can really take it out of you, especially when wearing heavy armour. Characters gain Fatigue Points for exerting themselves, and if they accrue too many then they will quickly start to become ineffective.

then Damage reduces them to only 2 HP, leaving them with a -2 penalty to all actions yet again.

HP

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Fatigue Points

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Penalty: 0

Below the character's HP bar are spaces for Fatigue Points to be gained. Once the character has more Fatigue Points than their current HP, they take a -1 penalty for every Fatigue Point in excess of their HP.

HP

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Fatigue Points

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Penalty: 1

This might happen because the character has, say, 6 HP but gains a total of 8 Fatigue Points, and then gains a -2 penalty to all actions. But it might also occur because the character has 4 Fatigue Points and

HP

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Fatigue Points

⊗ ⊗ ⊗ ⊗ ⊗ □ □ □ □

Penalty: 3

Characters may reach a maximum penalty of -5 due to Fatigue Points, after which they fall unconscious. If the character is accruing Fatigue Points from running or wrestling, they would normally simply pass out at this point, but if they are gaining Fatigue from swimming or bleeding, the character will almost certainly just die.

Fatigue Points cannot be mitigated with FP. Characters who can luck their way out of being shot by arrows and roasted by dragons can quite easily be punched and dragged away, or collapse after a long run.

Fatigue Chart

Action	Fatigue Points
Armour	Wearing armour inflicts 1 Fatigue Point per Weight Rating of the armour.
Bleeding	1 Fatigue Point per slashing damage which was not mitigated by armour.
Climbing	1 Fatigue Point per square.
Fighting	Each round inflicts 1 Fatigue Point.
Holding Breath	1 Fatigue Point per round.
Marching	1 Fatigue Point per mile.
Starving	Each meal skipped inflicts 1 Fatigue Point plus half the character's Strength Bonus (rounded up).
Swimming	Each square swum inflicts 1 Fatigue Point.

Gaining Fatigue

Each round running, climbing, in combat, or otherwise exerting oneself inflicts a Fatigue Point. Armour also inflicts a number of Fatigue Points equal to its Weight Rating at the end of each scene.

Fatigue can only be gained at the end of a scene.

The Skill Discount

Characters can use skills as a sort of 'DR' against Fatigue. 3 Rounds of combat inflicts 3 Fatigue Points, but someone with Combat 1 can ignore 1 Fatigue point per round of combat.² Athletics curbs Fatigue Points accumulated through running, Survival curbs Fatigue Points gained through marching, and so on.

Special Categories

Fatigue Points can represent all manner of problems a character has – not just tiredness.

Bleeding occurs when a character has lost HP to piercing or slashing weapons. They then gain Fatigue Points equal to the number of HP lost. These Fatigue Points are marked with a 'B' instead of the usual dash

across a box and are healed at a rate of one per day rather than the usual, faster rate. If the bleeding is not stopped, the character should bleed for the same number of points minus one on the next scene until they are dead or the bleeding has stopped on its own. The TN to stop the bleeding is always 6 plus the number of Fatigue Points being lost on the current scene.

Poison can become a nasty drag on a character, and a serious poisoning can prompt even the strongest fighter to return home.

Starvation is another special case. Fatigue inflicted from starvation is marked with an 'S', and each of these points only heal once the character has had a full meal.

Healing Fatigue

When the party take any part of the day to rest, they can heal a number of Fatigue Points equal to half their *current* HP; so someone with 4 out of 8 HP would be able to recoup 2 Fatigue Points by resting, either for a full night, or by taking some chunk of the afternoon to sit quietly.³

²Skills never help Fatigue Points due to heavy items.

³The day is divided into four parts. See page 10.

Complications & Manoeuvres

Complications

Blindness

Fighting while blind is no fun – your opponent can see you coming, and you can't see them. Blinded opponents suffer a penalty equal to -8 plus their Wits and Vigilance Bonuses with a maximum penalty of -6. For example, a character with Wits -1 would receive a -9 penalty to attack, except that the maximum penalty is -6. Someone with Wits +1 and Vigilance +3 would suffer a -4 penalty to attack because both reduce the basic penalty of -8.

This penalty only counts when one side of a fight is blind. When both sides are blind, we use the Darkness Fighting rules below.

While fighting blind, if the dice make a Natural Roll roll equal to the number of people on their side (including themselves) then they hit a companion. If the character is fighting with just one companion then there are two of them and they hit a companion on the roll of a 2. If they are part of a group of 5 people, any roll of 5 or under means they have accidentally hit a companion. Companions who are accidentally hit can attempt an Evasion roll by rolling with their current Evasion Factor against TN 10; failure implies normal Damage from that attack. It is quite possible to kill a companion while fighting blind.

Darkness

Fighting in the darkness, or just twilight, can give a distinct advantage to those with sharper senses. Those who retain some basic vision while their opponents have none are in a similar situation to fighting a blinded opponent. However, when both sides suffer from the darkness, the battle changes very little. Neither side can hit very accurately, but then neither side can dodge or parry very well either.

When fighting in the dark, each side receives a penalty to attacking the other equal to the difference between their respective Wits + Vigilance totals, up to a maximum of -6.

For example, a human guard has caught a room full of elves with stolen goods. Thinking quickly, one of the elves douses the room's only lantern. The human has a Wits Bonus of -1 and no Vigilance Skill. The elves have a minimum Wits of +1 and many also have the Vigilance Skill; that means the elves will receive a +2 bonus to striking the guard and those with the Vigilance Skill will receive a higher bonus.

Deep darkness can provide a maximum penalty of -6, while twilight is limited to a penalty of -3.

Enclosed Spaces

Enclosed spaces cause serious problems for people wielding longswords, battle axes, and other large weapons. Daggers and rapiers often have an easier time in these locations. Each location has an *Enclosure Rating*; the smaller the number, the more narrow the space.

The amount of space required for a weapon is determined by the Initiative *the character* spends to wield it. Small hallways may have a maximum initiative of 5, meaning someone could wield a shortsword without penalty, but a longsword, spear, or kite shield would have problems, because they all require 6 Initiative to attack with. For every initiative point that a weapon is over the maximum room space, the character gains a -1 penalty to attack. Characters with Knacks like *Flashing Blades* are better at getting in short, sharp, thrusts, so they suffer less of a penalty to attack.

The penalty to attack counts for all other actions, such as spell casting. Higher level spells, which require a lot of Initiative points, also require space to move and create the grand gestures which bring forth the magic. If the enclosure rating goes down to 3, then someone casting a 1st level spell, at 4 Initiative, would gain a -1 penalty to casting, while someone casting a 3rd level spell at 6 Initiative would gain a -3 penalty to casting.

Passing Attacks

If you try to run past an opponent during combat, they may make an attack against you as a Quick Action.

This might happen when someone is surrounded, but wants to run away.

Spell Casting in Combat

Spell casters are assumed to be focussing on their spells and using both hands for that purpose rather than weapons. They use their Wits for the Initiative bonus rather than Speed and receive no Combat Skill Bonus to Evasion – they only use their basic Dexterity score.

Casting one-handed is possible, but difficult. Any roll the spell requires receives a -2 penalty. Casting one-handed allows the caster to hold a weapon in the other hand, for either defensive or offensive purposes.

Spell casters who wish to both attack and cast spells within the same Round must use the lower of their Speed and Wits score when determining Initiative. They can then use their full Combat Skill Bonus for the Round to add to the Combat Factors but cannot take their Initiative Factor higher than their Wits Bonus.

Switching away from one's focus on spells or martial combat must be decided at the start of the Round – mages who are not mentally prepared to cast spells or use a sword cannot do so at a second's notice.

Trapped or Entangled

Characters caught in mud, who slip over, or get shackled to a spot cannot move or dodge nearly as well as they could. All attacks against them count as Sneak Attacks and they can no longer use the Knack: Fox Hop. Despite the Sneak Attack Bonus, such characters can defend as normal, with their full Dexterity Bonus, and any weapon bonuses.

Falling Prone

Characters who fall over lose their ability to defend themselves, as above. However, they can get up at the cost of 2 Initiative by using up their movement action. If they've already moved this Round, they have to wait until the next Round.

Manoeuvres

Brawling

Punches and kicks all use the Combat bonus. Such attacks inflict Fatigue Damage. Everyone gains a DR against Brawling Damage equal to their Strength Bonus, which stacks with armour (DR cannot be negative). This counts as Complete armour, so hitting someone in Partial chainmail with a TN of 8 and a Strength of +1 would mean they have a total DR of 6. However, an attack score of 11 would mean that the Partial armour's DR could be ignored, leaving only a DR of 1. An attack score of 13 would ignore both types of DR, leaving nothing at all. Attacks which bypass a body's natural armour count as normal Damage as such attacks might hit vulnerable locations such as the eyes or crotch or twist an opponent's arm till breaking point.

Blind Rage

Weapons can grant a bonus to the wielder's Evasion Factor because the wielder is keeping people at bay with it – a spear might be waved in an opponent's face in a threatening manner or a sword might be on the ready to attack if someone gets within its range. However, this marvellous defence only works against people who care about being hit. Anyone can choose to attack someone while ignoring their opponent's weapon's bonus to Evasion; the penalty is simply that the opponent can choose to make a single Sneak Attack immediately.

Drawing Weapons

Drawing a weapon costs 2 Initiative if it is placed in an easy place to draw, like a scabbard on the side of a belt. If a character holds weapons on the back or in a bag, it costs 8 Initiative to remove them. If a knife's stuffed inside a pack, the GM may stipulate a number of Rounds required to draw the weapon.

Dropping Weapons

Dropping a weapon is free, but if the character has not made an attack then the weapon's Initiative Bonus is lost.

Flanking

Attacks from someone's anterior side gain a +2 Bonus. Up to 6 opponents can attack a lone character, and any available walls can reduce this number.

Grabbing & Grappling

Grabs: A grapple always starts with a grab. A grab is a normal roll, made without any benefits from weapons. If successful, the character has grabbed an opponent.

Once two people are grappling, neither can move and so both can be struck as per a Sneak Attack by anyone nearby.

No weapons can be used while grappling if they have a Weight Rating above -2.

Grapples: Once two people are caught in the grapple, either can make a grappling roll at the cost of 4 Initiative. They can then roll with double their Strength, plus their Strike factor, against 7 plus the enemy's Evasion score.

A successful roll implies the character can break the grapple and move freely, or can inflict 1D6 plus their Strength Bonus in Damage.

Weapon Grab This works exactly like a normal grab, except for two key differences. The first is that the defending player cannot use the weapon's Dexterity Bonus to defend – a sword which grants a +3 bonus to defend does not help when the sword itself is being grabbed. The second difference is that a grappled target can simply drop the weapon at any point in order to ignore the grapple. If a fighter's shield has been grabbed, they can just let it go, and the same with any sword.

Guarding

If you guard someone by standing in front of them then all attacks have to go through you first.⁴ Any enemy making a successful attack on you can choose to damage you, or to make another roll (as a free action, costing no Initiative) at their real target.

Guarding costs 2 Initiative, and after than any defence incurs the usual Initiative cost. If either character moves away from the other, the guarding stops.

Half Swording

It is possible to hold a sword by the blade and use the guard to bludgeon one's opponent. This manoeuvre allows the weapon's Speed Bonus to be added to its Damage instead. It takes 2 Initiative points to change how one holds the sword.

⁴This includes missile attacks only if you could otherwise evade them.

Holding Off

Anyone can wait to see what the battle brings – the character simply lowers their Initiative and can jump in at any point, acting at one Initiative higher than a declared action.

For example, someone might hold off their action at Initiative 5. They wait for the enemy to attack at Initiative 3 and notices that one of them is attempting to use a magical item. Immediately they retroactively performs an action at Initiative 4.

Keeping Edgy

The character can take a moment to note their long-range surroundings, including archers and potential spell casters. This takes only 2 Initiative points and for the rest of the Round, any time the character is being fired upon in combat they can use their basic Speed Bonus in a resisted action to leap out of the way of an incoming missile or targeted spell, such as a fireball. Spells which simply target people by gaze or magical effects such as Polymorphing are unaffected.

Charge

The character smashes into opponents recklessly, foregoing most of their usual defence. The character's Strike and Evasion factors swap place until their next standard action (Quick actions do not count).

Ram

In combat, it is possible to scare, push and stab at someone to force them to move backwards. The attacker spends 3 Initiative points. The defender can either attempt to resist, or can simply acquiesce and

move back. When moving back, targets are pushed back 2 squares; the attacker's Strength adds to this and the opponent's Strength decreases it. Characters can sacrifice the use of 1 point of Strength to push back an additional person.

Those who resist must also sacrifice 3 Initiative. A resisted Strength + Combat Skill check is made. Successful resistance means that the defender is not pushed back.

A *Ram* action must employ normal movement, and cannot move any character farther than their normal movement. Characters who have been rammed but are unable to move far enough back fall *prone*.⁵

Sneak Attacks

When taking someone by surprise, the attacker gains a +4 bonus to the attack and a +2 bonus to Damage. Opponents cannot use any Evasion bonuses from Dexterity, weapon Bonuses or the Combat Skill.

Sneak Attacks also gain a penalty equal to the weapon's Weight Rating (if positive). Warhammers are not the best choice for assassination weapons, while daggers and hand axes do much better.

Two Weapon Combat

A character using two weapons – perhaps a shield in one hand and a sword in the other – can use either weapon to attack, or gain Initiative. The Evasion bonuses from the weapons stack, so the second weapon adds *half* its Evasion bonus. Each weapon will have to be held in one hand, increasing its Weight Rating by 2.

SECTION 5.7

Ranged Combat

Projectiles have their own Skill which is bought just like the Combat Skill. Archers roll to hit with Dexterity + Projectiles, then roll for Damage, just as with Combat. The TN is always 6 plus one for every five full squares away the target is. Targets 14 squares away would have a TN of 8 to hit. Most targets cannot use any weapons to add to their Evasion Factor (except shields) but can use the Speed Bonus to evade missile attacks if they are on the run or Keeping Edgy.⁶

Just as with weapon combat, a high enough roll can be a Vitals Shot, ignoring all DR.

When someone with a bow is attacked, they can use their Combat Skill and Dexterity to Evade as per usual.

The Long Bow

Long bows (or 'hunting bows') are difficult things to work but well worth it once the archer practices enough. To pull back the heavy load on a long bow takes 1 Round, and the arrow flies at the very end of the round. Each bow has its own Strength rating and anyone without at least that much Strength cannot use the bow; the bows deal 1D6 + Strength Rating. So if a bow has a Strength rating of 2 then it deals 1D6 + 2 Damage but requires a Strength of 2, at least, to operate. Having a Strength of 3 will not increase the Damage.

Long bows can be fired for hundreds of yards – the maximum range is generally more determined by the archer's ability to aim than by the range of the bow.

⁵See page 29 for details on falling prone.

⁶See page 30.

Projectile	Initiative	Damage	Weight	Cost
Crossbow	3	2D6	1/3	20 sp
Longbow	0	varies	-4/-2	10 sp
Shortbow	+2	1D6 – 1	-5/-3	5 sp
Throwing knives	+1	1D6 – 1	-5/-3	100 cp

The Short Bow

A short bow, or 'trick bow', is a smaller, lighter thing which can be used by anyone. What it lacks in punch it makes up for in quick draw time. As usual, for every five squares beyond the first two the archer suffers a -1 penalty to hit. The bow takes 4 Initiative points to fire so many shots can be fired in a Round.

Short bows have a maximum range of 20 squares and deal 1D6 – 1 Damage. They often bring down prey by multiple arrows rather than the one.

Firing a short bow requires 4 Initiative points but reloading takes another 2.

The Crossbow

Crossbows can be powerful, but are not easy to reload. They have a basic Damage of 2D6 though different crossbows vary in quality. Crossbows take a number of Rounds to reload equal to 6 minus the character's Strength score (minimum of 1). Firing a crossbow takes only 3 Initiative points.

SECTION 5.8

Morale

Before each round of combat, the GM rolls a Morale Check for NPCs at TN 6, using their Combat or Aggression Skill, along with the following modifiers. If the NPCs fail the roll, they attempt to flee, otherwise,

they fight.

When an enemy flees the scene, characters still gain full XP for the fight, since they still 'defeated' the enemy.

SECTION 5.9

Chases

Fleeing

Chases form some of the most dramatic scenes in an adventure. When running on an open field without any barriers, everyone simply runs at full speed – whoever has the highest Speed + Athletics total succeeds in running away or catching up with an opponent. But when running through marshes, down alleys, climbing up cliffs, or otherwise finding a reason to change direction, PCs must roll.

The system is simple – one player rolls 2D6 for the group. Each person then modifies this group score. Since the party will probably run at different paces,

they have the option of abandoning slower members or slowing down to the pace of the slowest member.

The TN is 6 plus the enemy's Speed + Athletics Bonuses. Failure means the characters are instantly caught, before they are able to run anywhere. If the players hit the TN they manage to run through 1 area while being chased. For every Marginal point, they run through an additional area. If the Margin is ever 3 or more then they completely evade the enemy. If the party obtain less than total success, they and their pursuers both move and must roll again.

The table is a guide to an unaltered roll. In most situations enemy Traits will affect the actual results of such a total by increasing or decreasing the TN.

Morale Chart

Bonus	Situation
+4	Monsters outnumber characters 3:1.
+2	Monsters outnumber characters 2:1.
+2	Character's top Strength Bonus is lower than the monster's.
-2	Character's top Strength Bonus is higher than the monster's.
-2	Characters outnumber the monsters.
-2	Monster is wounded.
-1	Players have displayed awesome magical abilities.

Total	Result
11+	The characters immediately escape their pursuers.
10	The characters escape their pursuers after travelling through 2 areas.
9	The characters escape their pursuers after travelling through 3 areas.
8	The characters are chased through 3 areas and reroll.
7	The characters are chased through 2 areas and reroll.
6	The characters are chased through 1 area and reroll.
<5	The characters are immediately caught.

The GM is encouraged to give a fast-paced description of fast-moving scenery, hurriedly telling the players about a new area before moving instantly on. Each area covered holds new opportunities for getting away, or trapping the quarry – whether that is the players or their prey.

Characters running through forests might encounter a marshy area, a stream, dense thickets, an open plain and then a sudden, steep hill. Those crossing plains might find a random encounter in their path, then a copse of trees. Those running up a mountain could find an area of loose rocks where the ground slides away from under their feet, a narrowing path upwards as rocky walls envelop them and then a misty lake covered in low-lying cloud.

Each area covered also inflicts 1 Fatigue Point in addition to any for wearing armour or for Encumbrance Points. These Fatigue Points are applied after every roll rather than waiting until the end of the scene.

Players are encouraged to suggest Skills which might help. While running away from a band of guards, a

character could use the Stealth Skill, quickly dipping into an alleyway to hide. When jumping around a busy area of town, the character might leap over a moving cart to gain some headway. Characters can, with GM permission, use their Skills to aid an entire group. The Stealth Skill, in particular, might be used to aid the entire party to hide by finding the right spot. The Empathy Skill might be used to quickly convince farmers to hide the characters.

Hunting

Running after prey follows exactly the same rules, but in reverse. The party roll for catching up with their prey. As per the previous chart, a near-failure can be worse than a total failure. With a complete failure, the enemy simply gets away. With a partial failure, the party run a long way, get very tired, then fail. Such is life.

Total	Result
10+	The characters immediately capture their quarry.
9	The characters chase their quarry through 3 areas, then capture them.
8	The characters chase their quarry through 2 areas before catching up with them.
7	The characters chase their quarry through 1 area and then catch up with them.
6	The characters chase their quarry through 3 areas, then lose them.
5	The characters chase their quarry through 2 areas before losing them.
4	The characters chase their quarry through 1 area, then lose them.
<3	The characters immediately lose their quarry.

Further Dangers

Falling Damage

Characters who fall from a height suffer 2 Damage per square the character fell. 2 Damage alone converts to 1D6 – 2 Damage, while 4 Damage would simply be 1D6 and so on. Characters falling straight downward can attempt to mitigate 4 Damage by rolling Dexterity +

Athletics at TN 9. Those falling forward and down in an arc can try to roll along the ground to mitigate the Damage; they roll Dexterity + Athletics at TN 7 and a successful roll indicates that they reduce incoming Damage by 4.

The maximum Damage someone can suffer from a fall is 18, equating to 4D6 + 2.

Advanced Combat

The Combat Skill can be added piece by piece to any of the Combat Factors. Those with Combat +1 can put it on Strike, Evasion or Initiative. Those with Combat +2 allows you to place +1 on Strike and +1 on Evasion, or +2 on Initiative, or any other combination.

The character sheet has a space for coins on top of the Combat Factors so you can place your Dexterity Bonus and the Combat Skill on top to remember what you have.

At the end of the round, the Combat Factors reset, and everyone chooses what they want to do again.

Knacks

Characters can individuate themselves by learning various Knacks – special talents for combat manoeuvres, magic, skills or other abilities. Most people can pick up

a couple of Knacks easily but further Knacks become progressively less intuitive.

SECTION 6.1

Combat Knacks

Adrenaline Surge

The player can declare that super-human effort is being thrown into an action, and gain +1 Strength for that one task. This can increase damage, but cannot increase Initiative after a Round has begun.

Adrenaline surge can be used once each scene for each knack the character has, and no more than once a Round.

Back to the Wall

You are particularly difficult to flank. So long as you are not surrounded on all four sides you receive no penalty for being Flanked. See page 29 for rules on flanking.

Berserker

You enter a bloodthirsty rage when in battle. After the first round, you gain a +1 bonus to Speed. After the second round, you gain a +1 bonus to Strength.

You lose the bonuses if you spend a round without attacking.

Brawler

The character receives +2 to Strike when making unarmed attacks or grappling.

Cutting Swing

The character can cut through more than one opponent at a time, or slice open multiple skulls with a single arc of metal. Any time the character reduces an opponent below 1 HP, they can immediately make another attack at no Initiative cost against anyone in range of the weapon; if that attack reduces the opponent below 1 HP then further attacks can be made until no further

enemies are within range or the character fails to fell an enemy.

This knack can only be used with missile weapons if enemies are standing behind each other.

Disarm

With a flick of your sword into an opponent's wrist or by trapping the hilt you can throw an opponent's sword away. This manoeuvre takes the normal amount of Initiative for using your weapon. You and your opponent make a *resisted* Dexterity + Combat Action, TN 7. If the disarm attempt is successful, the weapon is thrown 1D3 squares in a random direction.

Defender

For each Knack the character has, they can defend against one close-range attack per round at the cost of 1 Initiative, rather than 2.

Dodger

The character is an expert at dodging long-ranged attacks. They need to spend only 1 Initiative point in order to Keep Edgy (see page 30) and can thereafter dodge all incoming missile attacks with their Speed +2. If this knack is taken multiple times, it adds +1 to the roll each time.

This Knack grants immunity to all Sneak Attacks from Ranged weapons, such as bows or throwing knives, just as long as the user is Keeping Edgy.

This knack is automatically granted by using a medium sized shield, so anyone who both has the Knack and a shield could spend 1 Initiative point at the start of the Round to be able to dodge all incoming missile attacks. If their Speed were +1, they would gain a +4 bonus to dodging, or anyone attacking them would raise the TN to hit this character by 4.

Fast Charge

If you spend a Round moving at your maximum speed in order to engage with the enemy, then on the next round you gain a bonus to your Damage, Initiative and Strike, equal to half the number of Knacks you have (rounded up), for the first attack of the round.

Finishing Blow

Any attack the character makes of 12 Damage or more gains a number of additional Damage equal to the number of Knacks they have, including magical attacks.

Purchasing this Knack multiple times only adds +1 to the additional Damage dealt. Many weapons, such as warhammers, come with this Knack in-built, so anyone with the Knack: Finishing Blow, who also wields a warhammer, would trigger +2 Damage any time they dealt 12 or more Damage, or more if they had further Knacks. Other Knacks from weapons do not count towards the total.

First Strike

The character gains a +2 Initiative Bonus on the first round of Combat if not surprised, and an additional +1 Initiative Bonus for each First Strike knack.

The knack resets if the character ever spends a full round of combat moving.

Flashing Blades

The character is an expert with light weapons and only needs to spend 3 Initiative to attack with them.

Fox Hop

The character is particularly good at defending themselves by jumping about. They receive a bonus to Defence equal to half the number of Knacks they have, rounded up. This bonus does not stack with weapon bonuses.

When charging this bonus goes into the Strike Factor instead of the Evasion Factor, as per usual. See page 30 for the Charge Manoeuvre.

Furious Blows

You can wield large weapons exceptionally fast. Medium weapons (those with a Weight Rating of -1 to 4) cost 1 less Initiative to make an attack with just so long as you have no Encumbrance penalty to wielding it. Using this Knack, an attack with a longsword would cost only 5 Initiative. Buying this Knack multiple times has no effect.

Furious Rage

You gain +1 to Strike when using the *Charge* manoeuvre. See page 30.

Guardian

The character receives a +2 bonus to their Evasion score for the purposes of defending people and can defend a number of people equal to the number of knacks they have. Guarding someone costs only 1 Initiative. Those being guarded must be close beside or behind them, as usual. When the character is defending themselves they use their normal Evasion Bonus.

Last Stand

Any time the character loses HP they immediately gain +5 Initiative points plus one per Knack the character has. The Initiative Count goes back up to the highest Initiative to let you act (presumably) alone.

The character also gains a number of MP equal to the number of Knacks they have.

Mighty Draw

You can draw back a hunting bow in a single action, rather than a full round. You pay 8 Initiative for the action, minus half the number of Knacks you have (rounded up, minimum of 2). For example, someone with 3 Knacks would pay only 6 Initiative for the attack.

Those with a crossbow can reload it one round faster than normal, but the minimum is 1 round.¹

Perfect Sneak Attack

Any Sneak Attacks you complete inflicts an additional +1 Damage for each Knack you have. Normally, Sneak Attacks inflict +2 Damage, so someone with 3 Knacks would inflict +5 Damage.

Precise Strike

You require 1 less to achieve a Vitals Shot. For example, when targeting an opponent with a Evasion score of +2 and Partial armour, they would normally require a score of 9 to hit and a score of 12 to make a Vitals Shot which ignores all armour. With this Knack they still require a score of 9 to hit but only a score of 11 to make a Vitals Shot. People with this Knack can also bypass Perfect armour by rolling 6 points above the target's TN.

Multiple purchases of this Knack allow you to bypass armour at an increasingly low TN.

Quick Shot

You can use any long-range weapon by paying 1 less Initiative.

Additionally you can make an Sneak Attack with a bow by paying an additional 4 Initiative instead of spending a Round aiming. If you are interrupted after the aim, but before the shot, you lose all bonuses for a Sneak Attack.

¹This would normally be 6 rounds minus the character's Strength score. See page 31 for more.

Snap Shot

You pay 0 Initiative to reload an arrow onto your bow, as opposed to the regular Initiative cost of 2.

Solid Defence

The character can hold their actions, persistently defending themselves rather than attacking. They gain +2 to their Evasion Factor during this time. At any time they can give up the protection just as if they had held their action normally; this allows them to act at 1 higher Initiative than the current Initiative Count.

Each time you take this Knack, you gain an additional +1 Bonus to your Evasion Factor.

Stunning Strike

You can declare that you are attempting to stun opponents. You then take a -1 penalty to Strike but if you successfully hit an opponent, all Damage dealt reduces their current Initiative. The target is also unable to make Quick Actions until their current Initiative allows them to act. Multiple uses of this Knack add 1 each to the Initiative loss.

For example, if someone were using a cudgel (which comes with the in-built Knack: Stunning Strike), and

also had the Knack, then they smacked someone for 4 Damage, the opponent would immediately lose 5 from their current Initiative Score, even if all of the Damage was mitigated by DR and FP.

Unstoppable

The character does not fall incapacitated when falling below 1 HP they make the usual Vitality Check and if they survive they continue to act until the end of combat, though they also have to take the usual penalty: -1 per Damage beyond 0 HP, in addition to any Fatigue Point penalties. Once combat ends, they fall unconscious. Each time they suffer further Damage a new Vitality Check is made.

Additionally, the character receives a bonus to all Vitality Checks equal to half the number of Knacks they have, rounded up.

Finally, the character gains +2 HP.

Voice of Wrath

Your battle cries and demeanour are particularly fearsome. Enemies receive a -2 penalty when taking Morale Checks where you are their enemy.

SECTION 6.2

Spellcasting Knacks

Blood Caster

The caster's magic is fuelled by hatred and tenacity. If the character has 0 FP and loses a single HP then they gain +2 to their effective Intelligence Bonus. If they lose half their HP then they gain an additional bonus equal to the number of Knacks they have. For example, a caster might lose 2 HP then gain an effective +2 bonus to casting Fireball spells and a +2 bonus to the Damage inflicted by such spells. When they are later struck again and goes down to 1 HP then (since they have 2 Knacks) they gain a +4 bonus to such spells and a +4 bonus to Damage.

This Knack can only be used when there is a legitimate grievance. The mage does not gain the bonus when they have harmed themselves. It lasts only until the end of the scene and can reactivate only once the mage has lost further HP.

The Knack might also be used when a member of the party has died, or when someone the character has spent Story Points on has been killed.²

Combat Casting

The mage suffers only a -1 penalty rather than the usual -2 when casting a spell using only one hand. Alchemists and divine casters unable to use their voice and hands suffer a -3 penalty rather than the usual -4. Poly-morphed creatures still suffer a full -2 penalty to all spell-casting in addition to any other penalties.

Extreme Focus

The spell caster can focus on a spell to the exclusion of all else. During this time they automatically fail any checks to notice things. All ritual spells cast with this focus grant a bonus to the caster's Intelligence score for the purpose of casting spells equal to half the number of Knacks the character has (rounded up).

Quick Spell

Quick spells cost 2 + their level in initiative to cast. Standard spell casting can be completed in one round less than usual. First level spells still require a full round to cast.

²See page 12 for Story Points.

Other Knacks

Chosen Enemy

The character has a burning hatred for a particular race of creature. The character gains a -2 penalty when interacting socially with such creatures and a +1 when performing actions such as tracking them, attacking them or intimidating them. The only combat bonus gained is for the Strike Factor, not Initiative or Evasion.

For each Knack the player has, they may select a new chosen enemy, so those with a total of 3 Knacks may select 3 chosen enemies. Those enemies may be chosen at any time, including long after a new Knack as been bought.

Possible enemies include: Forest Creatures, bandits, magic users, any humanoid race (e.g. dwarves, humans, et c.), underground creatures, undead, nura humanoids, and nura beasts.³

Chosen enemies never stack, so an undead forest creature only counts as one chosen enemy.

Characters who wish to swap out a chosen enemy can remove one any time, but can only regain a new one during downtime.

Fast Healer

You regenerate unusually fast. Any scene which you end with a rest allows you to heal 2 additional Fatigue Points and 2MP.

Hardened

The character is particularly tough and gains +2 HP and immunity to the Knack: Stunning Strike.

Specialist

The character specialises in some non-combat Skill, becoming exceptionally good at one particular action. They select a pairing of some Attribute + Skill to gain a +2 bonus whenever the two are used. For instance, when using Charisma + Performance to sing a song they could gain the bonus, though when writing one with Intelligence + Performance the Knack would have no effect.

This Knack can be bought any number of times but only once for a particular Attribute + Skill pairing. It can add to rolls to cast spells, but not combat rolls, including ranged combat.

³See Adventures in Fenestra, chapter 2.

Spheres

A novice miracle worker begins by selecting one of the five paths of magic. Each path grants access to spheres of magic, i.e. collections of spells.¹

Each level of a sphere typically grants access to a few different spells. For example, the first level of the Aldaron sphere allows the caster to affect local weather conditions, enchant animals, and summon light. Divine casters will think of this as a gift from their deity, while blood casters think of these effects as a natural extension of their own will. However, the basic effects are the same.

The Spheres of Magic

Aldaron allows one to enchant animals then later to harness control of the local weather conditions.

Conjuration changes things from one form to another, and eventually can summon items out of the air.

Enchantment allows casters to calm people or panic people. How to confuse and impress them.

Fate is divine magic and allows the caster to ask a question of the gods, then later to heal companions' Fate Points.

Force magic is a very versatile sphere, allowing the mage to protect themselves, fight with levitating weapons or just levitate any object or person.

Illusion allows the caster to summon apparitions of anything. The caster might hide a door by making an illusion of a wall over it, or create the image of a sleeping bear to frighten people. More skilled illusionists can disguise themselves as other people or creatures.

Invocation is the magic of fire, lightning and destruction. It begins with bolts of lightning and later allows the caster to incinerate large swathes of enemies with great balls of fire.

Necromancy first deals with making the caster close to death so they can feel no pain and interact safely with the risen dead. Later the necromancer learns to summon simple spirits into the bodies of the dead to make them rise as an army.

Polymorph allows the caster to transform into other races, and then into entirely different species. Exactly which type of animal a caster can transform into depends upon their body type. Lithe characters will find it easier to turn into a bird, while stronger people will find stronger animals, such as bears or warthogs, easier.

SECTION 7.1

Aldaron

The elves are intimately familiar with this sphere, and usually refer to it as a simple skill, like painting or any other trade. They call it simply 'the knowledge of trees', though it deals with much more than wood – animals can be turned into friends and companions, the weather can be controlled and at the ultimate level the forest itself can be called to uproot and give aid to the mage.

Aldaron Level 1

Forest Song

Type: Continuous, Skill: Beast Ken

Novices of Aldaron can befriend any beast, make them confused, send them to sleep or send them into a blind panic. Passive mammals such as sheep are easy to target while aggressive or strange creatures can be very difficult to get to grips with.

The TN for this spell is 7 plus the target beast's Wits

¹See chapter 8 for the paths of magic.

+ Aggression Skill (the Skill which replaces Combat for beasts). The caster rolls their Intelligence + Beast Ken. For example, a creature with Wits +1 and Aggression +2 would be at TN 10 to affect.

Mages can use this magic to make animals easier to train, although most animals are not particularly useful – they cannot tell the mage important information or understand simple commands.

Forest Song works on all creatures without an Intelligence score. UMBER hulks, bears, birds, et c. – all can be affected with the language of the forest. However, mammals are the easiest to work with. The GM should add to the TN to affect birds, insects and other non-mammalian creatures.

Forest Song replicates the first three levels of the Enchantment Sphere but the targets are beasts rather than people, and the TN and Skill is determined by this level, not the enchantment spell.

(1) Enhancement – Binding: With an additional level added, the spell can replicate all five levels of the Enchantment sphere, but retains the exception that the only Skill used is Beast Ken. The animals targeted by this spell do not become any smarter, unless the enhancement *Sentient* is used with the spell.

Light

Type: Continuous, Skill: Survival

The mage casts a dim light, about the strength of a torch, which floats around a single point (but never very steadily). This light can blind opponents in the darkness by casting it directly in their face. Anyone having the werelight flare up in their face becomes blinded for a number of rounds equal to the spell's level minus the target's Wits Bonus. The average human, having a Wits Bonus of -1, would be blinded for 1 round. The blindness can be automatically avoided by anyone who was Keeping Edgy (see page 30), as quickly shielding one's eyes averts any damage.

Undead are terrified of this light. Those affected by the spell make a Wits + Aggression roll, TN 7 plus the caster's Intelligence + Survival.

Plantform

Type: Continuous, Skill: Survival

Young plants have a natural destiny. With this spell, a plant's destined form can be changed. The caster needs to hold the spell until the plant has fully formed, which can stunt the caster's mana for a year or more. The affected plant cannot be larger than a man, unless enhancements increase the area of effect.

The caster has various options for how the spell grows the plants:

Edible plants produce a number of meals equal to the spell's level plus the caster's Intelligence Bonus. *Wide* spells produce the same amount of food times the spell's level, plus the caster's Wits Bonus.

Poisonous plants taste the same as the edible plants, but inflict a number of Fatigue Points when ingested equal to the spell's level plus the caster's Wits times 2.²

Wildform plants are just plants with any shape the caster desires. They might grow into the form of a chair, or even a house if the spell is large enough. Anything is plausible if a plant could be carved into the right space.

Freezing Touch

Type: Continuous, Skill: Survival

The mage can freeze solid any body of water, or even damage people by cooling their body.

If cast on a person, they take 1 Fatigue Points plus the caster's Intelligence Bonus.³ Exactly how effective this is depends a lot on how tired the target already is.

Bodies of water freeze over the moment the spell is finished. Such ice has an effective Strength Bonus of 1 plus the caster's Intelligence Bonus, and covers up to 1 squares plus the caster's Wits Bonus. The spell's Strength Bonus can test if the ice can trap people who are in the water, or if it can support people's weight (it holds a maximum Weight Rating of its own Strength +4).

Creatures only frozen up to their waist or ankles can gain a bonus to break out of the ice, and a further bonus if the spell is cast slowly. If the caster can extend the range, then the spell can travel any distance, although longer distances can make the spell rather a long-shot, with each area traversed raising the TN by 3.

Wind Blast

Type: Instant, Skill: Survival

Wind can also be made to blow forward in a blast in front of the mage. The blast spans out, affecting a number of squares equal to the spell's level plus the mage's Wits Bonus. The target instantly loses a number of Initiative points equal to the spell's level plus the caster's Intelligence Bonus. This spell can be dodged like any other missile.⁴

Targets cannot take Quick Actions again except Evasion until their Initiative comes up. The wind moves all targets away from the caster a number of squares equal to the spell's level, plus the caster's Intelligence Bonus, minus the target's Strength Bonus.

² $(L + Wts) \times 2$

³The elvish natural immunity to cold does nothing to prevent this damage.

⁴See page 30 for Keeping Edgy to dodge missiles.

Aldaron Level 2

The mage begins to commune with the weather systems and influence how they go. They can even summon localised weather systems from the palm of a hand; mist, sunlight, wind and more are all possible.

Air Bubble

Type: Continuous, Skill: Survival

Weather-workers can summon an air bubble anywhere within range, with a diameter equal to 2 squares plus the caster's Wits Bonus. The air bubble can be used to walk underwater without getting wet (though drips through the bubble are common). It will remain despite any damage to its outer 'wall' – penetrating objects simply slip in and out seamlessly. All air bubbles must be summoned while on the land, taking it down below – any bubbles which begin underwater will simply summon a bubble of stagnant water and will collapse under their own weight once brought onto the land. Air bubbles can also help stop invading winds, mists and such, but with such a limited range their usefulness is also limited.

Any projectiles targeted at the airbubble lose a lot of their power – arrows, and fireballs both become a little impotent when faced with it. It provides a total DR of 2 + Intelligence against all ranged attacks.

Aldaron Level 3

Forest's Call

Type: Continuous, Skill: Beast Ken

The caster makes a call to the forest to come and attack the nearby target. If the target is a player, the GM

rolls 3 times plus the caster's Intelligence on the local encounter table, and the PC faces all encounters within the next day, and typically within the next scene. The GM is encouraged to combine all encounters into one.

If the target is an NPC, they lose 3 FP + the caster's Intelligence. If this leaves the target on 0 FP, the target meets with an unfortunate accident next time they enter a natural environment, and dies.

The curse only lasts while it's maintained, and only takes effect in a natural environment where creatures roam – not in towns or otherworldly environments.

Telos

Type: Instant, Skill: Survival

The spell reaches out to any plant, dead or alive, and fast-travels it to its natural conclusion. Seeds grow into plants and blossom, plants grow tall, and older plants wither and die.

The result depends upon the margin.

Poorly made weapons with wooden parts collapse once aged a decade. Most will collapse after 5.

Bushes targeted by the spell can grow tall instantly, while trees can take decades, or even a century to grow to full height.

The spell must target a complete 'thing', and never a piece of a thing. A basic spell can target a sword, therefore destroying its handle with age, but could not target a door in a house – the entire house would have to be targeted, or the spell would not work. Spells massive enough to target a building might affect the exterior, but would do nothing to the interior unless it could target every room within as each room counts as its own area.

Margin	Ageing
0	1 Year
1	5 Years
2	1 Decade
3	5 Decades
4	1 Century
5	2 Centuries

SECTION 7.2

Conjuration

Conjuration deals with changing matter. It starts by shifting water into mud, or stone into ice. Later the caster can change types of matter – liquids into solid, solid metal into air, anything simple. Higher levels are less limited, and complex items like a bow and arrow, or cart, can be made in an instant, as matter's shape can be changed. Casters soon also learn how to change matter's location, teleporting items from one place to another.

Conjuration uses various skills to cast, but most commonly Crafts for summoning or changing items, or Survival for water or other simple substances.

Conjuration divides the world into three essential forms – solid, liquid and gas. Gases are easiest to work

with, liquids come shortly after, and solid objects are usually the most difficult to work with.

Conjuration spells targeting larger items are always more difficult. The TN for anything besides a gas, such as air, is always increased by the Weight Rating. In the case of living targets, the Weight Rating is always equal to their HP, so targeting someone with 6 HP would increase the TN by 6.

Any character can decide that a conjuration spell targeting them fails by spending 5 FP, if that spell would be fatal.

Conjuration Level 1

Transmutation

Type: Continuous, Skill: Varies

The mage can turn any single, cohesive, target into another of the same type. Mist can turn to air, or air can turn into mist. Ice can turn into rock, and water can turn into sludge.

Food substances, gold coins with complex engravings, bows, and other crafted items are too complicated for this spell – it only transforms matter into something simple of the same type.

The TN is typically 7 plus the target's Weight Rating.

What follows are a number of spells derived from Transmutation.

Choking Fog

Type: Continuous, Skill: Survival

The caster changes the nearby air into a caustic mess. When cast outdoors the mist dissipates at the end of the Round. When cast in a windy area, the fog disappears instantly.

Anyone Keeping Edgy can hold their breath. Others gain 1 + the caster's Intelligence in Fatigue points each Round.

The spell affects a number of squares equal to 1 + the caster's Wits.

Purify Air

Type: Continuous, Skill: Survival

Smoke, fog, or any other substance can be purified. The spell affects a number of areas equal to 1 + the caster's Wits.

Stonespell

Type: Continuous, Skill: Crafts

The caster changes any solid target to stone, ice, or any other simple, solid, substance. The TN is 7 plus the target's Weight Rating.⁵ Once the spell is over, the target turns back to normal.

Anyone may spend 5 FP in order to stipulate that the spell fails.

Fast moving items, such as a spear used in combat, are additionally difficult to target. When in use, whatever skills the wielder is using add to the Target Number.

Metal cannot be targeted by this spell.

Slime

Type: Continuous, Skill: Survival

The caster turns any nearby liquid into a slippery slime. Anyone running full speed across the area makes a Dexterity + Athletics roll, TN 7 + the caster's Intelligence + Survival. Anyone simply running (but not at full speed) gains a +2 bonus. Those who fail, fall over, becoming *prone*.⁶

Some kind of liquid must be in the right place for the spell to work. Casters acting quickly often carry their own water. Throwing water requires 8 initiative for using an item, as usual.

Web

Type: Continuous, Skill: Survival

The caster turns any liquid into a vicious, sticky substance. Anyone coming into the liquid gets stuck, and needs to take a full movement action to try to get free.

Casters roll their Intelligence + Survival at a TN of 7 + the target's Strength + Athletics. Alternatively, players can avoid being stuck in the web by rolling Strength + Athletics, at TN 7 + the caster's Intelligence + Survival.

Anyone can attempt to break free instead of their usual movement action.

Webbing cannot be used instead of rope – it's too elastic, and tends to snap when stretched.

(1) Enhancement – Meticulous: The caster can now transform targets into detailed forms. Air can become a complex, and rich scent. Solid wood can turn into a sword, or rope. Water can become beer, wine or even acid.

(1) Enhancement – Metallic: The caster can now target and create basic metals such as copper, bronze, or iron. Gold and silver cannot be targeted or created, nor can alloys, or weapons adorned with precious metals.

(1) Enhancement – Transient: The conjuration spells can now move from any type of matter to any other. Webbing, slime, or acid can be created from any substance except metals.

Casters turning air into rocks can rain a heavy load down on an enemy, inflicting 1D6 Damage, plus their Intelligence, plus the spell level.

Living creatures turned using Stone Spell into a solid substance, and then turned into air or water using Form Breach, are dead.

⁵A living target's Weight Rating is equal to their HP.

⁶See page 29 for falling prone.

Conjuration Level 2

Level 2 conjuration can use all the enhancements of the previous level.

Acid

Type: Continuous, Skill: Academics

The caster can turn any liquid into a potent acid. If the acid achieves a Vitals Shot (or the target is not wearing clothes), it gets around armour or clothing, and deals 1D6 Damage plus the spell's level, plus the caster's Intelligence Bonus. Thin clothing may only provide partial DR.

The spell can either be cast a *Transient* spell, in which case it can attack targets by turning air into acid, or it can be cast against a target already covered in some liquid.

Alternatively, if the acid is held in a tough bowl, made of metal or dense wood, it can be thrown like a normal projectile, so long as the range is short (-2 penalty per square's distance).

However the caster creates the acid, targets can dodge like any other missile weapon.

Prison

Type: Continuous, Skill: Crafts

This spell is simply an example of stacking spell enhancements together. The caster freezes water around a target, or turns surrounding air to stone, imprisoning them. While the spell is being cast, the target can

attempt to break free as a Quick Action, costing 2 Initiative, by rolling Strength + Athletics. The TN is 7 plus caster's Intelligence Bonus plus Crafts.

If the spell completes, the TN to break free increases by 2.

Conjuration Level 3

Teleport

Type: Instant, Skill: Academics

The mage teleports the target a short distance – up to 3 squares plus the caster's Wits. As with many other instant skill spells, the target can cancel the spell by spending 5 FP.

If cast as a *Massive* spell, the portal gains can travel across multiple areas, but always remains as around the size of a doorway.

(1) Enhancement – Gated: The mage can not simply teleport something but open a doorway from one place to another, within the normal range. The magical portals always maintain the same direction, so one which opens facing upwards will always match another which opens facing upwards.

If placed on a surface, it opens seamlessly, as if it were a normal opening. People can wander into another land entirely and never know it.

The portals are always seamless – the edges contain no flickering or wobbles. Portals must always rest upon unchanging surfaces; any movement destroys the circle instantly.

SECTION 7.3

Enchantment

Enchanters open, tinker with and enslave people's minds. At low levels they learn to charm people, or even let others charm people. Better enchanters can also confuse people to the point of being useless in battle, or to make targets sleep. Finally, the enchanter learns to bend people's will to the point where they are completely subservient to them.

This sphere of magic only works on people with an Intelligence Attribute and works best on humanoids. Casters attempting to affect the strange minds of outsider entities from other planes, the undead or other weird lifeforms should be given an appropriate penalty. Undead are particularly difficult to contact through this spell, especially those who were never human; the TN for such a feat should raise by at least +6.

Enchantment Level 1

Calm

Type: Continuous, Skill: Empathy

Enchanters can calm down scared people including those who have failed a Morale Check. While under the care of an enchanter, all Morale Checks gain a bonus equal to the spell's level plus the Enchanter's Intelligence Bonus.

Dream Walk

Type: Continuous, Skill: Empathy

The mage focusses on a dreaming target and perceives their dreams while interacting with them.

Those inside a dream can use any spell, as long as their relevant Skill is equal to the level of sphere they

want to employ, as if they were on the Path of Blood. All dreamers can use their standard spheres in addition to any gained through these lucid dreaming abilities.

The caster can interact normally with the target, and those on good terms can communicate with each other.

Anyone damaged in a dream loses MP instead of HP. Everyone has a natural DR equal to double their Charisma Bonus. Once they receive damage without having further MP to sacrifice, they wake up.

A *Wide Dream Walk* spell pulls targets into a single dream space.

Imbue Soul

Type: Continuous, Skill: Empathy

The caster pours a little life-essence into an object, animal, or anything else. When used on animals, the creature slowly becomes smarter, though this can take some days to have any real effect.

The spell attracts undead to the target, who feed on the kind of sentient souls that the spell imbues. Any undead in the area will follow the target, just as if it were a person. With mindless undead, this works without failure, though intelligent undead can plainly understand that the item is not a person if they can see it properly.

Fear

Type: Continuous, Skill: Deceit

NPCs hit by this spell suffer a Morale penalty equal to the spell's level plus the caster's Intelligence Bonus. PCs hit by this spell are not allowed to know their current FP total – the GM tracks it instead.

Reading the Ripples

Type: Instant, Skill: Vigilance

The enchanter can read any target's Mind Attributes, see which Code or God they follow (if any) and sees all of their Knacks.⁷ This will not grant any information about what the target is thinking, merely how capable that mind is and its priorities.

Unwilling targets resist this spell with their Wits + Deceit.

Sending

Type: Continuous, Skill: Performance

The enchanter telepathically sends a short message to the target within normal range. If cast as a *Standing Spell*, the caster can telepathically send messages for as long as they are within range of the target.

If the enchanter does not have any languages in common with the target then the TN is 9 rather than 7. This communication is one-way only.

⁷See page 15.

Twitch

Type: Continuous, Skill: Performance

The spellcaster focusses on their own mental acuity, gaining a bonus to Initiative for all spell casting. The bonus is equal to the spell's level plus the caster's Intelligence Bonus.

Enchantment Level 2

Confusion

Type: Continuous, Skill: Deceit

The enchanter gives someone a particularly off-putting look and they immediately stops what they were doing and loses their train of thought. They have trouble articulating exactly what's wrong, but will remain confused for as long as the spell continues. The spell is sometimes initiated by eye contact, sometimes by song – any number of social interactions can suffice for transferring the spell's effects.



A resisted roll is made – the enchanter uses their Intelligence + Deceit Skill while the target uses Wits + Academics. If the target loses the roll they immediately loses all remaining actions for the turn but can still defend themselves; the target's Initiative score instantly reduces to 0.

Each subsequent turn the target makes a resisted roll of Wits + Academics against the mage's Intelligence + Deceit. Failure indicates that they suffer an Initiative penalty equal to the spell's level plus the mage's Intelligence Bonus.

While the spell is in effect, the target suffers a penalty to all Mental Attributes equal to 2 plus the

enchanter's Intelligence Bonus; so a mage with Intelligence +3 would inflict a -5 penalty. If the target attempted to cast spells, any rolls would suffer a -5 penalty and any spell-effects which relied on the Intelligence Attribute would suffer as well.

At the end of the scene, targets make one final resisted roll against the enchanter's Intelligence + Deceit (even if the enchanter is no longer present). Failure indicates that the target has forgotten the encounter entirely, including some moments before when the spell began.

Focus

Type: Continuous, Skill: Empathy

The target holds the last action performed and repeats it, again and again. If they were attacking, they will continue attacking until there are no targets left, and then go and look for more. If the target was attempting to mount a horse but the horse flees, they will chase it until they can no longer move.

The enchanter engages in a resisted roll of their Intelligence + Empathy versus the target's Wits + Academics. Targets can stop once their original action has become obviously impossible or is unmistakably complete.

Enchantment Level 3

Sleep

Type: Continuous, Skill: Empathy

Enchanters who want their target to fall asleep can make a resisted Intelligence + Empathy roll against the target's Wits + Academics. The target can spend 5 FP to ignore the results of the spell. A successful spell means that the target has fallen asleep.

Expectations

Type: Continuous, Skill: Varies

The caster can make someone believe something they were already expecting to see. If they thought they had beer in their cup, they will continue to drink it, even when it's been replaced by something else. If they expected to see a dragon in a cavern, they will walk round a corner and believe they are face to face with a dragon.

The caster might look deeply into the target's eyes and force them to hear music which is not in fact there but persists despite all attempt to stop it. They might sing to all present about a dragon, and one particular listener will actually see, feel and smell that dragon.

In all cases a successful illusion will be complete, and the target will make every provision to interact realistically with the imaginary thing, be it a creature, an object or weather condition. It could even be something stranger, such as a box containing a spider's voice, or a statue of a sunrise which glows in unknown colours.

The caster and target make a resisted roll: the caster uses their Intelligence + some Skill relevant to the illusion being created. A caster making a dragon might use Ether Lore, while making an illusory cow would require Beast Ken. The target resists with their Wits and the same Skill as the caster.

The GM should make this roll for players, in secret. The target gains a bonus to resist (or the caster takes a penalty) if the illusion is particularly unbelievable (such as a bizarre object or an unexplained dragon). Targets also gain a penalty to resist if they suspect that magic is being used to trick them, which often becomes obvious if lots of people around are insisting that rats are not in fact biting off their toes.

Such mental illusions can inflict Fatigue Points instead of damage, as people's mind creates the damage they expect. The maximum number of Fatigue points inflicted is equal to the spell's level plus the caster's Intelligence Bonus and multiple castings allow the Fatigue Points to stack up. These Fatigue Points are healed as normal. The player may be told that this is Damage, but the GM should keep track of it separately to ensure that all the Damage is properly converted once the spell ends.

Enchantment Level 4

Domination

Type: Continuous, Skill: Deceit

The target is given a simple command by the enchanter, consisting of no more words than 4 plus the enchanter's Intelligence + Deceit. If the target fails the resisted task of their Wits + Academics against the enchanter's Intelligence + Deceit then they must immediately obey any commands the enchanter gives them.

If the enchanter maintains the spell then the target can reroll at the beginning of each scene to break the spell again, otherwise it ends when the enchanter drops the spell.

Task Bonus	TN	
Humiliation	+2	Any action which would humiliate the target grants a +2 bonus to resist.
Betrayal	+4	Targets who would otherwise be weak-willed and at the mercy of the enchanter gain a +4 bonus to resist attacking their allies. This bonus can increase up to +6 to resist attacking loved ones such as family and close friends.
Code Violation	Variable	Targets forced to act against their own code or god gain an additional bonus to act equal to the amount of XP they would receive for completing the action. For example, those following the code of passion would gain 1XP for trying a new type of food or drink, so they gain a +1 bonus to resist commands which inhibit their ability to act in this way. Those following Ohta gain 10 XP for bringing down a sufficiently large monster, so they would gain a +10 bonus to resist any enchantment which prohibits them from slaying such quarry. This can also be used against the target, with the enchanter gaining a bonus to affect someone with an order if it adheres to the target's code.

Giving a command can take some time, so in combat, Enchanters have to spend the usual 2 Initiative to speak in order to actually make a target do something, once the spell has been cast.

Some commands are easier to resist than others. Particularly repugnant commands allow the target to reroll to break the spell with a bonus.

Enchantment Level 5

Mental Bondage

Type: Continuous, Skill: Deceit

The enchanter locks down the target's every thought and turns everything they know to a desire to serve only the enchanter. They will follow any command to the best of their abilities, and if asked why will proclaim an unconditional love for or obedience to the caster.

The target makes a resisted task of their Wits + Academics against the enchanter's Intelligence + Deceit. Success (from the target's point of view) means that the target breaks the spell but failure (a successful roll on the part of the enchanter) means that the spell is fixed – for as long as the caster wishes the target will serve them loyally. Immediate threats to the target's life, such as being told to jump off a cliff or being told to drink something by an enchanter who was previously trying to kill the target call for a reroll, but there is no automatic reroll at the beginning of each scene. This

spell is subject to the same modifiers as the previous level.

Enchanters might use this to turn attacking ogres into a loyal group of warriors to use against other enemies, or simply to turn a favoured artist into a persistent plaything of the local court. This spell may be expensive in terms of MP but over time the target may come to loyally serve the enchanter naturally, assimilating the spell into normal, everyday habits. Every month of service prompts a new roll – success means that nothing happens while if the target fails they must serve the enchanter even after the spell has been cancelled, with full normal effects. Enchanters do not know when their spells have turned into long-term spells, but they can often guess by looking at just when the target has stopped trying to fight the spell.

If the enchanter ever dies, the target can reroll each scene to break the spell.

Tabula Rasa

Type: Continuous, Skill: Deceit

The target's memories can be filched – either selectively or not. The caster specifies (through song, words, or a simple glance) which memories are to be removed. If a target loses access to a Skill due to this spell, they can no longer use it until the spell ends.

The caster uses their Intelligence + Deceit while the target resists with their Wits + Academics. Success means that the caster has free reign, not to rifle through the target's exact memories, but to specify that anything they wish is lost, up to and including all memories. The target always retains their first language.

Fate

Fate deals with divine blessings and luck. It adds and subtracts luck, shows what the future may hold, and grants *deus ex machine*-style aid.

Bards picture this sphere as a kind of deep intuition, while priests view it as the ability to make requests from the gods.

Fate Level 1

Curse

Type: Continuous & Instant, Skill: Deceit

The priest calls for the target's death, and then hopes for the world to provide. The target loses 1D6 FP plus the caster's Intelligence Bonus. If the target has no FP then this spell has no effect. The mage is allowed to know how many FP the target has lost. The target cannot dodge in any way – the caster simply rolls their Intelligence + Deceit against TN 7.

The target's maximum FP are reduced by the spell's level plus the mage's Intelligence Bonus for as long as the spell endures.

Eyes of Fate

Type: Continuous, Skill: Empathy

The priest locks into another's fate to see whom the gods deem worthy of special attention, and just how much attention they are getting at the current moment. Once the spell is cast, the priest knows the current FP of the target.

When cast on oneself, this spell grants total immunity to the Enchantment spell, *Fear*.

Intuition

Type: Instant, Skill: Varies

When players search for an item, or ask around town for someone's whereabouts, the GM often won't tell them the TN. With this spell, the priest may demand to know the TN. The Skill used is the same as that being used in the task, so asking about a roll for Crafts means using the Crafts Skill for the spell.

Lending Hand

Type: Continuous, Skill: Empathy

The priest blesses a target with +1 to any Skill, so long as the priest has a higher level in that Skill than the target.

Fate Level 2

Augury

Type: Instant, Skill: Tactics

The character requests guidance about the future and receives a cryptic message from their deity, from dreams, or simply the shape of nearby clouds.

The GM should roll for the player so the player is unsure how accurate the information is.

The GM might create some riddle, or describe a prophetic vision. Alternatively, if the Encounters or Side Quests systems are being used, the GM may choose to describe an upcoming encounter or read out upcoming boxtext. If it succeeds, boxtext or encounters can be taken from a different area, or a later encounter. And if the roll succeeds with a Margin of 4 or more, the player can elect a specific area to receive the boxtext from. If the roll fails, the GM can create misleading information.

If the party radically change their plans in order to avoid an encounter they think sounds bad, the Side Quests should be randomized, leaving some chance they will encounter the same place again.

Characters who continue to cast Augury receive the same answer each time until they have run into the encounter, or somehow bypassed it.

Nobody with this power ever says "you cannot change your fate". Changing your fate is the entire point of this spell. Besides, if the spell ever appears to go wrong, the local priests will explain that it actually predicted events correctly. It was simply your knowledge of the spell that – somehow or other – altered what would otherwise have been a fine prediction.

Blessing

Type: Instant, Skill: Empathy

The priest blesses the target with the favour of the gods. The target 'heals' or regenerates 1D6 FP plus the priest's Intelligence Bonus. This cannot take the target above their maximum FP score.

(1) Enhancement – Generous: The priest heals the target for an additional 2 FP. These FP stack just like Damage, so 1D6 + 4 FP becomes 2D6 FP.

Fate Level 3

Fortune

Type: Continuous, Skill: Empathy

The priest blesses a target, who then receives a +1 to any Skill. This does not stack with any other Fate spells. This spell can take a character beyond the standard Skill levels.

Prayer of Gratitude

Type: Instant, Skill: Academics

The caster rolls during any scene in which someone spends at least 2 Story Points. With a successful roll, one Story Point is returned to the character.

Snapback

Type: Instant, Skill: Tactics

The caster casts a spell to determine if some plan will work, and subtly alters fate to ensure it gets its best shot. Once the spell is cast on a person, the caster can decide to rewind this person's round and try the entire round again. If the target interacts with anything or anyone not covered by the spell then the spell fails.

Fate Level 4

God's Chosen

Type: Continuous, Skill: Academics

The target increases their maximum FP by a number equal to the spell's level, plus the caster's Intelligence Bonus. The character instantly heals a number of FP equal to 2D6 plus the caster's Intelligence Bonus. When the spell ends, the maximum FP return to normal. The spell does not increase the rate at which FP are regenerated.

Fate Level 5

Divine Favour

Type: Instant, Skill: Academics

The priest spends 1 Story Point and gains an additional 5 Story Points plus their Intelligence Bonus, which must be spent immediately. This can be used on a summoning miraculous help, such as a crew of soldiers who have a debt to the priest, or a magical ally.⁸

Resurrection

Type: Instant, Skill: Medicine

The priest summons the soul of a recently deceased person back to their body. If they are beyond -3 Hit Points, they must roll a Vitality Check again to stay alive, but this time with a +5 bonus. There is no roll for the caster – the spell is automatic and the spell is instant, so the effects need not be maintained. If the spell is made into a Standing Spell then the effects count as being continuously cast.

The spell also heals the target of a number of HP equal to half the Margin. This cannot bring the target above 0 HP. For example, if a PC were at -7 HP they would normally make a Vitality Check at TN 11. Adding in the Bonus would make the adjusted TN 6. If the Vitality Check were a roll of 11 then the Margin would be 5 and the character would heal 3 HP, going up to -4 HP. This healing should be understood as a retroactive blessing from the gods, indicating that the Damage sustained was not nearly so bad as was once thought.

The spell must be cast within the same scene as the target lost their last HP.

If cast on a member of the undead, the target loses 2D6 HP plus the caster's Intelligence Bonus. No roll is made, and no protection can be given from FP or SP.

Mana Lake

Type: Continuous, Skill: Empathy

The priest spends a Story Point to sanctify an area, creating a mana lake. Forever afterwards, the area spills out mana to be absorbed by anyone nearby with empty mana slots. The caster rolls at TN 12. Each Margin on the roll means one Mana Point is generated each round, so achieving a '14' on the roll would produce 2 MP each round.

⁸As usual GM is free to veto any ideas, but the player is also free to continue pulling new ideas out.

Force

The mage can shape pure energy, pushing and pulling at the world with the power of their will alone. They can create magical shields, pick up weapons and grind targets into the ground as if with an invisible, giant, floating hand.

Force Level 1

Cage

Type: Continuous, Skill: Combat

The mage levitates and traps a target, forcing them to remain where they are, or move as the caster desires. While powerful, the spell is particularly challenging to cast, as it has a TN equal to 7 plus the target's Weight Rating.

Those caught by the spell count as *prone*, leaving them open to Sneak Attacks.

The spell has an effective Speed Bonus equal to its level plus the caster's Intelligence Bonus, so casters can move their quarry just as if the spell were running. As usual, the target cannot be moved outside of the normal spell range.

Levitation

Type: Continuous, Skill: Craft

The mage focuses on lifting something into the air with pure magical energy. The spell cannot lift moving, wriggling matter, such as live people or animals. However, mages can lift themselves into the air if they are content to stay extremely still.⁹

The spell acts as any person would when lifting things, and has an effective Strength, Dexterity and Speed Bonus equal to the spell's level plus the caster's Intelligence Bonus. The maximum Weight Rating anyone can lift is equal to their Strength Bonus plus 4, therefore, levitating a cart with a Weight Rating of 10 would require a spell with an effective Strength of +6. The cart could then travel at 16 squares per round.

Lock

Type: Continuous, Skill: Craft

The mage can erect a magical force field, similar to mage armour, over a doorway to make it more difficult to break through. The TN to break through the door increases by an amount equal to double the level of the Force sphere being employed plus the mage's Intelligence Bonus. For example, if a door were at TN 8 to burst through, a mage with Intelligence +2 could cast

the second level of the Force sphere, raising the TN to 14.

Mages can also create barriers of pure force to block passageways without a door, just as with mage armour. The blockade has a number of SP equal to triple the level of Force sphere being employed, plus the mage's Intelligence Bonus and must be battered through with repeated blows to get through the portal.

Slow Fall

Type: Continuous & Instant, Skill: Athletics

When people (or even items) are falling to their doom, force mages can slow the decent, limiting the Damage from such a fall. The total spell grants a resistance to any Damage incurred through falling equal to 4 points per level of the Force sphere used, plus the mage's Intelligence score.¹⁰ Therefore, a mage with Intelligence +2 using the third level of the Force sphere would subtract 14 from any Damage incurred through falling.

If cast as a Quick Spell, it can be cast as a Quick Action, outside the usual Initiative order.

Telekinetic Fist

Type: Continuous, Skill: Combat

The mage uses powerful telekinetic blasts to hold and crumple targets in close combat. Unarmed attacks using Telekinetic fist count as normal Damage instead of inflicting Fatigue Points. For the purposes of these attacks, the caster counts as having a Strength Bonus equal to the level of the Force sphere being used, plus the caster's Intelligence Bonus. For example, someone employing the third level of the Force sphere with Intelligence +3 would count as having +6 Strength, and would inflict 2D6 + 2 Damage with unarmed attacks.

Telekinetic Retreat

Type: Continuous, Skill: Athletics

Mages can add their mental ability to move things to aid their movement. Any attempts to move, whether fleeing or just flitting around a room, gain a bonus equal to the level of the Force sphere being employed plus their Intelligence Bonus. The mage can cast the spell on others and it will automatically push them onwards in whichever direction they are running.

⁹Staying still typically makes spell-casting difficult.

¹⁰(Level × 4) + Int

Force Level 2

Clairvoyance

Type: Continuous, Skill: Vigilance

The mage can 'feel' by delicately touching things with mental movement rather than actually seeing them. They can see in complete darkness whether underwater or on land.

The mage rolls Intelligence and Vigilance at TN 6 plus the spell's level. The spell covers a progressively larger area depending upon the level used.

Mages able to perceive events multiple areas away make for legendary spies, although the power is limited by the fact that while the mage can feel events at a distance, they cannot hear voices or read anything.

Any two mages 'looking' at the same area can feel each other's presence and instantly understand that someone else is using Clairvoyance. They can even identify the other mage with a Wits + Empathy roll.

This spell cannot be cast on others – the target is what is being felt.

Dancing Swords

Type: Continuous, Skill: Combat

The force mage can make a weapon levitate with the power of their mind. It can float nearby to defend them and even float off to stab at enemies who will be hard pushed to counterattack the wielder when they're standing some distance away.

The caster rolls Intelligence + Combat to levitate the weapon at a TN equal to 7 plus the weapon's Weight. The weapon has effective Strength, Dexterity, and Speed Bonuses equal to the level of the spell being employed minus 1, so using the third level of the Force sphere with a longsword would mean the sword could attack as if it were a person who dealt 1D6 + 3 damage, with an Initiative Factor of +3. It would travel 4 squares in a turn using the mage's movement action.

To use the weapon to attack or defend, the mage must focus, so casting spells in the same round would incur the usual penalties.¹¹

The spell's effective Strength Bonus must be sufficient to lift the weapon without encumbrance, so a mage casting the second level of the Force sphere would have an effective Strength Bonus of 1 and could wield a longsword. To wield an axe a mage would have to use the fourth level of the Force sphere, gaining an effective Strength Bonus of +3.

While the weapon is next to the caster it can defend the caster using its own stats by using an action to Guard.

If someone wants to grab one of the floating weapons they must roll with their Strike Factor just as when making a grab against any character. A success-

ful grapple means the weapon is too heavy to lift and the spell ends.

Mage Armour

Type: Continuous, Skill: Academics

The mage casts a shield of crackling energy around the target to protect from all harm, and most often mages target themselves. The barrier can shatter if attacked but can take a serious beating before breaking. Each barrier counts as having a number of SP (Shield Points), which are destroyed by Damage like FP, but always before FP are targeted. The target gains a number of SP equal to the level of spell used times 3 plus their Intelligence Bonus.

Those protected by the shield cannot attack others as the shield stops all attacks. However, casters are able to focus enough to use missile weapons and spells by allowing small breaches in the shield's wall.¹²

The shields cannot 'split' into bubbles. When cast wide, it can cover a group of people, but the shield will cover all of them or none.

For example, Annabel the alchemist has the Force sphere at level 3 and Intelligence +2. She's low on MP so she casts it at level 2, gaining 8 SP. On the very next Initiative Count she's hit for 10 Damage and loses all 8 SP then 2 FP.

The spell must be maintained as a Standing Spell to function. Multiple castings do not stack – only the highest casting is used. The shield can be placed on others if need be, not only the mage.

Armour does not block Damage going onto SP – the character simply subtracts SP without any DR. The Mage Armour is not affected by a Vitals Shot – it protects all around, counting as Perfect armour, although not quite continuously enough to keep out water or gasses. Multiples of such spells do not stack – only the highest is used.

Force Level 3

Telekinetic Grasp

Type: Continuous, Skill: Combat

Force mages can wrestle with people from afar using telekinesis. One major advantage with this sort of wrestling is that the mage does not risk being hit back as they can cast the spell from afar. As per the Grappling rules, the mage first makes a roll to capture the target; they roll Intelligence and Combat while the target resists with their current Evasion Factor. Targets can literally feel the force of the mage's mind around them, often described as a hundred tiny, invisible hands or the feeling of an invisible wave. This force can be parried and pushed back like any normal weapon, so

¹¹See page 28 for casting spells while fighting.

¹²Allowing a target to use a missile weapon requires complete focus, and a Wits + Empathy roll, and can be performed as a Quick action, costing 2 Initiative Points.

targets can use their full Evasion Factor, including bonuses from using a weapon.

If the spell is successful, it inflicts no Damage nor Fatigue Points, but the target counts as carrying an item with a Weight Rating equal to the level of the Force sphere being used.

For example, a mage using Force level 2, with Intelligence +1 and a Combat Skill of +1, could cast Telekinetic Grasp on a gnome. The gnome adds their Evasion Factor to the basic TN of 7 and then the mage

resists this with their Intelligence Bonus plus Combat Skill. If successful, the gnome would count as carrying an item with a Weight Rating of 2. Assuming this gnome has the usual Strength Bonus of -2, they would then receive a -4 penalty to their effective Speed Bonus. Their Initiative Score would suffer and they would accrue additional Fatigue Points each time they attempted to run or fight due to the added Weight Rating.

When cast over a full area, all are effected, and movement becomes extremely difficult.

SECTION 7.6

Illusion

Illusions create a facsimile of sounds and sights out of pure magic. The thing created might look like a hat, a coin, a rat or even a dragon at higher levels. Illusions also create convincing sound – loud echoes, the sound of nearby battle, perhaps even imitating an enemy commander's orders in battle. However, illusions are little more than coloured air and noise – once touched they fade away. They are frightening and if properly used can defeat armies, but are not perfect weapons by any means.

Seeing through an illusion is always an opposed roll – the victim uses Wits + Vigilance, while the Illusionist uses Intelligence + some appropriate Skill. If a PC could be tricked by an illusion, the GM should always roll for the illusionist, without informing the players. If someone has a reason to suspect that something is an illusion, they should receive a +2 bonus to resist it. The party also receive a bonus for multiple people who might spot the illusion, as per the standard Vigilance Skill rules.

Illusionists add different Skills to the roll, depending upon what they are making an illusion of. An illusion of a cart or sword might require the Craft Skill. An illusion of a monster might use the Beast Ken Skill. Specialisations in the correct area are, as usual, a requirement if the caster wants to avoid the usual -1 penalty for lacking the appropriate specialisation.

For example, a gnome creates an illusion of a fleeing gnoll with a great bundle of treasure in his hand, hoping the PCs will chase after him immediately. His Intelligence is +2 and his Academics is at +1 though he has no appropriate specialisations, so the players are rolling at TN 9. The GM takes the party member with the highest Wits + Vigilance who has a score of +3 in total. The next highest score in the party is +2 but nobody else has anything to contribute. The total is +4¹³ so the GM rolls for them and obtains a total of 8 – that's not enough. As they begin to run, one of the PCs remembers they heard about a gnomish illusionist and asks 'Are we chasing an illusion?' – that puts that final score up to 10; the TN is reached and the GM informs the player that she sees that the gnoll's feet are not always touching the ground properly, so it must be an illusion.

The GM should grant bonuses and penalties to illusions depending upon lighting conditions – illusions inside a shadowy cottage seen from far away should receive an immense bonus, while far-fetched illusions on a sunny day seen up close might receive a penalty.

Illusionists typically create images of things they are familiar with. Unfamiliar objects, such as an illusionist trying to recreate a dragon while never having seen a dragon, suffer a -2 penalty to the roll, at minimum.

While most people are aware that illusion magic exists and so are suspicious of anything outlandish or out of the ordinary, those who have never heard about illusory magics suffer a -2 penalty to disbelieve.

If someone sees an illusion for what it is then the illusion remains, but of course will have less effect. However, while someone fully believes an illusion to be real, they can be psychosomatically damaged by it simply by believing that it's real. All illusions can inflict a total of 1 Fatigue Point per level of the illusion spell plus one per Intelligence Bonus of the caster. For example, a song mage might sing a griffin illusion into existence; all who are fooled by the illusion can be 'attacked' by it, receiving up to 4 Fatigue Points. On later Rounds the song causes no more Fatigue Points, even if it keeps playing, but the bard could then create the illusion of a sword using the first level of the illusion sphere. They could use the sword to attack as usual, but not parry blows. While attacking, they could inflict up to 2 Fatigue Points as people believe they have been wounded by the sword, but subsequent attacks would not increase the amount of Damage.

Illusions must be summoned within the normal range of spells, but once summoned they can travel away from the caster without worry – so long as they are maintained as Standing Spells, they endure, no matter how far away the caster might be.

Illusions are typically delicate, and even a single HP's damage will dissipate them.

¹³See the rules on teamwork, page 6.

Illusion Level 1

Mana Trick

Type: Continuous, Skill: Deceit

The mage places a spell on any item or person, so it seems to have more or fewer MP than it really has. This circumvents spells such as 'Detect Mana'.¹⁴

The caster rolls against a TN 7, and each margin allows the apparent total MP of the target to increase or decrease by one level.

Illusion

Type: Continuous, Skill: Varies

The illusionist can make anything look like another of roughly the same size. A fox can look like a dog, a copper coin can look golden, or a gnome can appear like a gnoll.

Illusionists can use this to hide by making themselves look like a bush, or slip unseen into a party by making themselves look like one of the other guests.

Copying a person requires the Empathy skill, while copying furniture would require the Crafts skill.

Anyone touching an illusion finds that it melts in their hands – a simple handshake can shatter a basic illusion, and handling fake coins quickly dissipates the magic.

Illusionists cover both sound and appearance. Illusions crafted for sound can change a nearby river to sound like howling wolves, or make someone's voice come out high-pitched.

Illusionists who speak another language can make someone else's speech sound like that language. If you speak gnomish, your colleagues can be made to sound like they speak gnomish. Another spell could make a number of gnomes sound like they're speaking in the common tongue.¹⁵

Seeing through an illusion requires a Wits + Vigilance roll, with a TN equal to 7 plus the caster's Intelligence and skill (whatever it happens to be). Alternatively, when a player rolls for an illusion, the TN is 7 plus an opponent's Wits + Vigilance. Having multiple TNs can mean some opponents are fooled and some are not. Anyone specifically looking out for an illusion can gain a +2 Bonus on the roll, or a +4 if they have reason to suspect that the thing in front of them is an illusion.

Illusions require a caster's full focus in order to remain realistic. A caster who make his friend look like an elf while his friend talks, would have to pay at-

tention to his friend to make sure the facial movements followed along with the real face.

Illusions can only adjust something's size so much. Something's Weight Rating/ HP can increase or decrease by a number equal to the spell level plus the caster's Intelligence. A first level Illusion spell cast with Intelligence +1 could make an elf look like a gnoll, but could not make a gnome look like an ogre. Similarly, a shortsword could be made to look like a simple dagger, but turning a chainmail suit into a small bird would be extremely difficult.

The same applies to sounds – a babbling brooke can be made to sound like a mellow song, but not like the cries of war, unless the illusionist is particularly proficient.

(1) Enhancement – Independent: Illusions can now be cast without any 'base' – they simply appear on their own. Coins, dogs, dragons, or more, can be fashioned from nothing.

(1) Enhancement – Solid: Solid illusions are not all that solid, but they can be touched without dissipating and hold all manner of nice details, such as *smelling* right, or stopping smoke from blowing through them. They are also far more realistic, and increase the TN to see through the illusion by 2.

These illusions have a Strength score equal to -6, plus the spell's level, plus the caster's Intelligence.

Solid illusions become an extension of the caster, and any caster can cast a spell *through* the illusion, as if the illusion were the caster. This might be used to cast an Invocation spell through a dragon illusion, or could employ Force to help an illusory creature lift a sword.

Once even a single point of Damage has been dealt to the illusion, it vanishes.

(2) Enhancement – Negative: The illusionist finally learns to make less of something, rather than more. A single person can be silenced, or made invisible (or both). An empty patch of ground could suddenly appear to break open, showing a great chasm in the ground.

As usual, the illusion is still delicate, and if the person is struck or disturbed in any way, the illusion dissipates. Combat rolls, for defence or attack, always break such spells unless they are also made *Solid*.

Light

Type: Continuous, Skill: Survival

This replicates the Aldaron spell, *Light*, page 39.

¹⁴See page 61.

¹⁵Of course at that point, everyone would understand each other, but have a hard time understanding themselves.

Invocation

This is the first choice of spheres for any battle-mage. It is designed specifically to destroy targets with balls of lightning and fire. It also has more subtle uses as casters can extinguish flames, plunging people into darkness.

All Invocation spells are rolled as Projectiles, using the mage's Intelligence Bonus and their Projectiles Skill; casters must have a Projectiles specialisation in Invocation or receive a -1 penalty to all spells. The basic TN is 7 and the difficulty raises by +1 for every 5 squares away the opponent is, just as with normal missile weapons. As usual, opponents who are keeping edge (see page 30) can use their Speed to resist the attack, adding it to the TN. Alternatively, if a player is keeping edge, it is they who can attempt to dodge the incoming attack, rolling their Speed at TN 7 plus the pyromancer's Intelligence and Projectiles Skill. Shields' Evasion Bonus can add to the roll to resist such spells.

Just like any other long-range spell, Fireballs and other Invocation spells can succeed in Vitals Shot, bypassing armour, if they strike precisely enough (see page 25). Blast-radius spells such as a *Wide Fireball* can inflict a Vitals Shot on multiple people.

Invocation Level 1

Extinguish

Type: Instant, Skill: Survival

The mage focuses on any source of fire, and extinguishes it. Larger fires require a *Wide Darkness* spell.

Fireball

Type: Instant, Skill: Projectiles

The mage throws out a ball of flaming, crackling light which strikes and burns the target. The Damage is 1D6 plus the caster's Intelligence.

Spell Enhancements

(1) Enhancement – Raging: The caster increases the spell's level by one and increases the spell's Damage by 2. A mage with Intelligence +2, casting Fireball at third level would deal 2D6 + 2 Damage.

(2) Enhancement – Internal: The pyromancer finally learns how to summon fire upon a target without throwing it – no ball of flame is thrown, fire simply appears, surrounding the target and instantly covers a target anywhere within normal range. It seeps into soft spots and gets into the chinks in armour, bypassing DR entirely, including Perfect armour such as SP from Mage Armour. The target cannot resist in any way.

If cast with the *Wide* or *Massive* enhancement, the spell targets everyone inside the area.

Necromancy

Necromancers summon souls from distant, black realms and place them in appropriate bodies – those of the once living and now dead. The corpses are sometimes filled with their old hosts, locking people into a state of permanent semi-death, or more often with ravenous and malicious spirits from foreign realms. Mages of this sphere begin by imitating the dead, becoming half dead themselves, which allows them to dissuade malicious spirits from attacking.

Necromancy Level 1

Ghoul Calling

Type: Instant, Skill: Medicine

The mage can create their own ghouls from easily accessible realms of malicious spirits. Small animals such as cats or frogs are easy, while larger creatures such as humans or basilisks are extremely difficult. The spell is cast on a corpse and the corpse is imbued with one such malicious spirit. It retains the Strength score (and therefore HP) it had in life. The corpse has Dexterity, Speed and Wits scores of -2 – it can run, but not terribly quickly. The creature has neither Intelligence nor Charisma scores. Most will attack all living things on sight.

The mage rolls their Intelligence + Medicine at TN 7

to cast the spell. Any Medicine specialisations dealing with the affected species (e.g. 'gnolls', or 'humans'), or specialisations concerning death rituals can be used.

Targets can have a maximum of 2 HP plus the mage's Intelligence Bonus, so a mage with Intelligence +1 could only raise targets with up to 3 HP – perhaps a cat, or very small gnome.

Once the spell has been cast, it need not be maintained – once a soul has inhabited a body it remains there like the permanent resident of a house.

(1) Enhancement – Enervated: The mage adds a level to the spell to increase the maximum number of HP by 3. A mage with Intelligence +2 could raise a soldier with 7 HP with an *Enervated Ghoul*. With the fourth level, the mage could raise a basilisk with 13 HP.

(1) Enhancement – Cunning: The caster pulls up not a regular ghoulish spirit, but a ghastr – an intelligent and sinister spirit with a mind of its own. The spirit begins with Intelligence and Wits scores of -2. Each use of the *Cunning* enhancement can add 4 points plus the caster's Intelligence Bonus. These points can be spend on any Trait, e.g. Skills, Attributes, or even Spheres. However, the caster does not have complete control over which type of spirit is summoned. For every margin on the roll, the caster designates one point. The remaining points are assigned by the GM.

For example, the player rolls to summon a ghastr at TN 7, with a roll of 10 – that's a margin of 3. The player then assigns 2 points to the Combat Skill and increases Dexterity from -2 to -1. The GM then puts the rest into Wits, so that the creature is better able to defend itself against any attempts to control it. The mage's Intelligence of +3 means the ghastr starts with 7 points, so the remaining 4 points raise the creature's Wits score from -2 to +2. With a natural Aggression score of +2, the Wits + Aggression is 4, so the TN to control the creature with *Command the Dead* is 11.

Command the Dead

Type: Continuous, Skill: Academics

The mage can also command any one undead creature to perform any simple action – a basic phrase without caveats and no more than one verb. 'Dig',¹⁶ 'kill them all' or 'wait here' are all appropriate commands. To execute the spell, the mage rolls with Intelligence and their Academics score at TN 7 – undead creatures resist with their Wits + Aggression.

This spell replicates all five levels of the enchantment sphere with the mage selecting any effect they wish; however, the mage uses Academics instead of any other Skill because the undead may only be 'understood' in some technical sense, and not truly empathised with.

Preservation

Type: Instant, Skill: Survival

This spell gives a sort of 'half-life' to rot, such that any foods, corpses, or anything else affected slow their own ageing process incrementally. They're not sustained in perfect condition forever, but never quite reach an entirely spoiled stage.

Torpor

Type: Continuous, Skill: Medicine

The target enters an altered state of semi-death. They ignore all Fatigue Point penalties (but can still become suddenly unconscious if the Fatigue Point penalty ever reaches -5). They gain a natural DR of 1. While this spell is active, no undead will be able to feed from them and most will therefore not wish to attack them. While this spell is active, the target suffers a -2 penalty to all Charisma checks, though this does not affect FP.

This caster rolls Intelligence + Medicine at TN 7 to activate this spell. It can never be cast on others. While the spell is in effect they suffer no ill effects from Fatigue Points but cannot heal them. Once the spell is over, the mage often comes crashing down, collapsing from the weight of the awful things they have done to their body while immune to Fatigue. The caster faces a real danger of death if ever they gain enough Fatigue Points to push them over a -5 penalty; they may not gain the penalty but must make a Vitals Check to avoid death and then make another roll each time they gain Fatigue.

(1) Enhancement – Necrotic: By adding an additional level to the process, the target can gain the special sight of the undead (in addition to their normal vision). They can now see all living things, even in the darkness. Additionally, the Charisma penalty for the spell raises to -4, as they seem permanently distracted and unable to focus upon the same world that everyone else does.

Additionally, the target's DR raises to 2 as the target stops feeling pain altogether. They can even hold their breath for one minute per spell level.

Targets who die while this spell is in effect raise from the dead as an undead creature.¹⁷

Necromancy Level 2

¹⁶The undead are the worst workers due to their stupidity, and typically destroy their own hands before they dig very far. They can be used for anything, but are not necessarily good for much.

¹⁷This spell cannot raise someone as undead if the necromancer's spell level would not normally allow them to raise a creature of that spell level.

Sickness

Type: *Instant*, Skill: *Medicine*

Even low level necromancers have the terrifying ability to pull someone's soul out with a simple spell. The spell

inflicts 1D6 – 2 Damage directly to the target's HP. Fate Points and Shield Points can be bypassed entirely. The caster adds their Intelligence Bonus to the Damage.

(1) Enhancement – Fetid: By adding additional levels, the caster can add 1 HP to the total Damage.

SECTION 7.9

Polymorph

The Polymorph sphere of magic allows the mage to grasp at different strands in the tree of life, and move themselves or others along different paths. Nearby forms include other races, such as elves turning into men, and later shapeshifters learn to turn into bears, hawks or other animals. Larger men find it easier to turn into large animals such as griffins, while smaller, lighter people find it easier to take on the form of birds. Master shapeshifters learn to go beyond the great tree of life and turn into arbitrary forms of their choosing, including living fire, or a gust of wind.

Throughout all these forms people maintain a universal 'face' – a kind of likeness which they simply cannot get rid of. Many conjecture that the face is a facet of one's soul showing in the world. A ginger person transformed into a cat would become a ginger cat. A skinny person with short hair who transforms into a sheep will become a skinny, short-haired sheep. Spotting someone who has been transformed requires a Wits + Empathy roll, with a TN of 8 plus the level of the Polymorph sphere being employed; e.g. if an elf used the first level to transform into a gnome the TN would be 9, but if the elf used the fifth level to transform into a magma elemental, the TN would be 14.

Unwilling targets who are to be transformed with Polymorph can spend 5 FP in order to retroactively stipulate that the spell fails. The undead are completely immune to the Polymorph sphere.

As Polymorph changes people's form it also changes Strength and therefore HP maximums. All HP lost to Damage remain as lost HP after transformation but might not have any effect. If a player's maximum HP is lowered to the point where they are no longer wounded then all wounds simply vanish, though they are still tracked and reappear once the creature has transformed. If someone's maximum HP increases, once again they count as having lost the same number of HP, with no HP being gained or lost through the transformation process. All Fatigue stays where it is and no Fatigue Points which previously gave no penalty move to giving the character a penalty.

The new form granted by a Polymorph spell always feels a little strange, so anyone who transforms suffers a -1 penalty to Dexterity until they get used to the new form.¹⁸

Nobody is terribly comfortable holding another crea-

ture's form. Like a newborn lamb, such transformations make people clumsy.

Polymorph Level 1

Enhancements from the first level can be applied to all levels of the Polymorph sphere.

Animal Transformation

Type: *Continuous*, Skill: *Beast Ken*

This spell allows the mage to transform one animal into another. An animal is defined as any living creature without an Intelligence Bonus. As before, the mage can increase or decrease the target's Strength Bonus by the spell level, but have to keep within the normal size-boundaries of the animal. If a boar has Strength +1, turning it into a bear will require an additional 3 points of Strength, because bears have a minimum Strength of +4. If the caster instead tries to turn a dangerous bear into a housecat, this is a prohibitively difficult task, as house cats have a difference of at least 9 levels of Strength.

The TN for such a transformation is 7 plus the target's Strength + DR, as tougher creatures are harder to transform.

Such animal transformations are in shape alone, and do not grant any abilities. Polymorphing into a bird will not let one fly, and taking the shape of a bear will leave a weakened facsimile of the bear's strong teeth and hide. All transformed animals lose all DR, regardless of their new form.

(1) Enhancement – Bolstered: The caster uses the spell level plus their Intelligence Bonus to determine all facets of the spell's potency, rather than just the spell's level.

(1) Enhancement – Empathic: Advanced shapeshifters can extend a little mana into their understanding of alternate forms, and discard the usual TN restrictions. All TNs become 7, and the target no longer suffers a Dexterity penalty for transforming.

¹⁸Any amount of downtime is a reasonable amount of time.

Animal	Min Str.	Max Str.	Realistic Enhancements (Optional)
Cow	0	+4	Quadrapped
Badger	-4	-3	Quadrapped
Basilisk	+5	+8	DR 4-6, Quadrapped
Bear	+4	+5	DR 2, Quadrapped
Beaver	-5	-4	Quadrapped
Bird/ Bat	-5	-5	Flight
Cat	-5	-5	
Chitincrawler	+3	+5	DR 4
Deer	0	+2	
Donkey	0	+3	
Frog	-5	-5	Amphibious
Goat	-1	+2	DR 2, Quadrapped
Griffin	-1	+2	Flight
Horse	+1	+4	Quadrapped
Large Cat	+1	+3	Quadrapped
Pig	0	+3	DR 2, Quadrapped
Rat	-5	-5	Quadrapped
Wolf	-2	+1	Quadrapped

(1) Enhancement – Realistic: The *Realistic* enhancement allows mages to take on creatures' natural abilities with a number of *Form Points* equal to the spell's level. When transforming a target into an animal, the form of a bird can allow the target to fly, the form of a bear includes teeth, claws and a thick hide.

The *Form Points* can each be spent on one of the following:

- Claws & Teeth: +1 Damage
- Flight: The creature has wings, and can use them properly.
- Thick Hide: The animal's thick skin grants DR 2.
- Amphibious
- Quadrapped: The creature can fully utilize four limbs to run at double the normal speed when spending a full round moving

When the target is to transform into an animal, all unused points are applied to the target's *Speed Bonus*. Someone transforming into a bird with 3 *Form Points* could use one to gain realistic flight, and then +2 *Speed*.

When transforming into another race, the target merely loses their racial ability, and gains any racial abilities of the target which are concerned with the body. For example, elves who transform into dwarves lose their immunity from natural cold, but gain the dwarvish ability to consume strong drink.

Polymorph Level 2

Race Change

Type: Continuous, Skill: Medicine

The basic *Polymorph* spell allows someone to turn into another race, so long as the racial difference in *Strength* is not greater than the spell's level. When cast at first level, gnolls can turn into humans, humans can turn into dwarves, dwarves can turn into elves, and elves can turn into gnomes.

Once the change has applied, the original racial *Bonuses* are discarded, and the new racial *Bonuses* applied. Gnomes who turn into elves gain +1 *Strength* and +1 *Speed*, and dwarves who turn into gnolls gain +1 *Strength*, +1 *Speed*, but -1 *Dexterity*.

Various enhancements allow the spell to be cast at a higher level, meaning a skilled *Polymorphing* gnome could eventually learn to turn into a gnoll.

Changing one's own form is TN 7, while changing another's is TN 10.

Polymorphing into another race does not grant any of its racial abilities. Changing one's shape to look like an elf will not grant cold-immunity, and *Polymorphing* into a human will not allow one walk long distances without fatigue.

(1) Enhancement – Trans Species: The *Polymorpher* can now cross the species boundary, making themselves or another transform entirely into an animal.

Alternatively, the *Polymorpher* can turn an animal into a person. This won't yield any fantastic results, as animals don't suddenly become intelligent once turned into a gnome or dwarf, but it is possible. Such creatures start with *Intelligence* -5 and *Charisma* 0.

This spell is cast at TN 12, as it either targets an animal, or makes a person into one (the enhancement *Empathy* changes this to TN 7). It uses the *Skill* associated with the creature the target will become, so

turning a wolf into a man uses Medicine, while turning a man into a wolf requires Beast Ken.

Polymorph Level 3

Freeform

Type: Continuous, Skill: Ether Lore

The shapeshifter can throw off the limits of existing and known creatures, and turn into flaming bulls, acidic clouds, or anything else they might imagine. The basic TN for the spell is 14 as the alternative forms are alien even to those who are capable of adopting them, but as usual the TN can be reduced by other enhancements.

As with the *Realistic* enhancement, the caster gains a number of Form Points equal to the spell's level. The caster can spend 2 form points to purchase any of the following:

- ➔ Massive Claws & Teeth: +2 Damage.
- ➔ Impenetrable Hide: +4 DR.
- ➔ Etherial Form: The caster turns into a thick smoke or mist, becoming immune to almost all physical damage.
- ➔ Fiery Form: The caster's body is composed mostly of acid, fire, or some other dangerous substance. All grappling attacks deal 1D6 damage from the hold itself.
- ➔ Many arms: You have many arms, and if they can grasp weapons, then you can have a third and fourth weapon. The third weapon adds one quarter of its Evasion Bonus. The weapons otherwise work as per standard *Dual Wielding* rules (see page 24).

Magic

SECTION 8.1

The Paths of Magic

There are various roads to learning magic – each allows the mage to invoke different spheres and has a different flavour of magic. Any character with the appropriate requirements can learn to cast magic. Each school of magic has its own flavour but different people casting spells from the same spheres of magic will end up with exactly the same results, mechanically. A priest of war may call divine fire to to destroy enemies where an alchemist uses precise gestures to summon the essential form of fire, but both are just using the Invocation sphere.

People can pick up different Paths of Magic by sim-

ply fulfilling different requirements. If someone has access to one sphere of magic through multiple Paths and has bought access to the sphere, then learning the same sphere through the different Path simply requires some Downtime and study but carries no XP cost. If a blood sorcerer were to learn the Aldaron sphere as a natural knack and later decided to become an adherent of Laiquë, they could channel the magic through divine means or through her innate abilities. All that is needed is a little time to pick up an understanding of how this same magic works through a different lens.

Path	Spheres	Flavour
Alchemy	Conjuration, Invocation, Force, Illusion, Necromancy	Alchemists use sacred geometry and the power of precious metals and minerals to twist the world around them.
Blood	Aldaron, Enchantment, Force, Invocation, Polymorph	Creatures with innate magic simply call to the world to change the weather, change targets' species, and move items with the power of their minds. It is used by elves, dragons, and sorcerers with elven blood.
Devotion (Laiquë)	Aldaron, Conjuration, Fate, Polymorph	Laiquë blesses rare priests of the forest with the ability to change local weather conditions, and cast divine light.
Devotion (Véré)	Aldaron, Enchantment, Fate, Force	Followers of Véré channel their god to protect the innocent and righteous with blessings and raw magical force. Evil creatures can be detected, then be ordered to stop, turn and flee.
Runes	Conjuration, Fate, Force, Illusion, Necromancy	Rune magics take a long time as the spells must literally be painted or carved into items. The resulting spells are often placed into items for a quick release, or cast ahead of time. Rune magics are powerful but require craft and preparation.
Song	Aldaron, Enchantment, Fate, Illusion	Song magic must be cast slowly, as the spells are literally songs. The spells have subtle effects but song magic is no less powerful than other spheres.

The Path of Alchemy

Spheres: Conjuration, Invocation, Force, Illusion
The alchemist learns magic through rote repetition and formulae which are usually be invoked through precise hand-gestures and mystical words which are attuned to the background harmonics of the universe. Alchemy

was invented by the gnomes but has since become popular with various upper-class humans. This is the typical magic of a standard town wizard. Alchemy requires one slot of Academics in order to be learnt.

Spells summoned by the Path of Alchemy are accompanied by magical sparks and sometimes loud bangs. Their mana stones are always based on precious minerals or rocks such as rubies, sapphire or even diamonds.

Special Considerations

Without the ability to move one's hands and use one's voice, alchemy spells take a -2 penalty to any task roll or a -4 penalty if the mage can neither move nor use their voice.

Alchemists cannot naturally intuit how the next level of any sphere works. Instead they must pick up levels slowly and through intense study. They only receive new levels during Downtime.

Mana Stones

Alchemical mana stones are always precious items, such as gold, rubies, or diamonds. A mana stone costs 10 gp per MP which can be stored inside it, so a mana stone storing 3 MP would cost 30 gp. The exact item might be a simply ruby which stores mana, a diamond-headed wand of ivory which blasts out fireballs or a sword with jewels on the handle which surrounds the warrior with moving illusions of their. Alchemical mana stones with a spell always activate those spells with a command word.

The Path of Blood

Spheres: Aldaron, Enchantment, Force, Invocation, Polymorph

Certain races, such as elves and dragons, are naturally magical and can learn forms of innate magic. Some humans with a touch of elven (or even draconic) blood have been known to walk the Path of Blood.

Blood magic spells cast quickly appear in a flurry of inky darkness, meanwhile the caster's eyes glow red and lightning flashes around their head.

Blood sorcerers need only use movements to cast their spells. Without the ability to move freely they suffer a -2 penalty to casting spells.

Special Considerations

Most elves look down upon people who learn magic through rote facts and dusty tomes, seeing their innate connection to the magic of the world as a higher and purer form of magical ability.

Blood sorcerers are barred from ritual castings – spending all day trying to cast a spell will not help in the slightest.

Mana Stones

Those with magic flowing through their own blood can only use themselves as mana stones. They can store magic in their heart, their fingers, or eyes, but can never use an external item to store mana.

The Path of Devotion

Spheres: Aldaron, Fate, and two from the deity's schools of choice.

The character is devoted to a god and studies with priests in how to unlock the magic of the deity. The character's god will determine their additional spheres of magic and their appearance.

One slot of Academics is required to be able to sufficiently understand the precepts of the deity and the elaborate prayers. Specifically, characters must specialise in Theology. Devoting oneself to multiple deities is possible, so long as those deities are not antagonistic to each other, however, each deity requires an additional Theology specialisation. The appearance of spells and the form of mana stones varies depending upon deity.

This path is most commonly taken by humans and the occasional gnoll. Gnomes don't acknowledge gods, elves think they *are* gods and dwarves tend to view their own rune magic as divine in a very general sense.

Special Considerations

The path of devotion requires casters to both use their voice and to move their hands, as per Alchemy. Failure to do either one results in a -2 penalty. So using one's hands to wield a weapon while being underwater would give a -4 penalty to any spells cast.

New levels in spheres may only be bought when the character shows great devotion to the deity. Specifically, the character can only raise those spheres at the exact moment they earn XP from following that deity.

A first level sphere requires only earning 1 XP, a second level spell requires earning 3 XP, a third level spell requires earning 5 XP, a fourth level spell requires earning 10 XP, and finally, a fifth level spell requires earning 15 XP.

Mana Stones

Each type of devotion has its own mana stone. See the individual references in chapter 4.

The Path of Runes

Spheres: Conjunction, Fate, Force, Illusion, Necromancy

Dwarves are skilled in the art of summoning magics through carving elaborate runes. Typically they are chiselled, but it is possible to simply 'paint a spell' onto a surface.

When spells are summoned, the runes glow – whether carved or painted – then giant, ghostly runes can be seen dancing around the source of the spell. Runecrafters summoning acid rain might have their spell appear with a flurry of glowing symbols of trickery – each sphere of magic and indeed each spell has its own special runes.

The Path of Song

Runecasters must devote a single Academics specialization to learning how to properly inscribe runes. Their mana stones are always precious metals inscribed with runes such as armour with platinum runes or swords with golden runic inlays. Those mana stones which have an imprinted spell can be activated by either a command word or a condition.

Special Considerations

Runecasters cannot cast spells in the heat of combat – inscribing runes just takes far too long for Quick Spells. They always use Ritual Spells for the highest level of any Sphere, and can use normal casting after that.

However, in return for this deficit, rune casters can learn their craft far more easily. Each level of a sphere they purchase costs 5 XP less than it normally would. While buying Fate 2 would normally cost 10 for the first level and 15 for the second, rune casters merely need to spend 5 XP for the first level and 10 for the second. If they ever want to use those same sphere through a different path of magic, they must spend 5 XP to ‘repurchase’ each level. For example, someone who could cast both alchemical and runic magic might purchase Conjunction at the second level for a total of 15 XP. They could only use it for runic magics, but later they could spend 5 XP to be able to cast the first level with either the alchemy path or the rune casting path.

Runes can never be cast in a subtle way. All castings will be entirely obvious. Ritual castings are a particularly long affair, often taking an entire day’s work and always require runes to be dented or impressed into something rather than just written out.

Mana Stones

Rune casters mana stones are, of course, runic carvings, and can never be painted onto anything.

Spheres: Aldaron, Enchantment, Fate, Illusion

The character has learnt the magic of song. They can sing illusions into existence, inspire people with great tales and enchant people with a lute. Any instrument, song or performance suffices for casting a spell so long as it is appropriate – a flute is not usually a good way to magically make people scared.

Song spells appear with a flash of colour – generally on a cinematically appropriate note. They require some noise to activate so they are difficult to hide, but people will not always make the connection between the start of a spell and the strumming of a lyre.

In order to learn the Path of Song, the mage must have the second level of the Performance Skill.

Special Considerations

Just as with rune magic, song magic can never be cast in an instant. Their highest level of a sphere can only be cast as a ritual spell, and quick spells are entirely barred, as a song takes time to be invoked with magic. And as with rune magic, those on this Path need to spend 5 less XP each time they buy a level of some magic sphere.

Mana Stones

The mana stones of the Path of Song are actual songs. The bard composes a song especially for the purpose; when anyone – anywhere in the world – plays the song on the correct instrument the mana can be regained.

If anyone ever pulls mana from the song (either for a spell casting or because they are low on mana) while the song-spell is empty, it is destroyed forever. The song will be difficult for anyone to remember and will no longer store any mana until someone remakes the spell.

Rare and powerful spell-songs are swapped as currency among bards – spells which can protect the singer or enchant a crowd.

SECTION 8.2

Casting Your First Spell

Casting

Spells are cast by spending a number of MP equal to the spell’s level, so 1st level spells always cost 1 MP and 3rd level spells always cost 3 MP. The character then spends the mana and makes a roll against some TN to cast the spell.

Mana

Anyone can buy some base MP which is then modified by their Intelligence.¹ For example, someone with Intelligence +1 who buys Base MP 2 would have a store of 3 MP to cast spells. Those with a Base MP of 0 can still have some MP if their Intelligence Bonus is positive.

If a caster has no MP left, they can still cast spells by paying the cost with HP instead of MP. The magical energies pull the power they need from the blood and bones of the caster, leaving them with a bleeding nose,

¹See the section on Experience, page 7, for costs of base MP.

raging headache and sometimes stranger effects such as acidic pustules or discoloured skin patches. Many a desperate caster has died through the use of their own magic rather than an enemy's sword; a wizard with their back to the wall is a dangerous opponent indeed.

Mana is a fickle thing – when lazing around a village it can take hours to regain even a little dribble of magic. When fighting in deep caves, a few minutes' focus can summon most of a mage's magical energies back. Every scene, characters regenerate 2 Mana plus their Wits Bonus. If this total would be 0 then the amount of time required to gather a single MP increases by 1 scene. Characters with a Wits score of -2 must wait 2 scenes before regenerating 1 MP while those with Wits -3 must wait 3 scenes.

Range

Spells have a range of 5 squares plus 5 times the caster's Wits bonus. A negative Wits Bonus decreases the range by one square per penalty.

Spells which affect a large area are only restricted by where they start. A *Wide Fireball* covering 3 squares might be cast 5 squares away, but it could extend past that, reaching a total of 7 squares.

This range limitation applies to all magic, including Song magic. While a tune may carry over the hilltops, the force of the magic usually remains close to the caster.

Wits	Range
-4	1
-3	2
-2	3
-1	4
0	5
1	10
2	15
3	20
4	25

Duration

Some spells are instant – a ball of fire flashes from the mage and incinerates someone, or a touch grants the favour of the gods, healing FP – but most are continuous. Continuous spells can be cancelled at will or maintained indefinitely. However, while they are being maintained, the MP required to cast them remains spent, lowering the mage's maximum MP.

For example, Tauron the elven sorcerer casts a spell on himself to appear as a gnome – all the better to blend into surrounding society. He spends 1 MP. Later, he enchants an animal to be his companion for 2 MP. Normally, his maximum MP is 6, but he is currently reduced to a maximum of 3 MP so long as he continues to be a bear-riding gnome.

These still-active spells are known as Standing Spells. Some mages operate by continuously casting different spells and then going 'empty' when the mana is gone.

Others typically operate with Standing Spell alone, casting everything they might need before the day begins and leaving their useful spells 'running' but leaving themselves unable to cast more.

Spell Types

Your standard spell takes a while to cast – normally 1 Round per level, so a Level 3 spell would normally take 3 Rounds to complete. Casters can go slower or faster and gain bonuses or penalties to their roll.

Ritual Spells

Mages who take their time over spells can attempt a Ritual Spell – they cast it as a Resting Action.² The mage can gain mana slowly, spending some, drawing more from a mana stone or item, then spending more before finally casting the spell. The mage can gather a number of MP equal to double their normal maximum MP, ignoring Standing Spells. Ritual spells can also be cast as a team effort – any number of spell casters who are on the same Path of magic can cast any spell they all know together. They can each invest MP to create Standing Spell, and thereafter any one of them can cancel the spell.

Quick Spells

Quick spells can be completed fast enough to cast in combat, costing 3 Initiative points plus the level of the spell. Such spells always force a little 'flash and bang' out as the raw magic hits the air. Some mages create sparks as they cast spells, others summon dark mists – it all depends upon the Path of Magic the mage is walking.

Quick Spells are challenging, and require the mage know a spell intimately. They cannot be cast with the mage's highest spell level. A mage with Polymorph at level 3 cannot cast level 3 as a Quick Spell.

Spell Enhancements

Spell enhancement increase a spell's level in return for adding some ability. These enhancements always take the form of adjectives. For example, the first level *Fireball* spell, has the enhancement "(1) Enhancement – Raging", meaning the mage can cast a *Raging Fireball*, which would count as a second level spell. The enhancement "(1) Wide" can be used on any spell to have it cover a wide area, so while a *Fireball* spell would normally be level 1, a *Wide, Raging Fireball* would be a level 3 spell. The spell would then cost 3 MP to cast, and require 6 Initiative Points if cast during combat.

²See page 6

Metamagic

The total Mana Points a mage has grants additional spell-casting powers. The more power a mage has, the more flexible their spells. A mage with a base mana score of 2 and an Intelligence Bonus of +1 would have a total Metamagic rating of 3.

Every power level offers the caster new spells or – more often – enhancements to existing spells. The enhancements drawn from Metamagic can affect all spells the caster has, not simply the spells listed here. In this way, spells can be combined for greater effects.

Anyone who walks any Path of Magic can make use of any of these abilities, even if they haven't bought any spheres. These spells are not like the formal spells in magical spheres. They require no words, hand movements, or anything else to use. However, such spells quickly become expensive. A level 8 Metamagic spell requires 8 MP to cast, and requires 11 Initiative points.

Metamagic Level 1

Identify Item

Type: Instant, Skill: Academics

The mage detects whether or not something is a mana stone (i.e. an item or person which stores mana).

Metamagic Level 2

Identify Mana

Type: Instant, Skill: Empathy

The caster identifies which Path of magic someone is walking, or which Path was used to create an item which holds Mana Points.

Detect Mana

Type: Instant, Skill: Empathy

The mage casts the spell on any person or item and finds out how many Mana Points the target has, including any mana stones the target has.

Metamagic Level 3

Imbuing

Type: Instant, Skill: Empathy

The mage spills any number of mana points into a mana stone created through the same path of magic the mage walks. If cast as a *Wide* spell, the mage can spend MP to spread between multiple items, but can only Imbue total MP equal to what is spent.

(1) Enhancement – Subtle: Casting an illusion or enchantment on someone with a flashing, loud and generally obvious spell can be quite a give away. Any caster can attempt to cast a spell while simply whispering and moving their hands slowly and subtly.

People around the mage can still sometimes spot a spell being cast. They use their Wits + Academics in a resisted roll against the mage's Dexterity + Deceit.

(1) Enhancement – Wide: The spell extends to cover a wide area – a total area equal to the spell's level, plus the caster's Wits Bonus. The squares are always continuous, so a spell targeting four squares could form a 2×2 area, or four continuous squares.

If the spell targets people, one person per square is always a reasonable baseline, but more might be targeted in a narrow tunnel, or fewer if targets are spread out to surround the party.

Metamagic Level 4

Mana Stones

Type: Continuous, Skill: Academics

A mana stone is an item which stores mana, and each path of magic has its own version.³ Once an item (or creature) is designated as a mana stone, the spell is cast and the mage forfeits any number of MP from their maximum. For each MP forfeited, the mage can store 2 MP in the stone. For example, a mage with 5 MP might pour 3 into a mana stone. The mage would be left with only 2 MP to use, but the stone would have 6 MP.

Anyone on the same Path of Magic can retrieve the mana from the stone by simply touching it and concentrating. The spell is always permanent – no additional mana must be kept aside so that the spell remains active. Retrieving the mana takes the normal amount of time to use an item – 8 Initiative points

The mana in mana stones cannot be used to create more mana stones and mages cannot enter their own temporary MP into the mana stone.

³See page 57 for more on Paths of Magic.

Mana stones form the basis of all magical items, and miracle workers can only use their traditional mana stones to create magical items.

Ambient Mana Regeneration

These stones always start life empty, but regenerate MP each scene until they reach their maximum. Mana stones only fill up through the ambient mana in the air. Typically, this means 2 MP at the end of each scene, or 3 within a deep forest, or anywhere secluded.

However, there is only so much mana to go around. Multiple mana stones in an area must divide the mana between them. Whichever has the most empty slots restores mana first, so if one item has 1 out of 5 MP left, while another has 8 out of a maximum 9 MP left, the first item takes ambient MP first, because it has 4 empty points, so it draws more in. If items are tied, roll a die to see which regenerates MP first.

Spell Breaking

Type: Instant, Skill: Sphere Rating

The caster can destroy an existing spell, whether that spell is a persistent effect, such as a Polymorph, or a magical item. The spell requires an opposed roll of Intelligence + the sphere being used.

For example, a priest casts an Aldaron spell. She has Intelligence +2 and Aldaron 3. The TN is therefore $(7 + 2 + 3 =) 12$. Later, an alchemist attempts to dispel the magic. He rolls with his Intelligence Bonus of +3, but he does not have the Aldaron sphere, so he can add nothing more. If he fails the roll, he can attempt to try again, turning this into a ritual spell. However, if that fails, he simply cannot roll again.

Metamagic Level 5

Pocket Spell

Type: Instant, Skill: Crafts

The pocket spell changes a mana stone so that it can contain one spell. The mana stone loses access to a single point of mana, and then the mage casts a spell into the mana stone. The pocket spell can then cast the spell once, at which point it ceases to be a mana stone, and all imbued mana returns to the caster.

The mage must cast the spell immediately after *Pocket Spell*, and has no chance to regain mana between castings.

Some mages create scrolls which are destroyed once read. Some priests of Laiquë enchant animals with a single spell, just to see how the animal will use it. The only limitation is that the mana stone must have enough MP to cast the spell once.

The pocket spell always produces a single effect. The mage can create an item which casts an illusion of a dragon, but never a scroll where the user determines

the illusion cast. Any continuous effects last for 5 scenes plus the caster's Wits Bonus.

These magical items are activated by a 'command word'. Command words do not necessarily have to be actual words – they could be entire phrases or gestures.

Pocket spells require the same initiative to use as the spell would require, and use the same Traits as the caster. For example, if an illusionist made a scroll which created an illusion of a bear, and had Intelligence +2 and Beast Ken +2, the scroll would cast an illusion with a +4 bonus to the roll, no matter who used it.

Metamagic Level 6

(1) Enhancement – Ranged: Any spell, from any sphere, can be targeted anywhere the mage can clearly sense, breaking all the normal range boundaries of spells.

Metamagic Level 7

Talisman

Type: Continuous, Skill: Academics

The mage takes a mana stone and allows it to cast a spell, forging a new magical item. A sword could be made which can summon blinding light, or a ruby could be infused with the power to teleport the caster to a specific nearby location.

Just as with Pocket Spell, above, the mage casts Talisman and the spell to be implanted in succession, while also relinquishing a number of MP. Any number of spells can be cast into the item, so long as each one is implanted within the same casting.

Magical items continue to store MP for use by people on that Path of Magic. However, each spell cast into the item lowers the item's MP by one.

Such basic spells always take effect in exactly the same way and use the mage's stats for any rolls. A second level Aldaron spell set to freeze water will always do just that, and can never cast a Sunray. An illusion-generating mask, making the wearer into a bush, will always turn that wearer into a bush, regardless of what the user may want the illusion to be of.

Talismans which do not have enough mana simply fail to cast. The one exception here is the Path of Song, wherein spell-songs which have too much mana drawn from them simply break, rendering the Talisman-song useless.

(2) Enhancement – Massive: The spell spreads across a massive space – indoors this could be multiple rooms, outdoors it could be a field, or a massive segment of a forest. Massive spells target a number of areas equal to the spell's level plus the caster's Wits.

Metamagic Level 8

(Varies) Enhancement – Combined: A secondary spell can be combined to throw at the same target. The combined spells have a single target. Any applicable enhancements, such as *Wide*, affect both spells.

The smaller spell adds a number of levels equal to half its own level.

For example, a priest of Ohta might cast a *Raging Fireball* at someone, alongside *Curse*. The highest level spell there is *Raging Fireball* at level 2, and the other is at level 1 and only costs half the usual MP. With the two spells together, the total cost is 3 MP, and the spell takes 7 Initiative points to cast. The caster has an Intelligence score of +3, so the target is hit with 2D6 + 1 damage from the fireball, and loses 1D6 + 2 HP directly.

(1) Enhancement – Sentient: The mage can make any spell gain some measure of sentience. Typically, this is made to allow magical items to activate upon a condition, such as a door which turns from solid stone back to wood once the password is stated. Such spells can also select their own targets, such as acid which can hit a specific person in the dark, or around a corner. A conjuration spell could be cast over a massive area, but only turn particular areas of water into ice, or a *Fireball* spell could target only a caster's enemies.

The item acts upon its own Initiative score, and uses the mage's Wits score as its Initiative Factor. Sentient illusions can converse on their own, with simple-minded and predictable (but plausible) personalities. Sentience levitating swords can fight on their own, without aid.

Sentient spells have about the same ability to perceive the environment as the caster would were they present. Such spells could also use other spells to find out further information, such as a sword which detects someone's Code, and then activates other abilities selectively.

Sentient spells only create one sentience per spell, even with *Wide* spells. A spell which levitates 4 daggers would only be able to use one at a time, and an illusion of a banquet hall, full of dancers, would only have enough focus to make them all dance, but could not make each one individually speak.

Sentient spells have the same Code as their caster, so a caster who followed Véré and then cast an enchantment on an animal would create a very law-abiding animal, while an alchemist who followed the Code of Experience would cast very inquisitive illusions, that persistently tried new things.

Metamagic Level 9

Artefact

Type: Instant, Skill: Academics

This functions just like the Talisman spell, except that the mage can imbue a full sphere's level. If the item has Necromancy level 2, the item can cast any Necromancy spell of level 2 or less. If it has Invocation level 3, it can cast any spell at level 3 or less. Each sphere (but not each level) reduces the item's MP by 1, just as with *Pocket Spell*. The item's user simply focusses on what they want, and the spell casts.

Metamagic Level 10

Greater Mana Stone

Type: Continuous, Skill: Academics

This spell works like a standard mana stone, except stones cast with this enhancement store 3 MP per point sacrificed instead of 2. So a miracle worker sacrificing 4 MP would create a mana stone capable of storing 12 MP.

Character Creation

Race

Roll	Race	Adjustments
2-3	Gnoll	+1 Strength, +1 Speed, -1 Intelligence, -2 Charisma
4-5	Dwarf	+1 Dexterity, -1 Speed
6-8	Human	+1 Strength, -1 Wits
9-10	Elf	+1 Wits, -1 Strength
11-12	Gnome	+1 Intelligence, +1 Dexterity, Strength -2, Speed -1

Okay, so you know how to make a character by now. But just for reference, let's get some procedure down:

1. Roll the dice to determine your race and Attributes. Page 1.
2. Write down a concept and background culture from your campaign.
3. Spend 50 XP on Attributes, Skills, MP, Knacks, et c., with the Trait charts below, taking n as the current level of of the Trait (or the number of Knacks, or the level of FP). Page 7.
4. Take 1 item per Skill level your character has, worth up to 10 sp each. Page 10.
5. Starting money is $(3D6-5) \times 2^S$ cp, where S = combined levels in all other specialist Skills. Those with Academics earn silver piece instead of cp.
6. Select a God or Code to follow, so you can gain XP. Page 15.
7. Fill in derived stats (HP, FP, et c.).
8. Start the game.
9. Spend Story Points at every opportunity.

Result	Attribute Bonus
2	-3
3	-2
4-5	-1
6-8	0
9-10	+1
11	+2
12	+3

Trait	Cost
Attributes	$5 \times 2^n + 10$
Skills	$5 \times (n + 1)$
Combat/ Projectiles	10×2^n
FP Base	$5 \times 2^n + 5$
MP Base	5×2^n
Magic Sphere	$5 \times 2^n + 5$
Knack	$5 \times (n + 1)$

Combat

Initiative Costs

Action	Init. Cost
Striking	
Drawing weapon	2
Guard Someone	2
Heavy weapon	8
Light weapon	4
Medium weapon	6
Ram	3
Projectiles	
Crossbow	3
Improvised projectile	7
Reloading	2
Shortbow	4
Thrown weapon	4
Quick Actions	
Defence	2
Keeping Edgy	2
Moving	2
Speaking	2
Magic	
Cast a spell	3+level
Use magic item	8

Morale Chart

Bonus	Situation
+4	Monsters outnumber characters 3:1.
+2	Monsters outnumber characters 2:1.
+2	Character's top Strength Bonus is lower than the monster's.
-2	Character's top Strength Bonus is higher than the monster's.
-2	Characters outnumber the monsters.
-2	Monster is wounded.
-1	Players have displayed awesome magical abilities.

Fatigue Chart

Action	Fatigue Points
Armour	Wearing armour inflicts 1 Fatigue Point per Weight Rating of the armour.
Bleeding	1 Fatigue Point per slashing damage which was not mitigated by armour.
Climbing	1 Fatigue Point per square.
Fighting	Each round inflicts 1 Fatigue Point.
Holding Breath	1 Fatigue Point per round.
Marching	1 Fatigue Point per mile.
Starving	Each meal skipped inflicts 1 Fatigue Point plus half the character's Strength Bonus (rounded up).
Swimming	Each square swum inflicts 1 Fatigue Point.

Armour	DR	Weight	Noise	Price
Partial				
Elvish	2	-2	0	3gp
Padded	2	0	0	1sp
Leather	3	0	0	5sp
Chain	4	1	2	10sp
Plate	5	2	4	12gp
Complete				
Elvish	2	-1	0	9gp
Padded	2	1	0	3sp
Leather	3	1	1	15sp
Chain	4	2	3	30sp
Plate	5	3	5	36gp

Total	Result
11+	The characters immediately escape their pursuers.
10	The characters escape their pursuers after travelling through 2 areas.
9	The characters escape their pursuers after travelling through 3 areas.
8	The characters are chased through 3 areas and reroll.
7	The characters are chased through 2 areas and reroll.
6	The characters are chased through 1 area and reroll.
<5	The characters are immediately caught.

Weapons

Light Weapons	Dam.	Init.	Ev.	Wt.R	Cost	Knacks
Cudgel	+2	0	0	-3		Stunning Strike (page 36)
Dagger	+1	0	+1	-4	60cp	
Firepoker	+1	+1	0	-2		Finishing Blow (page 35)
Javelin	+1	+2	0	-2	50cp	
Knife	+1	0	0	-4	40cp	Precise Strike (page 35)
Log	+1	-1	0	-2		
Rapier	+1	+2	+1	-2	15sp	
Rock	+1	0	0	-5		

Medium Weapons	Dam.	Init.	Ev.	Wt.R	Cost	Knacks
Boulder	+4	-1	0	6/8		Finishing Blow (page 35)
Cast Iron Skillet	+2	0	+1	-1/1		Adrenaline Surge (page 34)
Chair	+1	+1	+1	1/3		
Club	+2	+1	+1	2/4		
Great Axe	+3	+1	+1	3/5	8 sp	
Great Sword	+2	+1	+2	3/5	8 sp	
Maul	+3	0	0	4/6	1 sp	
Large Rock	+2	0	0	4/6		
Longsword	+1	+1	+3	1/3	9 sp	
Shortsword	+1	+1	+2	-1/1	6 sp	Furious Blows (page 35)
Spear	+1	+1	+2	0/2	3 sp	First Strike (page 35)
Quarterstaff	0	+1	+2	0/2	2 sp	First Strike (page 35)
Whip	0	+2	0	-1/1	1 cp	First Strike (page 35)
Wood Axe	+2	0	+1	-1/1	1 sp	

Heavy Weapons	Dam.	Init.	Ev.	Wt.R	Cost	Knacks
Great Club	+4	+1	+1	5		
Giant Boulder	+5	0	-2	8		Finishing Blow (page 35)
Giant Sword	+3	+1	+2	5	15 sp	
Poleax	+3	+1	+1	5	6 sp	First Strike (page 35)

Shields	Dam.	Init.	Ev.	Wt.R	Cost	Knacks
Bucklar Shield	+0	0	+2	-2	4 sp	
Kite Shield	0	0	+3	2/4	8 sp	Solid Defence (page 36), Dodger (page 34)
Round Shield	+1	0	+2	0/2	5 sp	Dodger (page 34)

Complications & Manoeuvres

Complications	28
Blindness: -8 penalty + Wits + Vigilance (maximum -6). Rolling equal to allies means hitting an ally	28
Darkness: Penalty equals difference between combatants' Wits + Vigilance	28
Enclosed Spaces: Penalty equals difference between Initiative cost to attack and Enclosure Rating	28
Passing Attacks: When passing someone, they can make a normal attack as a Quick Action	28
Spell Casting: Combat Skill cannot be added to Evasion, and lowest of Wits or Speed is used for Initiative. -2 penalty to cast	28
Trapped/ Entangled: All attacks against the character count as a Sneak Attack, but they can still defend with full Dexterity Bonus as usual	29
Falling Prone: Same as 'Trapped', but characters can spend a movement action to get up .	29
Manoeuvres	29
Brawling: Make a normal attack roll, but any attack with a Margin less than 5 only inflicts Fatigue rather than Damage	29
Blind Rage: You can mitigate an enemy's weapon bonus to Evasion, but they can make an attack against you as a Quick Action	29
Drawing Weapon: Cost: 2 Initiative	29
Dropping Weapon: Cost: 0 Initiative	29
Flanking: Gain +2 to attack	29
Grabbing & Grappling	29
Grabs: Make an attack without any weapon bonus. Both combatants are <i>Entangled</i> . Cost: 4 Initiative	29
Grapple: Make an opposed roll of Strength x 2 + Combat. Success means the combatant can either break free or inflict Damage. Cost: 4 Initiative . .	29
Weapon Grab: Make a normal grab attack, ignoring the opponent's weapon bonus to Evasion.	29
Guard: Someone must successfully hit you before they are allowed to hit whomever you are guarding. Cost: 2 Initiative	29
Half Swording: Add your sword's Speed Bonus to its Damage. Cost: 2 Initiative	29
Hold Off: Just don't take your turn. Gain 1 Initiative when you decide to step in	30
Keep Edgy: Look out for missiles (allows you to defend against them with Speed Bonus). Cost: 2 Initiative	30
Charge: Swap your Strike and Evasion. Cost: 0 Initiative	30
Ram: Push the enemy back 2 squares plus the difference between your Strength Bonuses. Resisting costs 3 Initiative, and requires a resisted Strength + Combat roll. Cost: 3 Initiative	30
Sneak Attack: +4 to attack and +2 Damage. Surprised enemies cannot use their Evasion Bonus. Weapon's Weight Rating creates a penalty to attack	30
Two Weapons: both weapons count as having +2 Weight Rating when used in one hand, but either weapon can be used at any time, and the weapons Evasion Bonuses stack (the second counts for only half)	30

Spell Summaries

The following spell summaries are simplified for reference, and do not take into account spells cast at a higher level than normal.

7.1	Aldaron	38
	Aldaron Level 1	38
	Forest Song: Enchant animals as per levels 1-3 of Enchantment	38
	(1) Binding: Replicate all 5 levels of Enchantment	39
	Light: Blind enemies and light the way	39
	Plantform: Change a plant's natural adult form	39
	Edible	39
	Poisonous	39
	Wildform	39
	Freezing Touch: Turn water to ice or freeze someone's body	39
	Wind Blast: Push enemies back, lowering their Initiative	39
	Aldaron Level 2	40
	Air Bubble: Ward off missiles or travel underwater in a protective bubble	40
	Aldaron Level 3	40
	Forest's Call: Mark someone for a monster encounter	40
	Telos: Make a plant grow to its adult form quickly	40
7.2	Conjuration	40
	Conjuration Level 1	41
	Transmutation: Turn solid objects, liquid, or gasses into something simple, of the same type	41
	Choking Fog: Create noxious gas which causes Fatigue	41
	Purify Air: Clear air in a small area	41
	Stonespell: Turn any person or other matter to stone, with a TN equal to 7 plus the target's Weight Rating	41
	Slime: Make any liquid into a slippery slime	41
	Web: Turn a liquid into a sticky substance - targets roll to be free with Strength + Athletics vs the caster's Intelligence + Survival	41
	(1) Meticulous: Make detailed creations	41
	(1) Metallic: Target and make metals	41
	(1) Transient: Transform any type of matter to any other	41
	Conjuration Level 2	42
	Acid: Create caustic acid to burn unclothed targets	42
	Prison: Ice forms around the target, trapping them, unless they move with a Strength + Athletics vs Intelligence + Crafts roll	42
	Conjuration Level 3	42
	Teleport: The mage teleports 3 squares + Wits away	42
	(1) Gated: Open a portal instead of teleporting	42
7.3	Enchantment	42
	Enchantment Level 1	42
	Calm: Remove fear from a target	42
	Dream Walk: See a target's Dream	42
	Imbue Soul: An object gains a small soul, which can be useful for fooling the undead	43
	Fear: The target suffers a morale penalty of 1 plus caster's Int	43
	Reading the Ripples: Find out the target's Mind Attributes and Code	43
	Sending: Send a psychic message to someone	43
	Twitch: Gain Init bonus to spell casting equal to 1 plus Int	43

Enchantment Level 2	43
Confusion: Remove a target's actions for the round, then give an Initiative penalty of the caster's Wits + 2.	43
Focus: Force a target to repeat whatever they're doing	44
Enchantment Level 3	44
Sleep: Make a target instantly sleep. Intelligence + Empathy vs Wits + Academics	44
Expectations: The target sees whatever they expect, even if what they expect is wrong	44
Enchantment Level 4	44
Domination: The target obeys all commands	44
Enchantment Level 5	45
Mental Bondage: The target becomes obsessed with the enchanter	45
Tabula Rasa: The target forgets everything	45
7.4 Fate	46
Fate Level 1	46
Curse: The target loses 1D6 + Int FP	46
Eyes of Fate: Read another's current FP	46
Intuition: Find out the TN for an action	46
Lending Hand: Bless a target with +1 to any skill so long as you have a higher Skill level than the target	46
Fate Level 2	46
Augury: The GM tells you about an upcoming encounter	46
Blessing: Target regains 1D6 + Int FP	46
(1) Generous: Heal a target for additional FP	46
Fate Level 3	46
Fortune: Add +1 to any Skill	47
Prayer of Gratitude: Retrieve 1 Story Point after you spend 2 or more	47
Snapback: Start a round over again	47
Fate Level 4	47
God's Chosen: Increase a target's maximum FP by 4 + Int along with 2D6 + Int FP	47
Fate Level 5	47
Divine Favour: Spend 1 Story Point in return for 5 to spend immediately	47
Resurrection: Bring the recently deceased back from the dead	47
Mana Lake: Create a font of mana	47
7.5 Force	48
Force Level 1	48
Cage: Levitate a target, so they cannot move. TN 7 plus the target's Weight Rating	48
Levitation: Levitate anything with effective Strength of 1 + Int	48
Lock: Bind a door shut	48
Slow Fall: Reduce falling damage	48
Telekinetic Fist: Improve unarmed combat damage, gaining an effective Strength of 2 + Int	48
Telekinetic Retreat: Run away fast, with a bonus of 1 + Int	48
Force Level 2	49
Clairvoyance: Sense the world without sight	49
Dancing Swords: Levitate a weapon with effective Physical Attributes equal to 2	49
Mage Armour: Create a magical barrier with 6 + Int Silver Pieces	49
Force Level 3	49
Telekinetic Grasp: Wrestle a target down with psychic force	49
7.6 Illusion	50
Illusion Level 1	51
Mana Trick: Make the target seem like it has more or less mana than it does	51
Illusion: Make anything look like something else	51
(1) Independent: Illusions can be complete fabrications	51
(1) Solid: The illusions can be felt, and gain +2 TN to spot	51
(2) Negative: The target becomes invisible	51
Light: Create a light to blind enemies	51
7.7 Invocation	52
Invocation Level 1	52
Extinguish: Put out any light source	52
Fireball: Burn an enemy for 1D6 + Int Damage	52
Spell Enhancements	52
(1) Raging: The fireball deals +2 Damage	52
(2) Internal: The fire ignores all DR and SP	52

7.8	Necromancy	52
	Necromancy Level 1	52
	Ghoul Calling: Summon a hungry spirit into a corpse, creating a ghoul. Maximum 2 + Int HP	52
	(1) Enervated: The target corpse can go up to 3 HP higher	53
	(1) Cunning: The mage raises an intelligent spirit	53
	Command the Dead: Give any order to the dead, as per the Enchantment sphere. Intelligence + Academics vs Wits + Aggression	53
	Preservation: Slow something's ageing	53
	Torpor: Make the target enter a semi-death state, ignoring Fatigue and gaining DR 1	53
	(1) Necrotic: Increase the DR to 2, and see as the dead do	53
	Necromancy Level 2	53
	Sickness: The target loses 1D6 - 2 + Int HP	54
	(1) Fetid: Add 1 to the Damage	54
7.9	Polymorph	54
	Polymorph Level 1	54
	Animal Transformation: Turn any animal into another, TN 7 vs target's Str + DR	54
	(1) Bolstered: Add your Intelligence Bonus to the Polymorph points	54
	(1) Empathic: Lower the TN to 7 and remove Dex penalty	54
	(1) Realistic: Add augmentations, such as claws	55
	Polymorph Level 2	55
	Race Change: Turn any humanoid into another race, TN 10	55
	(1) Trans Species: Transform humanoids into animals	55
	Polymorph Level 3	56
	Freeform: Turn a target into anything	56
8.3	Metamagic	61
	Metamagic Level 1	61
	Identify Item: Find out if an item is magical	61
	Metamagic Level 2	61
	Identify Mana: Find out which path of magic made an item	61
	Detect Mana: Find out exactly how many MP are in the target	61
	Metamagic Level 3	61
	Imbuing: Add MP to a mana stone	61
	(1) Subtle: Cast any spell unseen	61
	(1) Wide: Widen the spell to hit Level + Wits targets	61
	Metamagic Level 4	61
	Mana Stones: Create a vessel for MP equal to double the MP you sacrifice	61
	Ambient Mana Regeneration	62
	Spell Breaking: Destroy a spell	62
	Metamagic Level 5	62
	Pocket Spell: Allow a mana stone to cast a single spell at the cost of 1 permanent MP from the mana stone, after which the stone is broken	62
	Metamagic Level 6	62
	(1) Ranged: Increase any spell's range to line of sight	62
	Metamagic Level 7	62
	Talisman: Sacrifice one permanent MP in a mana stone to let it cast a spell	62
	(2) Massive: Increase the target area until it's the size of level + Wits areas	62
	Metamagic Level 8	63
	(Varies) Combined: Add a second spell effect to the target	63
	(1) Sentient: Allow the spell to make its own decisions	63
	Metamagic Level 9	63
	Artefact: As 'Talisman', but the item gains a full sphere of magic	63
	Metamagic Level 10	63
	Greater Mana Stone: Allow a mana stone to store 3 MP per point sacrificed	63

Abbreviations

cp The smallest unit of currency.

DR A rating of protection, generally from wearing armour.

FP A measure of how much luck the character has left, used solely to avoid Damage.

GM – the person running the game, playing all characters except the PCs, creating the story and making rulings. Everything rests in the hands of the GM.

gp One gold piece is worth ten silver pieces.

HP The basic measure of a character's health.

MP The "battery power" of a magic user, which allows them to power spells.

NPC Non Player Character – anyone in the world played by the GM rather than a player.

PC – one of the characters run by the people playing the game.

SP magical shielding from the force sphere.

sp One silver piece is worth one hundred copper pieces.

TN The number players need to roll on the dice to succeed in a task.

XP An abstract measurement of how much valuable experience and learning characters have acquired. PCs spend XP to buy Traits.

Glossary

- Active Defence** When characters add their Evasion Factor to defence, costing 2 Initiative. 22
- Adventuring Equipment** Any of the items typically used by adventurers – you can decide exactly what this is later. 10, 11
- Alassë** Goddess of beer, pranks, and pets. 15
- Area** The basic unit of large spaces. An area is a space made distinct by its features. In a dungeon, each room might count as an area, while out in the open plains a forest might be composed of the local areas: 'the centre with the big, felled tree; the river's fork; the priestess's house and the griffins' nesting site. 11
- Attribute** One of the six Traits which form the basis of the character – Strength, Speed, et c. 1
- Cálë** God of knowledge, secrets, and paper. 16
- Downtime** This is any long period of time between adventures. It gives characters a chance to complete personal tasks and train in highly technical Skills. 12, 57, 58
- Enclosure Rating** A measure of how cramped a place is to fight. If the enclosure rating is 5, weapons which require more than 5 Initiative to wield suffer a -1 penalty. 28
- Fatigue Point** A measure of how tired a character is. Characters can put up with a number of Fatigue Points equal to their HP, after which they receive penalties to act. 10, 26, 27, 65
- Laiquë** Goddess of farming, wine, spring, and children. 16, 57, 62
- Miracle Worker** A generic term for any magic user which the author occasionally employs in a futile attempt to seem more high-brow. 14, 62, 63
- Natural Roll** A natural roll is a roll where the physical dice land on some number. For example, a 'natural 2' is where both dice come up facing 1, as opposed to a player gaining the result '2' from rolling a 3 and getting a -1 penalty. Similarly a 'natural 12' is when the dice land on a '12' without modification. 25, 28
- Ohta** Goddess of battle, victory, storms, and travel. 15, 17, 45, 63
- Passive Defence** When a character just decides to roll the dice to defend, without any bonuses, and trust their luck. 22
- Path** Each Path of Magic is a different way to cast spells. Each path has its own available spheres of magic and restrictions. 60
- Qualmë** God of family, one's ancestors, memory, and death. 17, 18
- Quick Action** An action which can skip the normal Initiative order but still costs Initiative. Quick actions can even be performed when someone has a negative Initiative score. 21, 22, 28, 65
- Resting Action** An unhurried action, where a character can take time to do something right. 1, 4, 6, 7, 60
- Round** A round is an abstract measurement of time during which characters can make a series of attacks or cast spells. Each new round players adjust their combat tactics. 5, 10, 13, 21, 27–31, 34, 35, 41, 50, 60
- Skill** Some training a character has, allowing them to be particularly good at one sort of profession or activity. 1
- Square** An abstract unit of measurement. We can imagine it about two yards long, as wide as the squares on your gaming board, or any other length. A more story-based game, without a board, might imagine each square is a 'zone' or room – it matters little so long as each square is a consistent size. 11
- Standing Spell** A spell which stays put once cast for as long as the caster wants to maintain it. 43, 47, 49, 50, 60
- Story Point** Players spend Story Points to bring elements of their history into play. By spending Story Points, a backstory is slowly crafted over multiple sessions. 1, 12–14, 19, 20, 36, 47, 64, 69
- Trait** Any gaming stat, such as a character's maximum MP, a Skill or an Attribute. 1
- Vërë** God of law, order, oaths, and roads. 18, 57, 63
- Weight Rating** A measure of how heavy something is when compared to a character's Strength Bonus. Creatures have a Weight Rating equal to their own HP. 9, 21, 23–25, 27, 29, 30, 35, 39–41, 48, 50, 51, 65, 69

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