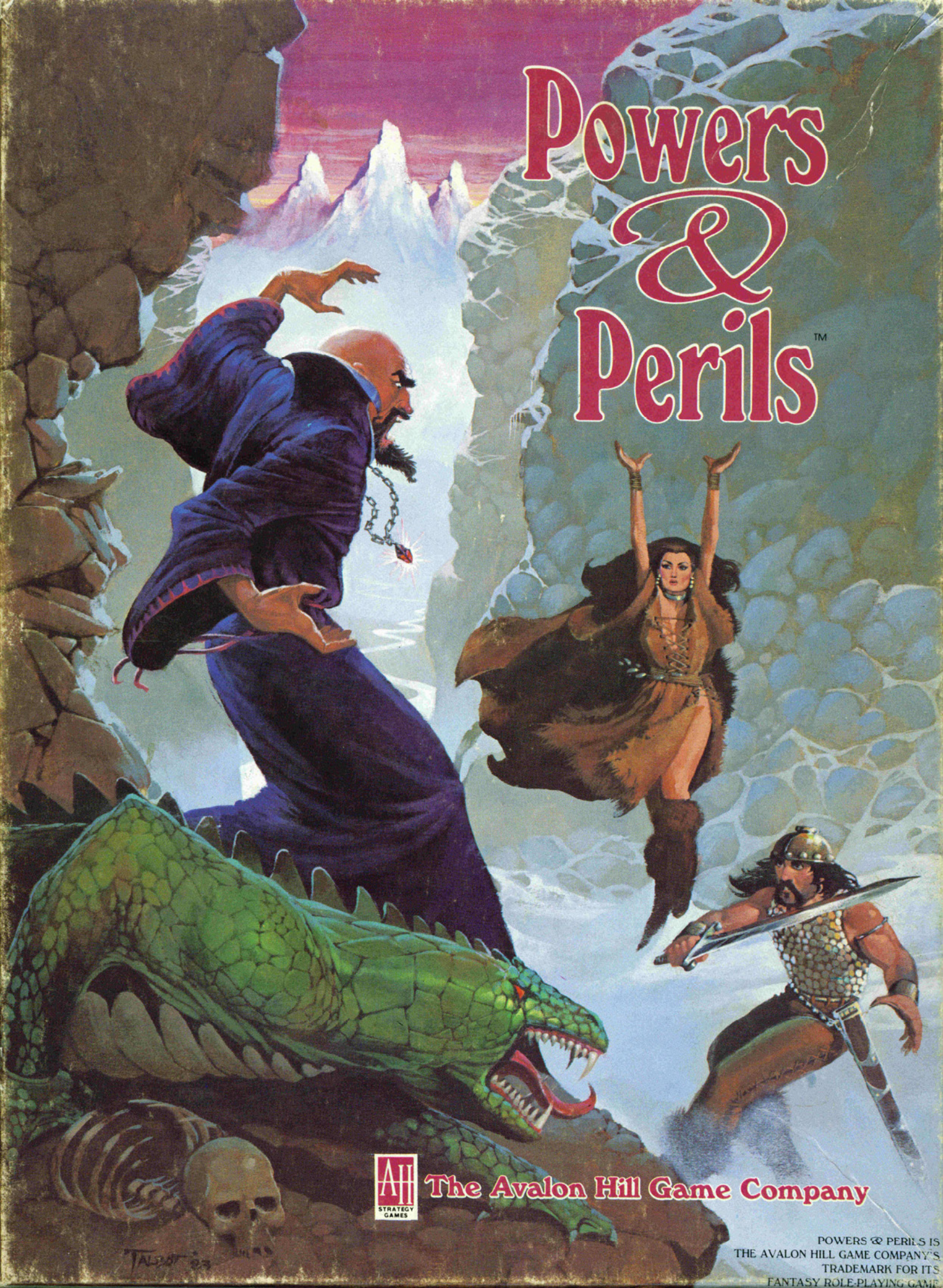


Powers & Perils™



The Avalon Hill Game Company

POWERS & PERILS IS
THE AVALON HILL GAME COMPANY'S
TRADEMARK FOR ITS
FANTASY ROLE-PLAYING GAME

Powers & Perils®

AVALON HILL'S TRADEMARK NAME FOR ITS FANTASY ROLE PLAYING GAME



BOOK ONE The Character Book

Welcome to adventure! You are about to enter the world of Powers and Perils, a completely new fantasy role-playing system that breaks from the old standards to create an environment of unlimited, exciting adventure. As you read the four books that comprise the basic rules, you will discover that the rules are presented, as much as possible, in the order that they are used. Throughout the first two books, where it is appropriate, you will find optional rules to enhance or simplify various rule sections. These are provided to allow you to select the level of difficulty that is most appropriate to the world that you choose to run. We present basic rules backed with a wealth of data and systems geared to unlimited variation. You choose, from this hoard of information, the rules that fit the abilities, experience and biases of your world and its participants.

Within this package, you will find four books, a pad of detailed Character record sheets and three dice. The first book details the basic rules that are required to create a Character. Depending on the creating Player's rolls and choices, the Character created is formed into a totally unique individual in

one of four Character races. To complete this detailed sculpture of your Character persona, you will find rules for Education, the Economic section, an equipment list and the basic rules for gaining experience in play.

The other books detail important factors in the fantasy environment. Book Two covers the rules for combat and magic in detail. Book Three presents the basic encounter system, encounter tables and the descriptions of the creatures that can be encountered in play. It also contains detailed optional rules that can be used to enhance the variation in your world. The final book details human encounters, contains a detailed treasure system and important suggestions for the Player and Referee.

Powers and Perils forms a detailed fantasy environment that can be modified to fit the needs of an existing campaign or used to create a new and exciting dimension of fantasy pleasure. In either case, it is strongly suggested that all participants familiarize themselves with the game before they begin play. It is especially important that the Referee do so.

This edition of Powers & Perils was revised on March 6th, 2002 to include material published subsequent to the game's original release, as well as to correct for typographical errors and omissions. All known errata has been inserted, along with clarifications given by the game's author, Richard Snider.

If you'd like to enter the world of Powers & Perils, meet fellow gamers, join the P&P mailing list, enter into online PBEM games, and discover a host of free materials to enhance and enrich your campaign, please visit the one-and-only...

www.PowersandPerils.org

This "Player's Guide" was compiled on April 7th, 2007. It contains the full, revised 2002 editions of Books 1 and 2, and has been fully bookmarked for your convenience. The front and back cover art comes from the original 1984 boxed edition of Powers & Perils. If you intend to referee a campaign, you will also need the following books to complete the original, boxed edition:

Book 3: The Creature Book

Book 4: Human Encounters & Treasure

Book 5: County Mordara

You may also wish to make use of the official campaign setting, Perilous Lands, originally released as a boxed set in 1985.

All of the materials above can be downloaded freely at the P&P website. We encourage you to do so, and to help keep the most unique, realistic fantasy roleplaying system ever created alive for years to come.

See you in the pub at Donara...

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A Beginning Note

Powers and Perils is a highly detailed fantasy system. Before playing, you should take some time to familiarize yourself with its rules. Once you are familiar with these rules, Characters can be created. To perform this task, the appropriate sections of the rules should be consulted in the following order:

- 1) Section 1.1 Characteristics, as background.
- 2) Section 1.1.1 Native Ability. Before selecting your race, read section 1.4 and the descriptions of the Elf, Faerry and Dwarf that are listed in Book Three.
- 3) Section 1.1.1.1 Constitution and Appearance.
- 4) Section 1.1.3 Age and Station.
- 5) Section 1.2 Special Events, if desired. As required by the result in this section, see 1.2.1 and/or 1.2.2. If a castable power results, as a Special Attribute, see chapter 6 and the steps for an Innate Magic-user that follow in this note.
- 6) Section 1.1.2 Maximum Ability. Determine your total multipliers, assign them to your modifiable characteristics, record them on your Record Sheet (*in the multiplier boxes*) and determine your Maximum Ability in each characteristic.
- 7) Section 1.1.4 Initial increases. Using your Age and Station, determine your combat experience, expertise, characteristic points and wealth. Assign them to your Character, and record them on your Record Sheet, as specified in sections 1.4.1, 1.4.2, 1.4.3 and 1.4.4.
- 8) Section 4.5 Combat Experience Levels. Record your **CEL** based on the combat experience that you purchased in section 1.1.4.
- 9) Section 1.3, in its entirety, where appropriate. This section details the basic factors that are used in play. The formulas that are used to determine these values are listed in the Commonly Used Formulas section of each Record Sheet.
- 10) Section 1.4 Common Knowledge. Select the Common Knowledge that is appropriate for your Character's race. If he is Human, make the selections, consulting section 2 as necessary, to define this knowledge.
- 11) Section 2.4 Skill Table. Select the skills that your Character knows. All skills in these tables are purchased, and improved, using the expertise points that you obtained in section 1.1.4.
NOTE — *If you wish to be a magic-user, see chapter 4 in Book Two.*
- 12) Sections 2.5 and 2.6. The descriptions of the skills that you have chosen. All Players should familiarize themselves with these details.
- 13) Section 3.2 Equipment Tables. The wealth that was purchased in section 1.1.4 is used here to purchase your starting equipment.

If your Character is NOT a trained or innate magic-user, he is now complete. If he is a magic-user, see the appropriate steps below.

Trained Magic-User

- 1) Complete the first TEN steps in setting-up a Character.

- 2) Chapter 4 of Book Two "Creating a Magic-User". This section details acceptance, starting magic experience and expertise and the Magic Paths that the Player can choose from. Pay all expertise costs and gain all benefits that are appropriate for the Magic Path that you select.
- 3) Section 4.6 Magic Experience Levels. Record your magic experience points and determine your starting **MEL**.
- 4) Section 1.3. Determine Mana Regeneration and Casting Ability.
- 5) Familiarize yourself with chapter 3 of Book Two, the general rules that apply to magic-use in play.
- 6) Determine your starting benefits based on the Magic Path that you selected for your Character. (*Sections 4.4.1, 4.4.2, 4.4.3 and 4.4.4 of Book Two. Elf and Faerry Characters are restricted to section 4.4.3. Dwarf Characters may not use any of these sections.*)
- 7) Sections 5.2 and 5.3 of Book Two. Using the expertise points gained in section 4.1 of Book Two ONLY, select your starting spell knowledge and increase individual **ELs**, if desired. See any restrictions that apply based on your Magic Path. See chapter 3 of Book Two for the rules and tables that are used.
- 8) Section 5.4 in Book Two, familiarize yourself with the attributes of the spells that you have selected. The Player is responsible for retaining this knowledge as fluently as possible. See section 3.6 of Book Two for the basic **EL** modifiers that apply to these spells.
- 9) Complete steps 11 to 13 in setting-up a Character.

Your Character is complete if he is not an innate magic-user.

Innate Magic-Users

- 1) Complete the first FIVE steps in setting-up a Character.
- 2) See section 1.2.2 Special Attributes. Determine all factors that can be determined based on the description of your attribute.
- 3) See chapter 6 in Book Two. Determine your **MEL**. Familiarize yourself with the rules, in chapters 3 and 6, that pertain to the use of your attribute.
- 4) Consult section 5.2 or 5.3 in Book Two, as appropriate, and section 5.4 in Book Two to determine the precise powers of your attribute. The Player is responsible for retaining this knowledge.
- 5) Complete the last EIGHT steps in setting-up a Character.

Your Character is now complete.

When every Player has a Character, and the Referee has created a campaign environment, the game is ready to be played. Prior to the first game rolls, the Referee, consulting his Players as he deems appropriate, will determine what options will be used. He should inform the Players of his decision before the game begins. Any rule or section that is marked optional may be used or ignored as you see fit. Any other section may be modified or ignored on the agreement of the participants in the game.

Possibly more than any other fantasy role playing game, Powers and Perils demands that the Referee have a familiar and comfortable understanding of the system. For the smooth play of the game, this is crucial where it relates to the Combat, Magic, Encounter and Treasure systems. Where Players are only asked to learn those sections that deal directly with the abilities of their Characters, the Referee should have a general grasp of the system as a whole. He should never start his campaign until this is the case.

It is possible that you will find that certain sections of this system are too complex for your role playing group. Where this is the case, and the aids provided within do not fully solve the problem, you must feel free to modify the rules to your own level of play. No rules are set in concrete. As the necessity arises, adapt.

Abbreviations and Dice Codes

Throughout these rules, standard abbreviations and dice codes are used. Wherever they are found, except where they are specifically used to detail sub-sections of specific rules, they have the following meaning:

Abbreviations Used

A Agility
AB Agility Bonus
AHP Average Hit Point Value
Ap Appearance
AV Armor Value
B Bonus
BB Brass Bit(s)
BL Base Line
C Constitution
CB Constitution Bonus
CC Copper Coin(s)
CDF Creature Difficulty Factor
CEL Combat Experience Level
CEP Combat Experience Points(s)
CL Contact Level
D Dexterity
DB Dexterity Bonus
DCV Defensive Combat Value
DR Damage Resistance
DTV Damage Tolerance Value
E Eloquence
EL Expertise Level
Em Empathy
EnL Energy Level
FV Fatigue Value
GC Gold Coin(s)
.GT. Greater Than
HC Healing Chance
HPV Hit Point Value
I Intelligence
IC Influence Chance
INT Intellect
.LT. Less Than
MDV Magic Defense Value
MEL Magic Experience Level
MEP Magic Experience Point(s)
ML Mana Level

Mod. Modifier(s)
MP Mana Point
MR Movement Rate
Mult. Multiplier(s)
NA Not Applicable
NAV Natural Armor Value
NF Number Found
OCV Offensive Combat Value
PA Portage Ability
PMR Phase Movement Rate
PR Poison Resistance
RD Round Down
RU Round Up
S Strength
SB Strength Bonus
SC Silver Coin(s)
St Stamina
StB Stamina Bonus
W Will
WGT. Weight
WSB Weapon Strength Bonus

Dice Codes

D2 Roll a six sided die, 1-3=1, 4-6=2.
D2* As for **D2** except 1-4=1, 5+6=2.
D3 As for **D2** except 1+2=1, 3+4=2, 5+6=3.
D3* As for **D2** except 1-3=1, 4+5=2, 6=3.
D6 Roll a six sided die. Read it as it is rolled.
D10 Roll a ten sided die. Read it as it is rolled. (*In all cases a roll of 0 is equal to 10*).
D100 Roll two ten sided dice. Choose, before rolling, one to represent the ten's place and the other the one's place. The final result yields a value between 1 and 100. (*If 00 is rolled, the value is 100. In all other cases, 0 equals zero.*)
xDy When this form is used, **x** indicates the number of dice that are to be rolled. **Dy** indicates the type of die that is to be used. (*In example, 3D10 tells you to roll three ten sided dice and total them*).
xDy×**z** As for **xDy** above except the roll is multiplied by **z**, a fixed numerical expression.
(xDy)×(xDy) The die rolls indicated are multiplied times each other to determine the result. (*In example, 1D6×1D3 yields a result from 1 to 18*).

Finally, it is impossible, given this volume of work, that the rules presented here will prove acceptable for your world without change or question. Where such questions arise, the Referee must feel free to modify the rules to fit his campaign. The rules should be viewed as a guide, not an iron-bound testament to the faithful.

This said, we invite you to explore Powers and Perils. Let the game begin.

1 Character Generation

The first goal of every player, and the essential feature of any role-playing environment, is the creation of a unique individual — a Character. The rules in this section, and the step chart in the Beginning Note, are used to generate your game persona. Chapter 1 of this book creates the person. Chapters 2 and 4 complete him.

NOTE — *If your Character is a magic-user, some sections of Book Two are also required. If he is non-Human, the description of his race in Book Three should also be read.*

1.1 Characteristics

Ten characteristics are determined for each Character. Together, they delineate his abilities and set the potentials that he will have. Section 1.1.1 lists these characteristics. It is used to create a Native Ability in each. Section 1.1.2 sets a number of multipliers that allow the Player, by his own volition, to set development priorities for his Character and increase characteristic values in play. The sections that follow these add further layers of detail to the Character, making him a unique and vital person.

NOTE — *Native Ability represents the phenotypic potential of the Character. The multipliers, as applied to the Native Ability, represent the effect of his interests and goals on the development of his somatic potential.*

1.1.1 Native Ability

Native Ability, for each modifiable characteristic, is determined using the procedure below (*See 1.1.1.1 to determine Constitution and Appearance*).

- A) Select a Race and Sex for your Character.
- B) Roll **2D10** for each characteristic.
- C) Add any modifier listed in table 1.1, based on your Race and Sex.

IMPORTANT — **The minimum Native Ability that is possible for any characteristic, regardless of the modifier added is ONE. If the value that results is less, increase it to one.**

1.1.1.1 Constitution and Appearance

The Native, Current and Maximum Abilities in these characteristics are determined using the procedure below:

- A) Roll **2D10** for each characteristic and add any modifier that is listed for the Character's Race and Sex. (*Section 1.1.1*).
- B) Roll **1D10** to determine a multiplier for the characteristic on table 1.2. In all cases, the value in parentheses is the multiplier that is used for Appearance. The unparenthesized value is the Constitution multiplier.

A separate multiplier should be determined for each characteristic based on the Character's Race and Sex. **Roll twice.**

IMPORTANT — **Always round up in multiplying on table 1.2.**

Native Ability is only the foundation of your Character. All attributes, except Constitution and Appearance, can be improved in the normal course of play. The amount of improvement possible is determined in section 1.1.2.

Table 1.1: Native Ability

Characteristic	Human		Elf	
	Male	Female	Male	Female
Strength	+3	-1	-2	-3
Stamina	0	+1	-3	-2
Dexterity	-1	0	+1	+2
Agility	-1	+1	+2	+2
Intelligence	+2	0	+3	+2
Will	0	+2	0	+2
Eloquence	0	0	+3	+2
Empathy	-3	-1	0	+1
Constitution	0	+1	-1	-1
Appearance	0	0	+1	+2

Characteristic	Faerry		Dwarf	
	Male	Female	Male	Female
Strength	-4	-6	+1	0
Stamina	-2	-3	+2	+2
Dexterity	+2	+3	-1	-2
Agility	+3	+3	-2	-1
Intelligence	+4	+2	0	0
Will	+1	+3	+2	+1
Eloquence	+2	+2	-2	-2
Empathy	+1	+2	-1	0
Constitution	-2	-2	+1	+2
Appearance	+2	+4	-1	-2

EXAMPLE — A Character is a Human Male. He rolls a 13 for Strength. His Native Strength is 16. He rolls a 15 for Dexterity. Native Dexterity is 14. With a roll of 9 for Eloquence, Native Eloquence is 9.

Table 1.2: Constitution and Appearance

Roll	Human	Elf	Faerry	Dwarf
1	1(1)	1(2)	1(2.5)	2(1)
2+3	2(2)	2(3)	1.5(3)	3(1.5)
4-7	3(3)	2.5(4)	2(4)	4(2)
8+9	4(4)	3(5)	2.5(6)	5(2.5)
10	5(5)	4(6)	3(8)	6(3)

EXAMPLE — A Faerry Female rolls 13 for Constitution and 9 for Appearance. Her Native Ability modifiers are -2 and +4. The values are modified to 11 and 13. On the table above, she rolls a 1 for Constitution and a 9 for Appearance. Her Constitution is, 11×1, 11. Her Appearance is, 13×6, 78.

1.1.2 Maximum Ability

Maximum Ability is determined by multiplying an assigned number of multipliers times the Native Ability of a characteristic. The Total Multipliers that the Player may assign to his Character's modifiable characteristics, i.e. all characteristics except Constitution and Appearance, are determined with the die roll below:

$$2D6+14$$

The method of applying the multipliers that are gained via the roll above is specified below:

- A) The maximum multiplier that can be assigned to a modifiable characteristic is **FOUR**.
- B) The minimum multiplier that must be assigned to each modifiable characteristic is **1.5**.
- C) Multipliers are only assigned in increments of **.5** or **1**.
- D) No multiplier may be assigned to Constitution or Appearance.
- E) Maximum Ability equals the multiplier assigned to a characteristic **TIMES** your Native Ability in that characteristic.
- F) All multiplication in this section is rounded up,
- G) Beyond the restrictions above, Players may assign their multipliers in any way that they desire. The total number assigned may not exceed the Total Multipliers that are available for that Character.

OPTIONAL — The preceding system reflects the interests of the Character and allows the Player to have a greater feeling of progress as his Character matures. If you do not feel that this is worth the effort that it entails, use all characteristics at their Maximum Ability levels and ignore all mention of Characteristic Increases in the sections that follow, excluding those that are derived from some form of magic. Also use any Native Ability increases that occur in the Special Event section and Current Ability increases that are found there.

1.1.3 Age and Station

Age represents the physical age of the Character in Middle World years. Station is his relative standing in his native society. For non-human Characters, age reflects a period of Lower World years that they have lived. For simplicity, all of these years were spent in the Lower World.

1.1.3.1 Age

A Character's age is determined by rolling **D100** on the Age Table.

Table 1.3: Age Table

Roll	Age	Roll	Age	Roll	Age
01–05	17	41–55	22	91–94	27
06–12	18	56–66	23	95–97	28
13–21	19	67–76	24	98+99	29
22–30	20	77–84	25	100	30
31–40	21	85–90	26		

NOTE — Age is used in section 1.1.4 to determine the initial points that are available to the Character. It should be recorded on the Character Record Sheet.

1.1.3.2 Station

The Character's standing in his native society. To determine it, roll **D100** on the Station Table.

1.1.4 Initial Increases

It is rational to assume that every Character was active in his world before the game began. Therefore, all Characters have initial characteristic, experience and expertise points and an initial number of coins as wealth. A Character's Initial Increase Factor is equal to the result of the formula below:

$$(\text{Age} \times 2) + \text{Station} + 2\text{D}10$$

NOTE — If the option listed in section 1.1.2 is being used, reduce this factor by 25%, rounded up. No points are assigned to characteristic points in this case.

The formula yields a total number of points that are assigned, obeying the restrictions in section 1.1.4.1, on table 1.5.

Table 1.5: Initial Increase

Number Assigned	Char. Points	Experience Points	Expertise Points	Wealth*
5	20	(CEL 0)	100	25
6	24	25	120	30
7	28	5 (CEL 1)	140	35
8	32	75	160	40
9	36	10 (CEL 2)	180	45
10	40	125	200	50
11	43	15 (CEL 3)	220	55
12	46	175	240	60
13	49	20 (CEL 4)	260	65
14	52	225	280	70
15	55	25 (CEL 5)	300	75
16	58	300	320	80
17	61	35 (CEL 6)	340	85
18	64	400	360	90
19	67	45 (CEL 7)	380	95
20	70	500	400	100
21	72	55 (CEL 8)	425	110
22	74	600	450	120
23	76	65 (CEL 9)	475	130
24	78	700	500	140
25	80	75 (CEL 10)	550	150
26	82	800	600	160
27	84	90 (CEL 11)	650	170
28	86	1000	700	180
29	88	110 (CEL 12)	750	190
30	90	1200 (CEL 13)	800	200

*The number listed in Wealth is multiplied by the Coin Type that was determined in section 1.1.3.2. The result is the number of coins of that type that the Character has.

EXAMPLE — A Station 3 Character has 14 initial points allocated to wealth. The number yielded is 70. The Character starts the game with, 70×5 SC, 350 silver coins.

NOTE — Where a CEL is listed, that line and every line above it will yield that CEL, until the next CEL reference is reached.

1.1.4.1 Restrictions

In using table 1.5, the following rules and restrictions apply:

- A) At least **FIVE** points must be assigned to each area.
- B) No more than **THIRTY** points may be assigned to any one area.
- C) The total number of points that the Player assigns may not exceed the Initial Increase Factor that he determined for his Character.

IMPORTANT — Magic-using Characters receive their initial magic experience and expertise based on their natural ability. See chapter 4 in Book Two for the rules that apply for trained Magic Users. If the Character is an untrained natural magician, or has some type of innate power, see chapter 6 in Book Two for these starting points. No experience or expertise that is gained in section 1.1.4 may be applied, other than to paying for the required apprenticeship, towards magic in any way.

1.1.4.1.1 Characteristic Points Each point received in this area can raise one modifiable characteristic, that is not at its Max-

Table 1.4: Station Table

Roll	Station	Coin Type	Social Class
01–20	0	1CC	Serf, slave, indentured peasant, barbarian outcast, unproven warrior, etc.
21–50	1	2CC	Free man, common soldier, servant, common barbarian warrior or artisan
51–75	2	1SC	Artisan, guildsman, military sergeant, constable, petty merchant experienced barbarian warrior, skilled artisan, minor shaman
76–90	3	2SC	Merchant, noted Scholar, respected artisan, landholder, low grade officers, wardens, knights, respected barbarian warriors and shamans.
91–96	4	5SC	Rich, merchant, large landholder, petty nobility (Baron and less), field grade officers (Major through general), Clan chiefs and shamans.
97–99	6	1GC	High nobility (Count and higher), important military leaders (Field Marshal, Grand Admiral, etc.), extremely wealthy and powerful families, barbarian tribal chiefs, tribal shamans.
100	10	3GC	Royalty (A member of the reigning royal family or a close blood relative), Warrior society leader, dominant tribal chief, highly respected tribal shamans, war chief of more than one related tribe.

NOTE — The social classes listed are provided to give the Referee an idea of the relative position of the Character's family. More detailed placement of the Character in that society is left to the discretion of the Referee. See section 1.1.4 for the only mandatory use of Station.

imum Ability level, by ONE. They may not be assigned to Constitution or Appearance. There is no limit to the number that may be assigned to any one characteristic. The total assigned may not exceed the number gained in using table 1.5.

EXAMPLE — Osc has 40 characteristic points. He may raise his eight modifiable characteristics by a total of 40 points. If his Current Strength is 20, and he assigns 12 points to Strength, it is raised to 32.

1.1.4.1.2 Experience Points The points gained here are Combat Experience Points. They are used in determining the **CEL** of a Character only.

EXAMPLE — Osc, with 280 experience points, starts with a **CEL** of 3.

1.1.4.1.3 Expertise Points Expertise points are expended to gain any skill listed in section 2 of this book or to meet the expertise requirement to learn a given Magic Path, see Book Two. Once a skill has been learned, these expertise points may be used to improve its **EL**. They may not be used to learn or improve any spells, if the Character is a magic-user. Any points that are not allocated to learn or improve skills may be taken as Partial Expertise in any skill that the Character has learned.

1.1.4.1.4 Wealth The number in table 1.5, times the Character's Coin Type (Section 1.1.3.2), yields the number of coins that the Player has to spend in outfitting his Character. Any money that is not spent for this purpose is used, as desired by the Player, once the game begins.

IMPORTANT — Before the game begins, item availability rolls are ignored unless the rules specify that they are not.

1.2 Special Events

Use of this section is optional. It reflects special influences that may have affected the Character in his pre-game life. One roll is taken per 10 years that the Character has lived, rounded down. If the Player opts to take these rolls, he must take every roll that his age allows him to take. He is never required to risk rolling on this table.

1.2.1 Special Event Explanations

1.2.1.1 Felons

The Referee should determine the severity of the crime committed. There is a 25% chance that the Character was falsely accused. Roll this chance and roll **D100** on table 1.7. If a crime is

FELONIOUS, it was committed against a person with a station of 4 or higher. In this case, the reward is Dead or Alive. In all other cases, the Felon must be returned alive. The authority that wants them will pay nothing for a corpse.

Table 1.7: Felony

Roll	Crime	Reward
01–30	Simple Theft	2D10 SC
31–55	Felonious Theft	1D10 GC
56–75	Felonious Assault	2D20 GC
76–90	Murder	2D6 SC
91–96	Felonious Murder	2D5 × Station * SC
97–99	Treason	D100 GC
100	Felonious Treason	D100 × 10 GC

*Times the Station of the Victim

1.2.1.2 Gem Theft

Any gem theft by a Character is classed as Felonious Theft. There is a 30% chance that the authorities know who is responsible. Whether they do or not is unknown to the Player.

1.2.1.3 Powerful Enemy

The money and experience gained were at the expense of this enemy. The Referee will determine what wrong the enemy feels he has suffered and if there is anything that the Character can do to make amends. Until avenged or placated, the enemy will take every opportunity to make the Character's life miserable, or short.

1.2.1.4 Contacts

A Contact is a friend that a Character has made by doing something to a NPC's advantage and then influencing him to be a friend.

1.2.1.5 A Pet

The animal was raised by the Character from birth. It obeys him and him alone. For all others, unless curbed by the Character, it reacts as a wild animal would.

Herbivores will obey **1D3** commands given by the Character. Other animals can obey **1D6+4** commands. The Referee may choose the animal, let the Player choose or roll randomly in the encounter section.

Table 1.6: Special Events

Roll	Result	Roll	Result
01–20	None	66	Special Attribute.
21–28	Increase your Current Ability in one characteristic by 1D6	67–70	Training with a Skilled Master raises your Expertise with all weapons in a Weapon type of your choice to the maximum EL currently possible for your Character. No Expertise Cost is assessed for this training.
29–32	Increase your Current Ability in two characteristics by 1D6+2 or in one characteristics by 1D10+2 .	71	You have a random Magic Weapon.
33	Special Attribute	72	You have a random type of Magic Armor.
34–36	Increase any Current Abilities by a total of 2D10 . The total may not exceed the number rolled.	73	You have an authentic map to a large treasure. Referee will roll 1D6+14 on the Map Table for it's value.
37	Your face bears pox scars from an old disease. Reduce Appearance 50% rounded down.	74	You possess 1D6 doses of a random Potion or Elixir.
38	You have a pronounced limp from an old wound. Reduce Agility by 20% rounded down.	75	You possess 1D6 doses of a random Natural Magic material.
39	You recently escaped from a prison in a neighboring nation. You are a wanted felon in the land of the Referee's choice.	76	You have 1D6 doses of a random Powder.
40+41	As for 39 except you escaped from a prison in the nation that the adventure is starting in within the last 1D6 days.	77	Special Attribute.
42	You are under a powerful Geas, the referee will set all parameters of its effect.	78–81	You have a Pet. It is a normally wild animal. The Referee will determine its species and full parameters.
43	You were raised among the Faerry. In addition to normal Human Knowledge, you speak the tongue of the Faerry Sidh with an EL of 60.	82	You have a Magic Item. The Referee will determine what it is.
44	Special Attribute	83+84	Apprentice in the Magic Path of your choice if your Native Intelligence is 15 or higher. If not, as for 82.
45–47	Past luck garners you D100 SC .	85+86	You have a powerful enemy. Gain 1D10×10 Experience Points and D100 SC . The Referee will determine the enemy based on your actual gain, i.e. the more gained, the more powerful the enemy. The enemy will seek revenge whenever possible.
48	As 45–47 except 2D10+10 GC .	87	Raise your Native Ability in any Mental Attribute by 1D3* . (Raise Maximum Ability as appropriate afterwards).
49	As 48 except 1D3 bars of Silver.	88	Special Attribute.
50+51	You posses 1D3 Small Jewels of unknown value. If your Station is zero, you stole them.	89–91	You have a Personal Contact among your people. The Referee will determine his or her parameters.
52	You have 1D2 Medium Jewels of unknown value. If your Station is 1 or less, you stole them.	92+93	As 89–91 except the Contact must reside in the area that the party is starting in.
53	You possess 1 Large Jewel of unknown value. If your Station is 2 or less you stole it.	94	As for 87 except Native Ability in any Physical Attribute, including Constitution and Appearance, may be increased.
54–56	Roll 1D6 . On a 1–3 as for 50+51, 4+5 as for 52 and 6 as for 53, except you know the value of the jewels.	95–96	You have a friend. You are accompanied by a Character Class NPC. The Referee will determine the attachment and all parameters of the friend. The CEL of the friend is 1D6+4 . He may not be a magic-user. He will defend his friend to the death.
57	Increase any Native Abilities by a total of 1D6 . (Increase Maximum Abilities as appropriate afterwards).	97	You were raised among the Elves. In addition to Human Knowledge, you speak the tongue of the Elf Sidh with an EL of 60.
58	You have a piece of Jewelry. You have no idea where you got it or what it is worth. You have had it since birth. The Referee will determine the type of jewelry.	98	An old friend, who once saved your life, is lost in a hostile land. You are aware of his whereabouts. He holds the key to a great treasure that both of you were searching for.
59–62	Take any THREE items from the Equipment List with a combined value under 40GC and an individual value of at least 5GC.	99	You are the master of a Firesnake.
63	Take any ONE item from the Equipment list with a value between 10 and 100GC, inclusive	100	You have come under extraordinary influences. The referee will determine something exceptionally good or bad. If he does not wish to do so, roll three times on this table or twice on the Special Attribute table.
64	If your Station is 4 or higher, you are a prosperous land owner in your homeland. Roll 1D10×1D10 to determine the hundreds of acres that you control. (Your income from this is 1SC per acre per year). If your Station is 3 or less you control 1D10×1D10 acres as a personal freehold. (Income from this land is 3CC per acre per year). All income figures are gross values.		
65	You have a random Magic Amulet.		

NOTE — *The possibilities above are wide ranging. They do not, however, cover all the possibilities. The Referee is encouraged to expand on this table as he feels the necessity to do so.*

The Referee will decide what, if any, special parameters or caution the Character must take in dealing with his animal.

1.2.1.6 Non-Human Reared

A Character that was raised among the Elves or the Faerry may roll his Influence Chance. If he succeeds, he has a contact with his old friends. Partial Success indicates that he left under amicable terms. Failure indicates that he left under a cloud and has

no advantage in future dealings with that race.

This roll is optional. The Player may opt to take Partial Success as his result without rolling.

If a Character has a contact in the race, he will start with one item of equipment from that race at no cost. What is given is left to the Referee's discretion,

1.2.1.7 Geas

A Geas is a magical compulsion placed on someone to force them to do something. The effect of failure to perform the action has a disadvantageous and eventually fatal effect on the victim. The Referee will determine the parameters with this in mind. See Curse or Ban (Book Two, Permanent Magics).

1.2.1.8 Native Ability Increase

The increase at the Native Ability level will increase Current Ability by the same amount AND Maximum Ability by the amount times the assigned multiplier.

EXAMPLE — If Native Ability in Strength increases by 2, and a multiplier of 2.5 has been assigned to Strength, Current Ability is increased by 2 and Maximum Ability is increased by 5.

1.2.1.9 An Old Friend

There is no limit to what the old friend's attributes can be. The size of the treasure that the friend holds the key to is rolled on the Map Table with **1D6+14**. It cannot be found without the friend. The Referee will determine all parameters of his predicament and the urgency of his need for rescue.

1.2.1.10 Extraordinary Influences

Here, the Referee may assign whatever powers, disabilities and special circumstances he desires to the Character. The Character has been influenced in some exceptional way by an extremely potent influence. If the Referee does not wish to assign a value, the Player may select the rolls that he wishes to take as specified in the table.

1.2.2 Special Attributes

Special Attributes vary from Physical excellence to Supernatural powers. Roll **D100** on table 1.8.

1.2.2.1 Attribute Descriptions

THE DESCRIPTIONS ARE LISTED IN ALPHABETICAL ORDER IN THE PAGES THAT FOLLOW.

1.2.2.1.1 Aerial Powers The Character has the innate ability to communicate with all creatures of the Air, i.e. Birds, Elementals, etc. He is totally immune to any damage inflicted by Storm Powers. He will never be attacked by any Air Elemental.

The **EL** for his Communicate talent equals **(I+W+Em) divided by 20** rounded down. The starting **MEL** is dependent on his characteristics (See Book Two).

EXAMPLE — A Character has Intelligence 12, Will 27 and Empathy 8, His **EL** with his talents is, $(12+27+8)/20$, 2.

1.2.2.1.2 Animal Power The Character can communicate with a specific species of animal. (The species is determined by the Referee, selected by the player or rolled randomly).

At the subconscious level, the Character is a **TONAH** of the species. He will be treated as such by it. When they are threatened or attacked, the Character will suffer Uncontrollable Battle Fury against the attacker unless he rolls less than or equal to his Will. The fury will last as long as the threat to "his" creatures lasts.

1.2.2.1.3 Battle Fury The Character is prone to fits of fury when engaged in combat. During a battle, he will become furious when the hit points damage taken, times 5, exceed his Will.

For Uncontrollable Fury, the above ratio is the only way that the Character can be affected. With Controllable Fury, the Player

can attempt to will his Character into a state of fury. The chance of success, per phase of trying, equals the Character's Will.

The state of fury lasts until the Character fails to score any damage for a number of phases equal to the hit points required to send him into fury or until five phases after there are no targets remaining in sight.

EXAMPLE — A Character has a Will of 64. 13 hit points are required to send him into fury. He will return to normal if he fails to hit for 13 straight tactical phases or if he doesn't see anyone to hit for 5 phases.

A Character with Uncontrollable Fury can only come out of it in this way. A Character with Controllable Fury may will himself out of the fury if he rolls his Will or less.

OPTIONAL — If the only targets left to attack are friends, a Character with Uncontrollable Fury can attempt to Will himself out of the fury on any phase that he is not hit and that he does not Hit. The chance equals his **Will divided by 2**, rounded down.

While a Character is in a state of fury, the following increased abilities will apply:

- A) Normal damage effects will not apply to his movement.
 - B) When he reaches his **DTV** he will not be unconscious. He remains conscious until death.
 - C) While in Fury, the **DTV** is tripled. When the Fury ends, if the damage taken is less than the normal **DTV** the Character is dead. If it is between 0 and the **DTV**, he passes out.
- EXAMPLE** — A Character has a **DTV** of -3. While enraged, he can take damage to -9. If he reaches -5, and comes out of fury, he drops dead on the spot. If he is at -1 when he comes out, he passes out.
- D) The Character may not use any **EL** factors defensively while he is in fury.
 - E) The Character may not use any missile weapon or magic while in a state of fury. If he has an Innate Magic talent that is capable of inflicting damage, this power may be used.
 - F) While furious, the Character's **SB** is increased by two.
 - G) Persons defending against a furious Character may subtract 5 from their roll to hit OR add 10 to the Furious Character's roll.
 - H) While affected, the Character will attack the **CLOSEST** target available. If no enemies are available, he will turn on his closest friends.

1.2.2.1.4 Creature Power The Character has an affinity for a specific type of non humanoid, Fantastic creature. (Anything from a Cait Sith to a Dragon). He has the innate ability to communicate with these creatures at a telepathic level. He is **ALWAYS** marked, i.e. a birthmark, with the sigil or semblance of that creature.

In learning magic that this species is naturally capable of, the Character will pay $\frac{1}{2}$ the normal cost to learn and advance, rounded up. He will always cast the spell at **one EL** higher than his actual **EL**. He will be affected, as for Animal Power, when his species is threatened.

EXAMPLE — A Character has an affinity with the Dragon. He gains advantage in learning Fire Powers and Magic in general. (Fire Powers would be gained at $\frac{1}{4}$ cost because it is effected once for Fire and again for Magic). He may communicate with any Dragon.

Finally, the Character will never be attacked by any creature that he has an affinity with unless he is the aggressor.

Table 1.8: Special Attributes

Roll	Attribute	Roll	Attribute
01–05	Battle Fury, Controllable	59+60	Empathic Power
06–08	Battle Fury, Uncontrollable	61+62	Intellectual Power
09–12	Innate Power, Law	63	Supernatural Will Power
13–15	Innate Power, Chaos	64	Mental invulnerability
16–18	Innate Power, Elder	65	Fanatical Power, Law.
19+20	Innate Power, Sidh	66	Fanatical Power, Chaos
21+22	Innate Power, Balance	67	Fanatical Power, Elder
23+24	Innate Power, Shamanic	68	Fanatical Power, Sidh
25–29	Animal Power	69+70	Fanatical Power, Balance
30–32	Creature Power	71+72	Fanatical Power, Shamanic
33	Supernatural Power, Upper	73–75	Shadow Powers
34	Supernatural Power, Lower.	76–78	Physical Power
35–38	Mana Reading	79–83	Mana Sensing
39	Fire Powers	84–86	Immunity
41	Aerial Powers	87+88	Invisible Sight
42	Earth Powers	89–92	Emotional Curse
43–45	Shape Changer	93–95	Physical Curse
46	Natural magician	96	Mental Curse
47–49	Supernatural Stamina	97	Other Powers
50–52	Supernatural Dexterity	98+99	TWO Attributes*
53–55	Supernatural Agility	100	THREE Attributes*
56–58	Supernatural Eloquence		

*In these cases, re-roll the number of times specified subtracting 3 from each roll. A roll below 01 on any roll will grant the Player TWO additional rolls on the table.

EXAMPLE — A Player rolls a 33 on the Special Event table to reach the Special Attributes table. He then rolls 100 here. He has three Special Attributes. Rolling for each he gets 02, 52 and 100. This is, subtracting 3: –1, 49 and 97. For the –1 he rolls two others, getting 22 and 65, i.e. 19 and 62. This Character has: Innate Power, Sidh; Other Power, referee assigned; Supernatural Stamina; Intellectual Power.

1.2.2.1.5 Dimension Sight The Character's **EL** in this power equals his Will divided by 10, rounded down. He is able to place himself into a state of conscious trance. In this trance he has the ability to see into other planes of existence. The visions seen are clear and precise.

A Character with this power can use Astral Powers, Planar Travel and other trans-dimensional spells with an increased chance of success if he learns them. He will subtract his **EL** times two from his roll. In summoning, when the power is used, he will subtract his **EL**. These subtractions are in addition to the normal **EL** Modifier that is used in magic.

1.2.2.1.6 Earth Powers As for Aerial Powers. This attribute applies for Earth Elementals and Earth Powers.

1.2.2.1.7 Emotional Curse The Character is cursed with an exaggerated form of a particular emotion. The exact emotion is left to the discretion of the Referee. Until it is cured, it will affect the actions attempted by the Character. The emotion may be directed, operating when a certain person or thing is encountered, or general.

All Curses have a means for placating them. They may be dispelled magically, if a magic-user can be found that will attempt to do so.

EXAMPLE — A Character is cursed with despair. He will have NO morale. At the slightest setback, he will surrender or give up.

The Referee will decide when rolls for the curse effect should be taken. If the Character does not roll less than or equal to his Will, he is affected.

1.2.2.1.8 Empathic Power Increase Native Empathy by **1D6**×5. (See Supernatural Agility for the proper application of this increase).

The amount of his Native Ability increase is his percentage chance of communing with other creatures. (The amount times 2 is used if the creature is not normally hostile to the Character's race). The attempt may only be made once per encounter. If it works, contact is established with all members of the species that are in range.

When a successful attempt is made, the creatures communed with will not attack unless they feel compelled to do so. (By being attacked, encroachment on territory, theft, etc.). The Empath will be able to tell the emotional state of any creature that he is communing with **one phase** before it reacts to it. The range for this power equals the Character's rating. Its duration is one turn per point of increase. No Mana is required to use this talent.

Shamans with this talent are considered to be **Natural Magicians** for ALL Shamanic magics.

1.2.2.1.9 Fanatical Power The Character is tied to the Alignment from which his power is gained. He must align with that force. He is naturally capable of communicating with all creatures that are aligned with it.

Elder and Sidh Fanatics will be capable of entering both the Lower and Upper Worlds, Shamanic Fanatics may enter the Lower World. All other fanatics may enter the Upper World.

The **EL** of a Fanatic equals **(W+Em)/10**, rounded down. All other factors of the power's use are as specified for Innate Powers. The referee, at his discretion, may assign other powers and detriments to Characters with this nature. (As he deems neces-

sary to maintain Balance). Fanatics may not have a fanatic tie with any other force. If one is rolled, re-roll.

1.2.2.1.10 Fire Powers As for Aerial Powers. Applies for Fire Powers and Fire Elementals.

1.2.2.1.11 Innate Powers The Character is naturally able to use a spell of the Alignment specified. If the spell determined is a power that has multiple applications, his talent will allow him to use all of those applications. The **EL** of an Innate Power **equals** the Character's **(W+Em)/20**, rounded down. Points gained for success may be applied towards the **MEL** in its use. Normal Expertise is not applicable to these powers. The **EL** increases only as the characteristics involved increase. The Mana Cost to use this spell is as normal for magic-users. Innate Powers may be derived from more than one alignment. No alignment tie is derived from Innate Power. (See Fanatical Power).

1.2.2.1.12 Intellectual Power The Native Intelligence of the Character is increased by **1D6×5**. (See Supernatural Agility for the proper application of this increase). Any person with this talent is considered to be a Natural Magician for all Wizardry spells IF he is trained as a Wizard.

1.2.2.1.13 Invisible Sight A Character with this power can see any invisible object. His Range equals his **Empathy divided by 5**, rounded up. In addition, the Character will **ADD** his Empathy to his chance of disbelieving any Illusion that he sees.

1.2.2.1.14 Immunity The Character is **TOTALLY IMMUNE** to the affect of a specific power. Consult the Immunity Table in Book Four and determine what the immunity applies for. The Character cannot be damaged in any way by that power.

1.2.2.1.15 Mana Reading When in the presence of mana, or those that are capable of casting mana, the Character will be able to determine its Alignment, Relative Power and, if a spell, a basic purpose. The **EL** and **MEL** for this are as specified for Innate Powers. The Range equals the Character's **W divided by 10**, rounded down. No Mana Cost applies to the use of this power. Success is automatic.

Each time this power is used, gain **1D10MEP**, up to a maximum of once per day.

1.2.2.1.16 Mana Sensing The Character is able to detect the presence of spells. The Range is equal to his **Em divided by 5** rounded up. No Mana Cost applies in using this talent. Success is automatic. The knowledge received by the Character will be the Relative Strength of the Magic and nothing else.

Each time this power is used, gain **1D10MEP**, up to a maximum of once per day.

1.2.2.1.17 Mental Curse The curse affecting the Character will make it impossible for him to perform a given action, force him to react in certain ways or rob him of some or all of his memories. The effect that applies is at the discretion of the Referee. Resistance to the curse is as specified for Emotional Curses.

1.2.2.1.18 Mental Invulnerability A Character with this attribute is totally immune to Telepathic Powers, magical Detection and Soul Sight. He is immune, at an **EL** as specified in Innate Powers, to all spells that affect the mind of their victims. (See Immunity in Book Four for the proper method of handling immunity). Characters that have this attribute make poor magic-users. Effectively, they are deadened to the flow of magic about

them. If the Player chooses to become a magic-user, the following restrictions apply:

- A) His Casting Speed, starting experience gain, starting expertise gain and the maximum Base Mana Cost spell that he can learn are all reduced by 50%, rounded down.
- B) He receives no increase in his **MDV** due to his **MEL**.
- C) In determining his Casting Ability, the Character's Mana Level is used at $\frac{1}{2}$ value, rounded down.
- D) He may never learn any supernatural language.
- E) He may not learn any spell that has a Base Mana Cost higher than his Mana Level/3, rounded down.
- F) In casting magic, his **EL** modifier equals his **EL** instead of his **EL×2**.

NOTE — *Only Humans can have this Special Attribute, unless it is cast on a member of another race as a curse. If it is rolled for a non-human Character, re-roll.*

1.2.2.1.19 Natural Magician The Character is naturally capable of manipulating Mana. Whether he receives the proper training or not, he will be capable of using magic.

If he is trained, in addition to his natural gift, he can increase his power to legendary proportions. The attributes of the Natural Magician are:

- A) Untrained, the Character will gain mana at the rate specified for trained Wizards. If trained, any Mana that he has and all future increases are **DOUBLED**.

EXAMPLE — A Natural Magician has 12 Mana Points. On completion of his training, he increases to 24. When he increases to his next level, if his Mana Level is 5, he will gain 10 Mana Points.

- B) All Natural Magicians have any two of the following attributes: Supernatural Will Power, Intellectual Power and Empathic Power.
- C) Natural Magicians recover expended Mana at a faster rate than normal (See 1.3.2.7.2.1)
- D) The number of Mana Points that he may cast in one phase is twice that normal for his **MEL** and **EL**, if he is trained.
- E) Natural Magicians may learn and cast **ANY** type of magic. The cost to gain the knowledge is $\frac{1}{2}$ that normal, rounded up.
- F) Natural Magicians have the ability to use Mana Reading and Mana Sensing.

Other attributes of this extremely talented individual are at the discretion of the Referee.

IMPORTANT — **Trained Naturals, i.e. persons with Intellectual or Empathic Power as the source of their talent only receive benefits 3, 4, 6 above.**

1.2.2.1.20 Other Powers The Referee can assign the Character any attributes that he desires. As examples, the Character can be winged, have infravision, have the power to walk through walls, etc. The Power assigned is limited only by the Referee's decision. It can be anything.

1.2.2.1.21 Physical Curse The Curse either diminishes some physical attribute or places some horrid physical growth or deformity on the Character. The attributes assigned are at the Referee's discretion. If characteristics are diminished, they will be reduced by **1D6×5**, with a minimum rating of zero, for as long as the Curse lasts.

No resistance is possible against the effects of a Physical Curse once it is in force. It may be cured magically or by placating it as specified for Emotional Curses.

1.2.2.1.22 Physical Power The Character's Native Strength is increased by $1D6 \times 5$, or to a rating of 25, whichever is higher. Native Stamina is increased by $\frac{1}{2}$ the amount of the Strength increase, rounded up. (See Supernatural Agility for the proper application of this increase). The increase in the Characteristics WILL affect the Height and Weight of the Character. The Character will add 3 to his Weight roll and add 1 to the final multiplier determined if his height is 72" or more.

EXCEPTION — The height increase gained may not increase the Character's height by more than 1.2 times the original height determined for him, round up.

EXAMPLE — A Dwarf Male Character has Physical Power. His rating is 25. His Native Strength is 11, Native Stamina is 19. Native Strength is increased to, $11 + 25$, 36. Native Stamina is increased to, $19 + (25/2)$, 32. His original height was 50". His new Strength and Stamina, would increase his height to 69" EXCEPT that the new height may not exceed 1.2 times his old height. He is therefore, 50×1.2 , 60" tall (*Always round down*).

1.2.2.1.23 Shadow Powers The Character is a SHADOW WEAVER. He is able to warp and use the substance of Shadow to his own benefit. The basic powers are:

- A) The Character can move through Shadow invisibly. See the Shadow Magic Invisibility spell in Book II.
- B) The Character can create Shadow Warriors. See the Shadow Magic Create Warriors spell in Book II. The Warrior created has the form of the Shadow used to create it. The Character may not use his own Shadow for this purpose.
- C) The Character can see in any darkness without cost. See the Shadow Magic Dark Sight spell in Book II.
- D) The Character can send his own Shadow away to perform errands and other tasks for him. See the Liberate Shadow spell in Book II.
- E) The Character's EL in all talents equals his **Empathy divided by 5**, rounded down. His MEL can be increased as normal.
- F) The Character's Starting Mana Level is doubled.

The powers of a Shadow Weaver only work in a place that has Shadows in it. Total light and total darkness negate his ability to cast shadows.

1.2.2.1.24 Shape Changer A limited form of the spell. The Character is capable of taking the form of a specific type of creature or animal for any duration desired without the expenditure of mana. He is not required to possess any portion of that animal to make the change. He does not have the power to change into any other form of animal. The animal that he can take the form of is at the Referee's discretion.

All Shape Changers will have the Animal Power talent for the creature that they can take the form of. When a threat exists to that creature, fury will result without any chance of controlling it. The Character will always take his animal form when furious.

1.2.2.1.25 Supernatural Agility The Character's Native Agility is increased by $1D6 \times 5$. Regardless of the original Agility rating, the minimum rating for Agility, after this value is added, is 25. Use the new Agility rating as the Character's Native Ability.

EXAMPLE — A Character has a Native Ability, in Agility, of 9. He has his Special Attribute. He rolls a 2 on **1D6**. Because an increase of 10 would not increase Agility enough, his Native Ability is increased 16 to a rating of 25. If his assigned multiplier is set at four, this yields a Maximum Ability of 100.

IMPORTANT — Any increase in Native Ability, due to this attribute, is added to the new Native Ability to determine the Character's Current Ability before any characteristic points are applied to it. In the example above, the Character starts with a Current Ability 16 higher than his Native Ability after modification by this factor.

EXAMPLE — The Native Agility of a Character is 25 after it is modified by this Special Attribute. To reach 25, the Native Ability was increased 19. The starting Current Ability of the Character, in Agility, is 44 before any characteristic points are applied to it.

1.2.2.1.26 Supernatural Dexterity As for Supernatural Agility except Dexterity is affected.

1.2.2.1.27 Supernatural Eloquence As for Supernatural Agility except Eloquence is affected.

1.2.2.1.28 Supernatural Power, Lower The Character is attuned to the Sidh forces of the Lower World. He has the natural ability to use all Sidh Magics, as for the Alfar. When he encounters Elf or Faerry parties he will be treated as one of the Alfar.

The Character is innately able to understand, and speak, all Sidh tongues. His EL equals $Em \times 2$ or 80, whichever is less.

All Non-Sidh Elder or Kotothi parties that encounter the Character will relate to him as they would to an Elf.

1.2.2.1.29 Supernatural Power, Upper The Character can communicate with any creature or person, native to the Upper World, that is aligned with Law, Chaos or Balance.

He has the ability, as for Mana Sensing, to detect forces native to this realm. Finally, he has the innate ability to use all Astral Power spells.

The Character's MEL and EL for Communicate and Astral Powers, are as specified for Innate Powers.

1.2.2.1.30 Supernatural Stamina As for Supernatural Agility except Stamina is affected. The amount of increase in Stamina does NOT apply in determining the Height of the Character.

EXAMPLE — The Native Stamina is 14. It increases to 50. 14 is used in the equation for determining the Character's height.

1.2.2.1.31 Supernatural Will Power As for Supernatural Agility except Will is affected. Characters that have this attribute also have the EVIL EYE if their rating is 30. The Evil Eye may be used to cause Disease, Paralysis and Death. The Death effect is as for the Hand of Death. The EL with each spell equals $W/30$, rounded up. His starting MEL is as specified for Innate Powers. See the appropriate spells for the effects that apply. To gain effect with any of the powers, the Character must be using the power and have direct eye contact with an entity that can be affected.

1.2.2.1.32 Three Attributes As specified in the table.

1.2.2.1.33 Two Attributes As specified in the table.

1.2.2.1.34 Water Powers As for Aerial Powers except the connection is with Water Powers and Water Elementals.

NOTE — Except where it is used in Book Two through Four, section 1.2.2 is optional.

1.3 Use of Characteristics

This section contains values that are determined based on the characteristics of the Character. As these characteristics increase, so do these values. Where appropriate, the complete rules governing the factor are listed in the section where it is explained.

1.3.1 Characteristic Bonuses

Strength, Stamina, Agility, Dexterity and Constitution yield bonuses in play. Table 1.9 is used to determine the bonus that applies, based on the Current Ability in the applicable characteristic. (A reduced form of this chart can be found in the right hand corner of The Character record sheet.)

Table 1.9: The Bonus Table

Current Rating	Bonus	Current Rating	Bonus	Current Rating	Bonus
0-5	-1	76-105	+4	276-330	+9
6-15	0	106-140	+5	331-395	+10
16-30	+1	141-180	+6	396-465	+11
31-50	+2	181-225	+7	466-550	+12
51-75	+3	226-275	+8	551-630	+13

1.3.1.1 Bonus Use

This section gives the PRIMARY uses of the characteristic bonuses. They may be used, in these rules, in less important ways. The Referee is always free to use them in other ways, if he sees fit to do so, or to create bonuses for other characteristics as he desires.

1.3.1.1.1 Strength (SB)

- 1) The **SB** is added to the damage that the Character scores in combat when he hits.
- 2) **SB** is used as a factor in determining the **OCV** of the Character. (See Section 1.3.3.2.1).
- 3) The **SB** is used as a modifier in determining a Character's maximum **EL** in certain skills. (See 2.4).

1.3.1.1.2 Stamina (StB)

- 1) A Character's **StB** is subtracted from all healing chance rolls that he takes. It is added to the number of points that he heals, if he heals (See section 1.3.2.5.1).
- 2) **StB** is a factor in determining a Character's **OCV** (See section 1.3.3.2.1).
- 3) The Character's **StB** is used in determining his Portage Ability (See section 1.3.2.1 4).
- 4) **StB** is used in determining a Character's Poison Resistance (See section 1.3.2.5.4).
- 5) The **StB** is used in determining the **DTV** of the Character (See section 1.3.2.5.2).
- 6) **StB** is used in determining a Character's maximum **EL** in certain skills (See section 2.4).

1.3.1.1.3 Dexterity (DB)

- 1) The **DB** is used in determining a Character's **DCV** (See Section 1.3.3.2.2).
- 2) **DB** is used in determining a Character's Dodge Value (See Section 1.3.2.4).

1.3.1.1.4 Agility (AB)

- 1) As for Dexterity.
- 2) As for Dexterity.
- 3) The **AB** is used in determining a Character's maximum **EL** in certain skills (See section 2.4).
- 4) **AB** is used in determining a Character's **MR** (See section 1.3.3.5).

1.3.1.1.5 Constitution (CB)

- 1) Per day that an injured Character fails to heal, **CB** is subtracted, as an additive modifier, from the healing chance roll (See Section 1.3.2.5.1).
- 2) **CB** is used in determining a Character's Poison Resistance (See Section 1.3.2.5.4).

NOTE — For detailed descriptions of the primary ways that the characteristics are used, see section 1.3.2. If the optional Problem Solving rules are used, the characteristics are also of importance in this area.

1.3.2 Other Uses

1.3.2.1 Strength

In actions where Strength is the deciding factor, such as pinning an opponent, breaking down a door, etc., the following rules will apply:

- A) The basic chance to overpower an opponent is determined by subtracting his Strength from yours. If the result is negative, you have no chance of success. If you succeed, the opponent is pinned, held, knocked over, etc. depending on what you specified you were attempting to do.

If the target you are attempting to affect dodges successfully, failure is automatic. If you are damaged while making the attempt, add five times the number of hits scored to your roll. A Minimum Chance equal to **S divided by 5**, rounded up, can be applied if the Referee chooses to do so.

IMPORTANT — If the Referee allows, additional persons may add their Strength to this attempt. Each additional person adds his Strength to the initiators Strength.

EXAMPLE — Three Characters, S43, 29 and 14 battle a Rock Troll, S80. The Character with S29 decides to throw himself at the Troll to tackle it. (29-80, an action doomed to failure). His friends grab him to throttle his suicidal ambition. Their chance of Success is (43+14)-29, 28%.

- B) When attempts are made to batter in doors, break locks, etc., the Referee will use the system detailed in (1) above. To do so, he must determine a Strength rating for the door, lock, etc. The Strength Table (1.10) is provided as a guide for these values.

- C) Strength is used in determining a Character's **HPV**.

- D) **Portage Ability** — A Character's Portage Ability equals:

$$(S \times 2) + (StB \times 20) \text{ or } (S \times 2),$$

whichever is greater. This value is a weight, in pounds, that the Character can carry without reducing his **MR**. Per 20% increase over this value, the Character's **MR** is reduced 10%, with the amount of the reduction being rounded up.

EXAMPLE — Vobal the Dancer has a Strength of 20 and a +2 **StB**. His Portage Ability is, $(20 \times 2) + (2 \times 20)$, 80 pounds. His **MR** is 13. If he carries 120 pounds of weight, excluding his body weight, his **MR** is reduced by 30% to an **MR** of 9.

Table 1.10: Strength Table

Material	Resistance
Rotted Wood	0–5 (1D6–1)
Normal Wood	6–16 (2D6+4)
Good Wood	17–35 (2D10+15)
Aged Wood	38–65 (3D10+35)
Rusted Metal	1–10 (1D10)
Soft Metal	12–30 (2D10+10)
Hard Metal	43–70 (3D10+40)
Tempered Metal*	61–160 (D100+60)

*Whether the metal is tempered normally or with magic.

NOTE — As an option, you may take the factors above as a number of “hit points” that the item will take before it breaks. The Players attempting to break it would then roll 1D10 and divide the applied strength by their roll, rounding up. The result is the “hits” inflicted. For damage to count, at least 25% of the item’s value, rounded up, must be inflicted on it.

EXAMPLE — Before meeting the Rock Troll, the three adventurers, S 43, 29 and 14, found a door. It was aged wood worth 43. The strong adventurer charged it. He scored 43/3, 15 hits. The door is damaged and holds. In the next phase, he and S29 hit it. The applied Strength is 72. 72/8 is 9 for no damage. They go again. 72/2 is 36 hits and the door burst asunder.

E) **Lifting Ability** — The maximum weight that a Character can lift equals:

$$\text{Portage Ability} \times 5$$

EXAMPLE — Vobal’s Portage Ability is 80. The maximum weight that he can lift is 400 pounds. In essence, he can lift things that weigh 225 to 400 pounds, but he cannot move with them.

NOTE — Where a Character possesses Carrying skill, the EL is added directly to his Portage Ability and is used as part of that value in determining all factors in (4) and (5) above.

EXAMPLE — With EL20 in Carrying, Vobal would have a Portage Ability of 100. His speed reduces per extra 20 pounds that he carries and his maximum lift is 500 pounds.

1.3.2.2 Stamina

- A) Stamina is used in determining the HPV of a Character (See section 1.3.3.1).
- B) Stamina is used in determining a Character’s healing chance (See section 1.3.2.5.1).

1.3.2.3 Dexterity

Dexterity, as other than a bonus, is not used in any significant way, beyond its use in the education system. See the Dexterity Bonus in section 1.3.1.1 for its most significant uses.

1.3.2.4 Agility

Agility, as other than a bonus, is not used in any significant way, beyond its use in the education system. See the Agility Bonus in section 1.3.1.1 for its most significant uses.

1.3.2.4.1 Dodging (Optional) Any defender engaged in combat may attempt to dodge blows that are aimed at him. The Dodge Value of a Character equals:

$$\text{AB} + \text{DB}$$

If a defender dodges, the total value that is dodged equals:

$$\text{The AV of the dodger's armor} + \text{the attacker's Dodge Value}$$

IMPORTANT — In all cases, the AV that is used in determining the total value dodged is the AV for the type of armor, as listed in the equipment List. For creatures with a NAV, the creature’s actual NAV is used when he attempts to dodge.

EXAMPLE — A Character is wearing EL5 magic Chainmail. An AV of 3 is used in determining total value when he attempts to dodge. A dragon has a NAV of 3. Three is added when it attempts to dodge.

1.3.2.4.1.1 Dodge Results If the listing in the table is (A), or the dodger rolls less than or equal to the listed percentage, the dodge is successful. In this case, the attacker’s blow automatically misses and he need not roll it.

Any other result indicates that the dodge fails. The attacker must roll to hit the dodger and he will score damage if he does so.

Regardless of the success or failure of a dodge, the dodger may not perform any other action during the phase that he dodges, excluding use of a shield defensively. No dodging defender may attack, in any way, in any phase that he dodges. His efforts are totally consumed by the defensive maneuver of dodging.

Both factors are used on table 1.11 to determine a percentage chance that the attempt to dodge is successful. In all cases, ANY Character that wishes to dodge must declare his intention BEFORE the attacker takes his attack roll. If he does not do so, he may not dodge.

1.3.2.4.2 Dodging Magic (Optional) At the Referee’s discretion, Players may be allowed to dodge spells under the following circumstances:

- A) The Character has a clear view of the person or thing that is casting the spell.
- B) The spell is a spell that inflicts damage when it succeeds.
- C) The physical appearance of the spell is BOTH directional and visible.

Where any of the factors above do NOT apply, the Player may not dodge. Where all of them apply, the Referee may allow him to do so.

IMPORTANT — If this form of dodging is allowed, the total value dodged for the spell equals:

$$\text{The AV of the dodger's armor} + \text{the EL of the spell}$$

NOTE — If a Player is the caster of a spell that is dodged successfully, he should still roll for success. If he succeeds, and the spell does nothing because it was dodged, he will receive experience and expertise points as specified for other magic, case 2, in sections 4.2 and 4.2.1.1 of this book. If Abysmal Failure results, he can suffer ill effects.

IMPORTANT — If a Character attempts to dodge a spell, and fails, he will use his MDV at $\frac{1}{2}$ value, rounded down, in resisting its effects.

OPTIONAL — The following rules may be employed in physically resisting magic that can be dodged:

- A) If the dodge attempt is a Partial Success, the dodger may subtract his **Dodge Value+3** from the number of hits that the spell inflicts.
- B) The dodger, if his dodge does not succeed, may attempt to interpose his shield between himself and the spell. His chance of doing so equals:

$$\text{Dodge Chance} + \text{Shield AV} + \text{EL in the Shield}$$

Table 1.11: Dodge Table

Dodge Value	Total Value Dodged										
	t1	1+2	3+4	5	6	7	8	9	10	11	12
t0	25%	15%	5%	N	N	N	N	N	N	N	N
0	30%	20%	10%	5%	N	N	N	N	N	N	N
1	40%	30%	30%	10%	5%	N	N	N	N	N	N
2	50%	40%	30%	20%	10%	5%	N	N	N	N	N
3	60%	50%	40%	30%	20%	10%	5%	N	N	N	N
4	70%	60%	50%	40%	30%	20%	10%	5%	N	N	N
5	80%	70%	60%	50%	40%	30%	20%	10%	5%	N	N
6	90%	80%	70%	60%	50%	40%	30%	20%	10%	5%	N
7	A	90%	80%	70%	60%	50%	40%	30%	20%	10%	5%
8	A	A	90%	80%	70%	60%	50%	40%	30%	20%	10%
8	A	A	A	90%	80%	70%	60%	50%	40%	30%	20%
10+Up	A	A	A	A	90%	80%	70%	60%	50%	40%	30%

A = Automatic success, N = Automatic failure

If he succeeds, handle the spell's success as specified for a Shield Hit except that magical shields will block $(AV \times 2) + \text{usable EL hit points}$.

EXAMPLE — Vlad has a Dodge Value of 3, an **AV8** shield and **EL12** in the Shield. A Giant casts an **EL5** Lightning Bolt at him. He tries to dodge. His chance is 30%. He fails. He now tries his shield. His chance is, $30 + 8 + 12$, 50%. He succeeds. The bolt strikes the shield, scoring 29 hits. The shield blocks, $8 + 8$, 16 hits and is destroyed. Vlad takes 13 hits and is left without a shield. (Had the shield been magic with **AV12**, Vlad could block 36 hits and retain a usable shield).

1.3.2.4.3 Dodging Missiles (Optional) The Referee may allow Players to attempt to dodge incoming missiles in the following circumstances:

- They can see the firer release the missile.
- They can see the missile coming for at least 50% of its flight towards them.

Dodges of this type obey all rules specified in section 1.3.2.4.1 and 1.3.2.4.1.1. The total value dodged equals:

The AV of the dodger's armor + a Missile Range modifier.

1.3.2.4.3.1 Missile Range Modifier The modifier that is used is based on the range fraction that the missile is fired from. Table 1.12 applies.

Table 1.12: Missile Range Modifier

Range Fraction	Modifier	Range Fraction	Modifier
Point Blank	8	Long	0
Short	4	Extreme	-2
Medium	2		

Where the weapon that fires the missile has a listed **WSB**, the **WSB/3**, rounded up, is added to the modifier above.

EXAMPLE — The modifier for an unarmored dodger to dodge an Arbalest at point blank range is, $8 + (5/3, \text{rounded up})$, 10. Unless the dodger is exceptionally agile and dexterous, he is not likely to succeed.

1.3.2.5 Constitution

Constitution is a primary determiner of the following factors:

1.3.2.5.1 The Healing Chance A Character's healing chance (**HC**) equals:

$$(C + St) / 2, \text{ rounded up}$$

When a Character starts a day damaged, he rolls his healing chance. Healing occurs when the roll of **D100** is less than or equal to the healing chance. The following factors are subtracted from the Player's roll:

- StB** is subtracted each day.
- Per day that the Character fails to heal, additive, **CB** is subtracted.

EXAMPLE — A Character has an **StB** of +1 and a **CB** of +2. On every healing roll, he will subtract ONE. Per day that he rolls and fails to heal, by rolling greater than his healing chance, he will add TWO for his **CB**, in addition to his **STB** MODIFIER. On the second day, after failing to heal on the first day, the Character subtracts three, on the third he subtracts five, on the fourth seven, etc.

IMPORTANT — When healing occurs a Character heals **1D3 + StB** hit points. No more than one healing roll is allowed per day, unless magic is used on the Character (See 1.3.4.3). Healing cannot increase a Character above his **HPV** at any time.

EXAMPLE — If a Character's **HPV** is 23, healing stops when he is at 23 hit points.

1.3.2.5.1.1 Infection If a Character's Healing Chance roll, after all modification, is 91 or higher, he is infected. He will remain infected until he succeeds in healing again. The result of infection is:

- Per day, starting immediately, the Infection will score **1D3** hits on the Character.
- While infected, the Character's Healing Chance is reduced 50%, rounded up.
- If an infection scores 10 or more hit points on a Character, the Character is delirious and incapable of meaningful action.
- All normal Damage Tolerance rules apply while infected.
- When the player heals, the infection is checked. The successful healing serves only to check the infection. It will not cure any damage.

1.3.2.5.2 Damage Tolerance All Characters can withstand excessive amounts of damage. The Damage Tolerance Value (**DTV**) of a Character equals:

$$-((C/20)+StB), \text{ round up}$$

Any damage between this negative value and zero indicates that the character is unconscious. A remaining **HPV** greater than zero indicates that the Character is conscious and active. A value less than the **DTV** means that the Character is dead.

EXAMPLE — A Character has a **DTV** of -4 . His **HPV** is 26. If his current **HPV**, considering damage taken, is one to twenty-six, he is conscious. From zero to minus four, he is unconscious. At minus five or less, he is dead.

1.3.2.5.2.1 Trauma (Optional) When a Character has been battered into unconsciousness his **DTV** $\times 3$ is added to his roll for Healing. If, on any roll while unconscious, he fails to heal, he is dead. (Trauma does not apply if unconsciousness is the result of subdual damage).

1.3.2.5.3 Energy Level The Energy Level of a Character is equal to his **C+W**. It has the following effects:

A) Without extra-somatic aid, i.e. a wand, magic ring, etc., the usable Casting Ability of a magic-user can never exceed his Energy Level.

EXAMPLE — A **MEL**14 Wizard has a Casting Ability of 139 and an Energy Level of 72. Without extra-somatic aid, he may never cast more than 72 Mana Points in one day. With it he can.

B) Forms of attack that target on the soul, mind or spirit of the Character score damage against his Energy Level. If the Energy Level reaches zero the Character is killed.

Healing lost energy points is done by rolling against your Constitution and subtracting your **MANA LEVEL** from the roll. If the result is less than or equal to the Constitution, **1D6** energy points are regained.

Effects that attack the Energy Level are specified in their descriptions. Examples are Vampirism, Soul Attack, etc.

1.3.2.5.4 Poison Resistance This factor is added to the roll that is taken when a Character might be affected by any poison. A Character's poison resistance is:

$$(CB+StB)\times 2$$

NOTE — *Poison resistance is used against poisons in the same way that the MDV is used against magic.*

EXAMPLE — A Character has an **StB** of +2 and a **CB** of +4. His poison resistance is 12. When a roll is taken to see if a poison affects him, 12 is added.

OPTIONAL — At the Referee's discretion poison resistance as an indicator of a Character's general health may be used to resist the effect of disease, plague etc. Where it is to be applied is up to the Referee.

1.3.2.6 Intelligence

Intelligence is used to determine the following factors:

1.3.2.6.1 Mana Level The Character's Mana Level is equal to $(I+W+Em)/10$, round up.

1.3.2.6.1.1 Magic Defense Value The Magic Defense Value (**MDV**) of a non-magic user is Mana Level. A trained magic-user has an **MDV** equal to his **Mana Level plus (MEL)/2**, round up. A natural magic-user's **MDV** equals **Mana Level plus MEL**.

1.3.2.6.1.2 Casting Ability A magic-user's Casting Ability is a function of his **MEL** and his Mana Level. Per **MEL** that a magic-user increases, his Casting Ability is increased by his current Mana Level.

IMPORTANT — **In starting a magic-user, multiply his starting MEL times his current Mana Level, after all initial increases have been applied. If the starting MEL is zero, Casting Ability equals ML/2 rounded down.**

EXAMPLE — A magic-user starts at **MEL**3, **ML** 11. He has a Casting Ability of 33. If, by the time he reaches **MEL**4, his **ML** has increased to 14, his Casting Ability increases from 33 to 47.

1.3.2.7 Will

Will is used in the following ways:

1.3.2.7.1 Influence If the Player does not wish to be influenced, he may subtract his Will from the Influence Chance of the person trying. The minimum chance applies when NPC's do this. It does not apply when Players do.

1.3.2.7.2 Mana Regeneration The speed with which a magic-user regenerates expended mana is:

$$(W/10, ru)+(MEL/5, rd)$$

1.3.2.7.2.1 Resting If a magic-user does not use any mana during a day that he is regenerating, or if he is a natural magic-user, add his **MEL** to the number of points that he normally regains for that day. If a natural magician rests, add **MEL** $\times 2$ to the mana points that he regains instead of **MEL**.

EXAMPLE — An **MEL**6 magic-user casts no magic while he is regenerating his normal 7 mana points. He will regain 13 instead.

All mana is regained at the start of the day, based on the expenditures of the preceding twenty-four hours. Mana never regenerates to a point greater than the magic-user's current Casting Ability.

1.3.2.8 Eloquence

Eloquence is used with Empathy to determine a Character's Base Influence Chance.

1.3.2.9 Empathy

Empathy is used with Eloquence to determine a Character's Base Influence Chance.

1.3.2.10 Appearance

The Character's physical attractiveness to members of his own race. When dealing with other races, the Referee may modify a Character's appearance to fit the standards of beauty that apply in that race. Appearance will never apply except when dealing with Intelligent Lifeforms. Non-Intelligent forms couldn't care less.

Table 1.13 gives factors that can be used. Factors for other races that can be encountered should be determined by the Referee based on these values.

The Racial view, after modification, is found on table 1.14.

The effect listed is the amount that is added to the Influence Chance before any other modifiers are applied. If **IC** is 28, and the Character is viewed as Ugly, it is reduced to 23 before other modifiers are applied. This does not apply when dealing with Contacts.

Table 1.13: Appearance Modification

Character's Race	Perceiver's Race			
	Human	Elf	Faerry	Dwarf
Human	0	-10	-15	-25
Elf	+10	0	+5	-10
Faerry	+20	+10	0	-5
Dwarf	-10	-15	-5	0

Table 1.14: Appearance Effect

Modified Rating	Appearance	Effect
0 or less	Hideous	-10
6 to 15	Ugly	-5
16 to 35	Average	+5
36 to 65	Handsome	+5
66 to 95	Gorgeous	+10
96 and Up	Stunning	+15

EXAMPLE — A Dwarf, appearance 24, meets a Human, appearance 60. The Dwarf sees the Human as having an Appearance of 55. The Human sees the Dwarf as having an Appearance of 18. For this interaction, the Human is Handsome and the Dwarf is Average.

1.3.3 Other Factors

1.3.3.1 Hit Point Value

The number of hit points that a Character can take before he reaches the point of unconsciousness is his Hit Point Value (HPV). The HPV is determined by the Character's current Strength, Stamina and Constitution. The formula that is used for this determination is:

$$(S+St+C)/4, \text{ round up}$$

NOTE — Characters that take less than ten hits are rare and have little chance of surviving in combat. At least one characteristic should be changed to give the Character a chance to survive and a HPV of at least ten.

1.3.3.2 Combat Value

All Characters determine Offensive Combat Value (OCV) and a Defensive Combat Value (DCV). These are the basic values that are used in combat in Book Two.

1.3.3.2.1 Offensive Combat Value The OCV of a Character equals $CEL+SB+StB$.

1.3.3.2.2 Defensive Combat Value A Character's DCV is equal to $CEL+AB+DB$.

1.3.3.3 Height and Weight

1.3.3.3.1 Height A Character's Height equals:

$$\text{Native Strength} + \text{Native Stamina} + \text{the factor below}$$

For Dwarfs and Faeries ONLY, the total of Native Strength and Native Stamina is divided by TWO and rounded up before adding it to the factor for their race. The factors that apply, depending on the Character's Race and Sex, are listed in table 1.15.

Table 1.15: Height Factors

Race	Male		Female	
	Human	Elf	Faerry	Dwarf
Human	46	42	28	28
Elf	45	42	35	32

1.3.3.3.2 Weight A Character's Weight is derived from his Height, Race and Sex. Roll **1D10** on the appropriate table (either 1.16 or 1.17). For non-humans, add THREE if the Character is taller than 71". Subtract ONE if he is shorter than 40". For humans, use the table appropriate for the Height and Sex without modification, unless it is required for some other reason, i.e. Supernatural Stamina, Physical Power, etc.

Table 1.17: Weight (Non-Humans)

Roll	Elf		Faerry		Dwarf	
	Male	Female	Male	Female	Male	Female
0	-	-	1.2	1	2.4	2.3
1	1.7	1.5	1.2	1.1	2.6	2.5
2+3	1.8	1.6	1.3	1.2	2.8	2.6
4-7	1.9	1.7	1.4	1.3	3	2.7
8+9	2	1.8	1.5	1.3	3.2	2.8
10	2.1	1.9	1.6	1.4	3.5	3
11+Up	2.2	2				

EXAMPLE — A Human male has Native Strength of 10 and Native Stamina of 9. He is 65" tall. He rolls a nine on the weight table. He weighs, 65×2.6 , 169 pounds. A 74" human, with the same roll, weighs, 74×2.9 , 215 pounds.

IMPORTANT — In ALL multiplications above, round up.

OPTIONAL — If you do not desire to have the full range of weight and height variation in your campaign, use the 4-7 line at the weight multiplier for all members of a given Race and Sex.

EXAMPLE — If the simplification is used all Dwarf males have a weight multiplier of THREE. All human females, height 60" to 70", have a weight multiplier of 1.8.

1.3.3.4 Food Requirements

The Food that a Character requires each day is based on his weight. The requirements, in Food Points (a standard of nutritional value), are listed in table 1.18.

Table 1.18: Food Requirements

Weight	Food Required	Weight	Food Required
Under 100 lbs.	1/2 FP	161-210 lbs.	3 FP
100-125 lbs.	1 FP	211-250 lbs.	4 FP
126-160 lbs.	2 FP	Per additional 30 Lbs.	+1 FP

Humans use this table as listed. Faeries and Elves reduce the value listed by 50%, retaining fractions. Dwarfs increase the requirement by 1 FP, i.e. Dwarf weighing 130 pounds needs 3 FP.

NOTE — The food requirement listed is a minimum number of points required to maintain the character. Less and he begins to starve. He could consume up to three times the amount needed

Table 1.16: Weight (Humans)

Roll	Less than 60"		60" to 70"		71" to 80"		81" and Up	
	Male	Female	Male	Female	Male	Female	Male	Female
0	1.6	1.4	2	1.6	2.2	1.7	2.4	1.8
2+3	1.7	1.5	2.2	1.7	2.4	1.8	2.7	1.9
4-7	1.8	1.6	2.4	1.8	2.6	1.9	3	2
8+9	2	1.7	2.6	2	2.9	2.1	3.3	2.2
10+Up	2.2	1.8	2.8	2.2	3.2	2.3	3.5	2.5

if he chose to do so for some reason. The standard weight of a Food Point is 1/4 pound.

1.3.3.5 Movement

The Movement Rate determined for a Character is the number of inches that he is capable of moving in one tactical turn. The basic factors that apply are listed in table 1.19.

Table 1.19: Movement Rate

Race	MR	Race	MR
Human	9	Faerry	6(27)*
Elf	10	Dwarf	8

*The value in parentheses is the MR when flying.

1.3.3.5.1 MR Modifiers All Characters will add their **AB+1** to their base **MR** for ground movement. Faerries will add their **DB+1** to their **MR** for flying speed. Characters that weigh 251 to 300 pounds will subtract ONE from their base **MR** for ground movement. Per additional 50 pounds, over 300, an additional ONE movement point should be subtracted. Regardless of negative modifiers for weight, the minimum **MR** for a Character that is unencumbered, is SIX.

EXAMPLE — Vlad and Drexel are together. Vlad has an **AB** of zero and weight of 273 pounds. His **MR** is 9. Drexel is a Faerry with a **DB** of +1 and an **AB** of +2. His **MR** is modified to 9(29).

1.3.3.6 Influence

A Character's Influence Chance equals **E+Em**. It reflects his ability to manipulate the actions of others through verbal persuasion. To use it, he must speak the language of the person or thing that he is attempting to influence. It may only be attempted with non-hostile, intelligent creatures.

1.3.3.6.1 Modifiers The Influence Chance is modified by the factors in table 1.20.

In all cases where a Characteristic is listed in the preceding table, it is the rating of the Listener not the Influencer.

1.3.3.6.1.1 Table Explanations

–X The factor is subtracted after all percentage factors have been applied.

–X% The factor is applied after all positive percentages have been applied.

+X The factor is added before any other modification.

+X% The factor is applied after any +X factors.

EXAMPLE — A Character has a Base Chance of 42%. He is Handsome. He is trying to influence a Duchess to perform a dangerous action that is to her advantage. The chance is, (42+10)×1.1, 58%.

In all modifications, round up fractions.

Table 1.20: Influence Chance Modifiers

	Factor	Modifier
A)	Initial Appearance reaction	As listed previously
B)	Influencer is a Stranger	–10%
C)	No Common Verbal Language or Means of Communication	–100
D)	Poor fluency in the Listener's Language	–80+Fluency
E)	Commercial Negotiation	0
F)	The Suggestion is CLEARLY to the Listener's advantage.	+40%
G)	The Suggestion is CLEARLY dangerous.	–40
H)	The Suggestion is CLEARLY NOT to the Listener's advantage.	–30
I)	Refusal will be physically dangerous to the listener (The Influencer is threatening him in some OBVIOUS way.)	+20–(W/5)
J)	The Listener is a Personal Contact of the Influencer	+40%
K)	The Listener is an Enemy of the Influencer	–80
L)	The Listener is under pressure from some other source to refuse the request.	–40+W
M)	E + F above	+60%
N)	E + H above	–50
O)	F + G above	+10%
P)	G + H above	–90
Q)	Opposite Sex member of Humanoid race	Appearance Modifier

1.3.3.6.2 Minimum Chance The Minimum Chance that a Character will have to successfully influence a non-enemy is equal to 25% of his Influence Chance, rounded down. This applies only for Player Characters. It does not apply when they are attempting to influence other Player Characters.

EXAMPLE — A Character has an Influence Chance of 82. His Minimum Chance, when applicable, is 20%.

1.3.3.6.3 Success Each time that a Character influences someone he may increase either his Eloquence or his Empathy by 1. If the Influence attempt succeeds when he is at or below his minimum chance he may increase both characteristics by 1. (No characteristic may be increased past the Character's Maximum Ability in this way).

NOTE — In influence, the Player must explicitly define what he is attempting to influence the listener to do. The Referee will assign factors, as he feels appropriate, based on the description.

If the description is insufficient and the attempt succeeds, the Referee will determine what the listener believes he has agreed to do.

1.3.4 Healing Aids

1.3.4.1 Rest

If a Character does nothing for the 24 hours preceding a Healing Chance roll, his Stamina Bonus is increased by **1** for that roll. If he takes this rest in a formal settlement, i.e. village, city, etc., the Healing Chance is increased by **10**. Both factors apply only while resting and only to healing.

1.3.4.2 Medicines

The use of medicines and natural balms will increase the Healing Chance and/or the Stamina Bonus. All such benefits apply for the Healing Chance roll immediately following the application of the medicine. **THEY DO NOT ALLOW A SEPARATE OR ADDITIONAL ROLL.**

1.3.4.3 Magic

When magic is used to heal, the effect will be as for 1.3.4.2. However, with magic, a separate and additional Healing Chance roll is allowed immediately after the magic is successfully applied. Magic will always affect the Healing Chance **AND** the Stamina Bonus. In rolling, no chance of Infection will apply.

When more than **ONE** Magical Healing power, regardless of type, is used on a given Character in the same 24 hour period, it can **KILL**.

The chance that the Character can withstand the treatment is:

$$C \times 2 - (\text{Hit Points Taken} \times (\text{Magic Uses for Healing} - 1))$$

EXAMPLE — A party desperately needs to heal their best fighter. His Constitution is 42. On the second application of Magical Healing in the same 24 hour period his chance of surviving is, $42 \times 2(23 \times (2 - 1))$, 61%. If he rolls 62 or higher on **D100**, he is dead.

The die used for Magic Healing is **1D6** instead of **1D3**.

1.4 Common Knowledge

Every Character has certain skills and abilities, based on his Race and culture, before he allocates any starting expertise points. The sections that follow detail this common knowledge, by race.

IMPORTANT — **Any time a Common Knowledge skill is duplicated through a group skill (e.g. Forester, Assassin, etc.), the player may choose to give the character another related skill of the same value or the maximum EL currently possible in the skill that is duplicated.**

1.4.1 Human Characters

All human Characters speak their native tongue at an **EL** of 80. They also have the following skills, depending on whether they are civilized or barbarian in origin.

1.4.1.1 Civilized Characters

- A) The maximum **EL** currently possible in City Survival and **EL0** in Rhetoric **OR** the maximum **EL** currently possible for Survival in a terrain that is contained within the boundaries of the Character's home nation and **EL0** in Tracking.

NOTE — *Here you are deciding whether the Character is a city dweller or a person from some outlying region of the nation.*

- B) Depending on the Character's Station, he has the skills listed in table 1.21.

Table 1.21: Skills for Civilized Human Characters

Station	Skills
0	Carrying, Any non-combat skill with a Cost to Learn of TEN or less or 10 partial expertise points towards an apprenticeship in any non-combat skill with a Cost to Learn of 35 or less.
1	Husbandry, Forester or Miner OR any two skills with a Cost to Learn of FIFTEEN or less.
2	Locksmith, A Language at maximum EL , Sign Language at maximum EL , Seaman, Moneylender or Entertainer OR any two skills with a Cost to Learn of TWENTY or less.
3	Read and Write plus any two skills with a Cost to Learn of TWENTY-FIVE or less.
4	Read and Write plus any two skills with a Cost to Learn of THIRTY or less.
6	Read and Write plus any three skills with a Cost to Learn of THIRTY-FIVE or less.
10	Read and Write plus any five skills with a Cost to Learn of FORTY or less.

IMPORTANT — **Where a skill is specifically named above, it is gained at the maximum EL currently possible. Any other skill selected as Common Knowledge is gained at a starting level only.**

EXAMPLE — A Character is a city dweller with a Station of 2. Without cost, he speaks his native tongue at **EL80**, has his maximum **EL** in City Survival (based on his current characteristics), has **EL0** in Rhetoric and receives the skill or skills listed in the table. He will choose to have one of the skills that is explicitly listed at his maximum **EL** or two skills, with a Cost to Learn of 20 or less, at a starting level.

1.4.1.2 Barbarian Characters

- A) The maximum **EL** currently possible in the terrain that the Character's tribe lives in.
 B) A starting level in Sign Language.
 C) **(Station/3, rounded up)+1** skills from the following list:

Any Combat Skill at EL0	Climbing
Swimming	Survival
Tracking	Carrying
Husbandry	Forester
Miner	Seaman*
Entertainer	A Language

*This skill may not be selected unless there is a large body of water, i.e. large lake, sea, etc., in or adjacent to the tribal area.

IMPORTANT — **Except where specified otherwise, all skills above are gained at the maximum EL currently possible for the Character. If Survival is selected, the Character gains Survival skill in any one terrain type desired, other than his native terrain.**

1.4.2 Elf

Elves have the following skills:

- A) Mana Sensing **MEL2**, **EL** dependent on the Character.
 B) The ability to hide invisibly in any forest. The **EL** equals **W+Em or 80**, whichever is less. The **EL** is used to determine the chance that they are not observed if the person that they are hiding from is aware that something is present. Success indicates that they remain hidden. Any other result means that their presence is discovered.

NOTE — This skill is primarily useful against creatures whose primary sense, for observing their environment, is sight. Where his is not the case, or where magic is used to detect the Elf, the skill is relatively useless.

- C) **EL80** in the tongue of the Elf Sidh. **EL60** in the tongue of the Faerry Sidh. If the Elf is a trained magician, **EL80** in the tongue of the Sidh.
- D) Innate ability to enter the Upper and Lower Worlds. Determine **EL** based on the Elf's characteristics. **MEL** equals the Elf's **MEL** as a magic-user, or **2**, whichever is higher.
- E) The maximum **EL** currently possible in Forest Survival.
- F) The ability to read the intent of others, as for Empathic Power. Treat as an Innate Power. The **EL** equals **Em/10** rounded down.

1.4.2.1 Appearance

Elves are thin, lithe, humanoid creatures four to six feet in height. They have high cheekbones in a narrow, aquiline face. Their skin has a slightly greenish cast and they have finely pointed ears. They vary considerably in both size and power. They are among the eldest of the intelligent races.

1.4.2.2 Special

Elves cannot be affected by Sidh Migic. They are afflicted by Iron. Any damage caused by Iron or Steel weapons is increased by two hit points, after **AV** subtraction, if the net damage scored is greater than zero. All Elves have a minor affliction to light. Reduce both the **OCV** and **DCV** by 50%, rounded up, when they are fighting in magical light or daylight. Any light power will score its normal damage plus its **EL** when the target is an Elf. Light that does not have a normal damage effect will not damage an Elf in any way. All Elves double their **MDV** in defending against Elder and Balance magic.

Elves do not make plate armor or platemail. Elven chainmail, **AV4**, is very rare. Commonly, it is only worn by Elven kings. Any armors that they do make will have an **AV** one level higher than standard human armor and weight 20% less, rounded up.

Elves will NEVER wear, use or willingly touch any item that is made out of Iron or Steel. The metal items that they make are made of alloys that do not contain any Iron whatsoever.

The values of Elven weapons are listed in table 1.22.

Table 1.22: Elven Weapons

Weapon	WSB	Fatigue	Skill Type
Sword	+1	12	Scimitar
Dagger	+1	8	Sword
Throwing Dagger	0	7	Sword
Bow	+2	NA	Bow
Spear	0(+2)	10	Spear
Arrow	+1	15	Used with the Bow

Other weapons are not commonly used by Elves. They are only manufactured by them as rare curiosities. (The Referee may modify these weapon parameters as he sees fit).

1.4.2.3 Elven Society

Elven society has a rigid, hereditary hierarchy. Beyond the social importance that is given to birth, status is gained through skill in magic and war. The Station of a character will never be less than $\frac{1}{2}$ his **CEL** or **MEL**, whichever is higher. If it is, his station is

increased upon successfully influencing Elves of higher or equal station that he has indeed earned the position that he claims. Beyond the hierarchy of birth and accomplishment, individuals in the society are allowed a great deal of freedom to do as they wish. As long as their actions do not violate the land, interfere with another Elf or bring trouble to the clan, they are tolerated. Where events caused by a character's actions bring trouble, the Referee (As the Elven council of nobility) will determine what penalty, quest or geas will be imposed on the miscreant.

EXAMPLE — An Elf Character starts with a station of 2. When his **CEL** or **MEL** reach level 5, his station can increase to 3. To gain the increase he must convince Elves with a station of 3 or higher that he deserves it.

1.4.3 Faerry

All Faeries:

- A) Learn new languages at 50% of the normal cost to do so, rounded down.
- B) Have Mana Sensing, **MEL** and **EL** dependent on the Character's characteristics.
- C) Have Mana Reading, **MEL** and **EL** dependent on the Character's characteristics.
- D) Speak the tongue of the Faerry Sidh and the tongue of the Elf Sidh at **EL80**. They speak one human tongue at **EL60**. If the Faerry is a trained magician, he speaks the tongue of the Sidh at **EL80**.
- E) Are winged and capable of flying.
- F) Can enter the Lower World, **MEL** and **EL** dependent on the Character.
- G) Have the maximum **EL** currently possible in Forest or Swamp Survival.
- H) Have Innate Power in ONE Sidh spell. The Player may choose any spell with a Base Mana Cost of TWO or less. Starting **MEL** and **EL** are dependent on the Character.

1.4.3.1 Appearance

Faeries have the general facial appearance of the Elf. They are small creatures, averaging three feet in height. They have rounded, diaphanous wings and are capable of flight. Their bodies, with few exceptions, are lithe, slight and wiry.

1.4.3.2 Special

Faeries are afflicted by light and iron, as specified for the Elf. All Faeries are natural magicians in the use of Sidh Magic. If trained, the Faerry can use any Sidh, Balance or Elder spell that he learns. Untrained Faeries have innate ability in ONE Sidh Magic spell. They may learn others in the course of play if they are a Character.

Faeries have limited access to, and training in, weapons. The standard weapons are daggers, slings and light lances. Items of their own manufacture will have a **WSB** one less than standard and a fatigue of two less. They are not accomplished weapon smiths.

Faeries do not choose to wear armor. They can ride Fay creatures but seldom choose to do so.

1.4.3.3 Faerry Society

The Faeries are ruled by a hereditary king and queen. To a degree, the social rules that apply, parallel those of a human monarchy. Lesser faeries are allowed freedom but they are not given access to knowledge or wealth. Birth and the favor of the noble-born determine the station of the faerry. To a large extent, social

interaction is through reciprocal favors and obligations between individuals.

Faerries are noted thieves of wealth, food and children. Due to the skills that they lack, they need to interact with stronger races that are talented in the working of metal. For this reason, they are often closely associated with nearby human settlements, Favors are exchanged, needed items are “claimed,” etc. To a Faerry, there is no moral wrong in theft unless the item is stolen from them.

Finally, faerries expect moral conduct from those that they deal with. If promises are not kept, they will seek vengeance. Persons that are overly noisy are despised. Those that are kind are rewarded. In general, if faerries are dealt with in a kind and moral manner they will be friendly. If not, trouble will follow.

NOTE — *Faerries feel no obligation to be moral to non-Sidh creatures. They expect morality from them but feel no compulsion to react in kind. They can be quite capricious in their actions towards humans, especially humans that are handsome or beautiful.*

1.4.4 Dwarfs

All Dwarfs:

- A) Can communicate with other Dwarfs, wordlessly, as for a Communicate spell. **MEL** and **EL** are dependent on the Character’s characteristics. If either Dwarf succeeds when the skill is used, communication occurs.
- B) Are prone to Controllable Battle Fury when they encounter a hated enemy of their race.

NOTE — *Goblins are the primary enemy that applies here. The Referee, at his discretion, may expand this hatred to include all Chaos and Kotothi creatures that can be encountered underground.*

- C) Speak Dwarf Elder at **EL**80.
- D) Have a starting Level as a Miner or an Armorer.
- E) Have a maximum **EL** currently possible in Mountain Survival and both forms of Underground Survival.
- F) Can enter the Lower World, **MEL** and **EL** dependent on the Character’s characteristics.
- G) Have all attributes of the Dwarf that are specified in Book Three.

1.4.4.1 Appearance

The classical Dwarf of Norse myth. Dwarfs are three and a half to four feet in height, heavily built and well-muscled. They are commonly bearded with long hair. They are noted for their ability as artisans and warriors.

1.4.4.2 Special

Dwarfs are resistant to Poison, Disease and Plague. Triple the **MDV** when they are resisting these powers. They are also resistant to Fire. Any damage that they suffer from fire of any kind, excluding Astral Fire, is reduced 50%, rounded down.

All Dwarfs speak Dwarf Elder and the Tongue of Dvalinn. Dwarf Elder is related to the common Elder tongue and the tongue of the Faerry Sidh. The tongue of Dvalinn is only used by Dwarfs when they are speaking to another Dwarf. It is not related to any other language. It is their magical tongue and is sacred to them. No Dwarf will ever lie when he speaks in this tongue. No non-Dwarf will ever be taught it willingly.

The magic of Dwarfdom is learned by Dwarfs that are skilled as armorers when they achieve an **EL** of 50 or higher. It allows

them to place permanent magics on items that they manufacture. It is only rarely used to cast any magic other than permanent magic rites. (*Such debasement of these sacred rites is commonly frowned upon by the Dwarf. It is moral only in the most dire emergencies.*)

NOTE — *A Dwarf character that reaches EL50 as an Armorer can learn these rites. To do so he must complete a 150 expertise point initiation and training session. Thereafter, he is a Rune Master and can use Elder Magics and Permanent Magic as magic-users. Any Dwarf who becomes a Rune Master will increase his station to six if it is lower.*

All Dwarfs that are encountered are armed and armored. The quality of these items depends on the number found as listed in table 1.23.

Table 1.23: Armor and Weapons of Encountered Dwarfs

Number Found	Weapon Types Possible	Armor Type
1D3	Spear, Sword or Axe	Banded Ring Mail (AV 3)*
2D6	As for 1D3 , heavy forms only	Chainmail (AV 4)*
3D10	As for 2D6 , WSB is one higher than the weapon’s normal WSB	Platemail (AV 5)*

*All Dwarf armor is one **AV** level higher than the **AV** listed in the Armor Table in Book One. All shields and helmets are two levels higher.

Dwarfs never use any missile weapon except spears and daggers. (The bow, after all, was an insidious invention of immoral, dishonorable elves). If the Referee allows, Dwarfs may make and use crossbows.

IMPORTANT — **Dwarf society places a great emphasis on personal property. The most heinous crime in their society is theft. No Dwarf will steal from another creature without due payment for the item taken. (Regaining one’s own property, with possible interest and definite penalty, is expected. It is not theft).**

1.4.4.3 Dwarf Magic

A Dwarf’s skill in magic varies with his **WILL** and his **EL** as an Armorer or Artisan, depending on what he is making. His maximum **EL** in Magic is:

$$(\mathbf{W}+\mathbf{EL})/10, \text{ round down}$$

Only male Dwarfs are taught the magic arts of their race. Females are excluded from them at all levels. (*In fact, there is no mythological precedent for the existence of female Dwarfs. They are added to allow female players that want to be Dwarfs to do so without mandatory sex reversal. There is also a logical assumption that a race, unless it is immortal, must breed to survive. The presence of divergent sexes is therefore likely.*)

NOTE — *All non-human character races (i.e. Elf, Faerry and Dwarf) can see in the dark as if it were daylight.*

NOTE — *All powers for non-human races should be treated as innate powers unless specified otherwise. To determine the starting **MEL** and **EL**, where it is not specified, see Book Two, Innate Magic. Characters, regardless of race, do not gain any equipment based on common knowledge.*

2 Character Skills

2.1 Starting Skills

All skills are purchased with EXPERTISE POINTS. The number of points that you will start the game with is determined in section 1.1.4.

Expertise is expended either to gain new skills OR to improve skills that the Character already has.

All skills are increased in Expertise Levels, termed **EL** throughout these rules.

The Maximum **EL** that a character can achieve in a skill is based on the characteristics that apply to that skill. The Current Maximum is determined using the Character's Current Ability ratings in the characteristics that apply.

2.2 Increase Of Skills

2.2.1 Education

Characters may use Education to learn skills. Per day allocated to a skill, ONE Expertise Point is earned. If any other actions are taken during that day, the gain is reduced 50% rounded down, retaining fractions.

2.2.1.1 Instructors

If the Character engages an Instructor in a skill, he will DOUBLE the Expertise gain per day of study. An Instructor can never increase your **EL** beyond his. If he is not another Player, or a Contact, he must be paid **1CC per EL** per week (*for skills with a Maximum EL of 80*) or **1SC per EL** per week (*other skills*).

2.2.2 Experiential Training

Expertise may be gained through the successful use of skills that are already known. Per encounter, in which a specific skill is used successfully, the Character gains the expertise specified in table 2.1.

Table 2.1: Expertise Gain

Skill Type	Point Gain
Combat Skill	CDF*×2
Other Skill	1D10
Magic Skill	See 4.2.1.1

*See 4.3

EXAMPLE — A character with **EL3** in the Dagger uses it to score a hit in a battle. He will gain **CDF×2** Expertise points for using it in that battle. If a Jeweler succeeds in determining the value of a gem he gains **1D10** points towards increasing his skill as a Jeweler.

The points above are gained for Success. For Combat Skills, success is scoring damage. For other skills, success is getting the desired result.

EXCEPTION — **Shield users succeed when they block a Shield Hit in battle. If their shield is not hit, Partial Success will apply.**

2.2.3 Partial Success

For all skills, points can be gained for Partial Success. For Combat Skills, Partial Success is using a skill but not scoring any damage with it. For other skills, Partial Success occurs when your roll is 1 to 25, inclusive, higher than your chance of success.

Each time that Partial Success is achieved, the Character will receive ONE Expertise Point in the skill used.

2.2.4 Failure

If a Combat Skill is not used, or another skill fails, failure is the result. No Expertise is gained for Failure. For Magic, see Book Two for the result of Failure.

2.2.5 Continued Attempts

For Other Skills ONLY, the Character can make continued attempts to succeed. If a continued attempt follows Partial Success, the chance of success is not reduced. If it follows Failure, the chance is reduced 50% rounded down. The reduction applies only for the thing that the Player is having his Character re-attempt. The effect is cumulative.

2.3 Skill Types

2.3.1 Combat Skills

Skills that have a direct influence on Combat.

ALL COMBAT SKILLS START AT **EL0**.

2.3.2 Other Skills

Other skills are physical skills that give a Character an increased chance of success in performing certain actions and skills that allow the Character to use special skills in play.

The starting **EL** in these skills is determined as specified below:

2.3.3 Magic Skills

See Book Two. All skills start at **EL0**. Completion of the basic training for the Magic Path gives the Character Spell Knowledge, Experience, and Expertise as specified in chapter 4 of Book Two.

2.4 The Skill Tables

2.4.1 Skill Table Explanations

Skill The actual skill learned.

Cost to Learn The Expertise Cost to gain the Starting Level for the skill learned.

Per EL Increase The cost to increase your **EL**, in Expertise Points. The factors listed are:

NEL New Expertise Level, the **NEL** times the factor listed is the cost in Expertise Points.

EXAMPLE — If the New Level is 4 and **NEL×5** is listed 20 points are required to advance. If **NEL²** is listed, 16 points are required, i.e. 4×4.

THE COST REQUIRED IS ALWAYS PER ADDITIONAL LEVEL.

Table 2.3: Combat Skills

Skill	Cost To Learn	Per EL Increase	Maximum Level
Axe	18	NEL×6	(S+St)/10
Bow	27	NEL×9	(D+A)/10
Crossbow	35	NEL×8	(S+D)/10
Dagger — Fight	16	NEL×5	(St+D)/10
Dagger — Throw	24	NEL×7	(D+A)/10
Hand to Hand	25	NEL ²	(S+St+D+A)/20
Heavy Lance	35	NEL×8	(S+A)/10
Heavy Sword	25	NEL×7	(S+St)/10
Horse Archery	10	NEL×3	(D+A)/10
Horsemanship	40	NEL ²	(D+A)/10+SB
Light Lance	25	NEL×6	(D+A)/10
Light Sword	15	NEL×5	(D+A)/10
Mace	20	NEL×6	(S+St)/10
Miscellaneous Throwing Weapons	15	NEL×10	(D+A)/10
Polearms	30	NEL×7	(S+St+D)/15
Repeating Crossbow	50	NEL×9	(St+D)/10
Scimitar	20	NEL×6	(St+A)/10
Shield	20	NEL×6	(S+D+A)/15
Spear — Fight	15	NEL×5	(S+D)/10
Spear — Throw	22	NEL×6	(D+A)/10
Sling	30	NEL×8	(D+A)/10
Sword	15	NEL×5	(St+A)/10
Throwing Axe	25	NEL×7	(D+A)/10
Two-weapon Fighting	10	NEL×7	(S+D+A)/15
War Staff	15	NEL ²	(S+St+D+A)/20

*See section 2.5.1 to determine the precise weapon skills that are gained when the courses above are completed. See section 2.5 and Book Two for the rules that govern weapon use in play.

Table 2.2: Starting ELs for Other Skills

Maximum EL	Starting EL
X or 80	The starting EL equals the highest Current Ability that the Character has in a Characteristic that applies to that skill.
Other*	Other skills that are not increased to 80, i.e. those that “or 80” is not listed for. To calculate the starting EL, use the highest characteristic that applies. Divide this number by the divisor that is used in the Maximum EL formula, or TEN, whichever is higher. Round up. The resulting number is the starting EL, with a maximum of TEN.
Language	The starting EL for a new non-native language equals the Empathy of the Character. For a language of another race it equals the Empathy divided by 2, rounded up.
Carrying	The starting EL equals Strength divided by 2, rounded up.

*Where a bonus is used to determine the maximum EL in one of these skills, that characteristic does not apply in determining a Character’s starting EL in that skill.

EXAMPLE — A Character learns Climbing. His starting EL is derived from Strength or Agility, divided by ten and rounded up. Stamina does not apply in determining the starting EL.

A Character becomes an Assassin. His starting EL equals his highest applicable Current Ability divided by 20, rounded up.

EXAMPLE — A Character wishes to increase his skill with the Bastard Sword from EL3 to EL5. The cost to do so is

(4×7)+(5×7), 63 Expertise Points.

XX The number specified is the number of Expertise Points required per EL.

Maximum Level The Maximum Level that can be attained. The limit depends on the Character’s Current values in the characteristics indicated. If “or 80” is specified, the maximum limit, regardless of characteristics, for that skill is EL80. Where an EL is specified, no characteristics apply. The specified EL is the maximum limit. In all divisions, round up.

2.5 Combat Skills

2.5.1 Weapon Skills

Weapon skill is initially gained in a specific Weapon Type. The starting EL, unless a Special event specifies otherwise, is ZERO. The basic courses that can be learned are listed in table 2.5.

2.5.1.1 Advanced Expertise

After a skill is learned, each weapon within the class is advanced individually.

EXAMPLE — A Character with Heavy Sword skill can have EL4 in Broadsword, EL1 in Bastard Sword and EL0 in Great Sword.

ALL WEAPON SKILLS ARE ADVANCED BEYOND EL0 ON AN INDIVIDUAL BASIS.

2.5.1.2 Use of Expertise

Weapon ELs are used in combat to subtract from your attack roll OR add to the roll of a single attacker that is attacking you. You may not do both during the same phase. Missile Weapon

Table 2.4: Other Skills

Skill	Cost to Learn	Per EL Increase	Maximum Level
Architect	150	8	$(I+W+Em)/2$ or 80
Armorer	100	9	$I+W+(StB \times 5)$ or 80
Artist	60	5	$(W+D+Em)/2$ or 80
Assassin	200	$NEL \times 15$	$(I+W+D+A)/20$
Badlander	50	10	$(A+Em)+(StB \times 5)$ or 80
Blacksmith	10	5	$(S+W)$ or 80
Boatman	40	9	$(S+A)+(StB \times 5)$ or 80
Bowyer	45	7	$(I+W+D)/2$ or 80
Brewer	10	3	$(I+Em)$ or 80
Carpenter	10	5	$(W+D)+StB \times 5$ or 80
Carrying	10	2	$(S+St)/2$, round up
Climbing	25	NEL^2	$(S+A)/10+StB$
Clothier	10	4	$(W+D+Em)/2$ or 80
Deftness	15	3	$(W+D)$ or 80
Disguise Artist	30	5	$(I+Em+D)/2$ or 80
Entertainer:	40	NEL^2	
Acrobat			$(D+A+E)/15$
Actor			$(I+E+Em)/15$
Dancer			$(A+Em+App)/15$
Musician			$(D+Em)/10$
Singer			$(W+E+Em)/15$
Eroticist	70	NEL^2	$(W+Em+A+App)/20$
Executioner	30	NEL^2	$(S+W+E)/15$
Fletcher	10	4	$(W+D)$ or 80
Forester	40	9	$(S+A)+(StB \times 5)$ or 80
Gambler	60	$NEL \times 5$	$(W+D+E+Em)/20$
Healer	120	20	$(I+Em)/10$
Herbalist	80	7	$(I+Em)$ or 80
Husbandry	30	8	$(W+Em)$ or 80
Jeweler	100	10	$(W+D)$ or 80
Language of Another Race	30	3	EL60
Language of Your Own Race	20	2	EL80
Locksmith	25	7	$(W+D)$ or 80
Mason	10	5	$(S+St)$ or 80
Merchant	45	5	$(W+E)$ or 80
Miner	30	6	$(S+St)$ or 80
Moneylender	60	5	$(I+W+E)/2$ or 80
Mountaineer (Hillman)	40	9	$(S+A)+(StB \times 5)$ or 80
Navigation	80	12	$((I+W)/2)+Em$ or 80
Potter	10	4	$(D+W+Em)/2$ or 80
Read and Write	45	3	$(I+Em)$ or 80
Rhetoric	30	NEL^2	$(W+E+Em)/15$
Scholar	100	6	$(I+W+Em)/2$ or 80
Scribe	30	4	$(D+Em)$ or 80
Seaman	25	5	$(S+St+A)/2$ or 80
Servant	10	3	$(St+I+Em)/2$ or 80
Sign Language	15	2	$(I+Em)$ or 80
Smuggler	120	8	$(D+W+E)/2$ or 80
Supernatural Language	60	5	$(I+W+Em)/3$ or 60
Survival	20	15	$(I+Em)/10+StB$
Swimming	15	$NEL \times 5$	$(S+St)/10+AB$
Tanner	10	5	$(St+W)$ or 80
Teamster	10	3	$(St+W)$ or 80
Thief	75(100)	10	$(I+D+A)/2$ or 80
Tracking	20	NEL^2	$(W+Em)/10$
Trailing	15	4	$(I+Em+A)/2$ or 80
Vintner	15	4	$(I+Em)$ or 80
Watercraft	25	5	$(S+St+A)/2$ or 80

Table 2.5: Weapon Courses

Course Name	Weapons Included
Axe	Throwing Axe*, Hand Axe, Axe and Battle Axe
Bow	Bow, Composite Bow, Longbow
Crossbow	Light and Heavy Crossbow, Arbalest
Dagger	Throwing Dagger, Fighting Dagger
Heavy Lance	Heavy Lance
Heavy Sword	Broadsword, Bastard Sword, Great Sword
Light Lance	Lance**
Light Sword	Rapier, Epee
Mace	Club, Mace, Flail, Hammer
Miscellaneous	Rocks, Bottles, Chairs, Shuriken, etc.
Throwing Weapons	
Polearms	Halberd, Poleaxe, Glaive
Repeating Crossbow	Repeating Crossbow
Scimitar	Scimitar, Tulwar
Spear	Spear, Javelin, Pike
Sling	Sling, Handle Sling
Sword	Sword, Short Sword***
Throwing Axe	Throwing Axe
War Staff	War Staff, any pole of usable dimensions

*Skill applies for fighting with the weapon only. You must learn Throwing Axe to throw it effectively.

**Light spears intended to be thrown, and used as thrusting weapons, from horseback. Lance skill trains the user in both. If a Character has Lance skill, he may use light spears and javelins from horseback at 1/2 his EL, rounded up, in the weapon used.

***The Short Sword is a weapon with a short, wide blade that is intended for thrusting and is best used with a shield. The standard sword used by Roman legions is a fine example of this type of weapon.

ELs may only be used OFFENSIVELY, i.e. on your attack roll. They have no defensive value. Weapon Expertise will increase the amount of damage that the Character will score on Deadly and Severe hits. The EL/2, round up, applies on Severe Hits. The EL is added for Deadly Hits.

EXAMPLE — If the EL is 7, +4 damage is scored on Severe hits and +7 on Deadly hits.

When examining a weapon that you are skilled in, the EL times 5 is your chance of determining whether it is a good weapon. The Referee will inform the Player that it is excellent, good or bad.

2.5.1.3 Untrained Use

When a Character uses a weapon that he is not trained in he will ADD the COST TO LEARN for the weapon type to his attack roll.

EXAMPLE — If a Character picks up a Scimitar without training, he adds 20 to his roll, i.e. a 24 becomes a 44.

Per Expertise Point gained with the weapon, either educationally or in combat, this inexperience factor is reduced ONE. When it reaches zero, you have achieved EL0 with that weapon.

Points are gained as specified for Combat Skills in the preceding portions of this section.

While untrained status applies, the Character may not use any WSB that applies for the weapon. He has yet to discover how to employ it efficiently. If the weapon has a WSB of 0 or -1, 1 is subtracted from the WSB while the Character is untrained.

A Character is untrained as long as he is required to add any amount to his attack roll due to his skill level.

2.5.2 Shields

This skill allows the use of shields in combat. The EL with the shield is added to the AV of the shield being used.

AV+EL is the total damage that a shield can block in combat without being broken itself.

Characters may add their shield EL to opponent's attack rolls. The factor added may not exceed the AV of the shield used.

IMPORTANT — At no time may a Character using his EL more than double the AV of any shield that he is using. If the AV of a shield is 8, it may not be increased by the EL beyond 16.

2.5.2.1 Untrained Use

When unskilled persons use a shield, the AV is reduced by 2. Per 10 Expertise Points gained, the reduction is reduced 1. When it reaches zero, EL0 in the Shield has been attained.

2.5.2.2 Non-Combat Use

As for Weapons.

2.5.3 Horsemanship

The ability to ride a horse. Where mounts other than horses are available, the skill is gained individually for each creature. If the person learning is already a trained horseman, reduce the cost to gain the knowledge at EL0 by 20 expertise points.

2.5.3.1 Expertise Effect

- A) When fighting from horseback, on a war-trained mount, add the Horsemanship EL to the EL of the weapon used for all hit chance and damage modifiers.
- B) The Horsemanship EL may always be used independently of the Weapon EL, i.e. one can be used offensively while the other is used defensively.
- C) The EL required to ride and control each type of mount, for which Horsemanship is applicable, is listed in table 2.6.

Table 2.6: EL required to ride mount types

Mount Type	EL	Mount type	EL
Draft horse	0	War horse I	2
Riding horse I	0	War horse II	3
Riding horse II	1	War horse III	5
Riding horse III	2	War horse IV	8
Riding horse IV	4	Donkey	0*
Mule	0*	Ox	0*

*May never be used in combat. The rider must dismount to fight.

- D) In combat, while charging only, the rating of a wartrained mount is added to the horsemanship EL of the rider IF that EL is sufficient to control the mount. The same factor is added to the damage scored by a charge, if the mount is controlled.
- E) The EL of a horseman that cares for his wounded mount is subtracted from its healing chance roll, in addition to any healing skills that he may have. The EL times 5 is his chance of determining how good the animal is without husbandry skill in horses.

2.5.4 Horse Archery

The ability to use Bows from horseback. The Maximum EL that a Character can use when firing from a mount is equal to his Horse Archery EL OR his EL with the weapon, whichever is less.

EXAMPLE — An archer has **EL**9 in Horse Archery and **EL**5 with the Composite Bow. With a Composite Bow, he will fire using an **EL** of 5 when mounted.

The Character's Horse Archery skill is subtracted from the modifier listed in the Combat section of Book Two for firing from a Moving Mount.

EXAMPLE — The Archer above will subtract 9 from the modifier listed for the Composite Bow.

2.5.5 Miscellaneous Throwing Weapons

The weapons included here are Rocks, Bottles and whatever else the Referee chooses to add or allow. The rules are as for other weapons, see 2.5.1.

2.5.6 Hand-to-Hand

The Character is skilled in unarmed combat. The **EL** is used, as specified in 2.5.1, when the Character is fighting with his bare hands.

The Hand-to-Hand fighter may not score additional damage against an armored, including natural armor, opponent unless his **EL** is greater than the **AV** or **NAV** of the target's armor.

EXAMPLE — To gain a damage increase against a person in Plate Mail your **EL** must be 4 or higher. To gain it against a Dragon, **NAV** 6, the **EL** must be 6 or higher.

The damage scored using this skill is detailed in Book Two.

2.5.7 Two-weapon Fighting

Fighting with two weapons, or light weapons, is a unique style that can be used. The requirements to do so are:

- A) A two-weapon user must be trained in both weapons if they are different.
- B) A two-weapon user must complete a 10 expertise point course specifically in using this technique. (Maximum **EL** = $(St+D+A)/15$, Cost to advance is $NEL \times 7$). After completing the course, he will raise his two-weapon **EL** separately from his skill in the weapons that he uses. (he gains expertise in the weapon(s) used and in two-weapon skill, when they are used in combat).
- C) A two-weapon user must have two, functional weapons, that fit within the size limits required to use this skill, in order to use the technique once it is learned.

EXAMPLE — If he is carrying a sword and a dagger, he can use the technique. If he is carrying a sword and a broadsword, he may not.

The basic methods of using this technique are:

- 1) He may use his **EL** offensively and attack twice in the same phase. When he does, his **EL** is divided as he desires between the two attacks. In addition, his first attack will strike one position higher on the attack priority table.

IMPORTANT — When the two-weapon user uses this option, people who attack him during that phase, in normal melee combat only, will subtract FIVE from their roll to hit, i.e. a 41 becomes a 36.

- 2) He may make one attack during the phase and use his other weapon to block incoming attacks, as for a shield. In this case, he will divide his **EL** between offense and defense as he desires. His defense will apply as a shield using the **FV** of the weapon as its shielding **AV**.
- 3) He may fight defensively, without attacking. In this case his full **EL** applies defensively and the highest **FV** of the two weapons +2 is used as the shielding **AV**, i.e. if he has two swords, the shielding **AV** is 9+2, 11.

2.5.7.1 Special Rules

- A) The shielding effect in 2 and 3 above does not apply against magic. It is negated against attacking creatures and weapon-users if the $SB+(NWI \times (-1))$ or $SB+WSB$ is greater than or equal to the shielding **AV**.

IMPORTANT — Do not include the **EL** in calculating this factor. Do include it in determining whether the blow will break the weapon. (Only the portion of the **EL** that is applied defensively will ever be applied in any way in resisting breakage.)

- B) Damage and breakage rules are as specified for shields in Book Two of Powers and Perils. If two weapons are used defensively, both take damage if damage is scored. If the blow is sufficient to break the weapon, when two are used, one is broken and the other takes 1 damage point.

IMPORTANT — In all cases when breakage occurs, and two weapons are blocking, the weapon with the lowest **FV** is the one that breaks.

- C) Only weapons with a base **WSB** of ZERO or less, excluding magic enhancements and special benefits gained through specific uses, AND a weight of TWO pounds or less, that are not solely missile weapons, may be used for this technique.

EXCEPTION — Unless the Referee specifically allows it, only swords and sword form weapons can be used for this technique. Axes may not be. (They are light enough but do not have the physical dimensions necessary to be used effectively.)

2.6 Other Skills

The following skills are listed in alphabetical order. They will have various effects on the success and survival of your Character.

2.6.1 Architect

Player Architects must specify whether the Character is a MILITARY or CIVILIAN architect. Both specialties allow him to design structures, create simple machines and engines and detect weaknesses or points of easy access in structures. Military architects use the skill at full value for military buildings and design. When either uses his skill in the other's area, his **EL** applies at $1/2$ value (rounded down). The cost to learn the other specialty, once the first is known, is 75 expertise points. The starting **EL** in the second field may not exceed the Current **EL** in the first specialty.

OPTIONAL — A second architect type, using the factors above, is the Naval Architect. This specialist learns to design and analyze the structure of ships. Within this specialty, the Referee should require specialization as either a military or civilian naval architect. This has the advantages stated above except it applies to shipping and facilities with a maritime function, i.e. wharves, piers, warehouses, quays, etc.

2.6.2 Armorer

The Character is skilled in the manufacture of weapons and armors. The effects are:

- A) The Armorer may make a metal item on the Weapon or Armor table, or any item that is used as a weapon or armor that does not require magic to produce.
- B) If the **AV** or **WSB** of the item is greater than or equal to the Armorer's **EL** divided by 10, rounded up, he may not make

the item. For shields, the **AV** is **divided by 3** and rounded down.

- C) The time required to make an item is equal to the **AV** or **WSB**, plus 2, squared in days. For Shields, the value is not squared.
- D) The Armorer can evaluate a weapon or piece of armor as for the Artist.

2.6.3 Artist

The Character is skilled in various media of artistic expression. The skill may be used to:

- A) Analyze the quality of Artwork — Success will yield the value of the piece. Partial Success will give the value within 20% in either direction. Failure will give a value within 100% in either direction. The Character will believe any value determined to be correct.
- B) Create Art — The Artist can produce valuable artwork. The cost of the materials will be determined by the Referee based on what the artist wants to make. The value of the finished piece will equal the cost of the materials times **((EL/20, rounded up)+1)** The time required to create the item is at the Referee’s discretion.

2.6.4 Assassin

Entry into the Assassin’s Guild is restricted to the children of Assassins, persons sponsored by Assassins and individuals that influence the Assassins AND have promising characteristics.

The chance of a Character being accepted is equal to his Maximum **EL**, using Maximum Ability ratings, **times 6**. If the attempt is made, and fails, the Character starts the game with the ill favor of the Guild.

The Assassin skill gives the following benefits:

- A) Subtract the **EL** from all Combat rolls.
- B) Subtract the **EL**×2 when he tries to ambush someone.
- C) Subtract the **EL**×3 when he Trails someone or tries to hide.
- D) The **EL/3**, rounded down, is added to the Character’s **OCV**.
- E) All Assassins have the training specified in table 2.7 in addition to their Assassin skills. City-born Assassins are allowed to replace the City Survival increase for their skill with Underground II survival, to reflect their knowledge of the city’s sewers and labyrinths.

Table 2.7: Additional Training for Assassins

Skill	EL	Skill	EL
Trailing	Max.*	City Survival	Max.*
Hand to Hand Fighting	Max.*	Climbing	1
Swimming	1	Rhetoric	1

*Max. = At the Maximum **EL** that he is currently capable of.

- F) When an Assassin attacks from a successful ambush, the following damage results:
Deadly hit **(SB+1)D10+(EL as Assassin× 2)** + all normal Modifiers.
Severe hit **2D10+EL as Assassin** + all normal modifiers.
Normal hit **1D10+EL as Assassin/2** + normal modifiers.
Shield hit As for Normal Hit above.
Miss As for a normal Shield Hit.
- G) The Assassin will always add his **EL**, **divided by 3**, rounded down, to his **EL** with any weapon that he is trained to use.

2.6.4.1 Restrictions

The Assassin’s Guild is strict. No Player Assassin may impart the secret knowledge and techniques of the Guild to any non-member. If they do so, EVERY member of the Guild is obligated to kill him.

The Assassin should remain available to his Guild, so that he may be assigned “projects”. The maximum station of the target assigned will equal the Assassin’s **EL+1**. The price paid to him, by the Guild, equals the **Station of the victim+1** squared in Silver Coins. (To take out a contract on someone, 1/2 this amount in Gold Coins must be paid).

Assassins may contract on their own as long as the Guild receives 50%, is appraised of the target and gives its permission. Failure to insure any of these will result in heavy Guild penalties, as determined by the Referee.

2.6.4.2 Guild Assassinations (Optional)

The basic amount that the Guild pays its assassins is only 20% of what they receive. While this is appropriate for thugs and inexperienced guild members, it is insufficient for a Master Assassin (especially if he is a loyal guild member with a good reputation). If you agree, the fee paid by the Guild can be the base fee, plus an additional percentage equal to **(EL-3)×5% or 40%**, whichever is lower, of the total amount paid to the guild. The minimum payment will always be the base fee.

EXAMPLE — The Guild receives 4GC to kill a merchant. The assassin chosen receives a base of 4SC to do the job. If his **EL** is 3 or less, this is all that he gets. If his **EL** is 8 he receives an additional 25% (1GC) because of his skill and reputation. In the best case, **EL11** and up, the assassin would make 2GC on the job.

NOTE — *Though it is not specified, it is logical to assume the Assassin’s Guild members would have safe houses and other facilities available to them, as specified for the Thieves Guild. Such facilities should be made available to guild members.*

2.6.5 Badlander

The Badlander is skilled in finding his way through unfamiliar and/or hostile terrain, seeking out trails and water sources and in avoiding or anticipating ambushes. They are frequently loners who are employed as border guards and guides.

When Searching, Ambushing, Avoiding or Hunting, the Badlander will add his **EL/5** (round up) to his Survival skill in both Badlands and Desert terrain. The resulting increase may not more than double his effective Survival **EL**. He may roll **D100** against his **EL** to detect an ambush in these terrains before it is sprung. Success indicates that he is aware of the ambush, knows where the enemy is coming from and can alert other party members. Partial Success indicates that he is alert but cannot warn anyone else. Failure gives him no advantage; he is caught unaware. (Party members that are aware may strike on the first phase of the ambush or roll to wake up immediately. This skill is only usable when the Badlander is awake.)

Badlanders have an increased chance of Waking Up in any environment. Their chance will be one level higher than normal, i.e. if the normal roll for the situation is **W+Em**, the Badlander will roll against **(W+Em)×2**.

The other advantages gained through this skill are:

- 1) Tracking, maximum **EL** currently possible.
- 2) The Badlander knows the basic creatures native to the Badlands and any legends about the Badlands nearest to his home.

- 3) 40% chance the Badlander speaks Dwarf Elder (**EL** equal to Current Empathy). If so, he is a dwarf friend.
- 4) 10% chance of speaking Elf Sidh (**EL** equal to Current Empathy). If so, he is a friend of the Searbhani.
- 5) Starting **EL** in both Sling forms.
- 6) 60% chance maximum **EL** currently possible in Fighting Dagger.
- 7) Maximum **EL** currently possible in Badlands Survival.

2.6.6 Blacksmith

A Blacksmith is skilled in simple iron working, i.e. making and repairing common iron items. He has no skill with weapons or armor and gains no advantage in analyzing these items. He can make rough approximations of iron quality, workmanship, etc. for iron items he examines. (If Armorers wish to be Blacksmiths, they must buy this skill in addition to their skill as Armorers.)

2.6.7 Boatman

This skill is divided into two types. Either the character is skilled in lakes and open waterways or he is skilled in Swamps. The advantages that the character will gain varies depending on the environment that the player chooses, In both environments, the character can judge currents and distances travelled by water, with a successful roll against his **EL**, and has a memory for landmarks and watercourses similiar to the Thief's memory of maps and passages. Success in both cases equals 100% accuracy, partial success is 75% accuracy and failure is 50% accuracy.

The other advantages of this skill are:

2.6.7.1 Open Waterway Boatman

- 1) Knowledge of creatures that can be encountered in waterways.
- 2) Waterway Survival, maximum **EL** currently possible.
- 3) Starting **EL** with War Staff.
- 4) 40% chance of maximum **EL** currently possible with the Sling.

2.6.7.2 Swamp Boatman

- 1) Maximum **EL** currently possible in Swamp Survival.
- 2) Knowledge of creatures that can be encountered in the Swamp.
- 3) Starting **EL** with the Bow.
- 4) 40% chance of maximum **EL** currently possible with War Staff.

2.6.8 Bowyer

Skill in making bows. As for Armorer except the skill applies for bows. The time necessary to make a bow is 10 days for a Bow, 20 for a Longbow and 40 for a Composite Bow. The **EL**, divided by 10 and rounded down, is subtracted from the number of days required. (For Crossbows, the skill costs 60 expertise points. The time to make crossbows is Light 12 days, Heavy 16 days, Arbalest 24 days and Repeating Crossbow, if possible in the area, 60 days.) All times are based on the availability of the materials necessary, in the proper condition for their use. Where this is not the case the Referee may increase the time required by up to a factor of 20, i.e. up to 20 times the listed time.

NOTE — *If the Character is an Elven Bowyer he only makes Elven Bows. The time to do so, as specified above, is 90 days. (If he has to make or collect the necessary material himself it could take five years to finish the bow.)*

2.6.9 Brewer

As for Vintner (see below) except the skill applies for beer, ale and other brewed beverages. At **EL**61 and up, the Brewer has enough skill to make Peska if he has a formula for it.

2.6.10 Carpenter

Per time that the Cost to Learn is paid, choose one of the following specialties: 1) Marine Carpenter, 2) Woodworker or 3) Builder. Each specialty costs the full Cost to Learn. The cost to learn all three forms of Carpentry is 30 expertise points.

A Marine Carpenter can make naval implements, judge the quality of vessels and, given a known design and the materials, construct small vessels for carrying less than ten people in coastal or riverine waters. He may not build ocean-going or larger vessels without the services of a Naval Architect.

Woodworkers are skilled in making common items, i.e. barrels, furniture, etc. They can analyze the quality of various woods for durability, usefulness, etc. (Possibly quite important if you need to break down a door.) If the woodworker is also an artist, or has art knowledge, he can create exceptional pieces that could be worth a great deal.

NOTE — *It is up to the Referee to handle the possible monetary gain from using this skill. In general, the most anyone would pay for an item made by a woodworker equals EL divided by 5, rounded down, in Copper Coins. If the character is also an artist the coin type is Silver and the formula is*

$$(Woodwork\ EL + Artist\ EL) / 10, \text{ rounded down.}$$

A Builder is skilled in raising wooden buildings. He can analyze the features of these buildings. He may not build structures more complex than a peasant house unless he has a building plan or the services of an architect.

NOTE — *This skill can give the character advantages in spotting traps, strange features in buildings, secret doors, etc. It is also used to rig passable structures to shelter the party from the elements when they are in the wild.*

2.6.11 Carrying

The Character has learned economical ways of packing and efficient methods of lifting and carrying. The **EL** is added to the Portage Ability of the Character. It may never more than double that value.

EXAMPLE — A Character has an **EL** of 34. His portage ability is 23 pounds. with this skill, the Portage Ability is increased to 46 pounds.

No Success Roll is taken with this skill. The Character will gain 1 Expertise Point per day that he uses the skill.

2.6.12 Climbing

The Character is trained in climbing steep obstructions, i.e. walls, cliffs, mountains, etc. His Climbing Factor equals:

$$EL + AB + ((SB + StB) / 2 \text{ rounded down})$$

In climbing situations, the Referee will assign a difficulty level to the object being climbed. The level will range from zero (easy) to five (very difficult). The climbing factor is indexed against this difficulty level in table 2.8 to determine the chance that the object is climbed successfully. If the Character that is climbing is not a trained climber, use an **EL** of -2 in determining the climbing factor above (*Per 10 expertise points gained, the negative EL is increased by 1 until a starting EL of zero is reached*).

Table 2.8: Climbing Table

Climbing Factor	Difficulty Level					
	0	1	2	3	4	5
-2 to 0	40%	30%	20%	10%	F	F
1+2	50%	40%	30%	20%	10%	F
3+4	60%	50%	40%	30%	20%	10%
5+6	70%	60%	50%	40%	30%	20%
7+8	80%	70%	50%	50%	40%	30%
9+10	90%	80%	70%	60%	50%	40%
11-13	S	90%	80%	70%	60%	50%
14-16	S	S	90%	80%	70%	60%
17-19	S	S	S	90%	80%	70%
20+up	S	S	S	S	90%	80%

S = Success F = Failure

Partial Success with this skill indicates that the climber loses his grip BUT has a chance to regain it. Re-roll subtracting the climber's **EL** from the roll. If he succeeds, he does not fall. If he does not succeed, he falls.

NOTE — *The Referee must verbally describe the area that the climber wishes to climb. This description should give the Player some indication of the difficulty of the slope that he is considering climbing. If the climber has equipment, increase his success chance by as much as EL × 10, depending on the quality of his equipment.*

2.6.12.1 Falls

When a climber fails, or fails to catch himself after Partial Success, he will fall to the ground. If he catches himself after Partial Success, he will fall **1D10**–2 feet before he catches himself. In all cases, the damage scored from a fall is determined using the following formula:

$$(1D6 \times (\text{Feet fallen} / 10, \text{ round up})) - \text{EL}$$

In all cases, the minimum damage that can be suffered from a fall equals the number of feet fallen, divided by 10, rounded down.

EXAMPLE — Two Characters, **EL**3 and **EL**–2, fall 17 feet off a wall. The damage roll for the first is a 3, the roll for the second is a 2. The first Character takes, $(3 \times (17/10) - 3)$, 3 hits. The second Character takes, $(2 \times (17/10) - (-2))$, 6 hits.

OPTIONAL — The Referee can modify the damage suffered in a fall, if positive damage results, using table 2.9.

Table 2.9: Damage in Falling

	Difficulty Rating					
	0	1	2	3	4	5
Fluid	×.1	×.2	×.4	×.6	×.8	×1
Soft	×.2	×.4	×.6	×.8	× 1	×2
Resistant	×.3	×.6	×.8	× 1	× 2	×3
Hard	×.5	×.8	× 1	× 2	× 3	×4

In all cases where the faller strikes a sharp or jagged object in falling, double the multiplier listed above. In using the multipliers, all fractions are dropped.

EXAMPLE — In the case above, the climbers fell onto a cobblestone alley, i.e. hard if the Referee is mean. The first climber takes, 3×2 , 6 hits. The other takes 6×2 , 12 hits.

2.6.13 Clothier

There are three types of clothiers, i.e. cloth workers, that Players may choose from. They are 1) Weaver, 2) Tailor and 3) Designer. The first two are purchased at the cost above. To be a designer, the Character must be a Weaver and a Tailor and pay 20 expertise points for a starting level as a Designer.

Weavers weave cloth, rugs, etc. They can judge the quality of woven cloth. Tailors can make garments, if cloth and a basic pattern are available. They can also determine the quality of the workmanship of clothing. Designers have all the skills of Weavers and Tailors. They are capable of creating unique designs and can tell, from cut and style, where a particular garment is from (given experience in clothing styles of that area).

2.6.14 Deftness

The Character is a skilled Cutpurse and Pickpocket. Success with this skill indicates that the purse is cut, or the pocket picked, without the victim's knowledge. Partial Success means that the Pickpocket pulled away before failing. Failure indicates that the Character is caught in the act. The result of Failure can vary from a loud scream to an incandescent pickpocket, depending on the victim. (The Referee can also apply Deftness in sleight of hand maneuvers, etc).

2.6.15 Disguise Artist

The Character is skilled at disguising his appearance. Success indicates that the Character cannot be recognized through his disguise. Partial Success indicates that his appearance is obscured. Close friends, relatives and enemies will be able to recognize him for who he is. Strangers will not be able to. Failure indicates that the disguise is obvious to any perceiver. It will fool no one. The Referee will take this roll. In all cases, unless the Character rolls less than his Intelligence, he will believe that his Disguise is perfect. (If the Character is trying to appear to be someone specific, Partial Success is failure for the close friends and relatives of the person that he appears to be.)

2.6.16 Entertainer

Training in one of five crafts. The attributes are:

2.6.16.1 Acrobat

If a Character is a Dancer, reduce the Cost to Learn Acrobatics to 20. On the Entertainment table Acrobats use the same line as Dancers. If a Character is both an Acrobat and a Dancer, subtract 1 per Acrobat **EL**/5 (rounded up) from his success roll as a Dancer and add one to the number of coins earned performing. In addition to performing, acrobatic training affects other abilities. The following advantages are gained:

- A) Increase **DCV** by **EL**/5 (rounded down).
- B) Increase Dodge Value by **EL**/3 (rounded down).
- C) An Acrobat's Climbing Factor is increased by ONE whether he is a trained climber or not. This applies for all aspects of Climbing including falls.
- D) Acrobats add their **EL** to all uses of Deftness, and all Dexterity or Agility based saving throws, where precise body placement is important.

2.6.16.2 Actor

All Actors gain **EL**0 in Rhetoric and a starting level as a Disguise Artist as part of their training. Their **EL** as Actors may be used as an additional factor when they use either of these skills.

EXAMPLE — An Actor, **EL6**, has **EL4** in Rhetoric. When he uses Rhetoric, he may apply an **EL** of 10 instead of 4.

If the actor gives performances to earn money, he will roll on the Entertainment Table.

2.6.16.3 Dancer

The Dancer is skilled in the lithe, agile movements of the dance. Beyond the ability to perform for his bread, the training of the Dancer will have the following benefits:

- Per increase in **EL**, beginning with **EL0**, increase Current Agility by one. If Agility reaches its Maximum Ability it may not be increased further.
- The **EL/2**, round down, may be subtracted from any problem solving roll in which Agility is used as one of the prime factors.

2.6.16.4 Musician

The Musician is trained to play ONE musical instrument. After his initial training, he may learn the basics of one other at a starting level cost of **15** Expertise Points.

If the Musician is also trained in Singing and Rhetoric, he is a Troubadour, not just a Musician.

In these rules, Musicians may only use their talent to perform.

2.6.16.5 Singer

A Singer is trained in the use of his voice and in the poetic ballads of his culture. To learn the ballads of another culture, he must speak the language and expend 20 Expertise Points. This will gain him a starting level in that culture's music.

In these rules, Singers may only perform.

2.6.16.6 The Entertainment Table

To determine success, roll **2D10**, subtract your **EL** and add any Crowd Type modifier that applies on table 2.10.

Table 2.10: The Entertainment Table

Skill	t5	5–7	8–11	12–16	gt16
Singer	2D6	1D6	1D3	1D2	*
Musician	1D10+2	1D3	1D2	1D2*	*
Troubadour	2D10	1D10	1D6	1D3	*
Actor	2D6+2	1D6+1	1D3	1D2	*
Dancer	3D6	2D6	1D6	1D2	*

Table 2.11: Crowd Type

Roll	Coin Type	Mod.
1–4	BB	–2
5–7	CC	0
8+9	SC	4
10	GC	8

The crowd type, rolled randomly or determined by the events of the adventure, refers to the average station of the perceivers. On a **1–4** they are Peasants and Serfs, on a **5–7** they are Commoners, on a **8+9** they are wealthy tradesmen or low nobility and on a **10** they are high nobles. The MOD., or Modifier, is added to the roll of **2D10** when the success roll is taken. If the result is * a roll must be taken on the Punishment Table (table 2.12).

EXAMPLE — A Troubadour has an **EL** of 7. He is entertaining, roll 8, a Gentle audience. He rolls a 14. $14-7+4$ is 11. He gains **1D6SC** for his efforts.

Table 2.12: The Punishment Table

Roll	BB	CC	SC	GC
1–4	Gain 1D6 FP	1D3 Hits	None	None
5–7	1D3 Hits	1D6 Hits	Evicted	Lashed
8+9	1D6 Hits	Evicted	Lashed	Prison
10	Evicted	Lashed	Tar and Feathers	Death

2.6.16.6.1 Explanation

1D6 FP You are pelted with this food. It is barely edible.

xDx hits You are pelted with bricks, bottles, etc. and suffer damage as a result. Gain **1D6 FP** if it is a **BB** or **CC** audience.

None The audience holds you in disdain but are too cultured to throw bricks or tomatoes.

Evicted You are bodily removed from the stage, the building and, if it is a noble audience, the City.

Lashed As for Evicted. You suffer **1D10** hits from a thorough flogging.

Tar and Feathers Hot Tar is spread on your body and feathers are ground into it. You are ridden out of town on a rail. All equipment is lost if you roll a 40 or less on **D100**. If not, it is put next to you when you are released. Take **2D6** hits in burns from the tar.

Prison The Noble is not pleased. You are locked in his dungeon for **2D10** days. When this period ends, if you fail to influence him, severe punishment will be meted out to you.

Death The Noble is insulted by your performance. You are incarcerated for **1D6** days. At the end of this time, if you fail to influence the Noble, you will be executed. If you influence him, you are lashed.

2.6.17 Eroticist

An Eroticist is a specialist in bringing pleasure to others. This skill is used, like Rhetoric, to convince others to do something the Eroticist desires. Though the name of the skill has sexual connotations, skill in that area is only part of this skill. The Eroticist is a personal companion, skilled entertainer and trained to find out what a person needs to relax and then provide it. A fully trained Eroticist is a consummate entertainer, a perfect companion and something of a physical therapist. As part of this skill, the Eroticist gains the following advantages:

- Knowledge of natural materials and drugs that bring pleasure or ease pain. (Starting Level as Herbalist with knowledge restricted to the areas above only.)
- A Starting Level in Rhetoric.
- May learn Dancer, Singer and any Musician skill at $\frac{1}{2}$ the normal Cost to learn. (If skills are not learned at the same time that Erotic training is taken this advantage is lost.)
- May use **EL/5, rounded up**, to give soothing massages for injured persons. The effect increases both StB and CB for healing by the number determined plus ONE. If the Eroticist does not have the oils and balms used with massages, reduce the effect by 50% rounded down.

2.6.18 Executioner

An Executioner is skilled in killing bound or helpless targets AND in the effective use of torture.

The skill applies when the target is unaware of the Executioner or unable to defend itself. The effect is as specified in table 2.13.

Table 2.13: Executioner Skill Effect

Type of Hit Scored	Damage Plus
Normal or Shield Hit*	EL/2, round up
Severe Hit	EL
Deadly Hit	EL × 2

*In this circumstance, any Shield Hit is a Normal Hit.

When the skill is used against a defenseless or immobile target, the **EL×2** is subtracted from the attack roll.

Torture allows the Executioner to question prisoners. The Prisoner will answer the question, with at least partial truth, if the Executioner rolls:

$$(\mathbf{EL} \times 6) - \mathbf{Victim's Stamina} / 2 \text{ or less}$$

The time to torture and ask one question is **1D6** tactical turns. The damage inflicted in doing so is **1D3** hit points. No Combat Experience is gained for damage scored in this way.

The Executioner is capable of telling when he is bringing his subject close to death. He may stop at any time. The chance that the victim passes out is a percentage of his total hit points.

EXAMPLE — The torturer has inflicted 13 hits on a person that takes 20. There is a 65% chance that that person passes out. The person will be unconscious 1/2 hour per hit point inflicted.

IMPORTANT — The chance that the victim will pass out is calculated from the damage inflicted per session. It is not cumulative.

2.6.19 Fletcher

Skill in making arrows. This skill operates for arrows and quarrels, as specified for the Armorer. The time to make an arrow is 1 day. (If the materials are available. If not he must acquire the metal points and leathers and make the shaft andnock.)

2.6.20 Forester

The Character is skilled in forestry. He is able to judge the value of a stand of trees, as for the artist, and knows efficient methods of harvesting them.

The Forester is skilled in Tracking, maximum **EL** currently possible, and has knowledge of the creatures that can be encountered in the forest. The creature skill allows him to recognize any creature that can be encountered in the forest. He will also know any legends or rumors about the forest nearest to his home city or village.

The Forester has the ability to remember trails and landmarks, as for a Thief's memory for maps and passages. His chance of success in this equals his **EL**, as specified for other skills above.

There are chances that the Forester will have other special benefits. Roll **D100** for each entry on table 2.14.

All knowledge is gained without cost, it is part of the art of Forestry.

Table 2.14: Forester Special Benefits

Chance	Benefit
20%	EL Em* in the Tongue of the Elf Sidh
60%	EL Em* in the Tongue of the Faerry Sidh.
80%	EL2 in the Axe
40%	Longbow skill is EL Maximum Currently possible.
100%	Maximum Current EL in Forest Survival

*The **EL** equals the Current Ability of the Character in this characteristic. If he speaks the tongue, he is considered to be a friend by that race.

2.6.21 Gambler

Gamblers are skilled in games of chance and sleight of hand tricks. They get a Starting Level in Deftness as part of this skill. They also have the following advantages:

- A) Gambler **EL** to his Deftness, he can cheat while Gambling. Successful cheats add **EL×3** to their gambling roll. If the Deftness roll is a Partial Success the Gambler adds his **EL** to the roll. If it is a failure he adds nothing.
- B) Without cheating, a Gambler may add his **EL** to his Gambling roll, reflecting his familiarity with the sport and a learned ability to figure the odds.
- C) Gamblers have an increased chance of spotting cheaters and may roll **Em+(Gambler EL×5)** to spot another professional while gambling.
- D) Gamblers can make and use devices that give the benefits of 1 above without requiring a Deftness roll to cheat, i.e. marked cards, loaded dice, etc.

2.6.21.1 Gambling Made Easy

The rules below are used to simulate a night of gambling for one or more players. Where the gaming is especially intense, the Referee may require the people involved to participate in up to three passes using these rules. When this should apply is left to the Referee's discretion.

2.6.21.1.1 The Wager The Referee determines, based on the place and individuals involved, what coin type is being played for. When the game is player initiated, they can set the stake by convincing their would be pigeon to play at that level. Once the coin type is set it remains at that level for the entire game UNLESS the situation changes it.

2.6.21.1.2 The Game The basic game requires each participant to roll **3D10**. It can be played in simple or complex forms. The gambling modifiers listed above are added to the roll of **3D10** to determine the number of coins won or lost.

2.6.21.1.3 Simple In this game the high roller wins the amount of his roll after all modifiers have been added. Each loser pays an equal share of these winnings. Fractions from division are dropped and paid by the participant with the lowest roll. Trained Gamblers may use their **EL×10** on **D100** (If the winner is a Gambler his **EL×3** is subtracted from this chance). Success reduces their loss by 50%, rounded down. Partial Success reduces it by ONE coin. Failure has no effect. Any savings are subtracted from the winner's winnings.

2.6.21.1.4 Complex In this form of the game each roll is compared to every other roll to determine who wins. In this way there can be more than one winner and loser. The basic procedure is

as above except each person pays the difference between his roll and any higher roll AND collects the difference between his roll and any lower roll. See the example below to see how this works.

EXAMPLE — Five Players throw 42, 28, 20, 16 and 8 respectively. The following table results:

Player	Player					Total
	1(42)	2(28)	3(20)	4(16)	5(8)	
1(42)	xxxx	+14	+22	+26	+34	+96
2(28)	-14	xxxx	+8	+12	+20	+26
3(20)	-22	-8	xxxx	+4	+12	-14
4(16)	-26	-12	-4	xxxx	+8	-34
5(8)	-34	-20	-12	-8	xxxx	-74

This might change if Player 1 or 2 got caught cheating, especially if the stake is gold and Player 4 or 5 do the catching.

NOTE — *Cutting losses may be attempted here also. Success reduces the coin loss by $EL \times 2$; Partial Success reduces it by the EL . Failure has no effect. Losses cut are divided evenly between all winners. In the case above, if Player 3 is an $EL5$ Gambler who succeeds in reducing his loss he loses 4 coins. Player 1 and 2 win 91 and 21 respectively.*

2.6.21.1.5 Detecting a Cheater The basic factor for catching someone cheating is determined by adding **City Survival**+2×**Gambling**. This is the net factor that you work with in catching him. If the cheater made his Deftness roll the chance to catch him equals the **Net Factor**. If the result is a Partial Success it is the **Net Factor**×2. If he fails the chance equals the **Net Factor**×4. From this factor, subtract the **EL** of the Gambler you are trying to catch.

EXAMPLE — Evad the Deft ($EL11$) is playing three pigeons and a stranger. He decides to cheat. His opponents are City Survival 3, 6, 12 and 8. The stranger is an $EL7$ Gambler. Evad has a partial success on Deftness. The first player can't catch him. The second player has a 1% chance. The third player has a 13% chance. The Stranger has a 33% chance.

2.6.22 Herbalist

Skill in recognizing medicinal plants and other natural material and preparing medicines from them. Success with the skill will indicate recognition OR proper preparation of the item. Partial Success indicates that the Herbalist is unsure of his analysis and will require further study. In the other case, it indicates that the preparation is 20% too weak or too strong. The Referee will modify it's effects by **2D10%** in either direction. If it is too strong, the **Percentage Change**—(C/5), round up, is the chance that it will kill the imbiber.

If the Herbalist fails, he analyzes the item incorrectly or produces a potion with the opposite effect of that desired. In either case, he will be sure that he has succeeded. (*The Referee must take this roll to insure the suspense of the Player*).

EXAMPLE — The Player finds Belladonna. He analyzes it as Angelina. He will use it as such if circumstances call for the benefits gainable from Angelina. In making a healing potion, the Herbalist fails. The potion could be a virulent poison that will kill the imbiber if he takes it.

2.6.23 Healer

Skill in healing a specific race or species. The Healer must learn to care for his own race before any other intelligent race. He may learn to care for animals at $\frac{1}{2}$ the cost specified, rounded up. He need not learn to care for Intelligent creatures first. Healing that has value for one species or race will only have $\frac{1}{2}$ value when

used on another related species. (*It has no value when the forms of the two species are totally distinct*).

EXAMPLE — A healer is skilled in healing horses. He can apply his skill at $\frac{1}{2}$ value on Donkeys and Mules. It has no value on Humans, Dogs, etc.

The effect of Healing Skill increases the Healing Chance by the **EL**×2 AND increases the Stamina Bonus by the **EL**/3, rounded up. To gain this benefit the Healer must have access to the Healing materials in a Healing Kit. (*See Equipment List*). If he does not, his skill is used at $\frac{1}{2}$ value, rounded down. The increase applies only in Healing and only for one Healing Chance roll. If the Healer wants to continue treatment, he must stay and service the patient each day until he is healed.

EXAMPLE — A Character has **StB** +1 and **HC** 33. The Healer is $EL7$. When he uses his skill, in addition to the benefit of any medicines that he uses, the **HC** is increased by 14 to 47 and the **StB** is increased 3 to +4. If he has no materials the increases are 1 to **HC** and 2 to **StB**.

The Healer receives Expertise Points based on whether the creature treated heals. If he heals, the Healer succeeds. If he is not healed, the Healer fails.

2.6.24 Husbandry

Skill in the care and training of a specific species of animal. Success yields a correct evaluation of the animal's worth or one command correctly taught. Partial Success yields an evaluation that is in error by 20% in either direction or the incomplete teaching of a command. (50% CHANCE THAT THE ANIMAL WILL RESPOND. IF THE COMMAND IS RE-TAUGHT, THE HUSBANDMAN CAN SUBTRACT 10 FROM HIS ROLL. THE TIME TO ATTEMPT TO TEACH A COMMAND IS 2 DAYS). Failure indicates that the value is off by 100% in either direction or the animal fails to understand the command AND has a **50%**—(**EL**/2, **round down**) chance of attacking the Husbandman.

Only animals listed in the Equipment List, or that the Referee specifically allows, may be trained. The number of commands that they can be trained to obey is **1D6**+**Intellect**, for Carnivores and Omnivores, and **1D2***+**Intellect** for other animals.

The cost for a Husbandman to gain a new specialty, once he has the basic skill, is 20 Expertise Points for a Starting Level. To gain these points, he must have continual access to a sample of the species throughout his training.

Without separate training as a Healer, the Husbandman can use healing arts on species that he is trained for. The Healing **EL** equals his **EL** in Husbandry **divided by 20**, rounded up.

2.6.25 Jeweler

Skill in the cutting, setting and evaluation of Gems, Jewels and Jewelry. The basic attributes are as for the Artist, except applying to these items.

2.6.26 Language of Another Race

The maximum **EL** that can ever be attained in a Language of another race is 60. All rules are as for those specified in the following section.

2.6.27 Language of Your Own Race

The ability to speak a tongue of the Player's choice. All Character's start with a specified core of Language skill. These are the tongues that he was raised speaking or educated in. The maximum **EL** that can be attained in a Native or Related Language is **80**. If it is an unrelated tongue, or the tongue of another race,

the maximum is **60**. For tongues that are dead, i.e. for which no speakers can be found to teach it, the maximum is **40**.

EXAMPLE — On Earth, two Language groups are Germanic and Swahili. All Germanic tongues are related to each other. A German speaker can much more easily understand a person speaking Dutch than he can a person speaking Swahili. The same is true in the reverse.

To simulate the rules shown in the example, the following rules can be used:

- A) The Referee should establish Language families. Within each family, the member tongues are Related. Outside the family, they are Unrelated. (*See chapter 6 for tongues that can be used*).
- B) A person without knowledge of a Language will have a chance of Partial Success if that Language is related to his own, or one that he speaks. The chance equals the Character's Empathy. He gains no such benefit for unrelated tongues.
- C) The chance of success in understanding a Language that has been learned is equal to the **EL** of the Listener. Partial Success indicates **10+EL%** understanding of what is said. Failure indicates that **nothing** is understood.
- D) Extra time can be taken to insure understanding. If three times the normal time is taken by the Listener AND the Speaker, the chance of success is doubled.
- E) **Key Words (Optional)** — The Referee may allow Characters to learn Key words in the various tongues. The cost to do so is $\frac{1}{2}$ Expertise Point per word or 1 per short phrase. He will understand these items with an **EL** equal to his Empathy. It is always the Player's responsibility to keep track of the words and phrases that he is familiar with if this option is used.
- F) A Language may only be learned, beyond the key word level, if the Player gains access to a person that has Native Fluency in it, i.e. an **EL** of 80.

2.6.28 Locksmith

Skill in making and opening non-magical locks. The chance to open a lock made by another Locksmith is equal to the Opener's **EL**. Success opens it, Partial Success allows another try, Failure means that the Locksmith does not have the skill to open it.

A Locksmith may always open a lock of his own construction. (*A craftsman has his own trade secrets, he will always know the secret to opening his own locks*).

A Locksmith can construct locks, including locks that have triggers to spring traps if they are tampered with. A Trap Lock is triggered whenever a person fails in his attempt to open it. The chance that it will be triggered is equal to 20 plus the **EL** of the Locksmith that made it minus the **EL** of the opener. If the result of this formula is zero or less, the opener is too skilled to fall for that simple a trap.

2.6.29 Mason

A skilled stone-worker. Masons must choose between 1) Stonelayer, 2) Stonecutter and 3) Brick Mason. Each time that the skill is purchased, one of these skills can be gained. Stonelayers know how stones are put in place in building. Stonecutters can cut and shape blocks of building stone and other crude stone artifacts. Brick masons know how to make bricks and mortar and lay them in place. Stonelayers and Brick masons can analyze structural features of stone or brick buildings that apply to their skill, i.e. notice strange textures or material, pick up anomalies

in the building that might conceal a door, trap, etc. Stonecutters can analyze the shape of the building's stones to get a clue about hidden structural features.

2.6.30 Merchant

Merchant characters are skilled bargainers, experts in the sale and analysis of a specific commodity and excellent traders. As part of this skill, the Character receives a Starting Level in Rhetoric and Read and Write (a foreign tongue he speaks if he can already write his own).

Characters must select a precise category of goods that they can buy and sell. His **EL+20** is used in analyzing the quality and value of this commodity. His unmodified **EL** may be used with related commodities. His **EL/2** can be used for items made with related methods or materials. (If the merchant sells some type of animal, this chance can be used with other animals, i.e. a horse merchant looking at a mule gets this chance, looking at a dog, bird or lizard he does not.)

EXAMPLE — You are a merchant. As a person, you are interested in weapons. You choose to specialize in Heavy Swords. You have **EL+20** chance looking at any Heavy Sword, **EL** chance with all Swords and Daggers and **EL/2** with any other bladed weapons (including those made by another race).

In another case, the player likes horses. He wants to choose horses as his specialty. He can't. He must select a specific class of horse, i.e. riding, war or draft. He gets **EL+20** for that type, **EL** for all other Horses and **EL/2** for all other Equines (Mules, Burros, Sri Eponi, etc).

NOTE — *For an additional 20 expertise points, the player may select HUMANS as his commodity. In this case, he gains a Starting Level as an Executioner as well and is a Slaver.*

2.6.31 Miner

Skill in extracting metals and other wealth from mines. The Miner can recognize raw ores and gems when he sees them and determine a rough value for them, within 20% of their actual value. (*This only applies when they are in the Ore form or uncut*).

All Miners will have the maximum **EL** currently possible in both forms of Underground Survival. They will have a 40% chance of speaking the Dwarf tongue. If they do, the **EL** equals their Empathy and they are considered a friend by the Dwarfs.

2.6.32 Moneylender

In most civilized societies, the lending of money for profit is considered to be an immoral and dishonorable profession. If your station is 6 or higher, or if you are not human, you may not gain this skill. It is beneath you. Characters that violate this rule, and that are found out, are generally disowned.

2.6.32.1 Campaign Moneylending

- A) The interest rate that a Moneylender will charge is based on the station of the person in the society. Traditional practice is that the Higher the status of the Debtor, the Lower the rate of interest. All interest rates charged are MONTHLY RATES. Moneylenders are not required to abide by the traditional rates.

A standard chart of traditional rates is found in table 2.15.

- B) All loans must be repaid within 12 months. If not, the lender and his minions may take action to collect either Money or Vengeance.
- C) The **EL** of the Moneylender is his chance of convincing the person to accept his terms. Per point that the rate exceeds

Table 2.15: Moneylending

Station	Monthly Rate	Maximum Loan (Unsecured)
0+1	22–40%	10GC
2–4	11–20%	30GC
6	1–5%	60GC
10	1–3%	100GC

tradition, add 2 to this roll. Per point that it is less, subtract 3. Both modifiers are based on the maximum rate that is traditionally charged.

EXAMPLE — Vobal the Dancer, station 6, wants a 40GC loan. Galtan the Pelaran, **EL**76, convinces him to pay 10% per month. His chance was $76 - ((10 - 5) \times 2)$, 66%.

NOTE — *Moneylenders can have an underground society for exchanging information with each other. They may also have a strong connection to the Assassin's Guilds in their areas. They are noted for hiring Thugs and Assassins to exact payment or vengeance for past due debts.*

2.6.33 Mountaineer (Hillman)

Like the Boatman skill, a character must specialize; in this case the Mountains or Hills. In both cases the character can judge heights and distances and has a memory for landmarks similar to a Thief's memory of maps. A Mountaineer/Hillman has a chance equal to his **EL** to know where he is, relative to where he had been and where he wants to go. With success, he can retrace his steps and/or plot the most efficient route from where he is to where he wants to be. Success, Partial Success and Failure have the meaning specified for Boatman above. The separate skills of each career are as follows:

2.6.33.1 Mountaineer

- 1) Knowledge of the creatures that can be encountered in the Mountains.
- 2) Maximum **EL** currently possible in Climbing.
- 3) 40% chance of speaking Dwarf Elder (starting **EL** equals Current Empathy). If so, he is a Dwarf friend and gains a starting **EL** in both forms of Underground Survival.
- 4) Starting **EL** with Throwing Spear.
- 5) 40% chance maximum **EL** currently possible with one type of Heavy Sword or Axe (player's choice).
- 6) Maximum **EL** currently possible in Mountain Survival.

2.6.33.2 Hillman

- 1) Knowledge of the creatures encountered in the Hills.
- 2) Starting **EL** in Climbing.
- 3) 40% chance of speaking Elf Sidh (starting **EL** equals Current Empathy). If so, character is an elf friend and gains a starting **EL** in Forest Survival.
- 4) Starting **EL** with Throwing Spear.
- 5) Maximum **EL** currently possible in Hill Survival.
- 6) 40% chance maximum **EL** currently possible in Sword or Hand-to-Hand skill (player's choice).

2.6.34 Navigation

Skill in plotting the course of seagoing vessels. The **EL** is the chance, rolled per week, of success in following the intended course. Partial Success indicates that the vessel goes off course but the Navigator discovers the error after **1D2** days of sailing in a random direction. Failure indicates that the vessel is off course

in a random direction until the next time that the Navigator has Success, i.e. at least one week.

The Navigator will know the layout of the major waterways and ports within **20 miles times his EL** of his home port.

Navigation skill is used to fight off Storms. (See Storms in the Encounter section).

A Navigator has the maximum **EL** currently possible in Ocean Survival without additional cost.

2.6.35 Potter

The Character is skilled with ceramics. The skill may be used to make ceramic items or analyze the value of Ceramics as specified for Artists.

2.6.36 Read and Write

The ability to read and write the written form of a language that you can speak. If you do not have an instructor for this, once the game has started, double the cost to gain the skill.

The skill is used, in all particulars, as for Language.

2.6.37 Rhetoric

Skill in the persuasive use of Language. The **EL** is added to the Influence Chance of a Character. It is also added to his minimum Influence Chance.

EXAMPLE — The Influence Chance is 40%. The Minimum Chance is 10%. If the Rhetoric **EL** is 7, the Influence Chance is 47% and the Minimum Chance is 17%.

2.6.38 Scholar

Scholars have a developed mastery of a specific field of knowledge. All Scholars receive their Maximum Level in Reading and Writing any two languages OR any one archaic language and a Starting Level in one Scholar specialty of their choice. The languages chosen must bear a logical relationship to the Scholarly specialty chosen by the player. After the Cost to Learn specified above is paid, and the first specialty is gained, the Character can gain a Starting Level in a related specialty at a cost of 25 expertise points and any other specialty at a cost of 50 expertise points.

EXAMPLE — The scholars specialty is art, i.e. paintings. He can gain sculpting for 25 expertise points. It will cost him 50 to become a historian.

The ability of the Scholar allows him to recognize items from within his area of interest and, with successful analysis, to determine their approximate age, value, area of origin and significance. Players must be **PRECISE** in defining their specialty such that it covers a specific type of item or knowledge. Some basic specialties that can be used are listed in table 2.16.

2.6.39 Explanation

YES indicates that factor should be defined for the specialty selected. **NO** means that it need not be (but you may wish to do so anyway). The definition of factors 1, 2 and 3 are as specified below:

- 1 The physical area, nation or group the scholar studies.
- 2 The specific type of item or specialty within the class that is studied.
- 3 A general historical epoch the scholar concentrates on.

EXAMPLE — The player wants to be an Art Scholar. He must define the specialty studied. He chooses Sculpture (He could have chosen Painting, Ceramics, Mosaic Art, etc.) Though it is not necessary, he

Table 2.16: Specialties for Scholars

Specialty Area	Definition Required		
	1	2	3
History	yes	no	yes
Metaphysics	no	yes	no
Art	no	yes	no
Architecture	no	yes	yes
Theology	yes	no	no
Mathematics	no	yes	no
Geology	yes	yes	no
Geography	yes	yes	no
Linguistics	yes	no	yes
Medicine	no	yes	no
Another Race	yes	yes	yes
Astrology	no	yes	no
Antique Coins	yes	no	yes
Clothing	no	no	yes
Myths and Legends	yes	no	yes

also defines his primary interest as being the sculpture of the E'lici 10th Dynasty to flesh out his skill.

With the appropriate factors defined, the scholar will have a precise specialty that can be used in play. His **EL** is his chance of analyzing that area. Half his **EL**, rounded up, is his chance for dealing with closely related areas.

IMPORTANT — This skill **REQUIRES** the player to logically define the skill he wants to have. The Referee will set the level of definition required. A scholar specialty should never be taken without such forethought and analysis. No Scholar skill gives the character any talent in making or fashioning the item studied or any advantage in the use of any other skill, i.e. an art scholar is not an artist, though he can be if he acquires the appropriate skill.

2.6.40 Scribe

Characters must know how to read and write before they learn this skill. Scribes are skilled copyists and calligraphers. Once the basic skill is gained in their native writing form, they gain it for the unique styles of other cultures at a cost of 15 expertise points per culture. A scribe can tell, from the writing style used, what culture a writer is from (if they know that style, if not they know he isn't from the local area). In addition, because of the beauty of his writing, his documents, when intended to influence the reader, carry more weight. Add his **EL/5**, rounded up, to the Influence Chance of the person who originated the message. (The Influence chance can never be more than doubled in this way.)

2.6.41 Seaman

A trained seaman is skilled in the various crew tasks common on a seagoing vessel. In addition, he may fight on the deck of a ship without reduction in Combat Value. Any person that is not a Seaman will reduce his **OCV**, **DCV** and all weapon **ELs**, by 50% rounded up when fighting on the deck of a moving ship.

A Seaman has the maximum **EL** currently possible in Ocean Survival without additional cost.

2.6.42 Servant

The Servant professions, each acquired separately, are House Servant, Cook, Barber, Gardener, etc. (Servants such as maids,

butlers, waitresses, etc. are House Servants.) House servants are skilled in dealing with people, general cleaning and (**EL**40 and up) managing house affairs. Cooks are trained in the culinary arts. They gain some advantage in detecting unusual undertastes, such as a poison. Barbers are trained in personal hygiene maintenance. Their knowledge, in most civilized lands, includes knowledge of cosmetics as well as common hair-styles. Gardeners are skilled in caring for plants and in landscaping.

NOTE — If you wish to create other service professions, assign the basic skills logically. The basic factors should be as specified above. For all of these skills, the practices and items they are fluent with are those that are native to their culture. The full Cost to Learn must be paid to gain the skill for the practices of any other culture. Until it is paid, use the existing **EL** at 1/2 value. Afterwards, the existing **EL** may be used at its full value.

2.6.43 Sign Language

The ability to communicate general concepts non-verbally. The **EL** is the chance of success, as for Language. If the person that you are trying to communicate with does not know Sign Language, the best possible result when the skill is used will be Partial Success.

Sign Language will only have value when used with Intelligent, Humanoid races. (Key signs can be learned, as for key words).

2.6.44 Smuggler

Smugglers are skilled in concealing items to prevent them from being found. In addition to the basic skill, Smugglers have a starting level in the Merchant specialty of their choice and a starting level as an Actor (Actor only. To gain the other skills that go with it, the Actor skill must be bought. If it is, the Smuggler gets a maximum level as an Actor and a starting level in Disguise and Rhetoric.) Smugglers gain the following advantages in play:

- A) devices hidden by others.
- B) chance that others can detect them, given available space and a way to do it. (To hide an item perfectly the smuggler must specify how he is hiding the item, roll success AND have enough time to hide it as specified.) The Referee may modify a Searcher's success chance based on how well the item is hidden, the roll and how much of the necessary time the Smuggler actually had to hide the item.
- C) They add their **EL/5**, rounded up, to anyone's roll to find them if they try to hide or try to avoid an encounter.

In 1 and 2 above the Smuggler uses his **EL** as his chance. When the person trying to detect hidden items is also a trained smuggler, the Smuggler may subtract his **EL/2**, rounded up, from that Smuggler's roll to find the item.

2.6.45 Survival

Experience in surviving the various environments that exist in the game. Survival skill is gained in the following specific environments separately. Each has its own special rules and valuable knowledge to be learned.

Scrounger	Waterway	Ocean	Swamp
Underground I	City	Mountain	Lower World
Underground II	Forest	Hill	Upper World
Plains	Jungle	Badlands	Desert

Underground I is survival learned in natural caves and caverns. Underground II applies for manufactured mines, dungeons,

mazes, etc. Waterway Survival is the basic survival skill operating on waterways and lakes. Ocean Survival applies for Ocean environments, sea voyages and other like areas.

The survival **EL** is used in Hunting, Ambushing, avoiding ambushes and avoiding encounters. Per day of surviving in a given terrain **1** Expertise Point is gained. This is assigned to the terrain in which it is earned only.

2.6.45.1 Scrounger

This allows the character to find what he wants near or in human habitations. It has no value anywhere else. The basic attributes of the skill are as follows:

- 1) When hunting for food, the Scrounging **EL** is subtracted from the success roll, i.e. if the **EL** is 4 and the roll is a 32, the roll becomes a 28. (Only the highest Scrounger **EL** applies.)
- 2) Add the **EL**×2 to the Availability Chance for an item that the Scrounger tries to find in a market or elsewhere in a human habitation.
- 3) Subtract the **EL** from the roll when searching for anything in a city or town environment.

This skill may only be learned by a person who has City Survival. It may not be used at an **EL** higher than the character's current **EL** in City Survival. It is used at 1/2 value, round up, in areas that the Scrounger does not have personal knowledge of or where he does not speak the native language of the area.

2.6.46 Swimming

The Character has learned to swim for distance on the surface and survive for short periods under the water. Table 2.17 lists the factors that apply:

Table 2.17: Swimming Table

EL	Turns* Swimming	Phases* Underwater	Drowning Chance	MR
0	25	2	15%	3
1	30	4	14%	3
2	40	7	13%	3
3	60	10	12%	4
4	90	13	11%	4
5	130	16	10%	4
6	180	20	9%	5
7	240	24	8%	5
8	320	28	7%	5
9	400	32	6%	6
10	500	36	5%	6
11	620	40	4%	6
12	750	43	3%	7
13	900	45	2%	7
14	1100	46	1%	8
15	1300	47	1%	8
16	1500	48	1%	9

*Add the Character's **StB**×2 to these factors.

2.6.46.1 Drowning

When the number of turns swimming, or phases underwater, is exceeded the Character has a chance to drown. Per turn swimming or phase underwater, the Character will roll his drowning chance. Per additional increment of time, the listed drowning chance is added to the accumulated drowning chance, i.e. after

three turns on the surface, after becoming fatigued, a Character with **EL**9 will have an 18% chance of drowning.

2.6.46.2 Untrained Swimmers

Persons that do not know how to swim will be fatigued from the first turn of swimming. Their drowning chance is 20% per turn, or phase underwater. They will have a swimming speed of 1.

2.6.46.3 Armor and Swimming

No Character may swim in any armor whose **AV** exceeds the Character's **SB**/3, rounded down. Any Character that attempts to do so will be fatigued immediately and will have FOUR times his normal drowning chance while the armor is worn or carried. While swimming in armor the **MR** is divided by the **AV** and rounded down. If the adjusted **MR** is zero, the Character sinks. He does not have sufficient expertise to fight the increased weight.

NOTE — *This rule is optional. The Referee may specify that the armor wearer sinks automatically.*

2.6.46.4 Swimming Underwater

On the first two phases underwater, if the Character dives in, his swimming speed will equal his **MR**. At all other times, the speed swimming underwater will equal 50% of the **MR**, rounded up.

2.6.46.5 Turning

When a swimming Character turns more than 45 degrees his speed is reduced to zero for one phase. In that phase, he may not move.

NOTE — *All rules and restrictions above apply to humanoid form creatures that are swimming unless they are fully adapted to an aquatic existence. The Referee may create other rules as he believes they are necessary.*

2.6.47 Thief

In the Skill Table, the unparenthesized value is the cost to learn the skill from the Guild. The other value is the cost for free lance thieves. A Thief will have the following skills:

- A) chance equals the **EL**. Success is indelible, 100% accuracy, Partial Success is 20% inaccuracy and Failure is 50% inaccuracy.
- B) Maximum **EL** currently possible in City Survival and Climbing. City-born Thieves are allowed to replace the City Survival increase for their skill with Underground II survival, to reflect their knowledge of the city's sewers and labyrinths.
- C) Gain Trailing, Deftness and Locksmith at a starting level as part of training.
- D) With a roll as for (1) above, the Thief can memorize passages that he passes through.

2.6.47.1 Restrictions

If the Character is a Free Lance Thief, all Guild Thieves are his enemies. Guild Thieves have access to Guild Halls, safe houses and fences through their guild. They must pay the Guild 40% of the profit from any theft.

To be a Guild thief, the Character must be accepted. The chance equals his maximum **EL** as a thief. If he is refused, he will never be accepted.

Thieves that fail to give the Guild their cut lose all privileges and are expelled, at best. Free lancers are subject to death, the

Guild will pay **1SC per EL** of any free lance thief taken down by a member.

2.6.48 Tanner

Skill in working leather, tanning and fashioning leather items. If the Tanner’s **EL** is greater than 40 he is capable of making serviceable Leather Armor. He can analyze common leather items and tell leather from other like materials, i.e. he knows which is leather though he may not know what the items that aren’t are made of.

2.6.49 Teamster

Skill in driving wagons and carts, caring for animal harnesses and, if twice the normal cost is paid, taking care of draft animals. The Teamster can analyze the quality of a wagon, cart or harnesses. He can also tell how good a team is, i.e. the quality of the animals, how well-trained they are in working together, etc. If he learns to care for animals, his Healing **EL** for common draft animals (horses and oxen) equals his **EL as a Teamster divided by 20** and rounded up.

2.6.50 Tracking

The ability to follow, or obscure, a trail in a non-city environment that the Character has survival skill in. The **EL×2** is added to the chance to follow a trail or subtracted from the chance that a pursuer can follow it.

2.6.51 Trailing

The ability to follow someone in a City environment. The chance of maintaining contact equals the **EL**. Success indicates that contact is maintained and the target is unaware that he is being followed. Partial Success allows another roll. Failure indicates either that contact is lost OR that the person becomes aware of the follower. In failure, the follower is not aware that the blew it until he can’t find his victim or is ambushed by him.

If a victim is followed successfully, the skill may be used to set an ambush for him. A separate roll, as above, is required for this. The person ambushed must be a person that the Character has trailed successfully or that he knows passes a certain place at a certain time dependably.

2.6.52 Vintner

The character is skilled in making wine and analyzing the quality of wines. The **EL** is used to determine his chance of success in this analysis. The quality of wine that he makes is based on his **EL** as in table 2.18.

Table 2.18: Wine Quality

EL	Quality
1–20	Poor
21–50	Good
51–70	Fine
71–80	Exceptional

(The quality yielded above is, of course, dependent on the availability of the proper equipment, aging time and materials. No one can make exceptional wine from junk grapes.)

NOTE — *In making any item the time stated is for making that item and doing nothing else. If some other action is taken, double the time required to make the item, i.e. per day doing something else as well you get 1/2 days progress on the item.*

2.6.53 Watercraft

The character is trained to perform tasks common in operating small boats. He may fight from these boats without reduction of his **OCV** or **DCV**. (Those without this skill reduce both values and their weapon **EL** by 50% when fighting from a small boat.)

Skilled watermen may navigate on inland waterways, handle swift currents and avoid water obstacles in inland waterways and lakes. They may use their Watercraft **EL** at 1/2 value when sailing in the open sea, i.e. operating as Seamen. (The same applies for Seamen when they sail on inland waterways and lakes.)

Finally, watermen will have some training in maintaining and repairing small vessels. Their success chance doing either is equal to their **EL**.

2.7 General Knowledge

It is possible to utilize some of the abilities gained from certain skills without fully mastering that skill. For our purposes, this is called General Knowledge. It indicates that the Character has not sought to, or yet been able to, master a given skill but he has learned certain things to his benefit. Persons who gain General Knowledge in a skill determine the costs, benefits and restrictions below:

2.7.1 Restrictions

- A) Not allowed for any Combat skill.
- B) Not allowed for any skill with a cost to learn less than 20.
- C) Skill gained is subject to Referee interpretation.
- D) General Knowledge of this kind may not be gained in Survival or Language skills. It is only applicable towards skills that have multiple applications or benefits.

2.7.2 Cost

The cost for General Knowledge with a given skill is 1/2 of the **Cost to Learn** that skill completely, rounded up. Where it is gained in play, the time to learn is as for any other training.

2.7.3 Benefits

The character is able to use ONE specific attribute of the skill as if he had full training. He may not use any other attribute of the skill in any way. The Starting and Maximum **EL**’s for the knowledge gained are as normal for the skill. The Cost to Increase **EL** is 1/2 that specified for the skill, rounded up.

EXAMPLE — Merda Redoris apprenticed to a Jeweler before he ran off to become a soldier. He did not master the art, but he learned how to analyze the value of gems. He has **EL43** in Analyzing Gems. He knows none of the other skills associated with the trade. Wal-Azabar’s father was once an entertainer and acrobat. When he returned to the desert, he decided to teach his sons ways to position themselves in defense. Wal-Azabar has **EL6** Acrobat only usable for **DCV** increase.

2.7.4 Further Education

If the person with General Knowledge decides to study further, the expertise allocated to gaining General Knowledge can be applied towards the cost to gain that skill. However, no expertise gained from using the General Knowledge may be applied to further studies in the skill. They are only applicable to the Character’s use of his General Knowledge.

EXAMPLE — Junal the Binder has **EL65** in repairing weapons with his Armorer General Knowledge. He decides to become a real armorer. His cost to get the General Knowledge is his starting point for progress. The expertise he has gained in repairing weapons is ignored in this.

Second, with his attributes Junal's starting level is 40. He has **EL65** in repairing weapon still and **EL40** in all other skills of an Armorer.

NOTE — *How the Referee chooses to use this rule is at his discretion. Its purpose is to give Referees and Players the ability to flesh out character personas as reasonably as possible. It also adds a new layer of realism to the game. It is reasonable to assume that people who deal often with a given set of circumstances or a certain class of thing pick up some knowledge relevant to those dealings. It is not completely reasonable to assume that every such person will, or can, master the skill or skills necessary to possess all of that knowledge. This rule allows you to simulate this fact. Properly used it should increase your ability to create characters that are complete individuals.*

3 Economics and Equipment

3.1 The Economic System

The basic economic system used is a gold standard. The ratios are:

- 1 Gold Coin = 10 Silver Coins
- 1 Silver Coin = 10 Copper Coins
- 1 Copper Coin = 10 Brass Bits

The weight of Coins is $\frac{1}{8}$ th of an ounce. The weight of the Brass Bit is $\frac{1}{16}$ th of an ounce. Money is also available in bar form, i.e. ingots. The standard weight of a bar is 5 pounds, i.e. 80 ounces or 640 coins of the type. (For the BB, a bar is 1280 Brass Bits).

3.1.1 Economic Variation (Optional)

In a world with widely spread and sometimes isolated cultures, there is no guarantee that the items that have value in one culture have the same value in another.

EXAMPLE — With a bar of Gold, you are extremely wealthy in a land where Gold is prized. Where Iron is the valued metal, you could be a near pauper.

3.1.1.1 Rarity and Value

The prime indicators of value are:

- A) Rarity.
- B) The importance of the material in the culture.
- C) The Cultural value of the items that it is used to produce.

EXAMPLE — In a culture with little Native Iron, a dedication to Warfare and a disdain for personal ornamentation, iron would far exceed Gold in value. Brass could easily be the second most valuable metal.

3.1.1.2 Exchange Value

The material that is the primary means of exchange in a culture must be one that is sufficiently common to provide an adequate supply for all its people. Thus, in the standard culture, Copper and Brass are the medium of Common exchange, i.e. most prevalently used in day to day society.

3.1.1.3 Variation

For Variation, the Referee must determine

- 1) The Rarest Valued Material,
- 2) The most common material.

The Rare Material is placed at the top of the exchange, the common material is placed at the bottom. Other items fluctuate in value between these points.

EXAMPLE — The City state of Dirllar*

- 1 Silver Coin = 1 Gold Coin
- 1 Gold Coin = 10 Brass Bits
- 1 Brass Bit = 5 Copper Coins
- 1 Copper Coin = 1 ounce of Salt

*Silver and Gold are Rare, Salt is the Common medium of exchange.

3.2 Equipment

The following tables delineate the common items that may be purchased. Should you desire to include others, base their value on the values set for these other items.

IMPORTANT — All weapons that are purchased include any quiver, sheath or other covering that is commonly used with that weapon. Where the Referee considers that a holder or covering that a Player desires is not standard, he may charge more for the weapon to reflect the cost of that item.

×X In some tables a factor is listed in Cost and/or Weight. The listed factor is multiplied times the cost listed for the general or normal form of the item desired. The result is the base for that item.

EXAMPLE — The player has a chance to have his Character buy a magic Scimitar. The cost is $5SC \times 100$, 500SC.

NOTE — The Equipment tables represent an effort to produce an organized, extensive and comprehensive table of equipment. If these tables do not contain items that you desire to include, they should be added based on the values listed for related items.

3.2.1 Armor and Weapon Tables

Type The general family of weapons that the Character must be skilled in to use the weapon at EL0.

WSB In all cases where a weapon is used to fire a projectile, the **WSB** of the attack equals the **WSB** of the weapon PLUS the **WSB** of the projectile.

EXAMPLE — When a handle sling is used to cast a stone the **WSB** is, $+1+(-1)$, zero.

Armor Value

Armor A factor that is subtracted from damage scored against the armor wearer.

Helmets The +X factor, as for Armor above, is only applied when a Severe or Deadly hit is scored against the wearer.

Shields The value is the number of hit points that the shield will block if it is hit.

3.2.1.1 Armor Encumbrance (Optional)

If a Character is knocked off his feet while in Armor there is a chance that he will be unable to get up. If his Strength, times two, is not greater than the weight listed for the Armor it will take him a full turn to rise without assistance. If it is equal or greater, it will take him one phase to rise, spent doing nothing else.

EXAMPLE — To regain your feet in one phase while you are wearing Chainmail, a Strength of at least 13 is required.

3.2.2 Animals

3.2.2.1 Carrying Capacity

Table 3.1 gives the Portage factors for animals that can be saddled or harnessed, The amount listed is the amount that they can carry or pull, in pounds, without a speed reduction.

These values apply for the Average representative of the species or type. Larger or smaller members of the various types

Table 3.1: Animal Portage Table

Animal	Saddled	Harnessed
Draft Horse	225(60)	350
Riding Horse I	140(30)	250
Riding Horse II	160(40)	275
Riding Horse III	180(45)	NA
Riding Horse IV	170(45)	NA
Warhorse I	160(40)	NA
Warhorse II	200(50)	NA
Warhorse III	225(60)	NA
Warhorse IV	250(60)	NA
Mule	180(50)	300
Ox	NA	450
Donkey	120(30)	150
Burro	100(35)	140
Dog I	NA	50

will increase or decrease these values based on the parenthesized value, if any.

EXAMPLE — In rolling for the quality of a Warhorse I purchased, a 99 is rolled. It is double value. When saddled, it can carry 240 (80) without speed reduction, 40×2 is the parenthesized value and is added to the unparenthesized value.

3.2.2.1.1 Table Explanation Values listed that are not in parentheses in the Saddled column represent the weight of the rider AND all items that he has on his person. The value in parentheses is the maximum weight that can be carried in saddle bags, or other containers, behind the rider. If no such weight is carried, add this value to the rider weight. In the Harnessed column, this is the total weight in a Wagon or Sledge, including the weight of the Wagon or Sledge, that the animal can pull. Beyond this value, additional animals will be required or speed reduction will occur. NA indicates that the animal is never used in this way.

3.2.2.2 Speed Reduction

Per 10% over the limit above, reduce the animal’s speed by 10% rounded down. If an animal is pulling a Wagon or Sledge, its speed is 80% of that listed for it in Book Three, **ROUNDED DOWN**.

IMPORTANT — When animals pull as a team, their pulling weights, Harnessed, are totalled. If the individual animals are not trained to work together, reduce this total value by 30%, rounded down.

For movement, the MR of a team of animals is based on the MR of its slowest member, as specified above.

EXAMPLE — An animal with a speed of 24 is pulling a Wagon. Its maximum rate will be 18. Reductions are based on this figure if the wagon is overloaded.

3.2.2.3 Verbal Commands

Where it is specified that an animal can be given verbal commands, the commands are general actions to be done by the animal. The master learns key words and symbols that have been taught to the animal. When a specific signal is given, the animal performs the action that it associates with that signal.

EXCEPTION — Animals that are classed as **Highly trained** or **Superior** will only obey a command if it is given by their master. They will ignore any other person’s orders. For this exception to apply, the master must train with the animal

when it is taught the commands. Otherwise, regardless of ownership, he will NOT be considered to be the master by the animal.

3.2.2.3.1 The Commands The Referee can vary the meaning of commands as he desires. Samples of commands that fit within the narrow range that must apply are listed in table 3.2.

Table 3.2: Animal Commands

Sit*	Stay	Come
Go	Kill*	Hold*
Protect*	Heel	Play Dead*
Freeze	Release	Fetch*

*These commands cannot be learned by Warhorses or other Herbivores unless the Referee specifically allows it.

3.2.2.3.2 Command Effect

Sit The animal will sit on its haunches until it is released from the command.

Stay The animal will stay where it is until it is released.

Come The animal goes to its master by the fastest route possible.

Go The animal leaves its master by the fastest route possible, but stays in earshot.

Kill The command is accompanied by a gesture. The animal will attack the target indicated by the gesture until it is released or the target is dead.

Hold As for Kill except the animal will grab the indicated victim and hang on until released. If a fetch command is given as well the animal will attempt to bring the victim to its master.

Protect The animal will guard the area, specifically to protect its Master. It will threaten anything that enters a 10 area, with the master at the center except for persons and animals excluded by the master. It will always attack if its threats are not heeded.

Heel The animal will follow the master on his right side until released or given other orders.

Play Dead The animal will lie motionless until released.

Freeze The animal immediately ceases all movement and activity. It will remain motionless until released.

Release A general command that releases the animal from other orders. The animal will stop doing whatever it was doing as a result of the original command.

Fetch The animal will bring the master the item indicated. The item to be brought must be in plain sight or, as the Referee determines, clearly known to the animal.

3.2.3 General Explanations

Cost The base price of an item. As for money, this value can be varied for rarity. It may be increased or decreased by up to a factor of 5.

EXAMPLE — A suit of Plate Mail can range in cost from 9GC to 225GC. I would be 9GC in a great Armor center and 225GC in a place where it is not made and seldom seen.

EXAMPLE — Factor variation is an amount that the base price can be reduced or increased. In example, a book can range from 3SC to 30GC in cost.

Weight The weight of the item in pounds. If x/x is the listing, the first number is the weight, the second is the number of items that total to that weight.

Table 3.3: Armor Table

Armor Type	Cost	Avail.	Weight	Armor Value	Description.
Leather Helmet	4CC	100%	2	+1	Metal banded skull cap
Metal Helmet	2SC	100%	4	+2	All metal skull cap with flaps.
Full Helm	1GC	75%	8	+3*	All metal helmet with visor.
Buckler	6CC	100%	4	5	Small leather and wood shield.
Banded Shield	4SC	100%	10	8	Wood Banded with metal.
Metal Shield	6GC	80%	12	13	All metal.
Leather Armor	1SC	100%	6	1	Leather studded with metal.
Quilted Armor	8CC	100%	4	1	Thick padded cloth.
Ring Mail**	1GC	80%	8	1	Metal rings interlocked.
Banded Ring	2GC	75%	12	2	Metal rings interlocked & banded w/leather strips.
Scale Mail	3GC	90%	15	2	Metal, bone, etc. sewn on leather.
Brigandine	4GC	60%	16	2	Scale, covered with cloth.
Chainmail	16GC	60%	50	3	Small rings interlocked as mesh.
Plate Mail	45GC	40%	70	4	Chain with plates in strategic positions.
Plate Armor	150GC	20%	90	5	Plate sections covering chainmail.
Ornate Plate Armor	250GC	10%	80	4	Plate sections covering chainmail finely crafted, ornate.

*This Helm is worn exclusively with Plate Mail and Plate Armor. Reduce its **AV** by ONE if worn with other armors.

**Ring Mail may be worn over Leather or Quilted armor. This is the only case where more than one suit of armor may be worn at the same time.

EXAMPLE — $\frac{1}{4}/12'$ indicates that 12 feet of the material weighs $\frac{1}{4}$ pound.

Avail. The chance that the item is available. This roll is not taken in the Set-up of a Character. It should be taken once play begins.

Avail.* As Avail. except the roll should be taken in the Set-up also.

Strength A factor that is added to damage scored in combat. To use it, the Character's **SB** must be at least equal to that listed for the weapon.

EXCEPTION — **The SB of the player does not matter for use of parenthesized strength values. They are received as part of the weapon's use in particular situations.**

Fatigue If the optional Weapon Breakage system is used, Fatigue is the basic resistance of a weapon.

Table 3.4: The Weapon Table

Weapon	Cost	Avail.	Wt	WSB	FV	Type	Special Rules
Throwing Dagger	6CC	100%	1/2	-1	5	Dagger	
Fighting Dagger	2SC	100%	1	0	6	Dagger	
Short Sword	3SC	100%	1 1/2	0	7	Sword	+10 on roll to hit when thrown. Usable while mounted.
Sword	5SC	100%	2	0	9	Sword	As for Short Sword
Scimitar	8SC	70%	2	0(+1)	9	Scimitar	The parenthesized WSB applies when used while charging and mounted.
Tulwar	10SC	60%	3	+1(+2)	10	Scimitar	As for Scimitar
Broadsword	13SC	80%	4	+1(0)	10	Heavy Sword	The parenthesized WSB applies when charging on foot. No restriction when used while mounted.
Bastard Sword	16SC	70%	5 1/2	+1(0)	12	Heavy Sword	The parenthesized WSB applies when charging on foot. +5 on attack roll when used while mounted.
Great Sword*	4GC	60%	7	+2(+1)	13	Heavy Sword	The parenthesized WSB applies when charging on foot. Not usable while mounted.
Throwing Axe†	4SC	75%	1 1/2	-1	7	Axe	
Hand Axe	2SC	100%	2	0	8	Axe	
Axe	7SC	100%	4	+1(0)	9	Axe	As for Broadsword
Battle Axe*	12SC	80%	6	+2(+1)	11	Axe	As for Great Sword
Glaive*	15SC	100%	10	0(+2)	11	Polearms	The parenthesized WSB applies when used by stationary footman. DOUBLE effective WSB when used against charging, mounted opponent.
Halberd (Poleaxe)*	22SC	70%	12	+1(+3)	14	Polearms	As for Glaive
Pike*	18SC	80%	9	+1	12	Spear	As for spear. DOUBLE WSB when used by stationary footmen against charging, mounted opponent.
Spear	7SC	100%	4	0	9	Spear	+5 on roll to hit when charging on foot. Increase effective WSB by 1 when used by stationary footman against charging, mounted opponent.
Javelin	2SC	100%	1 1/2	-1	6	Spear	
Lance	15CC	100%	1 1/2	-1(+1)	7	Lance	The parenthesized WSB applies when used from a charging mount. Increase the effective WSB by 1 against charging, mounted opponents
Heavy Lance	8SC	80%	6	(+2)	10	Heavy Lance	The parenthesized WSB applies when used from a charging mount. Not usable by footmen. DOUBLE the effective WSB against charging, mounted opponents.
War Staff*	1SC	100%	3	+1	8	Staff	Only usable on foot. DOUBLE the effective WSB on Deadly Hits. +5 on attack rolls when charging on foot.
Club	12CC	100%	4	0(-1)	10	Mace	The parenthesized WSB applies on Shield Hits and when charging on foot. Increase the effective WSB by 1 on Deadly and Severe Hits.
Mace	7SC	80%	5	+1(0)	11	Mace	As for Club
Flail	2GC	70%	7	+1(0)	9	Mace	As for Club. Increase the effective WSB by 1 when charging and mounted.
Hammer*	12SC	60%	8	+2(+1)	10	Mace	As for Club
Sling**	4CC	100%	1/2	0(+1)	NA	Sling	The parenthesized WSB applies on Deadly Hits.
Handle Sling*	1SC	50%	1 1/2	+1(+2)	NA	Sling	The parenthesized WSB applies on Deadly Hits.
Sling Projectile	8BB	75%	1/2		NA	Used with Slings	
Stone, Rock, etc.	-	-	-	-2(-1)	NA	Used with Sling	The parenthesized WSB applies when cast with a sling or if the thrower has an SB of +3 or higher.
Bow*	10SC	100%	1 1/2	0	NA	Bow	
Longbow*	27SC	75%	2 1/2	+1	NA	Bow	
Composite Bow*	40SC	50%	2	0	NA	Bow	
Arrows (each)	2BB	100%	1/8	0	6	Used with Bow	
Light Crossbow**	18SC	90%	2 1/2	+1(0)	NA	Crossbow	The parenthesized WSB applies at extreme range.
Heavy Crossbow**	25SC	70%	4	+2(+1)	NA	Crossbow	The parenthesized WSB applies at extreme range.
Arbalest*	48SC	40%	6	+4(+2)	NA	Crossbow	The parenthesized WSB applies at extreme range.
Repeating Crossbow**	15GC	10%	4	0(-1)	NA	Repeating Crossbow	The parenthesized WSB applies at long range.
Quarrel	3BB	100%	1/8	0	6	Used with Crossbow	
Darts	3BB/5	NA‡	1/4/5	-1	4	Used with Repeating Crossbow	
Lead Pellets	4BB/5	NA‡	1/4/5	0		Used with Repeating Crossbow	
Caltrop	1CC/3	60%	1/2/3	0	5	Nuisance Weapon, no course applies	

*Two Hands required

**Two hands required to load, may be fired with one hand.

†To throw the weapon effectively the Throwing Axe course must also be taken.

‡If the Repeating Crossbow is available, so are these items.

Table 3.5: Animal Table

Item	Cost	Avail.	Cost of Upkeep	Normal Usage
Draft Horse	2GC	100%	4FP/day	Carry and Pull loads
Riding Horse I	4GC	100%	3FP/day	Non-Combat Mount (Poor Quality)
Riding Horse II	8GC	90%	3FP/day	Non-Combat Mount (Average Quality)
Riding Horse III	16GC	70%	3FP/day	Non-Combat Mount (Good Quality)
Riding Horse IV	30GC	40%	3FP/day	Non-Combat Mount (Superior Quality)
Warhorse I	5GC	100%	3FP/day	Combat Mount (Poor Quality)
Warhorse II	10GC	80%	4FP/day	Combat Mount (Average Quality)
Warhorse III	25GC	50%	4FP/day	Combat Mount (Good Quality)
Warhorse IV	50GC	10%	5FP/day	Combat Mount (Superior Quality). 1D3 Verbal Commands allowed.
Dog I	3SC	100%	2FP/day	Tracking, Guard Dog. 1D3 Verbal Commands
Dog II	7SC	80%	2FP/day	Guard Dog, War trained. 1D6 Verbal Commands
Dog III	4GC	40%	2FP/day	Highly trained War Dog. 1D6+4 Verbal Commands
Donkey/Burro	4SC	100%	None	Used for carrying loads, riding.
Mule	9SC	80%	3FP/day	Used for carrying loads, riding.
Ox	3GC	60%	6FP/day	Used for carrying loads, pulling and riding.
Goat	3SC	100%	None	Food Animal. Produces 2FP per day or 40FP if slaughtered
Cow	12SC	80%	2FP/day	Food Animal. Produces 5FP per day or 250FP if slaughtered
Cat	2CC	70%	1FP/day	Companionship, detection of some creatures.
Small Bird	6BB	80%	1/2FP/day	Companionship, detection of some dangers.
Falcon	3GC	90%	1FP/day	Hunting. Per Strategic turn used, 80% chance of gaining 1D6FP .
Hawk	5GC	60%	2FP/day	Hunting. Per Strategic turn used, gain 1D10FP on 80% chance.
Eagle	8GC	50%	3FP/day	Hunting. Per Strategic turn used, 80% chance of gaining 2D6FP .
War Eagle	10GC	20%	3FP/day	Combat. May not be used to hunt.

Table 3.6: Animal Equipment Table

Item	Cost	Avail.	Weight	Normal Usage
Leather Barding	5GC	100%	15	Light Armor for War or Riding Horse
Chain Barding	30GC	60%	50	Chainmail Armor for Warhorse.
Full Barding	100GC	20%	100	Plate Mail Armor for Warhorse II and up.
War Leather	2GC	80%	5	Leather Armor for Dogs II and III.
War Mail	9GC	50%	10	Chainmail Armor for Dog III.
Falcon Hood	4BB	100%	None	Control Hood.
Falconer's Gauntlets	1SC	100%	1/2	Protect arm from landing birds.
Hawk Hood	1CC	100%	None	Control Hood.
Eagle Hood	12BB	100%	None	Control Hood for Eagle and War Eagle.
Dog Harness	7CC	60%	2	Allows dog to pull small sledge or carry weight on its back. Not used by Dogs II or III
Horse Harness	3SC	100%	6	Allows horse to pull wagon or sledge. Used with Draft Horse, Mule, Riding Horses I and II only.
Donkey/Burro Harness	1SC	100%	3	Allows Donkey or Burro to pull Small wagon or carry loads.
Ox Yoke	2SC	100%	12	Allows Ox to pull Wagon or Sledge.
Bridle	5CC	100%	1 1/2	Used to control Mount.
Saddle	5SC	100%	6	Allows Mount to carry a rider and small loads.
Goad	1CC	100%	1	Used to handle large animals.
Spurs	3CC	80%	1/4	Used to influence recalcitrant mounts.
Whip	6CC	100%	1	Used on Stubborn animals and as instrument or punishment. At Referee's option may be trained in, and used, as a weapon.
Bolas	1SC	40%	2	Used to capture run away creatures. Specific training required.
Blinders	3BB	100%	1/2	Restricts animal's vision to what is directly in front of him.
Whistle	2BB	100%	None	Recall trained bird.
Jesses	3BB	100%	None	Leather straps for control and location of trained bird.

NOTE — At the referee's option, other creatures may be trained. Skill in Husbandry is required to train any creature.

Table 3.7: Travel Equipment and Supplies

Item	Cost	Weight	Description
Travel Ration	1BB	1/4	1FP of non-perishable, dried meat.
Grain (10 lbs)	2CC	10	TEN Food points of grain, bagged. Usable by Characters or Herbivores.
Fresh Meat	3BB	1	5FP of perishable meat. Usable for Character or Carnivore needs. Edible for five days after purchase.
Cheese (1lb)	4BB	1	8FP of Cheap Cheese.
Other Foods	1D6BB	Varies	Sugars, Fruits, Dried Fruits, etc. The Referee will decide if the item desired is available and how much is received for the amount demanded.
Water	1BB	1 1/2	One Quart of potable water, container extra.
Beer	2BB	1 1/2	One quart of Beer, container extra. 1 FP.
Ale	3BB	1 1/2	One quart of Ale, container extra. 1 FP.
Cheap Wine	4BB	1 1/2	One quart, 1FP, container extra.
Good Wine	1CC	1 1/2	One quart, 2FP, container extra.
Fine Wine	3SC	1 1/2	One quart, 2FP, sold in bottle.
Superior Wine	2GC	1 1/2	One quart, 2FP, sold in bottle.
Goideli Wine	2SC	1 1/4	One quart, sold in bottle. A distilled beverage with 4x the potency of the strongest wines. No food value.
Peska	20SC	2	Healing and Addictive beverage. The quality equals the cost paid divided by 2, rounded down. See the Natural Magic section in Book Four.
Salt	2SC	1/4	Four ounces, container extra. Used as a preservative. In some areas, used as money. Triples the time that Fresh Meat remains edible.
Glass Flask	8BB	1/4	Four ounce container with cork.
Metal Flask	2CC	1/2	Eight ounce container with cap.
Skin I	3BB	1/4	Sixteen ounce container with cap.
Skin II	5BB	1/4	One quart container with cap.
Skin III	1CC	1/2	Five quart container with cap.
Skin IV	2CC	1	Fifteen quart container with cap.
Keg I	×12	×15	Ten quart keg. Multiply factors times the cost and weight of the beverage within it.
Keg II	×25	×30	Twenty quart keg, multiply as specified above.
Keg III	×50	×50	Forty quart keg, multiply as specified above.
Strap	1BB	None	Carrying thong for all containers except kegs.
Oil	1CC	1/4	Four ounces, container extra, used for Lighting.
Naphta	2SC	1/4	Four ounces, container extra, used in Warfare.
Fuse	1BB	None	1" of oil soaked material, used in bombs. Approximate burn rate is 1 second per inch.
Candle	1BB	1/4/10	One Candle.
Tar	1CC	3	One quart. Used in lighting and as protective.
Torch	1CC	1/2	Tar coated stick for lighting.
Candle Lantern	2CC	1/2	Holds one candle.
Oil Lantern	3CC	1/2	Holds four ounces of oil, contains wick.
Wick	1BB	None	Replacement wick for oil lantern.
Flint And Steel	5BB	1/4	Used to light combustible material.
Flints	1BB	1/4/5	Replacement flints for Flint and Steel.
Bedroll	4BB	1	Blankets and bedding for sleeping.
Blanket	2BB	1/4	Blanket.
One Man Tent	6BB	3	Canvas shelter, 2' by 6' in area.
Two Man Tent	1CC	4	Canvas shelter, 3' by 6 1/2' in area.
Four Man Tent	4CC	8	Canvas shelter, 8' diameter circle.
Pavillion	5GC	30	Large shelter at least 20' by 20' in area for up to 25 people. Can be multi-room construction.
Tent Poles	1BB		Poles for 1 and 2 man tents. Two required.
	2BB		Poles for 4 man tent. One required.
	3BB		Poles for Pavillion. At least Six required.
Hide Construction	-20%	+10%	Any tent can be purchased in Hide. Round up when cost and weight modifications are made.
Silk Construction	×4	-10%	Pavillions can be made in fine cloth.
Stakes (per 5)	1BB	1/4	Used for putting up tents.
Belt Pouch/Purse	1BB	None	Small container. Carrying capacity 2(5) (2 lbs when held, 5 when attached to belt).
Sack	2BB	None	Carrying Capacity 10(20). (10 lbs when held, 20 in Back rack).
Bag	3BB	None	Carrying Capacity 20(50). As for Sack.
Large Bag	5BB	1/4	Carrying Capacity 30(75). As for Sack.
Bag Strap	1BB	None	Attaches to ONE Bag or sack for carrying over the shoulder.
Back Rack	1SC	1/2	Will hold 2 Large Bags, 3 Bags or 5 Sacks. The cost includes the straps necessary for its use.

Table 3.8: Climbing Supplies

Item	Cost	Weight	Description
5' of Rope	3BB	1/4/5'	Used to bind and climb.
2' of Cord	1BB	1/4/12'	Light rope used in binding and tying only.
1' of Fine Rope	1BB	1/4/10'	A Climber's Rope, thin and strong
Grappling Hook	3CC	1	Attached to rope to grab protuberances.
Climber's Hammer	1SC	1 1/2	Used to pound spikes.
Iron Spike (each)	2BB	1/4	Various uses.

Table 3.9: Common Medical Aids

Item	Cost	Weight	Description
Roll Bandage	1BB	1/4/25	Cost per foot. Wounds that are bandaged will have +5 Healing Chance. 1D6 feet of bandage is required each time that bandaging is necessary.
Soothing Herbs	2BB	1/16	One ounce of herbs. Calms pain. While effected movement allowed at two levels above your actual damage level, i.e. for reductions. 1/2 ounce required per time employed.
Healing Herbs	6BB	1/16	An ounce of healing balm for any wounds except burns. Per time used, 1/4 ounce is required. Increases Healing Chance by 10%, rounded up.
Burn Ointment	1CC	1/16	One ounce of ointment. Used for burns. On burns only it will have effect of Soothing Herb and Healing Herb. 1/4 ounce used per time.
Healer's Knife	2CC	1/4	General cutting tool. Used for Poison extraction. If used in time, increase Poison Resistance by the Healer's EL ×2 or 2, whichever is higher.
Healing Kit	1SC	1	Bag with 25' of Bandage, 3 ounces of Soothing Herb, 3 ounces of Healing Herb, 1 ounce of Burn ointment and a Healer's Knife. Healers must have this kit to use their full skill.

NOTE — *The items in table 3.9 are the only common knowledge medical items. Other items can be used. All require the services of a Healer and/or Magic User to be used safely. Non-Healers will receive only the basic benefits listed above.*

Table 3.10: Transport Table

Vehicle	Cost	Weight	Description
Sledge	1CC	12	Wooden Platform that is dragged along the ground. Surface area 3' by 6'.
Cart	8CC	10	Light wagon, pulled by one animal. Surface area 2' by 3'. Height 2 1/2'.
Small Wagon	2SC	35	Pulled by One or Two animals. Surface area 4' by 6'. Height 3 1/2'.
Wagon	1GC	100	Pulled by up to Four animals. Surface area 4' by 8'. Height 4'.
Large Wagon	4GC	200	Pulled by up to Eight animals. Surface area 5' by 10'. Height 5 1/2'.
Great Wagon	12GC	300	Pulled by up to Twelve animals. Used as dwelling by some Nomadic barbarians. Surface 6' by 12', minimum. Height 10'
Small Travois	3BB	3	Travois pulled by dog, donkey or burro. Surface area 1' by 2'.
Travois	4CC	10	Travois for Horse. Surface area 2' by 6'.

NOTE — *To draw any of the above vehicles, the animal pulling it must be harnessed.*

Litter	2BB	2	A device for carrying a wounded person. Requires two people carrying. Person carried in this way gets the benefit of rest if he does nothing else.
Palanquin	6GC	50	Noble vehicle carried by four to six bearers. Surface area 3' by 5'. Height 4'

Table 3.11: Buildings/Property

Average Property Type	Cost	Descriptions
Farmland	1SC	One acre of Farmland.
Forest	2SC	One acre with good timber.
City Land	3GC	per 50 square feet.
Other Land	2CC	One acre of marginal or poor land.
Hovel	1SC	15×15 foot, one story, poorly constructed building. Land is extra.
Peasant House	2GC	20×15 foot, 1 1/2 story with cellar, land included.
Small Manor	50GC	2 story with full basement, land included.
Noble House	100GC	3 story with full basement, land included.
City Estate	250GC	3 story with full basement, size at least 100×50 feet. Land included.
City Palace	1000GC	Minimum cost, size at least 120×80 feet. Land included.
Country Estate	5000GC	Large estate with a minimum of 500 acres of mixed land types and multiple buildings. Manor House at least 120×80 feet.
Inn or Hotel	×300	Multiply factor times the cost of a night's lodging. The result is the minimum amount that the owner will accept or the minimum cost to build.

NOTE — *If the Player wishes to purchase other buildings the referee will determine the cost based on the values given above.*

Table 3.12: Clothing Table

Item	Cost	Weight	Description
Tunic	1CC	1/4	Mid thigh length cloth shirt.
Jerkin	3CC	1/2	Waist length leather shirt.
Cloak	4CC	1/2	Knee length cloth. Weighted if desired.
Robe	2CC	1/4	Ankle length cloth garment.
Cowl I	3CC	1/2	Robe with Hood.
Cowl II	5CC	1/2	Cloak with Hood.
Pants	6CC	1/2	Waist to ankle cloth covering. Increase cost by 2CC for Leather.
Belt	1CC	–	Leather Strap for binding clothing around the waist.
Sandals	6BB	1/4	Leather covering for bottom of feet.
Boots	1SC	1	Covers from Mid-calf to bottom of feet. Leather.
Ornate Footwear	2GC	1/2	Finely crafted covering for feet.
Dress	5CC	1/4	Mid-calf to Ankle length seath. Common garment for women.
Slave Silks	1SC	–	Revealing light garments worn by pleasure slaves, in the main.
Riding Tunic	5CC	1/4	Abbreviated Dress used when mounted.
Gloves	3CC	–	Hand covering in cloth. Double cost for leather. Triple for thick leather.
Cap	2BB	–	Cloth cap for head. Double cost for leather.
Hat	2CC	–	Full hat for head. Double cost for leather. Quadruple cost for fine materials.
Normal Cloth	1BB	1/10	Cost per yard of common fabric.
Fine Cloth	8BB	1/10	Cost per yard of fine fabric.
Silk	1CC	1/10	Cost per yard of Silk.
Canvas	2BB	1/4	Cost per yard of canvas.

NOTE — The Clothing types above are general classes. The referee can vary all prices listed by a factor of 20 in either direction to reflect material and quality of workmanship. (Round up).

EXAMPLE — A pair of cloth gloves can range from 2BB to 6SC in price.

Table 3.13: Lodging and Entertainment Table

Location/Item	Lodging Cost	Meal Cost	Descriptions
Farmstead	*	*	Common dwelling outside of city. *If owner influenced to take you in, no charge. If not, no staying without conflict.
Roadside Hostel	1CC	3BB	One night's lodging in Common Room, 2 FP meal. Hostel's outside of cities on roads.
Cheap Inn	2CC	3BB	City inn, poor district. Common Room lodging and 2 FP meal.
Good Inn	4CC	5BB	City inn, poor or market district. Common Room lodging and 2 FP meal.
Fine Inn	2SC	2CC	City inn, market district or noble area. Common Room lodging and 3 FP meal.
Private Room	×2	–	Lodging in Private room in above places, i.e. Private room in Cheap Inn is 4CC.
Fine Hotel	2GC	0	Meal cost is included with lodging. All lodging is in Private rooms.
Ship Meals		1CC	2FP meal from ship's stores. Not paid if you provide your own food.
Beer		1BB	8 ounce mug.
Ale		1BB	8 ounce mug.
Cheap Wine		2BB	4 ounce Glass.
Good Wine		5BB	4 ounce Glass.
Fine Wine		1SC	4 ounce Glass.
Goideli Wine		2CC	2 ounce Glass.
Peska		(Q)CC	4 ounce Glass. (Q) = the quality of the Peska imbibed, i.e. 1–10.
Quarts		×5	Beer and Ale.
		×15	Wine.
		×10	Peska. All come in container.

Table 3.14: Travel Charges

Travel In/Past	Cost	Description
Road Station	1CC	Tariff levied per person or animal.
Caravan	1CC	Paid per 10 miles travelled with the Caravan. All payment is in advance.
Merchant Ship	2CC	Paid per 10 miles, food extra. Payment in advance.
Other Ship	*	As negotiated with the Captain.
Shipping Cargo	3SC	Per animal transported.
	1BB	Per 10 lbs of inanimate cargo transported.

NOTE — All travel charges are per individual. Animals larger than Horse sized will cost at least twice the amount listed.

Table 3.15: Hirelings

Profession	Cost Minimum	Avail.	Description
Soldier	2SC/month	80%	Trained Soldier with random equipment
Bearer	1SC/month	100%	Person for general service, no combat training. Includes teamsters, etc.
Magician	4GC/month	40%	Trained in Wizardry, no combat training.
Specialist	2GC/month	75%	Person trained in one of the Educational specialties. No other training.
Crier	1BB/day	100%	Person to spread message in city.
Horseman	5SC/month	60%	Trained soldier with random equipment and mount.
Messenger	1SC/10 miles	100—(Miles/10)	Message carrier. Paid in advance.

NOTE — Per OCV-2 add 5CC to the cost above. For Magician, add 5SC per MEL. If the hireling is to be taken out of the area in which he is hired, the cost is doubled and 2 months pay must be paid in advance. Cost figures are a minimum. The actual pay must be negotiated. Use the appropriate section of Book Three to determine full values for the hireling.

Table 3.16: Slave Chart

Slave Type	Cost Formula	Descriptions
Fighting	(OCV×DCV)+EL in SC	A trained soldier who is trusted not to turn on his master.
Field	(S+St) in CC	General Labor. Either unskilled or untrustworthy slave.
House	(I+App) in CC plus 1SC per skill.	If this is a Female slave, double the value determined. House servants are personal servants or in the House staff.
Bondslave	Varies	A person that sells himself to pay debts owed. Cost = the amount of the debt. Cost is repaid at salary rate of person or 25GC per year, whichever is less.
Children	× 1/2	Slaves aged 1 to 16 years. Cost 1/2 of area. Training must be provided by purchaser

EXAMPLE — A fighting slave with an OCV of 7, DCV of 6 and EL of 4 will cost 46SC. A Pleasure slave, Agility 60 and Appearance 41, would cost 303SC.

NOTE — As for hirelings, the referee must determine the actual characteristics. These are not known in detail to the purchaser, unless obvious. The honesty of the Slaver will determine how close they are to the values that the person pays for. Roll 1D10×1D6 for each characteristic.

Table 3.17: Miscellaneous Items

Item	Cost	Weight	Description
Nails	3BB	1/4	20 small iron spikes.
Work Hammer	3CC	2	Tool, -1 WSB as Weapon.
Hatchet	1SC	1	Tool. Can be used as Throwing Axe with -1 WSB.
Pitchfork	4CC	1 1/2	Tool. Can be used as Spear with -1 WSB.
Hoe	5CC	1 1/2	Tool. Can be used as Axe with -1 WSB.
Pick	2SC	8	Tool. Can be used as Axe with 0 WSB.
Shovel	4CC	3	Tool. Can be used as Club with -1 WSB.
Other Tools	V	V	As determined by the Referee.
Parchment	3BB	-	10×12 inch sheet for writing.
Parchment Scroll	1SC	1/4	10' scroll with winding bar used for writing and documents.
Musical Instrument	V	V	Instruments of all types. Referee will vary price charged by type of instrument.
Quill	1BB	-	Writing implement.
Ink	1CC	-	One ounce in bottle. Used in writing.
Religious Symbols	1SC	Varies	Symbols of various aligned deities. Price can vary by a factor of 100 in either direction, i.e. 1BB to 100SC.

Table 3.18: Magic and Special Goods

Item Type	Cost	Weight	Avail.*	Description
Magic Weapon	×100	×1	5%	Magic form of Common weapon.
Elven Weapon	×40	×1/2	10%	Elven, non-iron, weapon, common type.
Dwarf Weapon	×80	×1	10%	Sword, Axe, Mace and Dagger forms only. High quality iron.
Magic Armor	×150	×1	5%	Magic form of any Armor type.
Elven Armor	×50	×1/2	10%	Non-iron, scale and chainmail only.
Dwarf Armor	×100	×1 1/4	5%	High quality iron, any armor type.
Paraphenalia	1GC	Varies	20%(80%)	Items of varying type, i.e. Staffs, wands, rings, goblets, maps. Price can vary by a factor of 100.
Potions/Elixirs	2GC	1	30%	Sixteen ounces. Various types of magical and non-human beverages and powders. All attributes determined by the Referee. Factor of 10 cost variation.
Book/Scroll	3GC	1	5%(40%)	Contents of book up to referee. Can vary by a factor of 10 in cost.
Jewelry, Gems And Jewels			25%(100%)	The Referee will determine the value using the Treasure section. The item's true value is unknown to the player unless he has the appropriate skills.

*Chance is that of finding someone who says he has the item desired and will sell it. The chance that is actually magical is 50%. If not, the Character is being conned. The value in parentheses is for non-magical items with no special value in play.

4 Experience

There are two types of Experience:

- A) Combat Experience.
- B) Magic Experience.

Combat Experience is only gained in Combat.

Magic Experience is only gained through the successful use of Magic.

4.1 Combat Experience Gain

Per Hit Point scored on an opponent, excluding any damage scored with a spell, the Character scoring the damage will receive the target's **CDF** in Combat Experience Points.

EXAMPLE — If the **CDF** of a target is 2, 7 hits are worth 14 Experience Points. If the **CDF** is 7, 7 hits are worth 49 Experience Points.

4.1.1 Other gains: Combat

4.1.1.1 Expertise

For each skill used in combat, except magic, the Character will receive the **CDF** times **TWO** in Expertise points. If the skill is used against targets with varying **CDF** values, the **HIGHEST CDF** value is used to determine the Expertise gain.

EXAMPLE — A Character fights a person with a **CDF** of 1. He receives 2 Expertise Points in each skill used. If he fights a **CDF** of 1 and a **CDF** of 3 he will receive 6 Expertise Points per skill used on both.

4.1.1.2 Characteristic Points

Per 50 Combat Experience Points that a Character gains in Combat, he may increase any modifiable characteristic by 1. In determining the number of points earned, round up.

EXAMPLE — A Character earns 124 Combat Experience Points. He gains, $124/50$, 3 characteristic points.

EXCEPTION — **To earn any characteristic points, the Character must earn at least 10 Combat Experience Points in the encounter. If the experience gained is less no characteristic points are gained unless the opponent is defeated successfully. See 4.4 in gaining them.**

4.2 Magic Experience Gain

The number of magic experience points that are gained when a spell succeeds depend on the type of spell that is used. The following rules apply:

- A) Any spell used to inflict physical damage or that is used offensively to cause something to happen to another creature:

$$\text{Victims' MDV} \times (\text{EL} + 2)$$

- B) Any other type of spell:

$$\text{Base Mana Cost} \times (\text{EL} + 2)$$

IMPORTANT — **In all cases where multiple targets are affected by a single spell, the magic-user gains experience points for the highest MDV that is affected ONLY.**

EXAMPLE — A fireball torches four men, **MDV**1, **MDV**2, **MDV**2 and **MDV**4. It is an **EL**4 spell. The caster receives points for affecting a **MDV** of 4, i.e. 24 magic experience points.

NOTE — *In all cases where the mathematics above is considered difficult, table 4.1 can be used to determine the amount of magic experience that is gained.*

4.2.1 Other Gains: Magic

4.2.1.1 Expertise

Using the cases specified in 4.2, the expertise point gain in the spell used is:

- A) Target's **MDV** × 2
- B) **Base Mana Cost** × 2

4.2.1.1.1 Failure When a spell is attempted, and fails, the magic-user receives **ONE** expertise point in that spell. He does not receive magic experience or characteristic points from failure.

When abysmal failure occurs, the magic-user receives nothing for the spell. His failure is total and he learns nothing from it.

4.2.1.2 Characteristic Points

Per 25 magic experience points gained, rounded up, the magic-user receives **ONE** characteristic point. Points that are gained through the use of magic may **NOT** be used to increase Strength, Agility or any unmodifiable characteristic. No characteristic points are gained due to failure or abysmal failure.

4.3 Creature Difficulty Factor

The **CDF** of an opponent equals $(\text{HPV}/10) + (\text{MEL}/2)$. Round up before adding the resulting values.

EXAMPLE — A Troll, **HPV** 40, has a **CDF** of 4. A Wizard, **HPV** 28, **MEL** 11, has a **CDF** of 9. The total value of the Troll is 160 points. The total value of the Wizard is 252.

4.4 Encounter Resolution

Full points are gained by a Character only if the encounter is resolved successfully, from his viewpoint. For an encounter to be successful, the opponent faced must be:

- A) Killed.
- B) Driven Away.
- C) Captured.

Encounters that end with the Character being driven away yield 25% of the Experience determined, rounded down. If he is captured he will receive 50% of the Experience determined, rounded down. A Character receives no points if he is killed. All Experience gains are per encounter or conflict. They are awarded at the end of the encounter **AND** before the next encounter commences.

No points of any kind are gained when the target affected is not free to resist, i.e. he is bound, unconscious, etc. If magic is used, points are gained ignoring this restriction.

EXCEPTION — **If the Character is an Executioner he may gain Expertise in this skill by attacking helpless targets.**

4.4.1 Death Wounds

When the wound that is struck is sufficient to drive the victim into unconsciousness, or kill him, the person that scored the hit will receive his normal experience for the hit points scored **OR** experience based on:

$$\text{Target's remaining HPV} + (\text{Target's DTV} \times (-1))$$

Table 4.1: Magic Experience

EL+2	Base Mana Cost or MDV											
	1	2	3	4	5	6	7	8	9	10	15	20
2	2	4	6	8	10	12	14	16	18	20	30	40
3	3	6	9	12	15	18	21	24	27	30	45	60
4	4	8	12	16	20	24	28	32	36	40	60	80
5	5	10	15	20	25	30	35	40	45	50	75	100
6	6	12	18	24	30	36	42	48	54	60	90	120
7	7	14	21	28	35	42	49	56	63	70	105	140
8	8	16	24	32	40	48	56	64	72	80	120	160
9	9	18	27	36	45	54	63	72	81	90	135	180
10	10	20	30	40	50	60	70	80	90	100	150	200

Where the MDV value affected is not listed in this table, determine the experience gain by adding combinations that equal that value on the EL+2 line that is appropriate.

Where the values differ, the points received will be the smaller of the two values.

EXAMPLE — Vlad scores a 37 point deadly hit on a wolf that has 5 hits remaining and a DTV of -3. Its CDF is 2. Vlad receives 16 experience for this blow.

When more than one person hits a creature in a phase where it becomes unconscious or is killed, all will receive experience points as specified above.

EXAMPLE — Vlad, Jaxom and Carroak all hit the same wolf on the phase of its death. They each receive 16 experience points, if the hit points that they inflicted warrant at least that much.

Where the creature being fought is operating on a berserk DTV, and it is into its DTV on the phase that it is killed, only the remaining DTV×(-1) is considered to determine the points that are gained from the killing blow.

EXAMPLE — Saryan fight a creature with a -6* DTV. On the phase that he strikes the death blow, it is at -2. He will, given a CDF of 3, receive, -4×(-1)×3, 12 experience points.

4.5 Combat Experience Levels

Table 4.2 shows the TOTAL combat experience points required to reach each level.

Table 4.2: Combat Experience Levels

CEL	Point Total	CEL	Point Total	CEL	Point Total
0	0	8	3000	15	22000
1	40	9	4200	16	30000
2	100	10	5500	17	40000
3	250	11	7000	18	52000
4	450	12	9000	19	66000
5	750	13	12000	20	82000
6	1200	14	16000	21+up	+20000
7	2000				/level

EXAMPLE — If a Character has 40 to 99 CEP his CEL is 1. To reach CEL22 122000 CEP are required.

4.6 Magic Experience Levels

Table 4.3 shows the TOTAL magic experience points that are required to reach each level:

Table 4.3: Magic Experience Levels

MEL	Point Total	MEL	Point Total	MEL	Point Total
0	0	8	2400	15	32000
1	20	9	4000	16	42000
2	40	10	6000	17	54000
3	80	11	9000	18	68000
4	150	12	13000	19	84000
5	300	13	18000	20	100000
6	600	14	24000	21+up	+16000
7	1200				/level

EXAMPLE — A Character with 80 to 149 magic experience points is MEL3. To reach MEL22, 132000 magic experience points are needed.

4.7 Restrictions

- A) Magic Experience Points may only be gained by trained magic-users, Natural Magicians and Character's with a castable Innate Power of some kind.
- B) No Magic Experience Points are gained when using an item or artifact that itself produces the spell without any mana expenditure on the part of the user.
- C) The Level increase as a result of a given encounter is unlimited.

EXAMPLE — A Character has 47 Combat Experience Points. He kills a Creature and gains 250 CEP. He will advance from CEL1 to CEL3 as a result of this victory.

- D) No characteristic may be increased more than 10% of its Current Ability rating as a result of a single encounter. Round up in determining the Maximum Limit that applies.

EXAMPLE — If the Current Ability is 8, the characteristic can be increased by 1. If it is 34, it can be increased by 4.

- E) No more than 50% of the characteristic points earned in a single encounter may be assigned to any one characteristic. Round up in determining the Maximum Limit that applies.

EXAMPLE — If a Character earns 3 characteristic points, the most that he may assign to one characteristic is 2. The other point must be assigned to one of his other characteristics. If it cannot be, it is lost.

- F) Expertise Points gained that exceed a Character's current maximum EL, are taken as either Combat or Magic Experience, whichever is applicable.

NOTE — Sections (4) and (5) above are entirely optional. Ignore them if you so choose.

4.8 Training

Beyond the method specified previously, Characters can increase any modifiable characteristic through training. Training is the allocation of time specifically to the increase of a selected characteristic. Per FOUR days allocated, the selected characteristic may be increased by 1. With an instructor, THREE days must be allocated for this process.

The maximum number of points that can be gained through training equals the Character's **Native Ability PLUS (his assigned multiplier times 2)**.

EXAMPLE — A Character has a native Ability of 16 in Strength. His multiplier is 3. He may gain, $16+(3\times 2)$, 22 points through training his Strength. The time to do so without an instructor, for the maximum increase possible, is 88 days.

For days of training to have the desired effect, all days required to raise the characteristic by 1 point must be allocated within 2 weeks, i.e. within 14 days of the expenditure of the first day to gain the point increase.

EXAMPLE — On Day 1 a half day is allocated to Stamina training. Unless the remaining $3\frac{1}{2}$ days are allocated by the end of day 15, the half day allocated is wasted.

NOTE — *Training requires dedicated effort to succeed. Failure to maintain the regimen selected is the same as not doing it at all. In setting up a Character, Players may train at $\frac{1}{2}$ the cost specified above, i.e. receive one characteristic point per two Expertise Points allocated. No time is expended when players train at this time.*

5 Problem Solving (Optional)

Problem solving is, specifically, the use of characteristics and/or skills in the game environment to successfully perform desired actions and eliminate potentially serious difficulties.

If this rule is used, the Referee will, based on the situation, determine chances of success that employ the characteristics and/or skills of the Character. The sections that follow detail a method for doing this.

5.1 Characteristic Use

Where characteristics are used to define the chance of solving a problem, the Referee will determine:

- A) Which characteristics apply to the problem.
- B) The difficulty of the problem.

Based on the difficulty of the problem and the number of characteristics that are involved, the Referee will assign an appropriate multiplier or divisor. Table 5.1 should be used for this purpose.

Table 5.1: Multipliers for Problem Solving

Difficulty of the Problem	Number of Characteristics		
	One	Two	Three
Easy	×3	×2	×1
Moderate	×2	×1	/2
Difficult	×1	/2	/3
Very Difficult	/2	/3	/4
Impossible	/3	/4	/5

×=times /=divided by

IMPORTANT — In all divisions above, round down. All rolls are taken with D100. If the chance is 100 or higher, success is automatic for that Character. Where the Referee considers the task to be impossible, the divisor listed is the MINIMUM divisor that he must apply. A divisor up to twice that listed may be applied if he chooses to do so. In all cases, the Referee will determine whether Partial Success is appropriate for the action attempted. Unless he specifies that it is, the action either succeeds or fails. No Partial Success applies.

5.1.1 Characteristic Applicability

Based on his impression of what attributes are tested by a given problem, the Referee chooses the characteristics that are used to solve a problem. The basic descriptions below, in record sheet order, may be used to guide this choice.

Strength Strength is a rating of the Character's physical power. All problems that must be overpowered, physically moved or that entail vigorous, powerful action should use Strength as a factor.

Stamina Stamina is the physical toughness and staying power of the individual. Any action that requires that the Character maintain a level of activity over a period of time, resist fatigue associated with the performance of action or otherwise respond with a physically stubborn tenacity should require Stamina as a factor.

Dexterity Dexterity is the Character's ability to rapidly maneuver his limbs and perform precise actions with his hands

and/or feet. Any action that requires quick, or precise, arm or leg movements in its resolution should use Dexterity as a factor. Those that require precise manipulation of an object should also apply Dexterity.

Agility Agility reflects the Character's body sense and ability to maneuver his body as a whole. Problems that require quick body movement, precise positioning of the body or otherwise deft awareness of bodily position should use Agility as a factor.

Intelligence Intelligence is the mental power of the Character. Problems that require logical analysis, rational judgement or a calculated response should require Intelligence as a factor in their solution.

Will The Character's mental toughness. Problems that require tenacious, stubborn or resolute response should require Will as a factor in their solution. Also, those problems that require that the Character resist intimidation, on either a physical or mental level, should use Will as a factor.

Eloquence Eloquence rates the Character's mental dexterity. Essentially, it can be viewed as his ability to think quickly. Problems that require a Character to be convincing in interpersonal relations, think quickly in any situation or otherwise respond with mental rapidity should require Eloquence as a factor in their solution.

Empathy Empathy reflects the Character's ability to understand the persons or things that he encounters, with or without precise knowledge, on an intuitive basis. It should be applied in cases where the Character is dealing with an unknown, trying to deal with a surprise of some kind, attempting to relate to other creatures or in any other situation where a quick intuitive understanding of a problem is beneficial.

Constitution Constitution rates the physical health of the Character. In situations where the Character's health can influence his chance of survival, Constitution may be applied.

Appearance The physical beauty of the Character. In interpersonal relations where a Character's beauty is a beneficial factor, Appearance may be used.

EXAMPLE — A Character is being tortured. He does not want to respond to the Executioner's questions in any way. Will is used to determine his chance. At the Referee's discretion Stamina may be used as well.

In another situation, a Character decides that he wants to jump from his Charging horse and tackle someone. The jump will require Agility. The tackle will require Strength and Dexterity. The Referee may also require Empathy or Intelligence to determine if the Character picks the right time to start his leap and/or guesses where his target will be correctly. If he misses, Dexterity will determine his chance of flipping around and landing on his feet.

5.2 Skill Use

Where a given skill that has been learned applies to an action that a Character attempts, it may be used in Problem Solving. The chance of success, based on the Referee's estimation of the difficulty of the problem, is determined by table 5.2.

Table 5.2: Multipliers for Skill Use

Difficulty of the Problem	Skill Type	
	“or 80”	Other*
Easy	×2	×20
Moderate	×1	×10
Difficult	/2	×5
Very Difficult	/3	×3
Impossible	/4	×1

EXAMPLE — A barbarian wants to track an unskilled man that is trekking through the barbarian’s lands. This is easy. The **Tracking EL** × 20 is his chance of success.

A thief wants to trail an experienced assassin through the city that the thief has just entered. This is very difficult. The **Trailing EL** divided by 3 is his chance of success.

5.3 Characteristic and Skill Combinations

In certain situations, the Referee will determine that both characteristics and a skill apply to a given problem. When this is the case, the value of the skill, after multiplication or division for difficulty in section 5.2, is used as a characteristic in section 5.1.

EXAMPLE — In the case above, where a thief attempts to trail an assassin, the Referee can specify that Empathy and Trailing skill apply in this very difficult problem. The thief has an Empathy of 42 and Trailing of 75, $(42 + (75/3))/2$ yields a 33% chance of success.

IMPORTANT — No characteristic that is one of those used in the maximum EL formula for the skill being used should be added into the problem as an influencing factor (Its weight is already part of the skill training).

5.4 Restrictions

The following restrictions should be used in using the Problem Solving system:

- A) No more than THREE characteristics should be used for any one problem.
- B) No more than one skill should be applied to any one problem.
- C) Where both characteristics and a skill are applied, no more than three factors should be applied, i.e. the skill applies as a characteristic towards the limit of three specified in 1 above.
- D) Any success chance, for solving any problem, of 100 or higher indicates automatic success. Any result of zero or less is automatic failure.
- E) Where skills are used to solve a problem that involves another entity, and that entity has the skill that the Referee chooses to apply, the entities skill may be used to reduce the chance that the Character succeeds in the action. Use of non-player skill in this way is not mandatory.

5.5 Characteristic and Skill Gains

Each time that a problem is solved successfully, the Character is enhanced by his success. For characteristics, success yields ONE characteristic point in one of the characteristics that was used. For skills, success yields the normal expertise gain that is specified in section 2.2.2. If the skill that the Referee chooses to apply is a Combat Skill, the **CDF** that is used is as listed in table 5.3.

Table 5.3: CDF for Problem Solving

Difficulty of the Problem	CDF
Easy	1
Moderate	2
Difficult	4
Very Difficult	6
Impossible	10

OPTIONAL — Instead of using the basic gain of one characteristic point, the gain can be based on table 5.4.

Table 5.4: Characteristics and Skill Gains

Difficulty of the Problem	Gain
Easy	0
Moderate	1
Difficult	2
Very Difficult	3
Impossible	4

IMPORTANT — The gain listed in table 5.4 is the total number of characteristic points that are earned by the Character. Points are only earned for success. They are applied to any characteristic that was used in solving the problem. They may not increase any characteristic above its Maximum Ability.

EXAMPLE — A very difficult problem uses Agility and Empathy. The Character’s Current and Maximum Empathy is 36. His Current Agility is 27 while his Maximum Agility is 44. In this case, no points can be applied to Empathy as it is at its Maximum. All three points that are gained are applied to Agility, which now has a Current Ability of 30.

NOTE — This Problem Solving system provides a framework for the Referee. It is not an exact system. The active ingredient that will make it work, or fail, in your campaign is the rational, logical deliberations of your Referee when he chooses to apply it. This is its driving force.

6 Language and Cultural Variation

In this book, a detailed Language skill is provided. For this skill to Operate there must be Languages that can be used. The Referee may create his own or use those listed in the sections that follow. The Human languages listed in 6.2 are an example of the linguistic groups that could exist in an area of about 600 square miles. You may place them on your map as you see fit.

6.1 Supernatural Languages

The languages listed in table 6.1 are spoken by supernatural forces and non-human races, See Book Two for optional rules that may apply if these languages are used.

6.2 Human Tongues

6.2.1 General Rules

- A) All civilized tongues have a written form that can be learned. It is generally used in conducting commerce, recording events and for official purposes. (*Usually only 5 to 30% of a population will be literate*).
- B) Barbarian tongues will only have a spoken form to be learned. Any writing that the people may have will be magically significant to them. As such, it is not taught to the general public for any reason.

6.2.2 Linguistic Families

There are twenty-one linguistic groups. Group members marked with an asterisk are Barbarian tongues. The others are civilized. Where “associated tongues” are listed, these tongues are considered to be related, through borrowing, though they are actually members of a different linguistic group. In most cases, the presence of associated tongues is a result of conquest by a member of the linguistic group they are listed under. You will also find certain tongues listed after the group members that borrow from one or more member tongues but are not associated. In these cases, the player who knows languages in the group may be able to pick up key words and phrases used in the listed language because they are local corruptions of words that are native to his language. The various linguistic groups are:

6.2.2.1 Armani

No western tongue is related to Armani. It borrows from Goidanese. According to some Goidanese scholars, who managed to learn Armani, it is closer to Elf Sidh than to any human tongue. In fact, Armani is related to Elf Sidh, Faerry Sidh and the Tongue of the Sidh. It is a corruption of those languages (it does not have any of the magical significance of the Sidh tongues).

6.2.2.2 Bhamoti

Bhamoti, Rizeeli*, Balas* and L’p’nth’s Desert tongue**.

**Use of this tongue has been outlawed in L’p’nth for centuries. It survives as a secret tongue, most commonly used by bandits, rebels and assassins in L’p’nth. The penalty for speaking this tongue in public is death by slow torture.

6.2.2.3 Caldan

Caldan and Kazi*. Speakers of the Fierazi tongues* borrow certain words (especially commercial terms) from Caldan.

6.2.2.4 Ced

La’Ced, Aratad, E’lici and Salaqi. Associated tongues are Irava, Xianese, Zarunese and Shazir.

6.2.2.5 Cerulean

Cerulean, Patani* and Dallazi*. Associated tongues are Dhalrani, Balas* Dechan, Bhamoti and Rogizini. The desert tribes of western L’p’nth also borrow extensively from the Cerulean language.

6.2.2.6 Fomorian

Fomorian, Shandar*, Kolari* and Goidanese*. An associated language, borrowing from Goidanese*, is Armani.

6.2.2.7 Irvan

Irava and Xianese.

6.2.2.8 Kakana

Kakana*, Ghazai*, Kalem* and Timbaza*. In the recent past the Izza* have borrowed heavily from this group, especially for terms dealing with drugs, slavery, torture, etc.

6.2.2.9 Kameri

Kameri*, Assiran*, No’reas* and So’reas*. Valhani*, Omava*, Dirilla, Kazi*, Djani and Zen’dali* borrow from various members of this group.

6.2.2.10 Katai

Katai, Chunai, Bayan and L’p’nth. The Sarghut* borrow certain phrases from this group. The Fomorian dialect of the Kingdom of the East has also adopted many words from this linguistic group. Somme Kl’maun dialects are associated with Bayan.

6.2.2.11 Korchi

Korchi, Dirilla and Trean. Associated tongues are Fomorian, Djani and Goidanese*. The Fierazi No’reas* dialect, especially that used by the Nethagen, has begun to borrow extensively from the Korchi language in the recent past.

6.2.2.12 Lemasan

Lemasan, Matan, Taolisan and Dawanese. Associated tongues are the “Eastern Tongues” and Robari*.

6.2.2.13 Nordian

Djani, Ghiam*, Valhani and Novarischi. Associated tongues are Assiran*, No’reas* and So’reas*.

6.2.2.14 Nylasa

Nylasa*, Izza* and Mopazi*. The Fomorian dialect of Port Doman borrows from this linguistic group.

6.2.2.15 Ro’bab

Ro’babzan* and Shurani*. Associated tongues are Kiraza and the old tongue of K’lza’babwe**.

**Under the Lorcan emperors the old tongue is out of favor. Ro’babzan has been the official language of the nation since the reign of Ali Lorca. The old tongue is still used extensively in the city by the noble and merchant classes.

Table 6.1: Supernatural Language Table

Language	Alignment	Speakers
Tongue of the Abyss	Chaos	Lalassu, (Beasts of Chaos), (Endukuggu and Nindukuggu)
Animal Tongues	None	A single animal species, Tonah, Vily
Tongue of the Blasted Soul	Chaos	Soul Daivas
Tongue of Darkness	Chaos	Scorpion Women, Heliophobic Demons, (Kekoni), (Dark' Serpent)
Tongue of the Dead	Chaos	The Dead
Tongue of Death	Chaos	Alal, Disease Demons, Lammashtha, Harab Serapel, Heliophobic Demons, Lalassu
Tongue of the Desert	Chaos	Scorpion People, (Desert Lions), (Scorpion Beasts)
Tongue of Dvalin	Elder	Dwarfs, Norggen
Dwarf Elder	Elder	Dwarfs
Tongue of the Earth	Elder	(Barguest), Earth Elementals, Jinn, Peri
The Elder Tongue	Elder	Dryad, Hamadryad, Centaurs, Satyrs, Jinn, Peri
Tohgue of Elder Fire	Elder	(Barguest), Fire Elementals, Elder Dragons, Jinn, Peri, (Mushrussu)
Elder Water Tongue	Elder	Water Elementals, Asrai, (Water animals)
Elf Sidh	Elder	(Barguest), (Cu Sith), (Fay Horse), Elf, Alfar, Searbhani, Faerry
Faerry Sidh	Elder	(Cu Sith), Faerry, Elf, Alfar, Cait Sith, Baobhan Sith, Sprite, Searbhani
Tongue of Fiery Chaos	Chaos	Fiery Spirit, Subterranean Demon, Chaos Dragon
Giant Tongue	Elder	(Barguest), Intelligent Giants
Goblin	Elder	(Barguest), Goblins
Great Ape	Elder	Great Apes
Tongue of Hecate	Chaos	Edimmu, Ghosts, (Hellhounds), (Barguest)
Tongue of the Jinn	Elder	Ifreet, Jinn, Peri
Kotothi Tongue	Elder	(Barguest), (Chimera), (Cu Sidhe), (Great Ape), Chimana, Daoine Sidhe, Great Serpent, Baobhan Sith, Athach, Forest and Hill Giants, Intelligent Giants, Minotaur, Sprite, Elite Troll
Tongue of Lawful Fire	Law	(Angels of Fury), Amaliel, Mushrussu, Hafaza, Kerubim, (Vereghina), (Flaming Steed), Law Dragon
Tongue of Light	Law	Ahura, Kerubim, Maskela
Lilith's Command	Chaos	Immortal Akkharu, Vampire, (Lamia)
The Primal Tongue	Balance	Zehani Wolf, Asaghi, (Bouba), Chimana, Balance Dragon, Merkabah, (Molani), Zehani
Tongue of the Sidh	Elder	(Barguest), (Cu Sith), Daoine Sidhe, Elf, Alfar, Faerry, Afanc, Asrai, Peist, (Fay Horse), Searbhani, (Sidh Boar)
Tongue of Shadow	Shadow	Shadow Fox, Shadow Beast, Kiana'Shan, (Shadow Warriors)
Tonah Tongue	Elder	(Barguest), Tonah, Shamanic Dragon, (All wild animals)
Troll Tongue	Elder	Elite Goblin, Elite Troll, Rock Troll, Wood Troll, Troid Folk, Grundwergen, (Common Troll)
Tongue of the Wind	Elder	Air Elemental, Jinn, Peri
Tongue of Young Chaos	Chaos	Decay Demon, Disease Demon, Heliophobic Demon, Nergali, Storm Demon, Wyrn, Subterranean Demon, Terrestrial Demon, Chaos Dragon

IMPORTANT — In table 6.1 unparenthesized speakers are those races that actually SPEAK the tongue. Any speaker that is in parentheses is capable of understanding the tongue if it is spoken to him. They do not, as a rule, speak the tongue themselves.

6.2.2.16 Robari

Robari is the only member of this group. They borrow from Matan and take a few words from Sair'a'cili.

6.2.2.17 Rogizini

Rogizini, Gomese, Climan, Dechan, Kiraza, Shazir, Sair'Kacili and Sair'a'cili*.

6.2.2.18 Rhuskan

Rhuselska*, Yapanza*, Kll'maun*, Djakschi* and Omava*. The Kameri* borrow some terms from Omava*.

6.2.2.19 Sarghut

Sarghut and Helva. Helva is spoken by the Helva and the Humagi. Few languages borrow anything from this tongue.

6.2.2.20 Teosan

Teosan and Dhalrani. The Cerulean tongue borrows from Dhalrani.

6.2.2.21 Thaliban

Thaliban, Thaban*, Zen'dali, Portan, Ba'Ru, Marentian, Donaran and Zarunese. Associated tongues are Salaqi, E'lici and Xianese.

6.3 Cultural Variation (Optional)

Each culture in the Culture book has height, weight and other statistics listed for it. This information may be used to add flavor to your game and modify Characters to fit the culture that is chosen for them, if such a choice is allowed. The basic ways that this can be done are described in the following sections.

6.3.1 Weapons

The Referee may insist that a Character's first weapon skill be one of those that is favored by his culture. Thus, if he is a Portan, his first weapon, and the one that a Skilled Master can train him in if he gets that Special Event, must be a dagger form, clubs or the sword.

6.3.2 Armor

Each barbarian nation has specific armor preferences listed for it. The Referee may compel Players to abide by these preferences in purchasing their Character's initial equipment. Thus, a Character from a nation that dislikes helmets and doesn't use shields may not start with a helmet, shield or any shield skill. If his nation's only preferred armor is leather, and he wishes to have armor, he will have leather armor. There are other examples of reasonable limitations that can be applied. How they are, if at all, is up to the Referee.

6.3.3 Height

Different peoples have different average heights. In the basic system, the average height of a male character is 70". The female average is 63". Characters from specific cultures may use the height statistics from that culture to modify their determined height (*or they may pick a culture based on the height that they roll, a second option*).

IMPORTANT — The height figures given in the Culture Book are the average MALE heights for the culture. The average female height can be determined as follows:

A) Where the male height is 66" or more the average female height is 10% less, rounded up.

EXAMPLE — The average Ro'babzan city-man is 76" tall. The average woman has a height of 69".

B) Where the male height is less than 66" the average female height is 5% less, rounded up.

EXAMPLE — The average male height in Katai is 64". The average female height is 61".

To modify a Character's height to take account of this factor, the following procedure should be used:

- A) Subtract the average height in the basic system, 70" for males and 63" for females, from the cultural average for the culture the Character belongs to.
- B) Divide the difference by TWO and round to the highest whole number value, i.e. 4.5 becomes 5, -4.5 becomes -5.
- C) ADD the result to the Character's determined height. The result is the Character's actual height.

IMPORTANT — Use the system for determining weight as normal once the actual height is determined.

EXAMPLE — Your Character is a swordsman of Katai. His determined height is 68". His actual height, $68 + ((64 - 70) / 2)$, is 65". (*Characters are given an advantage in this because they are exceptional humans and are more likely to be large*).

IMPORTANT — Changes in height from the system above do NOT affect any of the Character's Native Ability scores. He will retain the values determined by his rolls.

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BOOK TWO

The Combat and Magic Book

This book contains all of the rules necessary to resolve Combat. The basic combat system uses a comparison table. The Characteristics and Abilities of the Character involved are an important factor that, to a large degree, determines what the result of conflict will be.

The Magic Rules contained in this book allow Players to create and use magic-using Characters. The Basic Magic System, all factors of a magic-user's education and a detailed description of the basic spells are all included in this book.

The primary factors that influence Magic are the **MEL** and **EL** of the magic-user and the **MDV** of the target. Other factors

may be applied by the Referee as he sees fit. Rules for doing so will be found in this book.

Finally, the book contains the basic operating parameters for the Innate Magics that Characters can use as a result of advantageous Special Attributes. Use of these skills will require that the Referee fairly adjudicate the potentials of the power when it is derived in this way.

Other factors that can influence the use of Combat and Magic can be found in Books Three and Four. Be sure that you have determined all of the factors that apply from Book One before using these rules.

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1 Combat

The Combat Values that were determined for each Character are the basic values that are used in Combat.

1.1 Combat Positioning

To determine the line that you will roll when you attack another person or creature, subtract the defender's **DCV** from your **OCV**. The result is the line on the Combat Table that you will roll on.

EXAMPLE — If a Character with an **OCV** of 7 attacks a creature with a **DCV** of 9, he rolls on the -2 line.

1.2 Combat Modifiers

When the lines that will be used have been determined, the following factors are used to modify the roll of the attacker or defender:

- A) **Weapon Expertise** — A weapon user may subtract his **EL** from his own roll OR add it to his opponent's roll. He must specify which tactic he is using. If he does not do so, it is assumed that he is fighting offensively, i.e. adding it to his attack roll.
- B) **Natural Weapon Index** — Certain creatures have a listed bonus for potent natural weapons that are part of their physiology. This bonus, as it applies, is added to their roll when they attack. It does not apply if the creature is using a weapon.
- C) **Shield Expertise** — A shield user may add his **EL**, up to the **AV** of his shield, to the roll of any attacker. Shield expertise only has value defensively.

1.2.1 Damage Modifiers

The following factors increase or decrease the damage suffered in Combat:

- A) **Strength Bonus** — Add the attacker's **SB** to the number of hits that he scores in Combat.
- B) **Weapon Expertise** — On Severe Hits, the **EL/2** rounded up is added to the damage scored. On Deadly hits add the **EL** to the damage scored.
- C) **Armor** — The **AV** of a suit of armor is subtracted from the damage scored on the wearer.
- D) **Weapon Strength** — The **WSB** of a weapon is applied as for (A) above if the Character is strong enough to use it and has the necessary skill.
- E) **Helmets** — The **AV** of Helmets is applied on all Severe and Deadly hits scored on the wearer.
- F) **Shields** — When a Shield Hit is scored, the **AV** of the shield is the number of hits that the shield will block. If the value is exceeded, the shield is destroyed. If 50% of the value, rounded down, or more is inflicted the **AV** is reduced by 1. (See Shield Expertise).

Table 1.2 lists every normal factor that applies as a modifier to the attack roll or the damage scored by a hit. Magical factors that may apply are covered in later sections of this book.

Table Explanation

- Creature** The factor is added to the creature's attack roll.
- Either** The factor is subtracted from the user's attack roll or added to his opponent's attack roll.
- Increase** The damage inflicted is increased by this factor.
- None** The factor has no effect in this area.
- Opponent** The factor is added to the opponent's roll.
- Reduce** The factor is subtracted from the hit points that are scored on the user by an attacker.

1.3 Damage Classes

1.3.1 Deadly Hit

A Deadly Hit will score **2D10** OR **1D10+(SB)D10**, whichever is greater. To this value, **WSB** and **EL** are added.

EXAMPLE — If Vlad Stonehand, **SB+4**, **EL11** in Bastard Sword, scores a Deadly hit with his Bastard Sword, he will do **5D10+12** hit points damage. He could kill a Giant with ONE blow if he is lucky.

A hit is Deadly if the roll, after all modifiers have been applied, is less than or equal to the number listed on the Deadly Hit line of the Combat Table.

1.3.2 Severe Hit

The damage inflicted by a severe hit is determined, depending on the attributes of the attacker, using the cases below:

- A) The attacker possesses natural weapons*:
1D10+SB or ZERO, whichever is higher
- B) The attacker is unarmed and without natural weapons:
1D6+SB**
- C) The attacker is armed with a weapon:
1D10+SB+WSB+(EL/2, round up)

*An attacker is considered to have natural weapons if the **NWI** specified for it is **ZERO** or higher.

If the attacker has hand-to-hand skill, the **EL/2 rounded up is added to the damage that is scored.

EXAMPLE — A troll, **+3SB**, fights an unarmed Saryan of Kamen, **+2SB**, **EL6** Hand-to-Hand. Both score Severe Hits. The troll scores **1D10+3** hit points. Saryan scores **1D6+2+(6/2)** hit points.

1.3.3 Hit

A hit result scores damage as specified in the cases below:

- A) The attacker possesses natural weapons*:
1D6+SB
- B) The attacker is unarmed and without natural weapon:
1D3+(SB/2, round down)**
- C) The attacker is armed with a weapon:
1D6+SB+WSB

*See the first note in 1.3.2.

If the attacker has hand-to-hand skill, the **SB is not divided as specified above.

1.3.4 Shield Hit

The blow strikes the shield of the defender. If he has a shield, it blocks the damage. Roll damage as for a HIT. If the defender does not have a shield, treat this as a HIT.

Table 1.1: The Combat Table

Base Line	Deadly Hit	Severe Hit	Hit	Shield Hit	Miss
-20*	-10	-9 to -5	-4 to 03	04-15	16-100
-19	-9	-8 to -4	-3 to 04	05-16	17-100
-18	-8	-7 to -3	-2 to 05	06-17	18-100
-17	-8	-7 to -2	-1 to 06	07-18	19-100
-16	-7	-6 to -1	0 to 07	08-19	20-100
-15	-7	-6 to 0	01 to 08	09-20	21-100
-14	-6	-5 to 01	02 to 09	10-22	23-100
-13	-6	-5 to 02	03 to 10	11-24	25-100
-12	-5	-4 to 03	04 to 11	12-26	27-100
-11	-5	-4 to 04	05 to 12	13-28	29-100
-10	-4	-3 to 05	06 to 13	14-30	31-100
-9	-4	-3 to 06	07 to 15	16-32	33-100
-8	-3	-2 to 06	07 to 16	17-34	35-100
-7	-3	-2 to 07	08 to 18	19-36	37-100
-6	-2	-1 to 07	08 to 19	20-38	39-100
-5	-2	-1 to 08	09 to 20	21-40	41-100
-4	-1	0 to 08	09 to 21	22-42	43-100
-3	-1	0 to 09	10 to 22	23-44	45-100
-2	-1	0 to 09	10 to 23	24-46	47-100
-1	0	01 to 10	11 to 24	25-48	49-100
ZERO	0	01 to 10	11 to 25	26-50	51-100
+1	0	01 to 11	12 to 26	27-52	53-100
+2	01	02 to 12	13 to 28	29-54	55-100
+3	01	02 to 12	13 to 29	30-56	57-100
+4	01	02 to 13	14 to 31	32-58	59-100
+5	02	03 to 14	15 to 32	33-60	61-100
+6	02	03 to 14	15 to 34	35-62	63-100
+7	02	03 to 15	16 to 36	37-64	65-100
+8	03	04 to 16	17 to 37	38-66	67-100
+9	03	04 to 16	17 to 39	40-68	69-100
+10	03	04 to 17	18 to 40	41-70	71-100
+11	04	05 to 18	19 to 42	43-72	73-100
+12	04	05 to 18	19 to 43	44-74	75-100
+13	04	05 to 19	20 to 45	46-76	77-100
+14	05	06 to 20	21 to 47	48-78	79-100
+15	05	06 to 20	21 to 48	49-80	81-100
+16	05	06 to 21	22 to 50	51-81	82-100
+17	06	07 to 22	23 to 51	52-82	83-100
+18	06	07 to 22	23 to 53	54-83	84-100
+19	06	07 to 23	24 to 54	55-84	85-100
+20*	07	08 to 24	25 to 56	57-85	86-100

*Any result with a base line less than -20 is rolled on the -20 line. This is the worst possible chance. Any result greater than +20 is rolled on the +20 line. This is the best possible chance.

IMPORTANT — When +20 is exceeded, the attacker will subtract the difference between the two lines IF the roll, after all other modifiers, is an 85 or less. If it is an 86 or higher, the line difference is ignored.

EXAMPLE — A large mountain giant, OCV40, attacks Dragon the black, DCV5. the giant is on line +35 offensively. On his first attack, after all modifiers, his roll is an 88. He misses. Dragon continues the fight. The giant's next roll is a 31 after all other modifiers. He subtracts 15 yielding an actual roll of 16. Thus, a severe bit is scored.

NOTE — As a player, if your character finds himself fighting a creature whose offensive line against you is in excess of +20, combat is definitely NOT the best solution. Feets don't fail me now ...

Table 1.2: Combat Modifier Table

Factor	Roll Modifier	Damage Modifier
Weapon expertise	Either	Increase
Shield expertise	Opponent	Reduce
Shield	None	Reduce
Armor	None	Reduce
Helmet	None	Reduce*
Weapon Strength	None	Increase
Natural Weapon	Creature	None
Strength Bonus	None	Increase

*Applies on Deadly and Severe hits only.

Table 1.3: Situation Table

Situation	Effect
Fighting more than ONE opponent	-5**
Defender is unable to move*	-20
Defender is ambushed, taken from the rear or unaware of the attacker*	-15
Defender is not fully conscious, i.e. drugged, asleep, unconscious, etc.*	-20
Defender is taken from the flank	-10
Mounted Attack	See Mounted Combat and Horsemanship.
Attack from above	-5
Defender is Small	+3 per point below 4 in OCV. (For Humanoid form, +2 per hit point below 8),

*When the Defender is in this position any Deadly Hit is fatal, Severe Hits are Deadly, Hits are Severe and Shield Hits are Hits.

**Modifier used by the forces that outnumber the person attacked.

1.3.5 Miss

No damage is scored on the target.

1.3.6 Subdual Damage (Optional)

If this option is used, Players may choose to strike with the intention of rendering the opponent unconscious instead of killing him. When this form of attack is selected, the following rules will apply:

1.3.6.1 General Rules

Any damage scored on the target is taken as subdual damage. When the total number of subdual points is equal to, or greater than, the target's HPV, the target is unconcious or otherwise rendered helpless.

When hand-to-hand tactics, weapons that do not have the potential of killing or edged weapons that strike flat are used to inflict the subdual damage, 20% of the damage inflicted, rounded down, is taken as actual physical damage by the target.

When weapons that have no flat and edge sides, i.e. maces, staffs, etc, are used in subduing a target, 40% of the damage that is inflicted, rounded down, is taken as physical damage.

EXCEPTION — If such a weapon is specifically designed for subduing enemies, and not intended as a killing weapon in battle, it will always score subdual damage when it is used

AND 20% of the damage inflicted, rounded up, will be the actual physical damage.

1.3.6.2 One Blow Unconsciousness

Any single blow that inflicts actual physical damage when it hits has a chance to drive the person hit into unconsciousness, regardless of the **HPV** that the target has remaining. The chance, stated as a percentage of the **HPV**, equals:

$$\frac{(\text{Total Subdual Damage} + \text{Actual Damage})}{\text{HPV}}$$

This fraction is converted to a percentage, rounding down. This percentage, minus the Stamina of the victim, is the percentage chance that that punch will knock the person out.

EXAMPLE — In a hand-to-hand battle, one participant misses and the other hits him for two points. He cannot be knocked out by this blow but does take two points of subdual damage. In the next phase, the victim is hit again, for thirteen points. This blow does two points of physical damage and thirteen subdual. It can also knock the victim out. The chance, given an **HPV** of 24 and Stamina of 30, is $(2+13+2)/24$, 70%, $70\% - 30 =$ a 40% chance.

IMPORTANT — If the victim is not knocked out he carries fifteen points of subdual damage into the next round. Actual damage applies only towards knockouts in the subdual system, unless the actual damage scored is sufficient to kill the victim — in which case it will. No target that is taken unaware when subdual is attempted may subtract his Stamina from his chance of being knocked out. Use the determined percentage without modification.

1.3.6.3 Duration of Unconsciousness

A person that is knocked out will remain unconscious for:

$$(100 - \text{Stamina}) + (\text{Actual Damage} \times 10) \text{ turns}$$

EXAMPLE — If the victim above is knocked out, he will remain unconscious for, $(100 - 30) + (2 \times 2)$, 74 turns, i.e. nearly fifteen minutes.

IMPORTANT — Regardless of the result of this formula, the MINIMUM number of turns that a person will remain unconscious if he is knocked out equals:

$$10 - \text{StB turns}$$

If the result of the main formula is negative, the formula above should be used.

NOTE — If the subdual attack is not being used to knock the victim out, but to subdue him in another way the turns determined above, are the number of turns that pass before the victim can take any action against his subduers. During this period, the Players must specify the means that they are using to maintain their control. If the Referee considers these methods inadequate, or useless, he may modify the duration of the subdual accordingly. In all cases where this form of attack is allowed, the decision of the Referee is final.

1.4 Missile Fire

A Missile, specifically, is any object that is projected at a target from a distance. In this game, all NON-MAGICAL projectiles of any kind are Missiles.

Missile Fire is resolved using the Combat Table. The Line that the firer will use is determined by the Range and the weapon that he is using. The roll is modified by the firer's **EL** and other factors.

1.4.1 The Missile Table

Table 1.4 is used to determine the Line that will be used when a weapon is fired, thrown, etc.

The numerical values listed in the table, except for Base Range, indicate the Line that is used on the Combat Table. The Ext. column indicates what may or may not be employed at extreme range.

Table 1.4: Missile Table

Weapon Used	Point Blank	Range Fraction				Ext.	Base Range
		Short	Med.	Long			
Arbalest	+15	+8	-2	-12	Yes	24	
Bolas	+10	-1	-13	-20	No	4**	
Bow	+11	+4	-6	-18	Yes	20	
Composite Bow	+14	+7	-3	-14	Yes	25	
Handle Sling	+3	+9	-4	-17	Yes	18**	
Heavy Crossbow	+12	+6	-3	-16	Yes	20	
Javelin	+5	-1	-7	-16	No	*	
Light Crossbow	+9	+5	-6	-20	Yes	18	
Light Lance	+8	-2	-10	-20	No	3**	
Long Bow	+12	+8	0	-10	Yes	30	
Other Dagger	+5	-3	-15	-20	No	4**	
Other Thrown Weapons	+4	-4	-14	-20	No	4*	
Repeating Crossbow	+7	+1	-8	-18	No	16	
Sling	+4	+6	-6	-19	Yes	12**	
Spear	+6	0	-9	-20	No	6*	
Throwing Axe	+6	-2	-10	-20	No	5*	
Throwing Dagger	+8	0	-12	-20	No	5**	

*Range = Base Range + the thrower's **SB** in hexes.

Range = Base Range + (the thrower's **SB/2, rounded down) in hexes.

NOTE — If the divisions in section 1.4.1.1 are too time-consuming or difficult, table 1.5 can be used to determine the ranges that apply for missile weapons.

1.4.1.1 The Range Fractions

Point Blank Point Blank Range applies when the weapon is fired within 10% of its Base Range, rounded down. If the result is zero, the firer must be in the same hex, within 1", of his target.

Short When the weapon is fired from 10 to 25% of its Base Range, rounded down, it is at Short Range. If the value is zero, the Short Range line is used instead of Point Blank.

Med Medium range applies from 25 to 50% of the stated Base Range, rounded up.

Long Long Range applies from 50 to 100% of the stated Base Range.

Ext Extreme Range applies if a YES is found for the weapon in the Ext. column of the Missile Table. Any weapon that can be fired at Extreme Range can be fired at up to DOUBLE the Base Range specified for it. (If the Base Range is 25, it can be fired at a range of 50). Per additional hex, inch, that the weapon is fired ADD ONE to your roll on the Combat Table using the line specified for Long Range.

EXAMPLE — An archer fires a longbow at a range of 35. he will roll on line -10 adding 5 to his roll for extreme range.

RANGE EXAMPLE — The Range breakdown for a Longbow is:

Point Blank	0-3	Long	16-30
Short	4-7	Extreme	31-60
Medium	8-15		

Table 1.5: Range Table

Range	Point Blank	Short	Med.	Long	Ext.
2	None	0	1	2	None
3	None	0	1+2	3	None
4	0	1	2	3+4	None
5	0	1	2+3	4+5	None
6	0	1	2+3	4-6	None
7	0	1	2-4	5-7	None
8	0	1+2	3+4	5-8	None
9	0	1+2	3-5	6-9	None
10	0+1	2	3-5	6-10	None
11	0+1	2	3-6	7-11	12-22*
12	0+1	2+3	4-6	7-12	13-24*
13	0+1	2+3	4-7	8-13	14-26*
14	0+1	2+3	4-7	8-14	15-28
15	0+1	2+3	4-8	9-15	16-30*
16	0+1	2-4	5-8	9-16	17-32*
17	0+1	2-4	5-9	10-17	18-34
18	0+1	2-4	5-9	10-18	19-36*
19	0+1	2-4	5-10	11-19	20-38*
20	0-2	3-5	6-10	11-20	21-40*
21	0-2	3-5	6-11	12-21	22-42*
22	0-2	3-5	6-11	12-22	23-44*
23	0-2	3-5	6-12	13-23	24-46
24	0-2	3-6	7-12	13-24	25-48
25	0-2	3-6	7-13	14-25	26-50
26	0-2	3-6	7-13	14-26	27-52
27	0-2	3-7	7-14	15-27	28-54
28	0-2	3-7	8-14	15-28	29-56
29	0-2	4-7	8-15	16-29	30-58
30	0-3	4-7	8-15	16-30	31-60

*If Extreme Range is possible for the weapon type that is being used.

1.4.2 Fire Modifiers

All armor, shield, helmet, weapon strength and Expertise modifiers apply in Missile Fire. Expertise modifiers only applies for the firer; they give the target no benefit.

The target may use his Expertise with a Shield to modify the Firer's roll. The **EL** is added to the firer's roll when he fires. The total added in this way may not exceed the **AV** of the shield that the target is using.

EXAMPLE — A target has **EL**12 in the shield. When using a buckler he may only add 5 to the roll. When using a metal shield, **AV**13, he may add 12 to the roll.

1.4.3 Missile Damage

Damage from Missile Fire is identical to that specified for "Attacker using a Weapon" in Normal Combat. At no time will the firer's **SB** be added to the damage scored, unless the object is a thrown weapon.

1.4.4 Situation Modifiers

All listed Situation Modifiers apply for Missile Fire as well. In addition, the following factors apply:

A) **Night Fire** — When the target is in darkness, or otherwise obscured from the firer, the firer will double the Range to determine the Line that he will fire on.

EXAMPLE — A beast is moving towards the camp. The guard fires at it at a range of 7 with a Longbow. The effective range, used to determine his line on the combat table is, 7×2 , 14. He will fire on line 0 instead of line +8.

B) **Concealment** — When the target is partially hidden behind an object that is capable of deflecting the missile, the effective range is determined as for 1 above.

C) If both 1 and 2 apply, quadruple the Range.

EXAMPLE — When a shot is taken, the target is partially behind a boulder. If the range is 11, it becomes 22. If it is also night, or vision is obscured, a range of 11 would become an effective range of 44.

D) **Size** — Per 15 hits, rounded down, that a creature can take the Archer will subtract 1 from his roll. If the target has a determined height, subtract 1 per 5 inches, rounded down, that he is taller than 72".

If a Humanoid form creature does not have a determined height, subtract 1 per 20 hits that it takes, rounded down.

E) **Strength Bonus** — If the weapon used is one whose range is modified by the Firer's **SB**, the **SB** is added to any damage that is inflicted by the item thrown.

EXAMPLE — A giant, **SB**+8, throws a rock. On a normal hit, it will do **1D6+8** hits to the target. His base range is 12.

1.4.5 Horse Archery

A missile user is allowed to use some weapons while he is mounted. These weapons are listed on table 1.6.

Table 1.6: Weapons for Mounted Missile User

Weapon	Stationary	Charging
Bow	0	+10*
Composite Bow	0	+5*
Light Crossbow	+5*	+15*
Spear	+5**	+15**
Javelin	0	+10**
Light Lance	+5	+10(0)***
Bolas	+5**	+5**

*The Modifier is added per Range Fraction above Point Blank range. (If a Bow is fired from a charging horse at Medium range the modifier is +20, i.e. a 14 becomes a 34.)

**These weapons may only be used from a mount at Point Blank and Short range. The modifier is added at each range level, starting with Point Blank, as stated for Bows.

***For the Light Lance, the modifier in parentheses is used if the missile is cast at Point Blank range. If it is cast at Short Range, the other modifier applies.

1.4.6 Attacked Archers

If a missile-user, firing any type of Bow or Sling, is attacked in a phase that he fired in he may not counter attack. The attacker will receive a free attack while the missile-user switches weapons.

Table 1.7: Reload Times for Crossbows

Crossbow Type	Phases to Reload
Repeating Crossbow	8
Light Crossbow	2
Heavy Crossbow	3
Arbalest	4

Table 1.8: Damage Done by Throwing Stones

Weight	WSB	HCM
t1 pound	-2(-1)	None
1-2 pounds	-1(0)	None
3-6 pounds	0(+1)	None
7-14 pounds	+1(+2)	-1
15-29 pounds	+2(+3)	-2
30-49 pounds	+3(+4)	-4
50-79 pounds	+4(+5)	-6
80-119 pounds	+5(+6)	-8
120-169 pounds	+6(+7)	-10
+50 pounds	+1(+1)	-2

NOTE — The +50 pounds increase states the amount of increase per additional 50 pounds of weight. For example, if a 500 pound statue is thrown (or falls) on someone the WSB is +14(+15) and the HCM is -26.

1.4.7 Crossbows

Table 1.7 applies for Crossbows only.

The time required to reload starts with the last phase on which the weapon was fired.

The Repeating Crossbow, a complex machine, may be fired ONCE per phase for FIVE PHASES before it must be reloaded. All other Crossbows may be fired once before they must be reloaded.

If a Character is interrupted while he is reloading his Crossbow, i.e. he has to defend himself, he will lose all accumulated phases of reloading. He must start over.

NOTE — The repeating crossbow is equivalent to the weapon used in the far east, especially in China. It fires darts or pellets, depending on the ammunition that its magazine is designed for.

1.4.8 Bows

To use a Bow, Composite Bow or Longbow the firer's **SB** must be at least equal to the **WSB of the Bow**-1. If it is less, the Character cannot draw the Bow.

1.4.8.1 Elven Bows

The rule in 1.4.8 above will never apply for Elven Bows.

1.4.8.2 Magic Bows

For non-Elven Magic bows, the firer's **SB** must be at least equal to **WSB/2**, rounded down.

1.5 Throwing Stones

In some cases, the Players or Referee may need to determine the **WEIGHT** of a miscellaneous projectile that is thrown at them, or by them.

1.5.1 Maximum Weight

If the thrower has a determined Portage Ability, the maximum weight that he can throw for the Range determined for him is **PA/10**, rounded down.

Each weight increase, equal to the throwing weight determined, reduces the throwing range by 50% rounded down.

EXAMPLE — Vlad Stonehand has a Portage Ability of 244 pounds. He can throw a 24 pound, or less, projectile 8 hexes. He can throw a 25 to 48 pound object 4 hexes. He can throw a 49 to 72 pound object 2 hexes. etc.

If the thrower does not have a Portage Ability, the maximum weight equals **S/4** rounded up. All other rules apply as specified.

1.5.2 Damage

The **WSB** that a thrown projectile of this type has is based on its weight. Table 1.8 details this factor. The Referee will determine the weight of the projectile.

HCM in table 1.8 is used for **EL** to determine if a hit is scored and what kind of hit it is. It has no effect on the amount of damage that the projectile will do if it hits.

IMPORTANT — The thrower's **SB** will apply for all thrown weapons. It will not apply for projectiles that are cast from a Sling.

OPTIONAL — The total number of hit points inflicted by a thrown projectile can be varied by the type of material. Stone and hard metal get full damage. Hard wood and soft metal score $\frac{1}{2}$ damage rounded up. Soft wood and other soft materials that are hard enough to do anything score $\frac{1}{4}$ damage rounded up.

1.6 Equipment Damage (Optional)

In combat, equipment can be damaged and broken. The rules that follow legislate this factor.

1.6.1 Weapons (FV)

The Fatigue Value listed for the weapon is the number of Hit Points that that weapon can inflict without suffering damage or breaking. The basic rules that apply are:

- Each time that the damage inflicted on a target exceeds the **FV** of the weapon used, it is reduced by ONE if the weapon does not break. Regardless of the current **FV**, a weapon will never break automatically. Negative values serve to increase the chance of breakage.
- If the damage inflicted is **DOUBLE** the **FV** of a weapon, or more, the weapon may break. The chance that it will is determined by subtracting the **FV** from the amount of damage scored. The result is the percentage chance that the weapon will break. (*Record the FV of a weapon in the DR column of your Record Sheet*).

EXAMPLE — A Sword has a fatigue value of 8. If 10 hits are scored with it, the **FV** is reduced to 7. If, subsequently, 19 hits are scored with the reduced weapon, it may break. The chance would be, $19-7$, 12%.

A weapon with a **FV** of -2 will have a chance to break if it scores any damage. It scores, in this case, 9 hit points, $9-(-2)=11$. It has an 11% chance to break. If it doesn't break, the **FV** becomes -3.

Whenever a weapon breaks, it is useless.

1.6.2 Armor

The Armor Value (**AV**) of a suit of armor is the number of hit points that it will block for the wearer. When this value is exceeded, both the wearer and the armor take damage.

EXAMPLE — A Warrior in Chainmail suffers 7 hits. The Chainmail negates 3 points of this damage. The remaining 4 hit points are suffered by the warrior and the armor.

1.6.2.1 Damage Resistance

The damage resistance (**DR**) of a suit of armor is determined by its **AV** on table 1.9.

Table 1.9: Damage Resistance

AV	DR	AV	DR	AV	DR
1	15	6	55	11	115
2	20	7	65	12	130
3	35	8	75	13	150
4	35	9	85	14	170
5	45	10	100	15	200

If the **AV** is greater than 15, increase **DR** by $30 \times (\text{AV} - 15)$. When the total damage that has been suffered by the armor exceeds the value listed in the table, it is worthless as armor. The maximum **AV** that is possible for non-magical armor is 6.

1.6.2.2 One Blow Damage

If a suit of armor suffers damage, in excess of the **AV** times 5, in one blow, reduce the **AV** by 1.

EXAMPLE — A man in Plate Mail, **AV**4, is hit for 27 hit points. After the **AV** is subtracted, 23 are scored on him and the armor. This reduces the **AV** of the Armor to 3 as well as inflicting the damage.

1.6.2.3 Natural Armor (NAV)

The Natural Armor Value listed for certain creatures reflects a toughness of hide and/or mystical protection that is derived from within. This **NAV** cannot be destroyed in combat. As an option, it may be reduced in value with One Blow damage. The amount of reduction is 1 each time that the **NAV squared** is scored against the creature. It may never be reduced more than 50% rounded up.

EXAMPLE — A Dragon has **NAV** +4. Any time that more than 16 hits are scored on it, after armor subtraction, the **NAV** is reduced by 1. The minimum **NAV** that it can have is +2.

In all cases, when the damage scored to reduce the **NAV** heals, so does the **NAV** itself. **NAV** damage reflects large gash wounds, that allow the fighter to hit the creature with reduced armor resistance.

1.6.3 Shields

The **AV** listed for a shield is the amount of damage that it can block. If this value is exceeded, the shield is destroyed and any excess damage is taken by the shield-user.

EXAMPLE — A shield has an **AV** of 13. If 13 hits or less are scored, the damage is blocked. If 14 or more are scored, the shield is destroyed and the Shield wielder takes Damage—13 hit points.

If the damage blocked by a shield exceeds 50% of its **AV**, but does not exceed the **AV**, the **AV** is reduced by 1 and the damage is blocked.

If the damage blocked is 50% or less of the **AV**, it is blocked and no damage is taken by the shield.

NOTE — See *Shield Expertise*.

1.6.4 Helmets

Helmets only come into play if a Severe or Deadly hit is scored. On those hits, they are destroyed if the damage taken exceeds **AV** times 10. If a helmet is not destroyed, the damage has no effect on it.

1.7 Repair

Broken or damaged equipment can be repaired.

The cost of repair equals ONE COIN of the type paid for the item in the Equipment List per point of damage it has suffered.

For Armor, if the **AV** has been reduced by damage the cost to repair the **AV** equals $\frac{1}{2}$ the original cost of the armor.

EXAMPLE — A Suit of Chainmail has taken 18 hits and had its **AV** reduced to 2. The cost to repair it is 18 GC plus 50% of its original cost.

Repaired Weapons are never as good as new. When a weapon is repaired reduce the **FV** listed for it by 2.

1.8 Mounted Combat

When fighting mounted, one of two movement conditions apply.

1.8.1 Stationary Combat

A horseman is considered to be “Stationary” when he moves 25% or less of his mount’s speed in the phase that combat occurs in.

When the combat occurs at Stationary speed, the rider will have the following factors in his favor:

- The Horsemanship **EL** is added to the rider’s **EL** with the weapon that he is using for all hit chance and damage modifiers.
- The Horsemanship **EL** may always be used independently of the Weapon **EL**, i.e. one can be used offensively while the other is used defensively.
- Unmounted opponents that are not armed with a Polearm or Spear class weapon will add 10 to their roll in attacking.
- When stationary, trained Warhorses receive an individual attack of their own. This is not allowed while charging, unless a Trample attempt is made.

1.8.2 Charging

When the mount moves over 25% of its speed, it is charging. On any phase that a charge move is taken, the following factors will apply:

- All factors listed in Horsemanship in Book One.
- If a trained mount charges an untrained mount, the rider of the untrained mount must add 10 to his roll to hit either mount or rider.
- Any unmounted opponent that is not armed with a Polearm or Spear class weapon must add 10 to his roll to hit the rider.
- If the Rider does not attack himself, he may attempt to TRAMPLE an opponent that is in front of him. (In effect, ramming the mount right into it and trying to ride over it).

1.8.2.1 Trample Attempts

This maneuver reflects the Rider’s attempt to charge over an enemy. The Rider may not attack when he makes this attempt. He may use his Horsemanship **EL** to modify the chance that the attempt will succeed.

In all Trample Attempts, the Mount’s **OCV**×2 is used in determining the Base Line on the Combat Table. The Rider’s **EL**, the Mount’s **SB** and the Mount’s **Rating**×2 may all be subtracted from the roll to hit. If a hit results, the **Rating**×2 and the Mount’s **SB** are added to the damage that the victim will take. If the target is killed or missed, and the horse is not hit seriously enough to stop the charge, the rider may continue his charge. If the target survives, or the damage taken by the Mount stops the charge, the

Rider must remain in the Hex where the Trample Attempt occurred. The Movement Cost to Trample an opponent is 1. This attack mode may only be used on opponents that are the same size, or smaller, than the trampling Mount, i.e. if riding a horse this means that only horse size targets or smaller may be trampled.

Targets armed with Polearm or Spear class weapons may attack before a trampling mount reaches them. ALL other targets may attack if they are not killed by the attack. If sufficient damage is scored by the Polearm or Spear, the charge will be stopped before the Trampling Mount can reach the weapon-user.

1.8.2.2 Charge Maintenance

To maintain a charge, the mount must continue moving at charge speed, $\frac{1}{4}$ of its full **PMR**, rounded up, AND may not vary his direction of movement by more than 60 degrees in any one phase. Variance in either particular negates the effect of charging for the phase in which the variance occurs.

If a mount suffers damage in excess of its **Rating** $\times 2$, in any one phase, he may not charge in the next phase. His maximum speed for that phase will be $\frac{1}{4}$ of his **PMR**, rounded down, i.e. its Stationary speed.

The Stationary and Charge speeds determined are always based on the undamaged levels for the mount. If its speed is reduced due to damage the speed required to get an effective charge is not affected.

1.8.3 Untrained Mounts

Mounts that are not war trained, all Riding and Draft Horses, etc., are at a disadvantage in combat. None of the modifiers listed for Stationary or Charge moves will apply for them. The mount will only be allowed to attack in combat during a phase that it is hit. In addition, the rider may be thrown. The chance is equal to the Mount's Rating, or **SB** if it has no Rating, $\times 2$ minus the Horsemanship of the rider. Roll **1D10**. Thrown riders suffer **1D6** hits plus the **SB** of the mount. Once the rider is thrown, the mount flees. (If the Referee allows carnivorous mounts, the mount will stay and attack; 1-7 — the creature that hit them; 8-10 — the rider).

NOTE — *Riding mounts are war-trained in Barbarian areas. They operate as Warhorses but are not used to Trample.*

2 Movement

The parameters for time and distance listed in table 2.1 are used throughout this game. All Ranges and Movement speeds are based on the Tactical Hex.

Table 2.1: Movement Scale Chart

	Tactical	Grand Tactical	Strategic
One Hex (Inch)	10 Feet	100 Feet	20 Miles
One Turn	12 Seconds	Two Minutes	Twelve Hours
One Phase	3 Seconds	Not Applicable	Not Applicable

NOTE — In all cases where " or inch are used, without explicit definition, the term is equivalent to the 10 foot hex used as a tactical standard.

In all cases where the words turn or phase are used without accompanying adjective, the word will refer to the tactical unit of that type.

2.1 Tactical

The tactical scale is used to resolve all combat and encounters. See 2.4

2.2 Grand Tactical

The grand tactical scale is used to map large encounter areas, i.e. cities, ruins, villages. It should only be used for this purpose.

2.3 Strategic

The strategic scale is used to map large areas of terrain. The Basic Movement rate, in miles per Strategic Turn, equals the **MR** determined for the Character or other creature. The Referee may modify these values based on the terrain, the speed with which the Players wish to move and other factors. Whether he does so is entirely at his discretion. If desired, a base speed of 10 miles per strategic turn, walking, 20 miles per strategic turn, riding, and 40 miles per strategic turn, flying, may be used for all parties.

2.4 Tactical Combat

Each tactical turn is divided into four phases. Each phase represents 3 seconds of elapsed time. The number of Movement Points that are available in each phase are determined on the chart below depending on the Movement Rate (**MR**) and the Phase being played.

EXAMPLE — A Creature has an **MR** of 50. $50/4=12$ with 2 remaining. The **PMR** for the Creature is 13/12/13/12.

2.4.1 Movement Order

Within each phase, the creature with the highest **PMR** will move first. If a tie exists, Characters will always move before creatures or non-characters. If Characters are tied, the Character with the highest Agility will move first. If this does not resolve the tie, continue with; 1) Highest **CEL**, 2) Lowest **AV**, 3) Tallest, 4)

Table 2.2: Phase Movement Table

MR	Phase				MR	Phase			
	1	2	3	4		1	2	3	4
0	0	0	0	0	16	4	4	4	4
1	1	0	0	0	17	5	4	4	4
2	1	0	1	0	18	5	4	5	4
3	1	1	1	0	19	5	5	5	4
4	1	1	1	1	20	5	5	5	5
5	2	1	1	1	21	6	5	5	5
6	2	1	2	1	22	6	5	6	5
7	2	2	2	1	23	6	6	6	5
8	2	2	2	2	24	6	6	6	6
9	3	2	2	2	25	7	6	6	6
10	3	2	3	2	26	7	6	7	6
11	3	3	3	2	27	7	7	7	6
12	3	3	3	3	28	7	7	7	7
13	4	3	3	3	29	8	7	7	7
14	4	3	4	3	30	8	7	8	7
15	4	4	4	3	31	8	8	8	7

For determining the Phase Movement Rate (**PMR**) for **MR**s in excess of 32, divide the **MR** by 4. This value is assigned to each phase. Any remainder is assigned, 1 per phase, in phase 1,3,2 order.

Lowest Weight. If it is still unresolved, the Characters should take turns moving first.

2.5 The Phase Sequence

The major combat actions are resolved in the following order:

- I) Mana Allocation
- II) Missile Fire
- III) Magic Effect
- IV) Movement and Melee

2.5.1 Mana Allocation

During this phase, any magic-users that wish to cast magic will allocate the necessary mana. The number of Mana Points that a magic-user can cast in one phase equals $(\text{MEL} + \text{EL})/2$, rounded up. The spell cast will not go into effect until all points cast for it have been allocated. When they have, it takes effect in the Magic Effect phase immediately following.

EXAMPLE — An **MEL** 4 Wizard casts a 4 point spell. He can cast 3 Mana Points per phase with that spell. On the Mana Allocation in which he casts the final Mana Point, the 2nd phase of casting, the spell is complete. It will take effect in the Magic Effect Segment of the 2nd Phase.

If the magic-user is damaged while casting a spell, i.e. before all mana has been allocated to it, the spell will not take effect and any mana cast is lost. He must start over to cast the spell.

EXAMPLE — in the case above, if the Caster took an arrow after casting the initial 3 Mana points the spell will not take effect and the points cast are lost.

2.5.2 Missile Fire

All projectile weapons and thrown missiles are used at this time.

Damage scored by arrows, quarrels, pellets, darts and other small projectiles, that score damage against an armor wearer, will not damage the armor that is worn. The penetration that occurs when they inflict their damage is at no time sufficient to count as real damage for the armor, though it does damage the wearer.

EXAMPLE — An arrow scores 13 hits on a person in Plate Mail. Four hits are blocked by the armor. The wearer takes 9 hits, the armor's **DR** is not reduced by the arrow. A quarrel strikes a shield, doing 20 hits. It is firmly imbedded in the undamaged shield, and probably the shield arm of the shield-user.

If the Missile Weapon is being used from horseback, i.e. mounted, the firer may fire it during the Missile Phase. If he does not choose to do so, he may fire during the Movement and Melee Phase at any point of his move. The **MP** cost to fire a weapon during the Movement and Melee Phase is 3 **MP** for a Bow and 2 **MP** for a thrown weapon.

EXAMPLE — The **PMR** of the Mount is 7 for the Phase. If the Character fires his Bow on the move he may only move 4.

2.5.3 Magic Effect

In the magic effect phase, any spell that has received all of the mana required for it to take effect will be resolved. The effect of all spells are resolved using the Magic Table, section 3.1.

2.6 Movement And Melee

During this Phase, all combatants will move and all combat will be resolved. Whenever a combatant enters a hex, moves within $\frac{1}{2}$ " or is in range of the melee weapons involved on either side, the combatants involved will have the option to fight. If either chooses to do so, both lose their remaining movement for the phase. When all movement has been completed, they will fight.

2.6.1 Option

If a Character does not wish to fight, and he is faster than a combatant that does, he may refuse combat by moving out of the range of his enemies attack. If the refused combatant wishes to do so, he will be allowed a free attack against the Character. The free attack is allowed if:

- A) The combatant can follow the Refuser at least ONE HEX during the phase that combat was refused.
- B) No other person engages the refused combatant during the same phase as the refusal.

If two combatants start the phase within range to fight, and either wishes to do so, combat is mandatory as specified above.

2.6.2 Changing Weapons

An archer that is attacked and wants to change weapons can do so in the phase he is attacked, but may not attack in melee or use his **EL** defensively. It takes a full phase to get the normal use of his new weapon.

2.6.3 Movement Modes

Two movement modes apply for all combatants Stationary and Charge.

2.6.3.1 Footmen

Any unmounted Character, or any creature with an **MR** of less than 15, is considered to be a Footman. Footmen are considered to be stationary if they do not move at all. (This excludes changes of facing within the hex that the combatant is in). Footmen that move are Charging.

2.6.3.2 Mounted

Any Character that is riding, or any creature with an **MR** of 15 or greater, is considered to be Mounted. If a Mounted person moves 25% or less of his **PMR**, he is stationary. If he moves faster, he is charging. For the effects of these Modes see Mounted Combat and Horsemanship. (Creatures that are classed as mounted, may attempt to trample when fleeing. Their **OCV/3**, rounded down, should be used as their rating.)

2.7 Weapon Classes

The classes below are listed in Attack Order priority.

2.7.1 Polearms

The Halberd (Poleaxe) and Glaive fall in this class. When they are used by a Stationary Footman, the parenthesized **WSB** listed for them will apply. At all other times, it will not.

When a Polearm is used against a Charging, Mounted opponent, DOUBLE the parenthesized **WSB**.

Polearms may be used to attack into adjacent hexes. No **WSB** increases apply if the weapon is used while charging.

2.7.2 Heavy Lance

The **WSB** only applies when it is used from a Charging Mount. Against another Charging Mounted target, the **WSB** listed is DOUBLED if a hit is scored.

2.7.3 Spears

The Spear and Light Lance are used at this time. For the Light Lance, the **WSB** will only apply on the Charge when it is thrown or used as for the Heavy Lance. Spears may be used in the same way but will garner no additional effectiveness. If a Spear is used while charging on foot, add 5 to your roll. Either may be thrown from a Stationary position.

2.7.4 Staff

May only be used while on foot. If it is used while charging, add 5 to your roll. On Deadly Hits, double the **WSB**.

2.7.5 Heavy Swords

The Great Sword, Bastard Sword and Broadsword. The Great Sword may not be used while mounted. If the Bastard Sword is used while mounted, add 5 to your roll. No restriction applies on the Broadsword. When any of these weapons are used while charging on foot subtract 1 from the damage scored.

2.7.6 Axe

The Axe and the Battle Axe. The Axe is used from Horseback as for the Broadsword. The Battle Axe is used as for the Great Sword. No deduction applies if they are used while charging on foot.

2.7.7 Scimitar

The Scimitar and the Tulwar. When they are used from the back of a Charging Mount, add ONE to the **WSB**.

2.7.8 Mace

The Mace, Hammer, Flail and Club. On Deadly and Severe damage, add 1 to the damage inflicted. Against Shields, subtract 1 from the damage inflicted. Subtract one from damage if the weapon is used by a Charging Footman. Add 1 for a Flail used by a Charging Mounted combatant.

2.7.9 Swords

Lighter swords. Used as for Broadsword from Horseback. No deduction applies when they are used while charging on foot. If used as a Missile Weapon, roll on the Other Missile Weapon line adding 10 to your roll.

2.7.10 Other Weapons

Throwing Axe, Javelin, Dagger, Throwing Dagger. These are weapons that are short or that are primarily meant to be thrown. If they are thrown, they strike before Polearms. If not, they strike last.

2.7.11 Caltrops

Caltrops are a spiked nuisance weapon. They are spread in front of the defender as a defense against mounted attackers. The Referee may decide to ignore them in play. If you wish to use them, the **OCV** will be equal to the number of Caltrops spread along the line that the mounted creature must pass. If a hit is scored, they will do **1D6** hit points and will break the charge if the damage scored or less is rolled on **1D10**. Caltrop damage is unaffected by Armor.

EXAMPLE — 8 Caltrops are spread in the area that a Knight charges through. Rolling with an **OCV** of 8, i.e. on line + 8, a hit is scored. Rolling 1D6, 3 points damage are inflicted on the horse. Rolling 1D10, a 1–3 will indicate that the Charge is broken. No charge benefits are received by the opponent if the charge is broken.

2.8 Creatures

Table 2.3 gives the Attack Order of creatures, based on the weapons above and the **OCV** of the creature.

Table 2.3: Attack Priority Table

Order	Weapon Class	Creature OCV
1	Thrown Weapon	–
2	–	17+Up
3	Polearms	13–16
4	Heavy Lance	–
5	Spear/Light Lance	9–12
6	Staff	–
7	Heavy Sword/Axe	6–8
8	Scimitar/Mace	–
9	Sword	3–5
10	Other Weapons	0–2

In case of ties, Characters will always attack first. If both combatants are Characters, ties are broken as for movement ties. Use Dexterity as the first tie breaker instead of Agility.

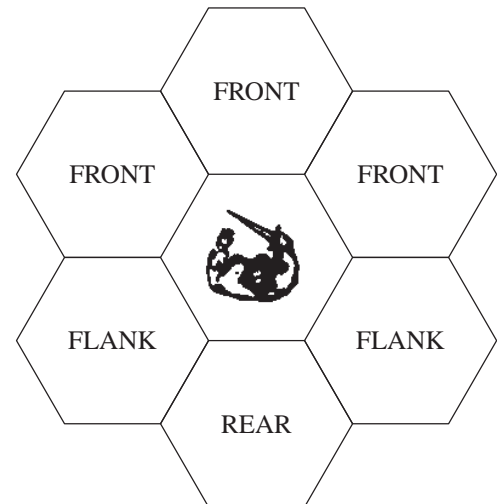
2.8.1 Magic Weapons

The Attack Priority for a Magic Weapon **equals the order listed for the Weapon type minus EL/2, rounded up**. The best priority that a throwable weapon can have is zero, i.e. before all thrown Weapons. The best priority that any other Magical Weapon can have is 2.

2.8.2 Facing

Unless a combatant has a strong tail, or other weapon that can be used in the rear, he may only attack opponents that are located to his front. The front is a 180 degree area radiating from one side of the counter, or figure, that represents the combatant to the other.

Figure 2.1: Facing



The flank of an opponent are 60 degree areas adjacent to the front on either side of the counter or figure.

The opponent's rear is a 60 degree area that is adjacent to both flanks and not adjacent to the front.

A creature with weapons in both front and rear can attack in either direction and is not considered to have a rear for the purpose of Combat.

Creatures that attack within a specified area will affect all targets within that area. They will have neither a rear or a flank for the purpose of Combat.

Creatures, such as the Hydra, that are multi-headed will not have a flank. If they are multi-headed and one of the heads is in the rear, such as the Chimeara, they will have neither rear or flank.

2.9 Movement Restrictions

- If a Missile weapon is fired during the Missile Segment by a combatant on foot, he may not move in that Phase's Movement and Melee Segment. If a weapon is thrown, he may move after reducing his **PMR** for the Phase by 2, if his **PMR** is not zero.
- Damage Reduction** — Damage will reduce the speed of all Creatures. (Except those specifically excluded). Divide the Character's highest **PMR** rating into the number of hits that he can take and round up. This yields a number of hits that he can take before the **PMR** is reduced by 1. When a reduction occurs, it occurs in all Phases of a turn and lasts until the damage heals.

EXAMPLE — A Character has an **MR** of 13, i.e. 4/3/3/3. He takes 29 hits. 29/4 yields a value of 8. Per 8 hits that he suffers, rounded down, his **PMR** in all Phases is reduced by 1. (If he takes 10 hits, the **PMR** values become 3/2/2/2).
- Any Creature that dodges during a Phase will move at 50% of its normal **PMR**, rounded up, in the next Phase.
- Any Creature that has its **PMR** reduced by more than 1 in a single Phase may not move in the next Movement and Melee Segment.
- Magic-users may not move in any Phase that they cast Mana.

3 Magic

The sections that follow delineate the use of magic in combat, the Spells available and all facets of magic-use. Additional sections delineate the affect of various items whose effect is resolved using the Magic Table, i.e. Poisons.

3.1 Magic Table

The Magic Table is used to resolve the effect of all Spells, Poisons, Diseases and other effects.

3.1.1 Positioning

The Line that the magic-user will use on the Magic table equals his **MEL** (Magic Experience Level). For other effects, the line used is the Base Line (**BL**) assigned to it.

3.1.2 Spell Resolution

When the magic-user's line is known, his roll is modified by the following factors:

- Subtract **EL**×2 from the roll.
- Add the target's **MDV** to the roll.
- Add any other factors that the Referee chooses to apply. See 7.85.

EXAMPLE — The wizard Oom, **MEL**6, casts an **EL**3 Astral Fire spell at a creature with an **MDV** of 8. No special factors apply. He will roll on line SIX adding TWO to his roll.

3.1.2.1 Multiple Targets

When a spell can affect more than one target, a single roll is used to resolve the effect for ALL of them. The **MDV** of each target is added independently to determine the result against that individual.

IMPORTANT — When multiple targets are affected by a successful spell, the magic-user will receive points based on the HIGHEST MDV that is affected. If ANY target is affected by success, he will not receive failure expertise for those targets that are not affected.

EXAMPLE — In the case above, Oom's spell can affect three targets. The **MDV**'s are 10, 8 and 4. With his roll, he fails to affect the **MDV** 10 target but affects the others. He receives points based on success against an **MDV** of 8.

3.1.3 The Magic Table

Table 3.1 is used to determine the effect of all spells, poisons and supernatural events. Where the term **BL** is used for ANY roll, anywhere in these rules, the roll is taken on the Magic Table.

If the **MEL** is greater than 20, subtract ONE from the magic-user's roll per excess **MEL**. Roll on the 20+Up line to resolve the affect of his spell.

NOTE — As a note of interest, or if terminology is important in your world, the **MEL**s indicated by the lines above yield the following titles in a magical society (See table 3.2). The terms in the table, for magic-user relative status, are derived from the base chances that they have on the magic table. An apprentice has a better chance of failure than of success, except at **MEL** 5. A magician has a better chance of success than of failure. A Sorcerer/Wizard only experiences abysmal failure due to the strength of the target that he is attempting to effect. A Mage

Table 3.1: The Magic Table

Line	Success	Failure	Abysmal Failure
0	01–35	36–90	91
1	01–38	39–91	92
2	01–41	42–92	93
3	01–44	45–93	94
4	01–47	48–94	95
5	01–50	51–95	96
6	01–52	53–96	97
7	01–54	55–97	98
8	01–56	57–98	99
9	01–58	59–99	100
10	01–60	61–100	101
11	01–62	63–101	102
12	01–64	65–102	103
13	01–66	67–103	104
14	01–68	69–104	105
15	01–70	71–105	106
16	01–72	73–106	107
17	01–74	75–107	108
18	01–76	77–108	109
19	01–78	79–109	110
20+UP	01–80	81–110	111

Table 3.2: Titles in a Magical Society

MEL	Title
0 to 5	Apprentice
6 to 10	Magician, inexperienced
11 to 14	Sorcerer/Wizard, experienced
15 to 20	Mage, highly experienced
21 and UP	Great Mage/Master, renowned and deadly

has twice the chance of success as of failure. The Great Mage exceeds standard limits with more than three times the chance of success as of failure and a base success chance over 80%. For the sake of your game, magic-users with an **MEL** of 11 or higher should be rare AND well known in the area where they reside; to natives of that area. A person with that kind of power seldom goes unnoticed.

3.1.3.1 Table Explanations

3.1.3.1.1 Success The spell has its listed effect. Magic Expertise, Magic Experience and Characteristic Points are gained as specified in Book One.

3.1.3.1.2 Failure The spell is cast improperly. It does not work or has a negligible effect. All mana expended is lost. One Expertise Point is gained in the spell used.

3.1.3.1.3 Abysmal Failure Failure of this nature indicates that the force shaped to create the magic has breached the Caster's defenses and turned on him. The effect of this occurrence is determined rolling **D100** on table 3.3. This roll is modified by subtracting your **EL**×2 in the spell cast.

Table 3.3: The Abysmal Failure Table

12 or Less	The failure is turned without adverse effect.
13	The Caster suffers D100 points loss to his Energy Level. If the Energy Level is reduced to zero or less, he is dead.
14+15	Reduce the Energy Level to zero. The Caster will remain comatose until it regenerates completely or he is Revivified.
16–30	The effect of the spell is suffered by the Caster and none other. If it is a spell that is only stopped by the Caster's death, it must be dispelled to stop the effect. All effects are subject to ejudication by the Referee.
31–60	The Magic User's Casting Ability is reduced an additional 2D10 Mana Points and he is unconscious for a number of hours equal to the Mana Points thus lost.
61–90	Lose 2D6 points from BOTH Energy Level and Casting Ability. The Caster is stunned, and incapable of casting any magic, or moving, for a number of phases equal to the number of Energy Points thus lost.
91 and Up	The Caster is possessed by the force from which the spell is derived. This creates a FANATICAL TIE to the alignment of the spell. Until the effect is negated (Negate Curse spell), he may not cast spells of any other alignment and his actions are dedicated to the goals of the possessing alignment. (For Basic Wizardry spells, the alignment is always the same as the Caster's orientation).

EXAMPLE — A spell with an **EL** of 2 results in Abysmal Failure. The roll on table 3.3 is 49. $49 - (2 \times 2) = 45$. The caster loses **2D10** Mana Points and passes out for the number of hours rolled.

NOTE — *Abysmal Failure occurs if the roll is greater than or equal to the number rolled, after all modifications for EL and MDV have been made.*

In Success, any roll, after modification, that is less than 01 equals 01.

If a specific effect of Abysmal Failure is noted for a spell, that effect is used. In all cases where the result of Abysmal Failure is ambiguous, the Referee will ejudicate it such that the result is detrimental to the caster.

3.1.4 Poison

The effect of poison is resolved on the Magic Table. All poisons have a Base Line (**BL**) listed for them. This is the line that is used on the magic table. In resisting poison, the victim will add his $(StB + CB) \times 2$ (his Poison Resistance) to the roll. The results have the following meaning:

Success The poison has its affect on the target.

Failure The victim loses **2D10+BL**, energy points. If the energy level of the victim reaches zero or less, the poison has its listed effect. If the effect is not immediate death, the victim's energy level is increased to its pre-poison level before the effect takes place.

Abysmal Failure Abysmal Failure has no effect on the victim.

3.1.4.1 Poison Effects

Various types of poison exist in this game. When they succeed, the following effects will be applied:

Immediate Death The victim loses **2D10+20** energy points per phase. When the energy level is zero or less, he is dead.

Death Lose **1D10+BL**, energy points per two phases. When the energy level is zero or less, the victim is dead.

Slow Death Lose **BL**, energy Points per turn. When the energy level is zero or less, the victim dies.

Paralysis/Paralytic The victim is paralyzed for TWO hours times the **BL** of the poison.

NOTE — *The four poison forms above are the basic forms that exist. Others are possible. Those that are, are explained where they apply.*

IMPORTANT — All energy losses are temporary. When the effect of the poison ends, the points are regained as specified in Book One, section 1.3.2.5.3. They are used above to determine how long it will take a given type of poison to effect a given victim. The life can be saved if the character is helped before the poison has a terminal effect on him.

3.1.5 Disease/Plague

The effects of all Diseases and Plagues are resolved on the Magic Table. The rolls that apply in this case are as specified for Poison in 3.1.4.

3.2 Casting Cost

All spells have a Base Mana Cost, see sections 5.2 and 5.3. This factor is used to determine the cost to cast a given spell.

The formula for determining a spell's casting cost, i.e. the number of mana points required to cast it at a given **EL**, is:

$$\text{Base Mana Cost} + (\text{EL} \times 2)$$

Table 3.4 gives the possible solutions of this formula in play.

Table 3.4: Casting Cost

BMC	Expertise Level											
	0	1	2	3	4	5	6	7	8	9	10	11
1	1	3	5	7	9	11	13	15	17	19	21	23
2	2	4	6	8	10	12	14	16	18	20	22	24
3	3	5	7	9	11	13	15	17	19	21	23	25
4	4	6	8	10	12	14	16	18	20	22	24	26
5	5	7	9	11	13	15	17	19	21	23	25	27
6	6	8	10	12	14	16	18	20	22	24	26	28
7	7	9	11	13	15	17	19	21	23	25	27	29
8	8	10	12	14	16	18	20	22	24	26	28	30
9	9	11	13	15	17	19	21	23	25	27	29	31
10	10	12	14	16	18	20	22	24	26	28	30	32
15	15	17	19	21	23	25	27	29	31	33	35	37
20	20	22	24	26	28	30	32	34	36	38	40	42

3.3 Casting Speed

The number of mana points that a magic-user can cast in ONE phase is a function of his **MEL** and his **EL** in the spell used. The basic formula is:

$$(\text{MEL} + \text{EL}) / 2, \text{ round up}$$

Table 3.5 gives the possible solutions to this formula.

IMPORTANT — Regardless of a magic-user's casting speed, he may NEVER cast more than one spell in any phase, no matter what means he uses to cast it.

Table 3.5: Casting Speed

MEL	Expertise Level											
	0	1	2	3	4	5	6	7	8	9	10	11
0	0*	1	1	2	2	3	3	4	4	5	5	6
1	1	1	2	2	3	3	4	4	5	5	6	6
2	1	2	2	3	3	4	4	5	5	6	6	7
3	2	2	3	3	4	4	5	5	6	6	7	7
4	2	3	3	4	4	5	5	6	6	7	7	8
5	3	3	4	4	5	5	6	6	7	7	8	8
6	3	4	4	5	5	6	6	7	7	8	8	9
7	4	4	5	5	6	6	7	7	8	8	9	9
8	4	5	5	6	6	7	7	8	8	9	9	10
9	5	5	6	6	7	7	8	8	9	9	10	10
10	5	6	6	7	7	8	8	9	9	10	10	11
11	6	6	7	7	8	8	9	9	10	10	11	11
12	6	7	7	8	8	9	9	10	10	11	11	12
13	7	7	8	8	9	9	10	10	11	11	12	12
14	7	8	8	9	9	10	10	11	11	12	12	13
15	8	8	9	9	10	10	11	11	12	12	13	13
16	8	9	9	10	10	11	11	12	12	13	13	14
17	9	9	10	10	11	11	12	12	13	13	14	14
18	9	10	10	11	11	12	12	13	13	14	14	15
19	10	10	11	11	12	12	13	13	14	14	15	15
20	10	11	11	12	12	13	13	14	14	15	15	16

*When these values apply, the casting speed is ONE mana point per turn. The person has little or no knowledge of what he is doing.

3.4 Gaining New Spells

The expertise point cost to learn a new spell is:

$$(\text{Base Mana Cost} + 1) \text{ squared}$$

If the student has a book, scroll or an instructor that knows the spell, the cost is reduced 50%, rounded up. This reduction only applies to learning the spell. It does not apply to increasing your **EL** once the spell has been learned.

New spells are only learned with expertise points that are gained educationally. You may NEVER gain experiential expertise in anything that you are unable to do.

Table 3.6 gives the expertise point costs that will apply in learning spells. All new spells are learned at an **EL** of 0. The speed with which expertise points are gained is found in section 3.5.

Table 3.6: Expertise Point Cost for Learning Spells

BMC	Point Cost		BMC	Point Cost	
	Alone	Instructed		Alone	Instructed
1	4	2	7	64	32
2	9	5	8	81	41
3	16	8	9	100	50
4	25	13	10	121	61
5	36	18	15	256	128
6	49	25	20	441	221

IMPORTANT — In the table, “instructed” indicates ALL cases where the reduction in cost that is specified in 3.4 applies. “Alone” indicates all cases where it does not apply.

NOTE — To gain a reduced cost from a book or scroll, you must be able to read it. To be taught by an instructor, teacher and pupil must have a common language that both of them know.

3.5 Increased Expertise

After **EL0** is gained in a spell, the magic-user can increase to higher expertise levels in it, either educationally or through expertise. The basic cost to reach a new **EL** from the **EL** directly below it is:

$$\text{Casting Cost} \times (\text{EL} + 3)$$

Table 3.7 gives the possible solutions to this formula.

Expertise gained through the successful use of a spell can only be used to increase the **EL** of the spell used.

Expertise that is gained educationally is only used to increase the **EL** of the spell that is studied. If the Character has a book or scroll that contains the spell, at an **EL** higher than the **EL** that the Character is currently capable of, use of it will yield TWO expertise points per day. If he has an instructor, he also gains TWO points per day. If he has a book and an instructor, THREE expertise points are gained per day. In ANY other case, the expertise point gain per day of study is ONE point.

EXCEPTION — Education requires concentration on the subject. If the Character does ANYTHING else while he studies, reduce the expertise gain by ONE. A person without book, scroll or instructor cannot do anything else while he studies magic.

3.5.1 EL Maximums

A magic-user is limited, by his characteristics and experience, in the maximum **EL** that he can attain in any spell. Table 3.8 applies for this factor.

Table 3.8: EL Maximums for Magic-Users

Magic Path	Formula
Wizardry	$(\text{I} + \text{MEL}) / 10$, round down
Sidh Magic	$(\text{Em} + \text{MEL}) / 10$, round down
Shamanism	$(\text{W} + \text{MEL}) / 10$, round down

3.5.2 Book Or Scroll Casting

A Wizard or Natural Magician may, at his option, attempt to cast a spell that he has not learned by reading it from a Book or Scroll that is in his possession.

In doing so, the Caster will add $(\text{EL} \times 2) - \text{MEL}$ to his roll. In all cases, **EL** is the **EL** of the spell being read and **MEL** is the **MEL** of the Caster. Unless the Caster takes the time to analyze the spell magically he will only be reciting a formula. He will not know exactly what his success will create or cause to happen.

The time required to cast a spell in this way is determined using an **EL** of 0.

If the Caster knows the spell that he cast from the book or scroll, the **EL** of the spell written in that book is used in determining casting speed. The **EL** possessed by the Caster is used in modifying the roll on the Magic Table. The effects of the spell are determined using the **EL** of the book or scroll.

3.5.3 Family Spells

Certain spells, listed as “POWERS” grant the ability to cast more than one spell. When a family spell is gained, the Caster gains every spell in the family at an **EL** of 0. From that point on, the **EL** of each member spell is increased individually through its specific use or study.

Table 3.7: Cost Next Level for Spells

Base Mana Cost	Expertise Level										
	1	2	3	4	5	6	7	8	9	10	11
1	12	25	42	63	88	117	150	187	226	273	322
2	16	30	48	70	96	126	160	198	240	286	336
3	20	35	54	77	104	135	170	209	252	299	350
4	24	40	60	84	112	144	180	220	264	312	364
5	28	45	66	91	120	153	190	231	276	325	378
6	32	50	72	98	128	162	200	242	288	338	392
7	36	55	78	105	136	171	210	253	300	351	406
8	40	60	84	112	144	180	220	264	312	364	420
9	44	65	90	119	152	189	230	275	324	377	434
10	48	70	96	126	160	198	240	286	336	390	448
15	68	95	126	161	200	243	290	341	396	455	518
20	88	120	156	196	240	288	340	396	456	520	588

3.6 EL Effect

The **EL** possessed in ALL spells affects the potency of the spell when it is cast. In all cases, the description of each spell specifies formulas that apply for each basic function of that spell.

EXCEPTION — In certain cases, the statement:

EL factor applies as a power

appears. This statement indicates that the EL+1 is used as a power of the base number given.

EXAMPLE — The listing reads:

DURATION — 2 weeks (*EL factor applies as a power.*)

If the EL is three, this indicates that the Duration is TWO to the fourth power weeks. If it is ten, the Duration is TWO to the eleventh power weeks.

3.7 Lesser ELs

Magic-Users may cast a spell at any **EL** equal to, or less than, the **HIGHEST EL** that they are capable of. Regardless of the **EL** that they cast it at, the **EL** modifier that will apply will be that normal for the **Highest EL** that the Caster is capable of. All effects of the spell will be as for the actual **EL** cast.

EXAMPLE — A Sidh Magician is capable of **EL6** Elf-Shot. He casts it at **EL2** to save Mana. The Roll Modifier is 12, normal for **EL6**. The effect of success is as normal for **EL2**. (If the spell is an Abysmal Failure, the **Highest EL** applies as the modifier on that table).

3.8 Damage Effect On Spell Casting

As specified previously, if the magic-user suffers any physical damage, i.e. Hit Point Damage, his concentration is broken and the spell does not take effect.

The Concentration of a magic-user is NOT broken by the loss of Energy Points. Such loss will however, possibly, diminish the amount of Mana that is available to him. See 1.3.2.5.3 in Book One.

3.9 Magic Defense

Each Character and creature in the game has a Magic Defense Value (**MDV**). This value is added to a magic-user's roll in defense against spells that he casts.

If the target of a spell wishes to be affected by it, the **MDV** may be subtracted from the magic-user's roll.

EXAMPLE — A Wizard casts Might. The warrior wants it. His **MDV** is 4, the **EL** is 3. The modifier subtracted will be $4+(3 \times 2)$.

Magic-Users have increased **MDV**'s due to their training and ability to use magic. If a magic-user is ambushed by a spell, this increased value will NOT apply. The **MDV** that will be used in this case will be the Mana Level of the magic-user ambushed.

EXAMPLE — A Shaman has **MDV12**, Mana Level 7. If he is ambushed his **MDV** is 7 instead of 12.

Creatures that have magic ability, that are ambushed magically, will have their **MDV** reduced 50%, rounded down, in resisting the affects of the spell.

All magic items have **MDVs** equal to the **MEL+EL** of the magic-user that created them.

The Referee may assign positive or negative **MDV** modifiers in special circumstances.

An assigned **MDV** modifier is warranted in the following general circumstances:

- The magic is used in an unusual way for something other than its basic purpose.
- The circumstances in which the spell is used are markedly in favor of its success or failure. (Due to the physical surroundings or the spiritual influences that pervade the area.)

EXAMPLE — Casting a Chaos spell in a temple dedicated to another alignment would call for a modifier lessening the chance of that spell's success. The size of the modifier would depend on the actual place where the attempt is made and the alignment involved.

The Referee will be the sole judge in weighing these factors.

The basic modifiers that the Referee may assign range from +25 to -25. If the modifier is positive, the chance of success is reduced when it is added. If it is negative, the chance of success is increased when it is added.

EXAMPLE — The roll is 59. If the modifier is -10, it becomes 49. If it is +10, the roll becomes 69.

4 Creating a Magic User

Becoming a magic-user in this game requires that the Player have a solid grasp of chapter 3. Every magic-using Player, additionally, must know the basic rules that govern the spells that he is capable of using, as selected in sections 5.2 and 5.3 and described in section 5.4. This task demands a strong grasp of these rules and a great deal of effort on the part of the Player.

If a Player does not wish to allocate the time, and effort, necessary to master the sections indicated above, he should not be a magic-user.

4.1 Starting Experience And Expertise

The starting magic experience and magic expertise points that a magic-using Character has are determined by his prime requisite in the Magic Path that he selects. In all cases, the Current Ability value of that characteristic is applied.

For Wizardry, the prime requisite is Intelligence. The prime requisite for a Shaman is his Will. For a Sidh Magician, Empathy is the prime requisite. Use the Current Ability rating of the appropriate characteristic on table 4.1. For Shadow Magic, use $(W+Em)/2$. See section 4.4.4.3

Table 4.1: Starting Experience and Expertise

Current Ability	Experience	Expertise
≤20	5	25
20–25	10	40
26–32	20	60
33–40	40	90
41–50	80	125
51–65	150	160
66–80	200	200
81–100	300	250
gt100	400	300

EXAMPLE — A wizard with a Current Intelligence of 38 starts with 40 magic experience points and 90 magic expertise points.

NOTE — *The points gained above are used to determine the MEL and to purchase spell knowledge other than that which is specifically gained in the Character's apprenticeship.*

4.2 Starting Knowledge Limit

A starting magic-user may not learn any spell that has a Base Mana Cost greater than his Current Ability in his Prime Requisite, divided by FIVE and rounded down.

EXAMPLE — A starting Shaman has a Current Will of 39. He may learn any spell that has a Base Mana Cost of ONE to SEVEN, inclusive. He may not learn any spell with a Base Mana Cost of EIGHT or more.

NOTE — *This limit only applies to the spells that the Character starts the game with. It does not apply to spells that are specifically gained as part of the magic-user's apprenticeship*

4.3 Acceptance as an Apprentice

No Character is automatically a magic-user. The chance that he is accepted for instruction by a trained master of the Magic

Path desired equals, for Wizardry and Sidh Magic, his Maximum Ability in the prime requisite of that Magic Path PLUS TWENTY. Shamans use maximum Will plus $(Native\ Empathy \times 2)$ The Acceptance Chance for Shadow Magic equals $(W+Em)/2+25$, using the maximums attainable. Roll **D100**. If the roll is higher than the value determined, the Character may not start the game as a magic-user.

4.4 The Magic Paths

The sections that follow detail the gains that the Character will accrue, other than those specified above, in the various Magic Paths that exist. Consult the Magic Path that is appropriate.

4.4.1 Wizardry

When a Character starts as a wizard, or completes his apprenticeship in play, he will gain the following skills:

- All General Skills, section 5.2, at **EL0**.
- The maximum **EL** currently possible as a Jeweler OR Armorer.
- One Human and one Supernatural tongue at **EL80** and **EL60** respectively. The wizard can speak these tongues and read and write in them at the maximum **EL** currently possible.

NOTE — *All skills gained above are gained at no additional expertise cost.*

4.4.1.1 Apprenticeship Cost

The cost of the wizardry apprenticeship, in expertise points, is 250. This cost is paid out of the points gained in section 1.1.4 of Book One. The points gained in section 4.1 may not be used for this purpose.

4.4.1.2 Orientation

All Wizards are required to select an orientation. The orientations that a Wizard may select are Law, Chaos or Balance. The orientation selected will affect the cost to learn and cast spells.

NOTE — *The Wizard is, essentially, an amoral searcher after knowledge and/or power. In this quest, he uses the forces that pervade existence. He never worships them.*

In choosing an orientation, the Wizard is choosing the basic philosophy that underlies and focuses his magical talents. The Law Wizard has opted to search for knowledge and use his powers to the benefit of others. The Chaos Wizard thirsts for personal power and is obsessed with his personal goals above all things. As others can aid him, they are aided. As they cease to be of value, or become a detriment to him, they are ignored or expunged. The Balance Wizard melds these forces into a whole. He is concerned with both knowledge and power. He is also concerned with aiding those that are afflicted by powers that they have no ability to oppose. The true servant of Balance works even-handedly against both Law and Chaos, seeking to create a parity in their forces, thus creating Balance. In such efforts, he gives no weight to the morality of any situation. He contests the stronger until neither is weaker.

4.4.1.2.1 Orientation Affect The biases created by a Wizard's orientation are specified in the sections below.

Chaos Orientation The cost to learn Chaos spells is normal. The cost to learn Balance and Elder spells is doubled. The cost to learn Law spells is tripled.

The cost to increase in Expertise is modified in the same way as the cost to learn that spell.

In any encounters, Law aligned forces are automatically hostile to the Chaos Wizard. He may influence other forces if he has the proper spell or speaks the appropriate language.

The cost to cast Balance and Elder spells is increased by 1 Mana Point per **EL**. The cost to cast Law spells is doubled.

Law Orientation The cost of Law spells is normal. The cost to learn Balance and Elder spells is doubled. The cost to learn Chaos spells is quadrupled.

The cost to increase in Expertise is increased as for the cost to learn the spell.

In any encounters with Chaos forces the Law Wizard is subject to attack, and is likely to attack himself. He is not required to attack other forces encountered.

The cost to cast Balance and Elder spells is influenced as for Chaos above. The cost to cast Chaos spells is doubled.

Balance Orientation The cost of Balance spells is reduced 50%, rounded up. The cost of Elder spells is as normal. The cost for Law and Chaos spells is tripled.

The cost to increase the Expertise in Balance and Elder spells is as normal. The cost for Law and Chaos spells is tripled.

The Balance Wizard is not required to attack the forces of any alignment. Law and Chaos forces encountered are hostile but do not attack automatically unless that is the nature of the specific force. Influence may be used in any encounter.

The cost to cast magic is influenced as for the cost to increase in Expertise.

4.4.2 Shamanism

Shamans gain power through a filial connection with the forces of nature. This is a tie on an emotional, instinctive level that requires strong will and aptitude.

When a Character completes his apprenticeship as a Shaman, he gains the following benefits:

- A) The Shaman makes his first drum. This drum is required in casting ANY Shamanic Magic, other than powers gained from a Tonah tie.
- B) The maximum **EL** currently possible as a Healer and a starting **EL** as a Herbalist.
- C) The Shaman starts with **1D3*** Natural Magic materials, from the Plant, Herbs and Liquors table in Book Four. He will have **2D6** doses of each material that he has.

NOTE — *If the material that the Shaman possesses is not consumed in use, he will have one item with the powers specified for it. All Natural Magic material that the Shaman starts with is in enhanced form if it has an enhanced form.*

- D) If the Shaman rolls less than or equal to his Current Empathy on **D100**, an animal of his Tonah's species is with him. This animal is treated as a pet, as for the Special Event pet. It should be treated by the Shaman as a friend and Personal Contact.

- E) Once a Shaman is attuned to the source of his magical powers, his use of the power becomes almost innate. To reflect this, all Shamans may add their **EL** in the Orient Self spell to their Casting Speed with all other Shamanic spells. The increase gained in this way may not be used to effect the casting speed of the Orient Self spell and may not be used to more than **DOUBLE** the Casting Speed of his other Shamanic spells.

4.4.2.1 The Tonah

A Tonah is the guardian spirit of a specific species of animal. During his apprenticeship, the Shaman is tied to the essence of a specific Tonah in a bond of brotherhood. This alliance grants the Shaman the following benefits:

- A) All animals that encounter the Shaman sense him to be a member of the species that his Tonah is a guardian of. They will react to him as such.
- B) The Shaman's **MDV** equals his **MDV** + the **MDV** of an average individual of the species that his Tonah guards.
- C) The Shaman can take the shape of the animal that his Tonah guards, as for the Shape Changing Special Attribute in Book One.
- D) The Shaman, regardless of the form that he is in, can communicate with any member of the species that his Tonah guards OR any Shaman whose Tonah guards the same species, i.e. he speaks the tongue of that animal species.
- E) The Shaman has the Animal Power Special Attribute, see Book One, for the species that his Tonah guards.
- F) The Shaman can summon animals of his Tonah's species at $\frac{1}{2}$ normal cost, rounded up. He will double his normal **EL modifier** when he does so. If the Shaman has not learned Summoning, he may summon the animals of this species at an **EL** of 0. If Summoning is learned, his **EL** for these animals will be **ONE EL** higher than his current **EL** in Summoning.

The Referee should allow the Player to choose the animal species that he wishes to ally with. It must be an animal, listed under Animals in Book Three. It may not be any other creature.

NOTE — *In actual belief, the Shaman is chosen by his Tonah, he does not choose. One becomes a Shaman because the forces of nature choose to make it so. If the Referee desires, he may simulate this by randomly determining the species that the Shaman is connected to.*

4.4.2.2 Apprenticeship Cost

The cost of a Shaman's apprenticeship is 150 expertise points. The points gained in section 4.1 may not be used to pay this cost. Use those gained in section 1.1.4 of Book One.

4.4.2.3 Restrictions

The following restrictions apply to all Shamans:

- A) A Shaman may only cast Shamanic Magic spells.
- B) No Tonah tie is possible with Domesticated Creatures. If a Shaman chooses to ally with the horse, his advantages apply fully only when he is dealing with wild Horses or Horses that were born wild.
- C) Tonah ties are restricted to unaligned animal, reptile and avian species. No other tie is possible.
- D) The Shaman is **REQUIRED** to treat his animal allies as he would a **BROTHER**. He will never take part in an attack on them and will never be attacked by them.

NOTE — *If the Shaman repeatedly violates 4 above, his Tonah tie will be broken. He will lose all benefits and powers gained from his Tonah. See Restoration.*

The Shaman may influence his allies and extend his immunity from attack to those that are with him. If a person or thing that he wishes to protect is the natural prey or enemy of his ally, and any Influence attempt fails, the ally will attack it anyway.

4.4.2.4 Orientation

All Shamans have an Elder orientation. They worship the forces of nature as personified in the animals and plants of the Middle World. They have no tie to other Elder forces and have a general distrust for all other Alignments.

4.4.3 Sidh Magic

The ancient arts practiced by the Elf, Faerry and Alfar. Their powers are derived from the Elder forces of creation and the Elder Gods that created them.

The benefits gained by a Sidh magician depend on his race. Consult the list below:

Faerry or Elf

- A) **EL80** in the tongue of the Sidh.
- B) A starting level as both an Armorer and a Jeweler.

Human

- A) **EL60** in the tongue of the Sidh, Elf Sidh and Faerry Sidh.
- B) Treatment as a member of the Sidh by all Elder and Kotothi forces encountered.
- C) Lower World Travel, from Travel Powers, at **EL0**.
- D) A starting level as both an Armorer and a Jeweler.

All

- A) The magician may learn **MEL** General Skills when he starts his magician at no additional expertise cost.

4.4.3.1 Restrictions

Sidh magicians may only use Elder and Sidh magics. Their cost to learn Elder magics is doubled. The cost of increased **ELs** and casting is normal for both.

Humans that are Sidh magicians may not learn any Sidh Magic spell with a Base Mana Cost of EIGHT or higher. The cost to cast, learn and increase the **EL** of any Sidh Magic spell is doubled. If the Human is also a Shaman or Wizard, he may learn other forms of magic without restriction due to his status as a Sidh magician. Any Wizard that is also trained in Sidh magic may specify an Elder orientation for their arts.

NOTE — *The Elder Wizard is essentially a Druid. He is primarily obsessed with protecting that which is his and that which has retained a portion of its former purity. In general, they are hostile to Law and Chaos, as the corruptors of the Elder Path.*

The Elder Wizard gains Elder and Sidh spells at normal cost, Shamanic spells at double cost and Law and Chaos spells at triple cost. The same factors apply for casting. In casting Shamanic spells, all requirements that apply for the Shaman apply here as well. The Elder Wizard does not gain any Tonah tie without specifically casting Restoration to establish it.

4.4.3.2 Orientation

Sidh Magicians are aligned with the Elder Powers, specifically the Sidh fragment of that alignment. In general, they distrust all non-Elder forces and dislike or despise the Kotothi.

A Sidh Magician that encounters Kotothi creatures is subject to immediate attack.

4.4.3.3 Apprenticeship Cost

The cost of the Sidh Magic apprenticeship, for full training as a magician, is 175 points for an Elf or Faerry and 225 points for a Human. Dwarfs may not learn Sidh Magic.

4.4.4 Shadow Magic

When a player completes an apprenticeship in Shadow Magic he gains the ability to cast Starting **MEL+2** Shadow spells. He also learns to speak the Tongue of Shadow at **EL60**. There are no other gains for mastering this form of magic.

Innate Shadow Weavers, once trained, cast Shadow Magic as trained Natural Magicians, gain double the number of spells listed above and speak the Tongue of Shadow at **EL80**.

4.4.4.1 Apprenticeship Cost

The cost of apprenticeship is 150 expertise points. If the student is a trained wizard or shaman, he may learn Shadow Magic at a cost of 100 expertise points. If he is an innate Shadow Weaver the cost is 80 expertise points.

4.4.4.2 Orientation

Shadow magic is unaligned. The player need not specify any orientation for his Character if he is only using Shadow Magic. If he is also a trained Wizard or Shaman, the normal orientation rules apply.

4.4.4.2.1 Orientation Affect Persons adept in Shadow Magic, other than Natural Magicians, pay double cost to learn and cast spells derived from Light, Darkness or Elemental forces. They may learn and cast spells that **ADVERSELY** affect the Mind or Energy Level of an enemy at $\frac{1}{2}$ the normal cost, rounded up. Neither modifier applies to Shadow Magic spells.

Table 4.2 gives a list of affected spells.

Table 4.2: Spells Affected

Half Cost	Double Cost
Abandon	Darkness Powers
Compulsion	Desert Powers
Disorder	Earth Powers
Dreams	Elemental Powers
Fascination	Fire Powers
Forgetfulness	Flaming Death
Hatred	Light Powers
Illusion Powers	Sea Powers
Insanity	Smokeless Flame
Leeching	Storm Powers
Quarrels	
Telepathic Powers	
Terror	
Vengeful Horror	
Wildness	

4.4.4.3 Starting Experience and Expertise

A Shadow Weaver's starting **MEL** on the Starting **MEL** table is determined by $(\mathbf{W}+\mathbf{Em})/2$, rounded up. If the Character is a trained Wizard or Shaman, the experience listed is added to that gained for his other apprenticeship.

The expertise is ignored (See Starting Knowledge above). If the Character is an innate Shadow Weaver use either Will or Empathy, whichever is higher, to determine his starting experience.

EXAMPLE — Fox Shadow, Shaman of the Omega, is a trained Shaman, a trained Shadow Weaver and an innate Shadow Weaver. His starting **I** is 31, **W** is 60 and **Em** is 30. He has the following points:

Gained As:	Experience	Expertise
Shaman	150	160
Trained S.W.	80	–
Innate S.W.	80	–
TOTAL	310	160 for Shamanic spells

Fox Shadow's acceptance chance based on max. Will 80, max. Empathy 44, is 87%.

4.4.4.4 Starting EL

The Starting Expertise Level in Shadow Magic equals **WILL divided by 40**, rounded down. If the character trained is a natural Shadow Weaver his Will is divided by 20 instead of 40. After this skill is learned, competence in any of the spells increases with expertise as for other forms of trained magic. Spells above the Starting Knowledge allowed are also learned in the normal manner.

4.4.4.5 Restrictions

- A) Shadow Magic only affects creatures that cast a shadow.
- B) Shadow Magic only operates where shadow exists. If there are no shadows, Shadow Magic is impossible.

5 The Spells

5.1 Random Spell Selection

In certain cases, primarily in creating treasure, the Referee is required to select a random spell. The rolls specified in each table are included to aid the Referee in performing this task.

Where the alignment of the spell is not specified in the context in which it is determined, the Referee should roll **1D10** to determine the table that he should roll on.

Table 5.1: Random Spell List Selection

Roll	Spell List
1	General Skills
2+3	Law Powers
4+5	Chaos Powers
6+7	Elder Powers
8	Shamanistic Powers
9	Sidh Magics
10	Balance Powers

5.2 General Skills

On completion of their apprenticeship, all Wizards gain each of the General Skills listed at **EL0**. Sidh magicians may select a number of General Skills determined by their starting **MEL**. In making these selections, they may choose any spell regardless of its Mana Cost.

Table 5.2: General Skills

Roll	Spell	BMC
1	Communicate	1
2	Detection	1
3	Divination	1
4+5	Protection	2
6	Purification	2
7	Dispell/Banish	3
8	Knowledge	5
9	Summoning	7
10	Permanent Magics	9
	Enhancement	5
	Enchantment	6
	Curse or Ban	8
	Ensorcement	10
	Enchanted Dedication	10
	Ward Pacts	15

5.3 The Spell List

The tables on the pages that follow list the spells that are available to Characters. Wizards may choose from Law, Elder, Chaos or Balance spells. Sidh Magicians may choose Sidh Magics or Elder. Shamans may only use Shamanic spells. Shadow Weavers may only use Shadow Magic, and the spells listed in table 4.2.

5.4 Spell Descriptions

The sections that follow give an ALPHABETICAL listing of the spells contained in the preceding lists. All descriptions give the basic factors that apply for the spells. These factors are modified by the **EL** of the Caster. (See 3.6).

Abandon

ALIGNMENT — Elder

Any target affected loses all sense of purpose. They will be enthralled by the wonders of the land around them. They will cease all hostile acts and wander randomly until the duration ends. If they are attacked, they are automatically ambushed. After the Ambush, the spell is broken.

DURATION — (EL+1)×3 turns

RANGE — EL+1"

Astral Fire

ALIGNMENT — Balance

The spell creates a sea of invisible flame within the Caster's radius. Anyone that is affected by the power is totally consumed by it. Persons that are not affected are undamaged and cannot be affected by that spell throughout its entire duration.

Astral Fire is capable of consuming inanimate matter if it is cast to do so. When the spell is cast in this way, the Caster must remain motionless. If he moves, the spell ends.

When the spell is cast to affect animate matter, the Caster may move during its duration, but he may not engage in combat or any other physical activity. However, each phase that he moves he will be required to re-roll his success chance to maintain the spell. Any failure at this time is automatically Abysmal. If he takes any damage at this time, the spell is negated.

At all times, the Caster remains the center of the spell's radius. As he moves, the spell moves with him; when it can move. Astral Fire has no effect on the Earth, Earth Giants, Earth Elementals or any creature with innate Earth or Desert Powers.

When a person or creature enters the radius of this spell, when it has been cast to affect inanimate matter, he can be consumed by it. He will use his **MDV×2** in resisting the fire. Inanimate matter that he is carrying is affected by the spell. The **MDV** is doubled in resistance if the item is magical. If it is not magical, it is consumed. The Caster is never affected by this spell unless Abysmal Failure results.

DURATION — EL+1 phases.

RANGE — (EL+1)/2" (A radius).

MDV LIMIT — (EL+1)×5 (If the target's MDV exceeds this value, the spell is automatically an Abysmal Failure).

Astral Powers

ALIGNMENT — Balance

The spells that belong to this family are:

AKASHA
 ASTRAL LEECH
 ASTRAL PATHS
 ASTRAL WEB
 ASTRAL WELL
 CREATION
 OPPOSITION

Table 5.3: Law Powers

Roll	Spell	BMC	Roll	Spell	BMC	Roll	Spell	BMC
01–04	Cure Disease	1	45–48	Storm Powers	3	69–72	Liberate Spirit	4
05–08	Fire Powers	2		Wind	1	73–77	Travel Powers	5
	Combustion	1		Flight	2		Levitate	3
	Fire Detection	1		Lightning Swarm	3		Insubstantiability	4
	Fire Dart	2		Lightning	4		Teleport	5
	Fire Shower	3		Thunderhead	8		Interworld Travel	10
	Fireball	4	49–51	Wakefulness	2	78–80	Truth	5
09–12	Healing	1	52–55	Light Powers	3	81–82	Negate Curse	6
13–15	Might	1		Light	1	83–85	Regeneration	6
16–18	Music	1		Radiant Light	3	86–88	Dreams	7
19–22	Preservation	1		Killing Light	5	89–91	Revivication	7
23–25	Sanity	1	56–58	Open Prison	3	92–94	Healing Light	8
26–28	Speed	1	59–61	Painlessness	3	95–97	Time Powers	10
29–32	Sustenance	1	62–65	Sea Powers	4		Time Slow	8
33–35	Tracking	1		Water Breathing	2		Time Stop	9
36–38	Water from Stone	1		Calm Sea	3		Cure Age	10
39–41	Invisibility	2		Friendly Current	4		Time Trap	10
42–44	Revelation	2		Navigation	6		Time Travel	15
			66–68	Sleep Powers	4	98	Invisiblility Sphere	4
				Sleep Touch	2	99–100	Resurrection	10
				Sleep Mist	4			
				Perpetual Trance	8			

Table 5.4: Balance Powers

Roll	Spell	BMC	Roll	Spell	BMC	Roll	Spell	BMC
01–09	Clairvoyance	1	61–67	Astral Powers	6	76–82	Time Powers	10
10–18	Damage Reversal	1		Akasha	2		Time Slow	8
19–27	Speed	1		Astral Web	3		Time Stop	9
28–36	Watchful Sleep	1		Astral Paths	4		Cure Age	10
37–44	Oblivion	2		Astral Leech	6		Time Trap	10
45–52	Preserve the Dead	2		Opposition	6		Time Travel	15
53–60	Astral Fire	4		Astral Well	8	83–88	Fate	10
				Creation	10	89–92	Strange Powers	10
			68–75	Travel Powers	5		Astral Ills	8
				Levitate	3		Automata	10
				Insubstantiability	4		Simulacra	15
				Teleport	5	93–100	Planar Travel	15
				Interworld Travel	10			

The member spells are described in alphabetical order in the sections that follow.

Akasha The Caster can tap the Akashic Record, i.e. the memory of the universe, to learn PAST events that have transpired in a specific place. The spell must be cast IN the place that the Caster desires information for.

Success will give the Caster information of the past within a specified time frame within the duration that he is capable of. Failure is automatically Abysmal.

DURATION — 2 weeks (*The Past time that can be seen. EL factor applies as a power*).

RANGE — NA. (*A specific place indicates the specific structural entity that the Caster is occupying when the spell is cast, i.e. a room, hallway, courtyard, clearing, etc.*)

TIME — The time that the Caster will be in trance viewing the Akashic flux is 1 Phase per weeeek viewed, rounded up. If he views an hour 8 weeks in the past he is in trance for 8 phases.

OPTIONAL — This spell may be cast to learn the past of SPECIFIC animate or inanimate objects that are in contact with the Caster. In this case the duration is in 2 month periods instead of weeks. The time required is NOT affected, i.e. if you go back 10 months it will take 40 phases to get the information desired. Double the casting cost if the spell is used in this way.

Astral Leech The Caster uses this power to sculpt an Astral being that is identical to the enemy that he wishes to attack. To cast the spell, the magic-user must have something that the person has been in contact with within the last 72 hours OR a discarded bit of the person's anatomy, i.e. fingernails, hair, etc.

When the Leech is formed, it will seek out the creature that it was made for and none other. When it finds him, he will begin wasting away and the leech will grow in power.

The **MDV** of a Leech equals the **MEL** of its Caster. Per day that it leeches from its target, the **MDV** increases by 1. It can only be affected by a Dispell/Banish spell. NOTHING else affects it.

Table 5.5: Shamanistic Powers

Roll	Spell	BMC	Roll	Spell	BMC	Roll	Spell	BMC
01–05	Communicate	1	58–62	Dispell/Banish	3	97	Permanent Magics	9
06–09	Cure Disease	1	63–66	Paralysis	3		Enhancement	5
10–13	Dark Sight	1	67–70	Perception	3		Enchantment	6
14–17	Detection	1	71–75	Shape Changing	3		Curse or Ban	8
19–22	Divination	1	76–78	Death Blast	4		Ensojcellment	10
23–26	Healing	1	79–82	Liberate Spirit	4		Enchanted Dedication	10
27–33	Orient Self*	1	83–85	Lower World Travel	4		Ward Pacts	15
34–38	Speed	1	86–88	Knowledge**	6	98	Spirit Cage	8
39–42	Invisibility	2	89–91	Spirit Death	6	99	Origin Powers	8
43–46	Plague	2	92–93	Exorcism	7		Repulsion	5
47–50	Protection	2	94	Restoration	7		Inanimate Creation	8
51–54	Purification	2	95	Revivification	7		Dissolution	10
55–57	Soul Sight	2	96	Summoning	7	100	Resurrection	10

*The Orient Self spell MUST be the first spell learned by any Shaman. It is required for the casting of all Shamanic magic.

**The Knowledge that can be gained is restricted to Shamanistic spells, Healing, Herbalistic knowledge, Natural Materials and facts about animals and other features of the natural environment. No other knowledge can be gained from the powers that the Shaman deals with.

To cast Magic, a Shaman must have access to his Magic Drum. (*A Magical Instrument crafted by the Shaman that is the focus of his Magical Power. Without it, he cannot orient himself.*)

Table 5.6: Elder Powers

Roll	Spell	BMC	Roll	Spell	BMC	Roll	Spell	BMC
01–05	Concealing Mist	1	44–47	Forgetfulness	2	70–73	Tongues	3
06–09	Hatred	1	48–51	Storm Powers	3	74–77	Wildness	3
10–14	Illusion Powers	3		Wind	1	78–81	Fatal Spear	4
	Glamour	1		Flight	2	82–85	Smokeless Flame	4
	Personal Illusion	2		Lightning Swarm	3	86–88	Travel Powers	5
	Active Illusion	4		Lightning	4		Levitate	3
	Major Illusion	6		Thunderhead	8		Insubstantiability	4
15–19	Masquerade	1	52–55	Cold	3		Teleport	5
20–24	Sweeten Water	1	56–59	Peace	3		Interworld Travel	10
25–31	Quarrels	1	60–64	Shape Changing	3	89–91	Vengeful Horror	4
32–37	Abandon	2	65–69	Telepathic Powers	4	92–94	Elemental Powers	Varies
38–43	Desert Powers	3		Sending	1		Air	5
	Navigation	1		Mind Search	2		Earth	4
	Desication	2		Mind Shield	3		Fire	5
	Grasping Sands	3		Suggestion	4		Water	6
	Heat	4		Control	6	95–96	Flaming Death	6
	Whirlwind	5		Mind Burn	8	97–100	Blood Vengeance	8

No Wizard can be oriented with the Elder Powers. See 4.4.3.1

Table 5.7: Sidh Magics

Roll	Spell	BMC	Roll	Spell	BMC	Roll	Spell	BMC
01–06	Elf-shot	1	44–48	Invisibility	2	71–75	Disease	4
07–12	Fascination	1	49–53	Luck	2	76–80	Slay the Tame	5
13–17	Foyson Theft	1	54–58	Blindness	3	81–85	Regeneration	6
18–23	Healing	1	59–65	Paralysis	3	86–90	Punishment	8
24–28	Music	1	66–70	Sleep Powers	4	91–95	Transmutation	8
29–33	Speed	1		Sleep Touch	2	96–100	Planar Travel	15
34–38	Tracking	1		Sleep Mist	4			
39–43	Compulsion	2		Perpetual Trance	8			

Sidh Magic is a verbal tradition requiring training in the tongue of the Sidh. No book or scroll containing Sidh Magic can be found. None exist.

Table 5.8: Chaos Powers

Roll	Spell	BMC	Roll	Spell	BMC	Roll	Spell	BMC
01–02	Chaining	1	34–35	Insanity	2	65–68	Water Powers	4
03–05	Fascination	1	36–37	Plague	2		Water Breathing	2
06–08	Hell Powers	3	38–40	Storm Powers	3		Water Walking	3
	Fire Resistance	1		Wind	1		Friendly Current	4
	Fire Dart	2		Flight	2		Flood	6
	Pain	4		Lightning Swarm	3	69–70	Death Powers	6
	Summon Demons	4		Lightning	4		Hand of Death	4
09–10	Hatred	1		Thunderhead	8		Fog of Death	8
11–14	Illusion Powers	3	41–42	Terror	2	71–72	Disease	4
	Glamour	1	43–44	Choking Moisture	3	73–74	Disintegration	4
	Personal Illusion	2	45–47	Darkness Powers	3	75–77	Necromantic Powers	4
	Active Illusion	4		Darkness	1		Communicate with the	1
	Major Illusion	6		Darkling Light	3		Dead	
15–16	Leeching	1		Dark Companion	5		Control the Dead	2
17–18	Quarrels	1	48–49	Disorder	3		Animation	3
19–20	Slime	1	50–51	Invulnerability	3		Dark Knowledge	4
21–22	Theft	1	52–53	Paralysis	3		Decay	4
23	Quarrels	1	54	Petrify	3		Corruption	5
24–25	Wounds	1	55	Sea Powers	4		the Black Curse	7
26–27	Compulsion	2		Water Breathing	2		Seeking Death	10
28–30	Desert Powers	3		Calm Sea	3	78–80	Silent Terror	4
	Navigation	1		Friendly Current	4	81–84	Travel Powers	5
	Desiccation	2		Navigation	6		Levitate	3
	Grasping Sands	3	56–57	Shape Changing	3		Insubstantiability	4
	Heat	4	58–59	Sound Sphere	3		Teleport	5
	Whirlwind	5	60–61	Stillness	3		Interworld Travel	10
31–33	Earth Powers	3	62–64	Telepathic Powers	4	85–86	Withering Hand	4
	Fire Resistance	1		Sending	1	87–89	Decay	5
	Earth Strength	2		Mind Search	2	90–91	Corruption	6
	Location	2		Mind Shield	3	92–94	Silence	7
	Avalanche	3		Suggestion	4	95–96	Transmutation	8
	Transport	4		Control	6	97–99	Destruction	9
	Earthquake	6		Mind Burn	8	100	Lichcraft	20

Table 5.9: Shadow Magic

Roll	Spell	BMC	Roll	Spell	BMC	Roll	Spell	BMC
01–10	Communicate	1	52–56	Freezing Hand	3	84–87	Shadow Bands	5
11–20	Dark Sight*	1	57–62	Shadow Sculpting	3	88–90	Shadow Plague	5
21–27	Invisibility*	1	63–68	Energy	3	91–93	Wasting Hand	5
28–33	Create Warriors*	2	69–73	Shadow Command	3	94–96	Shadow Cage	6
34–39	Delusion	2	74–78	Liberate Shadow*	4	97–99	Fatal Shade	8
40–45	Leeching	2	79–83	Disorder	4	100	Deadly Shadow	10
46–51	Soul Sight	2						

*The spells marked are the powers of the innate Shadow Weaver.

DURATION — Until dispelled or until the target dies.

RANGE — Unlimited. (*It will travel at a rate of 100 miles per day to reach its larger. It is not stopped by any terrain. It appears 1" away from its creator.*)

DAMAGE — **1D6+EL** (*The Energy Points consumed per day*).

Astral Paths The Caster, and those that he includes, may travel on the Astral paths that correspond to the distances of the Middle World. While travelling in this way all encounters will be Upper World encounters. Unless protection is also cast, the Caster and every person included will age FIVE days for every day travelled in this way.

DURATION — **EL+1** Strategic turns.

RANGE — Contact when casting, **(EL+1)/2"** after casting.

SPEED — Normal, for equivalent Middle World distance covered per strategic turn multiply **MR** times **(EL+2)**.

NOTE — *If people travelling with the Caster leave the radius of his effect when they are in the Upper World a throw against Empathy is required. If they roll greater than their Empathy, they are dead. If not, they appear in a random location in the Middle World.*

SPEED EXAMPLE — At **EL4**, per "mile" travelled in the Upper World they are 6 miles further along in the Middle World.

IMPORTANT — **Sleep is never required while travelling in the Upper World with this spell. While travelling under this**

spell, the party is NOT physically present in your Middle World. Their travel is related, for distance only, to the physical layout of the Middle World. They should be allowed to move in any direction without regard to terrain. Metaphysically, they can be viewed as moving through a neutral ground between the Upper World and the Middle World.

Astral Web Strands of Astral power that, on success, will bind EVERY enemy of the Caster that is affected and that is within his effect radius. Effected targets may not move until the Duration ends. The bonds hold only so long as the Caster remains within **Radius**×5 hexes of the enemy. If he moves further away, they are negated for that enemy.

Bonds of this nature may only be removed magically before the end of the duration. No amount of strength can break them. The bonds are dissolved if any victim is damaged after being bound.

DURATION — 3 phases (*EL applies as a power*)

RANGE — **EL+1** (*A radius*)

NOTE — *As for Astral Leech. If a target is not affected initially, he cannot be affected by this spell during this encounter.*

Astral Well The Caster creates a well of intense astral power somewhere within his range. Targets affected are transported to a Referee selected location in the Upper World. There they are trapped. It will be up to the Players involved, if they are Players, to determine how to survive and get back.

RANGE — **EL+1"**

DIAMETER OF WELL — **1"×(EL/3, rounded up)**

MDV LIMIT — **(EL+1)×3** (*If the MDV is higher, the spell has no effect*).

Opposition A general rite that strikes hostile supernatural forces with the power of their diametric opposite. If the spell succeeds, the being is destroyed. If any other result occurs, the spell will not work against that creature in this encounter. The spell will only affect supernatural forces, i.e. demons, ahuras, etc. It has no effect on Balance aligned or oriented creatures.

RANGE — **EL+1"**

Creation The Caster creates animate life from his memory or imagination. The creature created cannot attack its creator. It is capable of speaking, or understanding, depending on its intellect, any language that the Caster can speak. If the spell is cast at three times the normal Mana Cost for its **EL**, the creation can be given any power or ability that the Caster has. (Triple the cost per power or ability that the creation receives.) Any ability thus given is used as an innate power by the creation.

The physical form of the creation is left to the discretion of the Caster. Where the Referee chooses to have created creatures encountered randomly, the form is left to his discretion.

Any failure with this power creates a monster from the Caster's subconscious. The monster attacks its creator subtracting the spell's **EL** from all combat rolls or magic success rolls. If the failure is Abysmal, the creation's first attack will use the combat modifiers for ambushing a target that is unable to move, i.e. subtract THIRTY-FIVE from its attack roll.

The Caster's reaction to this monster is as specified for Vengeful Horror. The monster will always seek his creator's death. If it kills him, it lives on. If it does not kill him, within **20-EL** phases, it fades out of existence.

HPV — **(EL+1)×10**

CREATURE DURATION — 2 days (*EL applies as a power*).

COMMAND — **20%+EL×5%**.

RANGE — **2"** (*EL applies as a power*).

OCV — **HPV/4**, round up.

DCV — **EL+2**

TOTAL BONUSES — **EL-2** (*The value can be negative. The Referee will assign the bonuses that apply, based on the creator's description or his own discretion*).

Command represents the chance that the creator can control his creation when he creates it. If he rolls less than or equal to this percentage, it will obey his orders. If not, it will flee directly away until it dissolves.

Duration is the number of days that the creature will continue to exist, while it remains within range, without being made permanent by the creator.

HPV is the maximum number of hit points that the creature can take. The Caster can create any creature with this value or less.

Range is the maximum distance that the creation can be from its creator. If it is ever farther away, it will dissolve into nothing immediately. When the creature is first created, it must appear within **EL+1** hexes of the Caster. If it is made permanent, this restriction no longer applies.

NOTE — *Creations are NOT illusions. They are flesh and blood reality, though totally soulless and magical in being. Monsters created by failure are totally immune to the Caster's commands.*

Blindness

ALIGNMENT — Sidh Magic

The Caster must touch the target to affect it. If the spell succeeds, the creature touched is blinded. Failure has no effect on the target touched.

Sight is lost, on success, for the Duration determined below.

DURATION — **EL+1** strategic turns.

Blood Vengeance

ALIGNMENT — Elder

This spell can only be used on willing targets. The effect dedicates one person to killing another. The target of the vengeance must be a person that has harmed the person affected or a member of that person's family. The Caster will never cast it on himself. He must touch his target to effect him.

While affected, the victim must search out his enemy. Whenever the enemy is in sight, the person will suffer from Uncontrollable Battle Fury. He will subtract the **EL** of the spell from all combat rolls in addition to any other modifiers. The spell lasts until the enemy is dead. The Caster must touch the willing person to affect him.

The **EL** of the spell is added to all damage inflicted on the specified enemy.

Chaining

ALIGNMENT — Chaos

The creation of visible magical bonds that will make it impossible for the person affected to move his limbs. If the Strength of the target bound exceeds the Strength of the spell, it will take him **3-((Creature Strength-Spell Strength)/10, round up)**, phases to break the spell. If more than one Chaining spell is on a person, he must break them sequentially.

EXAMPLE — A Creature has S80. The spell strength is 60. It will take the creature 1 phase to break the chains. If he has two spells of this type on him, it will take 1 phase for each, i.e. a total of 2.

RANGE — **EL+1"**

DURATION — Until broken or dispelled.
STRENGTH — $20+(\text{EL}\times 10)$.

Choking MoistureALIGNMENT — **Chaos**

The spell clogs the breathing orifices making breathing impossible for air breathing creatures. It has no effect on water breathers or creatures that do not breathe. While choking, the target may not engage in any other action and is considered to be unaware if he is attacked.

DURATION — $\text{EL}+1$ phases.

DAMAGE — $1\text{D}6+(\text{EL}\times 2)$ (*The damage is taken to the target's Energy Level. Per 4 points inflicted to the Energy Level, rounded down, the target will suffer 1 point of physical damage*).

RANGE — $(\text{EL}+1)\times 2''$

ClairvoyanceALIGNMENT — **Balance**

A limited form of Divination. The effect allows the person that the spell is cast on to add the **EL** of the spell to attacker's rolls against him. (In effect, he can see a blow coming and arrange not to be there when it arrives). No person affected by this spell can be ambushed or taken unaware.

$1/2$ the **EL**, rounded down, can be subtracted from attack rolls taken by the person affected.

While the person is affected, he experiences a state of dual sight. For non-combat uses, his vision is considered to be clouded by the power. Actions that require clear, precise observation of the present will be bad for the affected person. Add the $\text{EL}\times 2$ to all rolls for success in such endeavors.

DURATION — $10 \text{ turns} + \text{EL squared}$

RANGE — $(\text{EL}+1)/2''$ (*The radius that the person affected has clairvoyant sight in*).

CommunicateALIGNMENT — **Varies**

The spell allows the Caster to communicate with a creature whose language is unknown to him. If the spell succeeds, the creature hears the speech of the Wizard in his tongue, the Wizard hears the creature in his own tongue.

EXAMPLE — A Wizard, a Donaran speaker, encounters an Elf. On success, the Wizard hears the Elf speak in Donaran, though Elf Sidh is actually spoken, The Elf hears the Wizard in Elf Sidh, though he speaks Donaran.

RANGE — **EL''**

DURATION — $(\text{EL}+1)\times \text{MEL}$ turns.

EXAMPLE — $\text{MEL}10$, $\text{EL}4$. The Range is 4". The duration is $10\times(4+1)$, a maximum of 50 tactical turns, i.e. 10 minutes.

Communication ends when the Caster or the target affected wish it to, and roll less than or equal to their Will. Otherwise it will end when the Duration ends. (*The Will of Random Creatures, unless specified otherwise, is $2\text{D}10+\text{MDV}$*).

While communicating, neither entity may fight the other or cast any other magic.

CommunicateALIGNMENT — **Shadow**

This spell allows the caster to communicate with the Shadow of any being within his range. It **MUST** be cast using the Tongue of Shadow. It is used to gain general information about that person's orientation, intent and personality. It may not be used to establish communication with that person. When this spell is

used, only $1/3$ of the target's **MDV**, rounded down, can be applied in defense against it. Unless he rolls **Em** or less, the target is unaware that any communication is taking place.

RANGE — $(\text{EL}+1)\times 3''$

DURATION — $12-\text{EL}$ phases (*the time required to learn the information specified above*).

CompulsionALIGNMENT — **Chaos**

This spell forces the victim to perform a specified action, or set of actions, with a **SPECIFIC GOAL**, for the Caster. The effect ends when the spell is dispelled, the person succeeds and returns with any item that he is required to bring to the Caster or when either the Caster or the person affected dies.

While affected, the target may not attack the Caster. The spell acts as a Geas on the target affected.

RANGE — $\text{EL}\times 2''$

Concealing MistALIGNMENT — **Elder**

The spell creates a thick mist that obscures vision, No one can see into this mist, even if they are in it. Only the Caster's vision is unaffected by it.

While it lasts, the spell moves with the Caster. Others within it will be unable to tell the direction of movement unless the Caster informs them in some way. The Caster may not use any other magic while the mist lasts. If he begins any, the mist is negated.

Persons in the spell, that attack, add the $\text{EL}\times 2$ to their roll. No attack is allowed unless they are in the same hex as someone else. The Referee will tell them that they are in the same hex as someone else but will not tell them who unless it is somehow obvious. The Caster can see through the mist and is not affected in this way.

Missile Fire into this mist will have the $\text{EL}\times 5$ added to the roll. The firer will be unable to see any target. He must specify a hex and hope that if something is hit it will be an enemy. All fire into this mist will use quadrupled range values. Fire spells cast into the mist will consume any portion of it that the spell contacts. Persons in the sections that are burned away may be damaged by the fire.

If the Caster is damaged, the spell is negated. The Caster can be anywhere in the cloud created. He is not required to remain in the exact center.

DURATION — $(\text{EL}+1)\times 3$ turns.

RANGE — $\text{EL}+1''$ (*A diameter*).

ColdALIGNMENT — **Elder**

The spell creates a sphere of intense cold. All plants suffer double damage and have twice the listed Freeze Chance. Creatures affected suffer damage and have a chance to freeze.

The Duration of the spell applies only if the target is frozen. It is tripled for all Plants. If an insect or reptile is frozen, it is killed.

The Freeze Chance A roll is taken for each entity in the effect.

If the percentage for the **EL**, or less, is rolled, the target is frozen in place. While frozen, the target will take 1 hit point per $\text{EL}+1$ each phase until he thaws.

Only the Caster is unaffected by this power. Any other person within the sphere is affectable, including allies.

FREEZE CHANCE — $10+(\text{EL}\times 5)\%$

DURATION — $(\text{EL}+1)\times 2$ phases.

DAMAGE — **2D6+EL** (*Dice damage is scored on the first phase of the effect only*)

RANGE — **EL+1"** (*A diameter*).

Corruption

ALIGNMENT — **Chaos**

The spell will cause any ANIMATE or FORMERLY ANIMATE material to rot. The hit points for the **EL** are scored against the item or person EVERY day, starting immediately. When the victim's hits reach zero, he is dead. For foods and other items, the damage is scored against the food point value that it has or would have.

DAMAGE — **EL+1**

RANGE — **(EL+1)/2"** (*The sides of a 60 degree cone*).

The effect of this spell is negated, through healing, on any day that the person affected heals a number of points greater than or equal to the number that the spell will inflict in a day. The damage inflicted begins immediately. All persons in the effect area can be affected. The spell has no effect on supernatural forces.

Create Warriors

ALIGNMENT — **Shadow**

The caster can create Shadow Warriors. The maximum number possible equals the **EL cast+1**. The caster loses one energy point per warrior per full turn that they remain, in addition to the mana or energy required to create them. Cast at TRIPLE cost, the spell allows the caster to form a single warrior with **1+(EL/2)**, rounded up, times the normal Shadow Warrior values, i.e. a single **EL4** warrior costs 30 mana to summon, takes 30 hits, has a strength of 75, etc. When this is done, the shadow's **MR** is reduced by ONE per multiple over one. The cost to power it is increased by ONE per multiple over one, i.e. the **EL4** shadow above has a **MR** of 13 and costs 3 energy per turn to maintain. Shadow Warriors appear to flow out of the caster when formed. They move as the caster directs. While controlling more than one warrior the caster can do nothing else. While controlling a single warrior he may use other Shadow Magic, move or engage in other physical actions.

NOTE — *Innate Shadow Weavers may command any number of warriors without suffering the restriction above. Instead of using the base cost specified in Book One, determine an EL as an Innate Power for this spell. Treat it as an innate power in all ways unless the Shadow Weaver is trained. Once he is trained, this spell starts at his Innate EL, can be cast at that EL or lower and can draw from either the Casting Ability or the Energy Level.*

RANGE — **(EL+1)×5"** (*The distance that the Shadow can be from the caster without disappearing.*)

Cure Disease

ALIGNMENT — **Varies**

This spell negates the effect of Plague and Disease. Its chance of success is as specified for Revelation. The person to be cured by this spell must be touched by the Caster. It retains its power for use on one person only.

Damage Reversal

ALIGNMENT — **Balance**

When the spell succeeds, the damage listed for the **EL** is subtracted from the damage that the Caster has suffered and inflicted on the creature that caused it. For the spell to work, the Caster must be damaged and the cause of the damage must be within the range of the Caster. If not, failure is automatic. When the spell fails, the damage listed is inflicted on the Caster, i.e. added to the damage that he has taken. Damage that hits the target is not affected by armor in any way.

By paying DOUBLE the Mana Cost, the Caster can attempt to reverse damage for any entity that he is in contact with. In doing so, he is required to add 10 to his roll.

RANGE — **(EL+1)×2"**

DAMAGE — **(EL×2)+1**

EXAMPLE — A Dragon scores 12 hits on a Wizard that has **EL5** in this spell. The Wizard, subsequently, reverses the damage. The Dragon takes 11 hits and the Wizard's damage is reduced by 11 hits.

NOTE — *The damage reversed will never exceed the damage that the affected individual has personally inflicted on the Caster.*

Darkness Powers

ALIGNMENT — **Chaos**

The spells that belong to this family are:

DARKNESS

THE DARK COMPANION

DARKLING LIGHT

The member spells are described in alphabetical order in the sections that follow:

Darkling Light The Lightning of the Dark. Any target that is affected is consumed by Darkness. Unless the spell is negated or dispelled, he will be killed.

If the Caster is killed before an effected target is totally consumed, the effect is negated and the person is undamaged. The only other way to counter the effect is with a Dispell/Banish spell of the same **EL** or higher. The damage inflicted is doubled against creatures of Light, as specified in DARKNESS.

RANGE — **(EL+1)×3"**

DAMAGE — **EL+1** (*The damage that is scored each phase until the target is consumed*).

Darkness Darkness may only be cast where Light exists. It is negated by, and negates, the effect of any Light spell. While it is in effect, only the Caster, persons that he is in contact with and creatures that can see in magical darkness can see. Darkness is total. It allows no light whatsoever. Any non-magical light, or item that gives off non-magical light, within the effect radius is extinguished by the spell.

If the spell causes a damage effect when cast, it is consumed in doing so. The Damage listed is only scored against creatures that have innate Light Powers or supernatural forces that are aligned with Law.

RANGE — **EL+1"** (*A diameter*).

DURATION — **2** turns (*EL factor applies as power*).

DAMAGE — **(EL+1)×2** per phase.

EXAMPLE — With **EL7**, the spell has a diameter of 8". The duration is 2 to the 8th power. The Damage scored against any creature that can be affected, that is within the effect, is $3 \times (7+1)$, 24 hit points.

NOTE — *Any creature that is damaged by this spell will fight the Caster, with Uncontrollable Battle Fury, until one or the other is killed. No AV affects damage that is inflicted in this way.*

The Dark Companion The Caster can weave a living, human form, servant from the Darkness. The servant will obey any order given by the Caster. It will be damaged by any contact with Light, magical or non-magical. (Non-Magical Light will score **1D3** hits per phase). The companion is speechless. To give orders, the Caster must use the communicate spell or know the tongue of Dark Chaos.

The powers of the Dark Companion are:

- A) He may automatically hide in any darkness.
- B) He will score **DOUBLE** damage, as for a **Weapon-User** with **EL8** and **SB+2**, in normal combat.
- C) His **AV** against damage will not apply to damage caused by **Light**, **Magic** or **Silver** coated weapons.
- D) If his **HPV** reaches zero or less for any reason, he is dispelled.

OPTIONAL — A form of this spell may be cast that allows the Caster to send a Companion to seek out a specific enemy. The Mana Cost, when the spell is used in this way, is multiplied **times 10**, the Duration is unlimited. One Mana Point per **EL+1**, per day, must be paid to maintain the Companion while it searches the darkness for its prey.

When the Companion finds the enemy it will attack. If the person is driven into unconsciousness or killed, the victim's spirit is captured by the Wizard and the Companion takes possession of his body, under the perpetual control of the Wizard.

After possession has taken place, the maintenance cost is no longer required.

DURATION — **EL+1** strategic turns.

RANGE — 2" (If the Companion moves farther away from the Caster, he dissolves. *EL factor applies as a Power*).

OCV — **EL+4**

DCV — **EL+2**

HPV — **DCV**×2

AV — **EL+4**

MR* — **(EL+1)×2"**

MDV — **OCV**

*If the Seeking Companion is created, this is the tactical rate. The Companion can only move at night or in darkness. He will never enter the light willingly.

EXAMPLE — **EL2** companion lasts 3 strategic turns. It must remain within 8" of the Caster. It is **OCV6**, **DCV4**, **HPV8**, **AV6**, **MR6**, **MDV6**.

Dark Sight **ALIGNMENT** — **Shamanic**

The power to see in any darkness. The spell applies for the Caster AND any person that he includes in it. The number of inclusions possible equals the **EL** of the spell, in terms of a number of persons other than the Caster that can be affected.

The specified range is BOTH the range that people included must be from the Caster, or less, to remain included and the range that persons affected will be able to see in the darkness.

DURATION — 2 phases (*EL factor applies as a Power*).

RANGE — **(EL+1)×3"**

EXAMPLE — With an **EL4** spell, the Duration is 32 phases. The range is 15".

Dark Sight **ALIGNMENT** — **Shadow**

The Duration is as for the Shamanic spell of the same name. The range is **(EL+1)×5"**. The caster may not use the spell to include others. It is not usable in total darkness and does not grant better than normal vision.

NOTE — *Innate Shadow Weavers have total Dark Sight at no cost. They see in the dark as well as they can in the day. (Their sight is as good as an Elf at night and as good as a man in the day.)*

Deadly Shadow **ALIGNMENT** — **Shadow**

The victim's own shadow is turned against him. To use this spell, the caster needs blood and hair from the person to be affected OR he must have cast Soul Sight on that person's shadow within the

last 24 hours. If neither is true, the spell is an abysmal failure. If both are, the caster may subtract **TEN** from his roll in addition to normal modifiers. A victim cursed with a **Deadly Shadow** can only be cured with a **Negate Curse** spell. Each day that he fails to roll his **Will**, the shadow's attack drains **2D6+EL** energy points from him. When his **EnL** reaches zero he is dead. While the **Shadow** drains its victim, the victim loses **Strength**, **Stamina** and **Constitution** equal to $\frac{1}{2}$ the energy lost. When one characteristic reaches zero or less, the victim's **MR**, **OCV** and **DCV** are reduced 50%. When two are at zero or less he is in coma. If all three reach zero, he is dead (even if he still has a positive **EnL**).

Death Blast **ALIGNMENT** — **Shamanic**

The spell will totally destroy the **Spirits** of both corporate and disincorporate enemies. Persons affected by success drop dead. All targets add **DOUBLE** their **MDV** to the Caster's roll.

A **MDV** limit applies for this spell. If the **MDV** of the target, after doubling, exceeds the limit for the **EL** he cannot be killed by it. If success is rolled, he will be stunned, moving at $\frac{1}{2}$ speed and fighting with $\frac{1}{2}$ **OCV** and **DCV** rounded up, for a number of phases equal to the **EL** of the spell.

MDV LIMIT — **(EL+1)×5**

RANGE — **(EL+1)×2"**

NOTE — *This spell is cast at a specific target only*

Death Powers **ALIGNMENT** — **Chaos**

The member spells in this family are:

- THE FOG OF DEATH
- THE HAND OF DEATH

The spells are described in alphabetical order below:

The Fog Of Death The spell creates a noxious cloud that is fatal to all life. Anyone that enters the cloud, other than its Caster, and is affected, is killed. Add **MDV**×2 to the Caster's roll for success. This roll must be taken each phase that a new creature enters the fog. Abysmal failure will only apply to the Caster's initial success roll.

RANGE — **(EL+1)/2"** (*A Radius*).

DURATION — **(EL+1)×2** phases.

Once cast, the spell will move with the Caster. He will always remain at the direct center of the effect. If he attempts to cast any other Magic while the effect remains with him, or suffers any damage, he must roll to be affected by his own spell. Any **Missile Fire** into, or out of, this cloud will use the **Obscured Range** values.

The Hand Of Death The Duration, is 50% of that specified for the **Fog of Death**. It has no range. The Caster affects specific targets by touching them with his left hand, or closest approximation thereto. Any person touched, that is affected, dies. The **MDV** is used as normal in resisting this spell.

The Caster can make one touch per phase for as long as the spell lasts. If a target is not affected by the first touch he will add his **MDV**×3 thereafter. (*If the duration for his EL is 7, the Caster can touch as many as 7 people*).

Decay **ALIGNMENT** — **Chaos**

This spell interferes with the **Healing** process. It may only be cast against damaged enemies. It will only affect living creatures. It has no affect on **Supernatural** forces.

The effect of the spell inflicts a number of hit points each day for a number of days determined by the **EL**. The effect is only stopped by a Negate Curse spell. Otherwise, the best that the Character affected can do is to heal faster than he is damaged by the spell.

Without healing magic of some kind, the victim's Healing Chance is reduced by **EL**×4 until the spell is negated. If healing magic is used, the reduction equals (**Decay EL**–**Healing EL**)×4. If the result is negative, increase the Healing Chance. If the final Healing Chance, after applying the reduction, is zero or less, the Character cannot heal without magical aid.

NOTE — For Natural Magic items that do not have a precise *EL* listed, the *EL* used above equals Healing Chance increase /5 rounded up.

DURATION — **EL**+1 days squared.

HIT POINTS PER DAY — **EL**+1

RANGE — **EL**+1"

EXAMPLE — An **EL**9 spell will inflict 10 hit points per day for a maximum of 100 days. (At this level, if the spell is not negated death is certain).

Delusion

ALIGNMENT — **Shadow**

The victim sees movement in the shadows around him. Positive that he is surrounded by an overwhelming force, he will surrender unless he rolls **Will**, minus the **EL** modifier. On this roll, failure causes the victim's immediate surrender, partial success causes him to flee in a random direction (intent on fighting his way to freedom). On success, he may ignore the spell.

Cast at **DOUBLE** cost, this spell affects everyone in a circular area defined by its radius. All act as specified above. Any whose **MDV** is higher than the **MDV** limit automatically ignore the spell. Where such a person is within the effect area, affectable persons may roll **Will**×2 to resist instead of **Will**.

RANGE — (**EL**+1)×4" (The maximum distance from the caster that the person affected, or the center of the radius cast, can be.)

RADIUS — (**EL**+1)×2"

DURATION — 2 turns (*EL* factor applies as a power).

MDV LIMIT — (**EL**+1)×4

EL MODIFIER — **EL**+5

Desert Powers

ALIGNMENT — **Varies**

The members spell of this family are:

DESICATION

GRASPING SANDS

HEAT

NAVIGATION

WHIRLWIND

The descriptions follow in alphabetical order:

Desication The spell affects the Energy Level of the victim. Per phase of its duration, the damage specified is scored against this value. Per 3 Energy Points lost, the victim will take 1 Hit Point in physical damage (Round Down). If the Energy Level reaches zero, the victim is a dried out, dead husk.

DURATION — **EL**+1 phases.

DAMAGE — **1D10**+(**EL**×2)

RANGE — (**EL**+1)×2"

Grasping Sands The spell causes the sand to rise up and grasp a specified enemy. They surround it and encumber its limbs. After it has been encumbered, the Caster may cast the spell again and attempt to crush the enemy. When this attempt is made, the Mana is allocated and the Crush chance is rolled. If success occurs, the enemy suffers the damage indicated each phase.

DURATION — (**EL**+1)×2 phases.

RANGE — (**EL**+1)×3

CRUSH CHANCE — (**EL**+1)×10% (**MDV** and any **AV** are added to the roll).

DAMAGE — **EL**+1 per phase.

The **AV** of the victim will apply against this spell's damage effects. All damage blocked, or in excess of the **AV**, is taken as damage by the armor.

EXAMPLE — A person in Plate Mail is not crushed by an **EL**3 attempt. The sands inflict 4 hits per phase, His armor stops it all but it will take 4 hits per phase for a maximum of 8 phases. The Armor is nearly worn away.

Heat The spell assails a general area with furnace-like heat. The damage listed is suffered each phase that any creature that can be affected remains within the radius of the spell. No armor values apply against this effect. If the **HPV** is reduced to zero or less, the creature affected is dead. The Caster must remain within the effect area throughout the spell's Duration. He may move anywhere within this area. He is never affected by his own spell.

DURATION — (**EL**+1)×2 phases.

RANGE — **EL**+1" (A radius).

DAMAGE — **EL**+2 per phase. (No armor values apply against this effect).

If the Caster moves out of the effect area, the spell is negated by his exit. This spell does not affect Jinn, Ifreet or any creature with innate Fire Powers.

Navigation This spell allows the Caster to find his way under any conditions, in any desert. The Caster must have a specific place, within the desert, in mind when he casts the spell. If not, failure is automatic. Success with this spell gives the Caster a course directly to the place that he wants to go to. Failure yields a course in the correct general direction but not directly to the objective. Abysmal Failure yields a course that is totally wrong. (The Referee should take this roll secretly. It is up to the Character to figure out whether the spell is working correctly.)

After casting the spell, the Caster is entranced. He will remain in this trance until he reaches his goal. While effected his **OCV**, **DCV**, **D**, **A** and **S** are reduced 50%, rounded down. He may not cast any other magic without negating the effect.

RANGE — (**EL**+1)×10 miles (The distance away that the desired object can be. If it is farther, Success results in Failure).

EXAMPLE — **EL**4, range is 50 miles. If the Caster has **OCV**5, **DCV**6, **D**12, **A**13 and **S**9 they are reduced to **OCV**2, **DCV**3, **D**6, **A**6 and **S**4 while he is affected.

Whirlwind The spell creates a twisting current of air and sand. The effect can be used to move and inflict damage. The Whirlwind rises around the Caster and anyone that he is in physical contact with. Any other person in the effect area, or that enters it, suffers the listed damage and is thrown out of it. If the spell does not succeed in damaging the person, through Failure, he

may penetrate into the eye of the funnel, where the Caster is located. To do so, he must roll less than or equal to his **Dodge Value** on **1D10**.

The Caster may move the affect a given distance each phase. He must remain at the center of the affect when he does so. Any person in physical contact with him will also move with it. Any that release their hold, or that he Succeeds in throwing out, are subject to the effects of the whirlwind.

DURATION — **5 turns** × ((**EL**+1)×2).

DISTANCE PER PHASE — (**EL**+1)×4"

DAMAGE — **2D6**+(**EL**×3).

RADIUS OF FUNNEL — **1"**×(**EL**/3, rounded up; **1** if **EL** equals zero)

EXAMPLE — With the **EL3** spell, **2D6+9** hit points are scored. The funnel will move up to 16" per phase for up to 40 turns.

Destruction

ALIGNMENT — **Chaos**

The spell will only affect inanimate material. It will totally destroy any such material that it succeeds in affecting.

When used offensively, the spell is cast at a specific target. It will shatter a number of cubic feet of material in or on that target. The Damage listed is scored on persons that are in the area destroyed. It reflects failing rubble, etc. It is only scored in cases where such debris is created.

Defensively, the spell creates a zone of destruction around the Caster. Any inanimate object that enters this zone, and is affected, is destroyed. Unless an item is magical, it has an **MDV** of zero. If it is magical, it will use its **MDV**×2 in resisting Destruction.

DURATION — (**EL**+1)×2 phases.*

RANGE — 2" (*EL factor applies, for offensive use the base factor is 2 cubic feet instead. Defensively, the value specified is a diameter*).

DAMAGE — **1D6**+(**EL**×2).

*The duration applies in defensive use only. In this case, the effect moves with the Caster and cannot affect any item that weighs more than **10**×(**EL**+1) pounds.

EXAMPLE — **EL7**. Defensive duration is 16 phases. The diameter is 16". The damage scored on persons trapped in rubble is **1D6+14** hit points. It will destroy 14 cubic feet of matter, i.e. it can destroy a wall 14 feet in height.

Detection

ALIGNMENT — **Varies**

The Detection spell allows the Caster to detect for a specific class of thing that he specifies to the Referee. Success will tell the Caster that something of that type is present and will give a general direction. Failure indicates that something is present but no direction is given. Abysmal Failure yields nothing.

The spell may also be used to analyse a specific object that the Caster is in Physical contact with. In this case, the Spell will inform the Caster of any magical value and, if there is any, the basic type of magic. Failure does not yield the type, i.e. alignment. Abysmal Failure yields nothing. The spell may only be used in this way when the Caster is touching the item. The Referee may give the Caster other information from its successful use at his discretion.

RANGE — **EL**+1 inches, squared.

Disease

ALIGNMENT — **Chaos**

The target is infected with a potentially fatal disease. Diseases created with this spell are not contagious. The duration listed is the number of days that the Disease will take to kill the person. On success, the victim's Energy Level is reduced by the Damage factor listed, rounded down.

The basic effect of the Disease is determined by rolling **2D10** and subtracting the **EL** from the roll. Consult table 5.10.

Table 5.10: Disease Effect

Net Roll	Effect
3 or less	The Character is in Coma until he is cured or he dies.
4–10	The Character passes out. He wakes off and on throughout the duration of the spell. He may not move under his own power.
11–20	Divide the Character's St by the Duration and round up. The result is subtracted from St each day. When St reaches zero, the Character passes out.

Any Stamina or Energy Points lost to this spell will return if the Character survives the disease.

After the duration ends, the Character will **DIE** if he rolls greater than his current Energy Level with **D100**. The victim may subtract his Poison Resistance from his roll. Touch is required to affect the target.

DURATION — (**10**−**EL**) days. (*If 0 or less, the death roll is taken immediately*).

DAMAGE — **5%**×(**EL**+2)

EXAMPLE — A Character is affected by an **EL10** spell. He rolls immediately to die. His Energy Level is reduced 60%, i.e. if it is 84 it becomes 33. If he rolls a 34 or higher, he is dead.

Disintegration

ALIGNMENT — **Chaos**

This spell will only affect animate objects. Success causes the total, irrevocable dissolution of the entity. The victim dissolves into a pile of fuming powder. To affect a target, the Caster must touch him. If the target is larger than the **MDV** specified, he cannot be affected. If he is not, he can be killed. The Maximum **MDV** equals (**EL**+1)×3.

At no time will armor have any affect on this power, unless it grants an Immunity against it.

Disorder

ALIGNMENT — **Chaos**

Those affected lose the ability to control their actions. While affected, victims will move in a random manner. Roll on the table below, for each person affected, every phase. (Whenever a move is taken, the victim will move at 1/2 speed rounded down).

Victims of this spell are required to attack any target that is within melee range at the end of all movement. Due to the spell, they are unable to distinguish friend from foe.

The Roll Modifier below is added to all attack rolls taken by affected persons.

The spell affects an area. An affected person that wanders out of the area is stunned for one phase. In the next phase, he returns to normal. Other than this exclusion, the effect lasts until the spell ends. It cannot be dispelled or cured.

Once the spell has been cast, the Caster may leave it. He is not required to stay and may cast any other magic that he desires. Missile Fire into the effect area is not obscured in any way.

ROLL MODIFIER — **EL**

Table 5.11: Disorder Directions

Roll	Direction
1	North
2	Northeast
3	Southeast
4	South
5	Southwest
6	Northwest
7-9	No Movement allowed
10	Any direction of the Player's choice

NOTE — *The table is set for movement with a Hexagonal map surface. You may modify it as desired if you do not use this type of surface*

DURATION — $(\mathbf{EL}+1)\times 4$ phases.

RANGE — $(\mathbf{EL}+1)\times 2''$ (A diameter).

No Missile Fire is allowed by affected persons that are within the effect area.

Disorder

ALIGNMENT — Shadow

As for the Chaos spell of the same name. This spell weaves misleading shadows that delude the mind and make it impossible to judge distance and direction. The caster is not affected by this spell. While it is in effect, he may not cast any other type of magic, including shadow magic.

Dispell/Banish

ALIGNMENT — Varies

This spell is cast either to counter the effects of magic or to banish supernatural forces. It is learned separately for each alignment.

When the spell is gained, the Player will select ONE alignment that he knows how to work against. If the spell is used to effect the magic or forces of another alignment, without learning the special rites that are potent against that alignment, the **MDV** of the magic or force is **DOUBLED**.

The spell must always be used against a specific target, be it a demon or a spell.

Dispell Spells are dispelled by success, they cease to exist. In defense, the **MDV** of a spell equals the **MEL+EL** of its Caster. The Caster of this spell may attempt to dispell a spell that is in the process of being cast by an enemy.

Banish Supernatural forces native to the Upper or Lower Worlds can be banished. Success will cause them to vanish. They are returned to their world by the spell. Failure does nothing. Abysmal Failure has the normal abysmal failure effect and the force that the Caster attempts to banish is free to attack the Caster. In such cases, the Caster will be attacked with modifiers for his being unable to move.

RANGE — $\mathbf{EL}+1''$

MDV LIMIT — $(\mathbf{EL}+2)\times 3$ (The limit is based on the **MDV** before any multiplication takes place. Multiplication will not raise a force or spell beyond the limits of this spell).

Divination

ALIGNMENT — Varies

The spell allows the Caster to make a general forecast of one person's future, per use of the spell, for the duration specified. The information gained is given in generalities. No specific data is gained with this spell.

Success gives a correct prediction, Failure is ambiguous, and Abysmal Failure is wrong. The Referee will roll and tell the Caster what he has determined that the subject's future will be.

DURATION — 2 hours (*EL factor applies as a power*).

RANGE — The Subject must be known to the Caster or within $2''\times\mathbf{EL}$ of the Caster's location. If 0, the Caster must touch him.

Dreams

ALIGNMENT — Law

This spell can only affect sleeping targets. It may be used either to interrogate or attack the mind of the sleeper. When used to interrogate, the spell reaches into the mind of the person affected and replays the events of the past THAT HE REMEMBERS. The Caster must touch the target to affect him in this way. All parameters for knowledge that can be gained are as specified for **AKASHA** in **ASTRAL POWERS**.

The dream attack allows the Caster to assault the subconscious of the sleeper with a supernatural creature from his own mind. Combat ensues immediately. Damage inflicted by, and to, the creature is subtracted from the victim's Energy Level. If the Energy Level reaches zero, the victim is a catatonic, insane vegetable. He can only be cured by a Sanity spell. Until he is, he can do nothing for himself, including move.

DAMAGE — $\mathbf{EL}+1$ (Each hit by the creature scores the damage listed).

HIT POINTS — $(\mathbf{EL}+1)\times 3$ (The **HPV** of the creature created).

COMBAT FACTORS — Identical to that of the Victim.

NOTE — *The victim sees himself as fighting a creature. He will resolve this as if he was actually in combat, except no physical damage results. He will use all of his skills in combatting the Dream.*

Earth Powers

ALIGNMENT — Varies

The members of this family are:

AVALANCHE
EARTH STRENGTH
EARTHQUAKE
FIRE RESISTANCE
LOCATION
TRANSPORT

The descriptions follow below in alphabetical order:

Avalanche The spell can only be cast when the Caster is underground, in mountains or in hills. The spell causes a slippage of the earth that will create an avalanche within the range specified. For the spell to work, there must be stone near the Caster that is at a higher elevation than he is. The Damage suffered by persons that are within the fall created is $1\mathbf{D}6+(\mathbf{EL}\times 2)$. The Caster can be damaged if he is within the effect area created.

In casting the spell, the Caster will specify the center of the desired fall. The center must be within his range. Any secondary falls will extend from either side of his fall for a distance determined by the **EL**.

RANGE — $\mathbf{EL}+1$ (50% of this value is the area of tunnel, ravine or pass that is closed by the falling debris.)

SPEED — $(4+\mathbf{EL})\times 2$ (The **MR** with which the stones will move down).

NOTE — *It is at the Referee's discretion whether the Avalanche created by the Character causes a greater avalanche that he had not planned on. If you decide that it will, you should indicate such by hinting that the walls are crumbly, falling rocks come down now and again, etc. If a fall occurs, it is as specified above. The additional area covered is 2D6+EL hexes in each direction.*

Earth Strength The spell doubles the Strength and Stamina of the person affected. It will also have the affects of REGENERATION with an EL, equal to it's **EL/2** rounded up. To affect a person with this spell, the Caster must touch him.

While affected, the person draws Strength from physical contact with the earth. If this contact is broken for any length of time, he will weaken to his normal values and pass out for a number of hours equal to the number of points that his **S** and **St** were raised.

EXAMPLE — S92, St60. They are raised to 184 and 120. If contact is broken, the Character passes out for 152 hours, more than 6 days.

DURATION — **(EL+1)** hours.

EXAMPLE — If the EL is 5, the duration is 6 hours.

Earthquake This spell allows the Caster to open chasms in the earth. It may also be used to close chasms that already exist. Targets that are in the area where the chasms are created are killed if they roll higher than their **A-(EL×2)** on **D100**. If they are not killed, roll **1D6**. On a **1-3** they are on the side of the chasm opposite the Caster, **4-6** they are on the same side as the Caster.

In rolling the death chance, the **AB×5** is added to the success roll in addition to the **MDV**. One roll is taken for success. All death chance rolls are additional rolls.

The chasm created will be the size specified for the **EL**. At the higher **ELs**, the spell may be used to undermine buildings and walls. The **EL-4** is the **EL** that it will have as a Destruction spell. If the result is negative, it may not be used as such.

RANGE — **(EL+1)×2"**

WIDTH — **EL+1** (*This is the number of feet wide that the chasm is or the number of feet that it can be narrowed by closing it.*)

LENGTH — **EL+1"** (*This is the number of hexes that the power can open or close.*)

DEPTH — **2** (*EL factor applies as a power. The depth of the chasm created or the distance closed from the ground down.*)

EXAMPLE — The **EL** is 4. A chasm can be created with a center anywhere within 8" of the Caster. The width is 5 feet, the length 5 hexes and the depth 32 feet.

The Caster determines the direction of the split. It must be a straight line. **ANYONE** in the hexes that it travels through can be effected.

Fire Resistance The spell gives the person effected a measure of resistance to damage caused by Fire. The Damage listed is the number of hit points that the person must suffer before he will begin to suffer any real damage. The spell ends when these points are suffered or the duration ends.

DURATION — **EL+1** hours

DAIMAGE — **(EL+1)×5**

To cast this spell, the Caster must have some type of fire in the hex with him and he must touch the person to be affected.

Location The spell is used to find any treasure, or other item, that you have **PRECISE** knowledge of, that is in the earth. The Caster must state exactly what he wishes to find. It may only be something that he has seen or that he has precise, detailed knowledge of. If the item specified is within the range of the spell, the Caster will see its location, the direction in which it lies and the distance away. With Failure he will see the location. Abysmal Failure will yield nothing.

RANGE — **2 Miles** (*EL factor applies as a power.*)

NOTE — *In the earth means underground. Nothing above ground can be found with this spell.*

Transport The spell creates "mild" peristaltic waves in the earth and gives the Caster the power to ride them. Any person that the wave passes under, that is not included in its effect, will suffer **1D6+(EL×2)** hit points and be knocked down. The wave created will travel in the direction selected for its entire duration. Once cast, it must be dispelled to stop it before its duration ends.

DURATION — **(EL+2) squared** tactical turns.

RANGE — **(EL+1)/2"**. (*This is the length of the wave created. It will lie lengthwise in the direction selected by the Caster. The Caster will be at the midpoint at all times. Unless he flies, he cann ot move from this position without sustaining damage.*)

SPEED — **(EL+2)×2**

EXAMPLE — An **EL6** wave will last 64 turns and move at a rate of 16" per phase. (If it runs under someone, it will inflict **1D6+12** hit points and knock him over).

Elemental Powers

ALIGNMENT — **Elder**

This spell must be cast in an area where the element that the Character wishes to deal with is dominant. The Caster must be within one hex of that element in a free state.

If the spell succeeds, the Caster forms a pact with the element. He gains knowledge and the ability to summon Elementals. The knowledge gained starts at the **EL** of this spell and may not exceed the **EL** of this spell at any time. The specific knowledge varies with the element as follows:

Table 5.12: Knowledge Gained from Elemental Powers

Element	Knowledge Gained
Air	Storm Powers, Flight
Fire	Fire Powers, Fire Resistance
Earth	Earth Powers
Water	Water Powers, Water from Stone, Sweeten Water

When summoning an Elemental, from an element that this alliance has been made with, the Caster will **DOUBLE** his Summoning **EL**. The Elemental will always add his **MDV** to the Caster's success roll. If a magic-user attempts to summon an Elemental without first making an alliance with the element, any failure is Abysmal and the Elemental will add **TWICE** his **MDV** to the Caster's success roll.

RANGE — **(EL+1)×2"** (*The distance from the Caster that the Elemental will appear within. The Caster will determine the exact placement of the arriving Elemental. It must appear IN its element and cannot be summoned if its element is not present.*)

DURATION — 2 turns (*EL factor applies as a power. If the Elemental is not dispelled BEFORE the duration ends, the Elemental alliance is broken and the Elemental will attack the magic-user that summoned it.*)

Elf Shot

ALIGNMENT — Sidh Magic

Casting of this spell requires a Bow and Arrow. The Bow and each Arrow to be used must be dedicated to the spell at a cost of 10 Mana for the Bow and 5 for each arrow. Once dedicated, they may not be used for any other purpose. If they are, the Mana is lost.

If the spell succeeds, and a hit of any kind damages the victim, roll on the Combat Table, the victim's **HPV** is reduced to zero and he is paralyzed. Subtract the **EL** from the roll on the Combat Table in addition to all normal combat modifiers. The Duration listed is the number of days that will pass before the paralysis ends. After this, he may move normally. A Hit Point limit applies with this spell.

Once used, an arrow need not be rededicated.

If the target is too large to be affected, he will suffer **(EL×2)+Normal Damage from the arrow**. (*It will score damage as an Elven Arrow if it is not fired as part of a spell.*)

DURATION — **(EL+1)×3**

RANGE — The Range of the Bow used times 2.

HIT POINT LIMIT — **10×(EL+1)**.

EXAMPLE — At **EL5**, the spell will effect up to a 60 hit creature for 18 days if the spell succeeds and the arrow hits. If the arrow scores a severe hit on a larger creature, it scores **2D10+5** hits.

NOTE — *Success rolls are required to dedicate the Bow and each arrow. They are not required for each shot.*

Energy

ALIGNMENT — Shadow

This spell regenerates the caster's Energy Level. If an additional Mana Point is paid, it may be used to raise the energy level of some other person on touch. When using the spell on himself, the caster subtracts his **MDV** from the roll in addition to normal modifiers. If the spell results in failure, the energy recipient loses 1/2 the energy he stood to gain. If it is an abysmal failure he loses as much energy as he would have gained. If the loss lowers the **EnL** below zero, the recipient is dead. At zero he is in coma.

This spell may not be cast on the same person more than once in a given day. If it is, the target is in coma for one hour per energy point he would have gained. Unless he rolls his current energy level or less, his **EnL** is reduced to zero and he is in coma until a Negate Curse spell wakes him. After the initial duration, one roll is allowed every 24 hours.

RANGE — Touch only

ENERGY GAIN — **2D6+EL** energy points

Exorcism

ALIGNMENT — Shamanic

A Banishment rite that affects all Ghosts and Edimmu. All attributes are as for Dispell/Banish. Success can also banish a possessing Demon from its victim.

NOTE — *Dispell/Banish has no effect on Ghosts and Edimmu.*

Fascination

ALIGNMENT — Varies

The spell is cast at a specific target. If it succeeds, the victim is enthralled by the Caster. He will be the pawn of the Caster until he is cured, released by the Caster or manages to resist the effect of the spell.

Only Dispell/Banish and Negate Curse can affect this spell. The Caster may release it at any time that he chooses. Until he does he must maintain it with ONE Mana Point per **EL+1** per day.

The chance to resist the spell, roll **D100**, equals the victim's **MDV** minus the **EL** of the spell. If the result is zero or less, he is helpless against it. The factor determined for resistance is not additive.

If the spell is resisted, the person will have **2D10 minus EL turns** before the Caster realizes that his control has lapsed. What he does is up to him.

While the spell remains in effect, the Caster may give his orders to the thrall non-verbally as long as he is in range. The Caster does not have to be able to see him to do so.

RANGE — **(EL+1)×2"** (*The victim must be in range for the spell to be maintained.*)

MAXIMUM DURATION — **2×(EL+5)** weeks.*

*At the end of the Maximum Duration, the spell can no longer be maintained without destroying the soul of the victim. If it is, he is a total thrall powered by your will. If your magic is withdrawn or the spell broken, he is dead.

Fatal Shade

ALIGNMENT — Shadow

The spell forms a dark shade that attaches itself to the victim and drains his soul. Unless it is dispelled, or the caster is killed before it has its full effect, the victim is doomed. If the caster has the target's blood, hair or spit to use in casting, the shade must be banished magically if the person is to be saved. It cannot be affected by any weapon or spell except a Dispell/Banish spell.

DAMAGE — **(EL+1)** (*The number of energy points lost by the target every hour.*)

MDV — **MEL+(EL×2)** (*The MDV of the spell.*)

RANGE — **(EL+1)×2"** (*The maximum distance from the caster to his target for the spell to succeed.*)

Fatal Spear

ALIGNMENT — Elder

As for Elf Shot. In this case, if the spell works and a hit is scored, the target is killed. All other rules are identical to those listed for Elf Shot. A spear must be dedicated to the spell. The Mana Cost is as specified for the Bow in Elf-Shot.

Fate

ALIGNMENT — Balance

The spell places a bane on the victim. The bane allows the Caster to specify a particular creature and situation that will be the death of his enemy. The effect starts 24 hours after it is cast. From that point on, when the victim fights the specified creature in the situation defined ALL damage scored by it will be one level lower on the Combat Table, i.e. Misses are Shield Hits, Severe Hits are Deadly Hits, Deadly Hits are automatically fatal, etc.

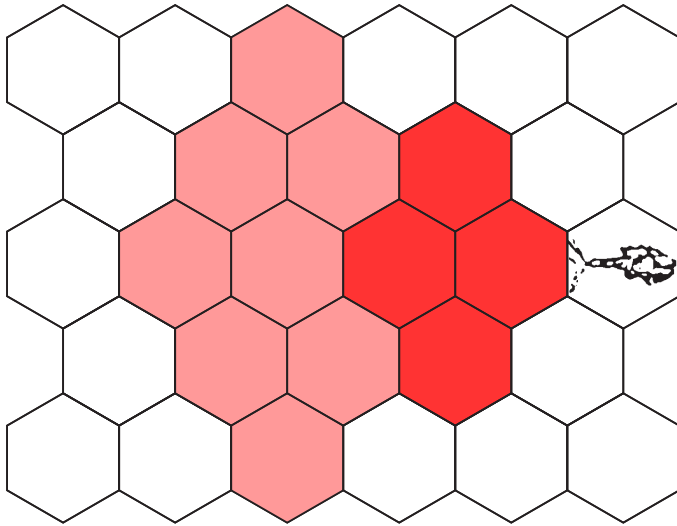
Finally, any damage that the victim scores on his bane is applied as if the **NAV** was 2 higher than it actually is. If the Character manages to kill his bane after all of this, the spell is broken.

If the spell is broken, or fails abysmally, the bane selected will rebound on the Caster. It will be HIS bane from that point onward.

To cast this spell, the Caster must have an object that the enemy used within the last week. No range or limit applies to the effect.

OCV — **(EL+1)×3** (*The Maximum OCV of the Bane that the Wizard can select for his enemy.*)

Figure 5.1: EL1 Fire Ball Example

**Fire Powers**

The members of this family are:

COMBUSTION
 FIRE BALL
 FIRE DARTS
 FIRE DETECTION
 FIRE SHOWERS

ALIGNMENT — Law

The descriptions follow below in alphabetical order:

Combustion The spell is used to ignite inanimate, combustible matter. Matter of this kind is necessary to start the spell. Once the spell takes effect, however, it will feed on itself. No further matter is required.

Fire, used in this manner, must be started in the hex that the Caster is in. From that point, the Caster can extend it into other hexes at the speed specified for the **EL** used. As long as the Caster remains motionless, he controls the direction and speed of the spread. If he moves, the spell stops spreading, unless the Referee determines that the fires spread naturally.

DISTANCE — $EL+1$. (The number of additional hexes that the effect of the spell can cover).

SPEED — $(EL+1)/2$ ". (The PMR of the spreading fires).

DAMAGE — $(EL+1)\times 2$. (The Hit Points are suffered by anyone, except the Caster, that enters a hex in which this fire is burning. The potential victim may add his Dodge Value in resisting the Caster's roll to affect him).

DURATION — $(EL+1)\times 2$. (The number of tactical turns that the fire will continue to burn, minimum, after reaching it's maximum spread or after the Caster moves and it stops spreading).

Fire Ball The spell creates an expanding sphere of flame.

The spell is cast as shown in the diagram above, from the front of the Caster. The Range is the length of the sides, and the distance straight ahead, for the 60 degree cone created. The first hex of the effect is the hex directly in front of the one that the Caster is in.

The speed listed for the spell is the **PMR** of the sphere. It remains in effect until, at this rate of speed, it reaches the end of its range.

RANGE — $(EL+1)\times 2$ "

SPEED — $EL+1$ "

DAMAGE — $1D10+(EL)D10$

DURATION — 2 phases

EXAMPLE — At **EL6**, the spell has a Range of 14", a **PMR** of 7 and will do **7D10** to any target within the cone that is affected by it.

Fire Darts The spell creates a single tongue of intense flame that is cast at a specific target. The Range is a straight line to that target. The Damage listed is the number of hit points inflicted. The spell has no duration.

RANGE — $EL+1$ "

DAMAGE — $1D6+(EL)D6$

EXAMPLE — At **EL4** the spell has a Range of 5" and scores **5D6** on any target hit.

Fire Detection The spell locates the **CLOSEST** body within its Range. If no actual fire is present, the spell will locate items or creatures that possess Fire Mana, i.e. can use Fire of some kind as an innate or learned ability. If there is no other possibility within its Range, the spell will tell the Caster that there is Fire 0" away from him, i.e. it detects the Caster.

On success the Caster learns the direction and distance to the closest body of fire within his range.

RANGE — $EL+1$ miles, squared.

Fire Showers The spell covers an area, centered on a point within the Caster's range, with a rain of intense flame. **ALL** persons within this area are affectable. This includes the Caster.

If the Caster remains stationary and does not cast any other magic, he can maintain the spell for the Duration specified. If he moves or casts any other magic, or if he is forced to defend himself in normal combat, the effect of the spell ends immediately.

RANGE — $(EL+1)/2$ ", $EL+1$ ". (The first factor is the diameter used for the area affected by the spell. The other factor is the maximum distance away from the Caster that the center can be placed at).

DAMAGE — $1D10+EL$ (The listed damage is inflicted each phase that an effected target is in the effect area starting with the first phase).

DURATION — $EL+1$ turns.

NOTE — The Damage listed is scored against every creature that is within the effect area that is affected by the spell. If the Caster is immune to fire he can be within the effect area without being subject to the effect.

Flaming Death

ALIGNMENT — Elder

The target affected by this spell burns. The spell is cast at a specific, animate target. If it succeeds, the target suffers the Damage listed each phase until the Duration ends or the spell is dispelled.

RANGE — $EL+1$ "

DURATION — $EL+1$ phases.

DAMAGE — $2D6+(EL\times 3)$, $EL+1$. (On the first phase the first factor is scored. In each phase thereafter the other factor is applied).

Forgetfulness**ALIGNMENT — Elder**

The spell buries a person's memories for the Duration indicated. Anything that was learned during this period, excluding physical skills, is forgotten.

The period of time that is forgotten begins when the spell takes effect, moving back in time from that point. The period of time that is affected remains blank. Optionally, the spell may be cast at three times its normal Mana Cost. In this case, the Caster is able to implant memories of his own choosing at a rate of ONE day's memories per tactical turn spent implanting. Once the Caster starts this process, he must finish or his own mind is left blank for the period that he does not finish blanking out.

DURATION — **EL+1, squared** days.

TIME TO REGAIN MEMORY — **EL+1** weeks (*The time required to remember the memories that were blanked out. If the Caster substitutes new memories for those that he takes, multiply the base factor times FOUR. After the normal regaining time for the EL ends, memory slowly begins to return to the victim.*)

RANGE — **EL****Foyson Theft****ALIGNMENT — Sidh Magic**

"Foyson" is a Scotch term meaning "the goodness in food". The spell allows the Caster to extract the goodness from any food within his Range. The appearance of the food affected is unchanged. It appears wholesome but has no nutritional value. The foyson extracted materializes in the hand of the Caster as a fine flour like substance.

This material contains ALL of the nutritional value of the food affected by the spell.

The spell will only affect raw or prepared foods. It has no effect on animate or magical creatures.

RANGE — **EL/2"**FOOD POINTS — **2** (*EL applies as a power*).

WEIGHT — The weight of the powder created is 1/4 pound per 16 food points converted.

Freezing Hand**ALIGNMENT — Shadow**

A powerful paralytic spell that inflicts physical damage on its victim. The caster must touch the specified target within the number of phases in Duration One. If he doesn't, he loses energy equal to the damage specified below and the spell is wasted. Duration Two is the number of phases the victim is affected after being touched. The caster may perform no other magic while he wields this spell. If he does, the spell ends. Any part of Duration Two that remains for any victim is lost when another spell is begun.

RANGE — Touch only

DURATION I — **(EL+1)×2** phasesDURATION II — **2** turns (*EL factor applies as a power*)DAMAGE — **EL+2** (*Hits inflicted on the target each phase OR energy lost by the caster if he fails to touch the target.*)MAX. STRENGTH — **(EL+1)×20** (*As specified for Paralysis*)**Hatred****ALIGNMENT — Varies**

The victim becomes obsessed with a burning hatred for a person specified by the Caster. The person specified must be known to the Caster. Effected targets will dedicate their existence to the death of this enemy, caring for nothing else. This condition will last until the spell is dispelled.

When the effected victim enters combat against the enemy, he will fight with Uncontrollable Battle Fury. See the Special Attribute section.

RANGE — **(EL+1)×2"****Healing****ALIGNMENT — Varies**

A successful healing spell heals a number of hit points, dependent on the **EL** of the Caster, AND increases the injured person's Healing Chance for his next normal healing roll. In all cases, the Caster must touch the person that he wishes to heal to have any effect.

DAMAGE HEALED — **1D6+StB+EL** (*The number of hit points that are healed when the spell succeeds.*)HEALING CHANCE INCREASE — **(EL+1)×5** (*The amount that the Healing Chance of the person affected will be increased in his next, normal roll. This effect is not additive.*)STAMINA BONUS INCREASE — **EL/3** round down (*The amount that the StB is increased for the next, normal, healing roll. This factor is not additive.*)

EXAMPLE — Vozar of the Hills has **EL4** in this spell. He successfully heals Sasabre of Pelara, **HC 30%**, **StB+1**. Sasabre immediately heals **1D6+1+4** hit points. On his next normal healing roll, he will have a 55% Healing Chance and a +2 **StB**. After the normal roll is taken, his values return to their normal level.

IMPORTANT — **The benefit on the next healing roll only applies if the person affected is still damaged after this spell succeeds. If more than 24 hours pass between this spell's success and the next normal roll, the HC and StB advantage are lost.**

Healing Light**ALIGNMENT — Law**

If the spell succeeds, the Caster heals **2D10+(EL×2)** hit points for targets within his effect area. He may choose which targets in this area are healed and how many points each will heal. He may not heal himself with this spell.

Healing Light will take one turn to heal the persons that are affected by it. It can heal any creature. While it does, the Caster is unable to cast any other magic. Both he and the entities that are being healed will be unable to move in any way.

IMPORTANT — **Even if it means that you must heal your enemy, all hit points that are healed above must be assigned if it is at all possible to do so.**

RANGE — **(EL+1)/2"** (*A diameter*).

EXAMPLE — An **EL3** spell is cast. A hostile Ogre and a friendly warrior are in the effect area. The warrior has taken 12 hits, the Ogre has taken 22. Fifteen hit points are healed. The warrior is healed totally and the Ogre heals 3 hit points.

Hell Powers**ALIGNMENT — Chaos**

The members of this family are:

FIRE DARTS

PAIN

FIRE RESISTANCE

SUMMON DEMONS

The descriptions of the member spells are as follows:

Fire Darts As specified in FIRE POWERS for the spell of the same name. If the Caster expends THREE times the normal Mana Cost of the spell he can create a wave of darts that will have a chance of affecting every target along his Range. Add five to the Success Roll per target affected. Always determine the effect on the closest targets first.

Fire Resistance As specified in EARTH POWERS for the spell of the same name.

Pain The spell afflicts the victim with wrenching spasms of searing pain. The effect reduces his speed by a percentage factor and reduces his chance of hitting in combat.

The Range is the distance to the target selected. If THREE times the normal mana is paid, the Range is the diameter of a sphere that will have this effect on EVERY animate being within the area. This includes all persons except the Caster.

RANGE — $EL+1''$

DURATION — $EL+1$ turns.

ROLL MODIFIER — $EL \times 2$

SPEED REDUCTION — $(EL+1) \times 5\%$ (round down).

EXAMPLE — The **EL** is 5. The victim must add 10 to his Combat Rolls, including Missile Fire and the casting of any Magic. His speed is reduced by 30%. If it was 12, it is reduced to 9.

NOTE — *Repeated application of this spell has an additive effect. If the speed is reduced 100% or more, the victim will pass out until the Duration ends.*

Summon Demons The cost to summon any being listed as a DEMON in Book Three is reduced by 50%, rounded up. Beyond this, the basic rules for SUMMONING are used. The rules that apply are listed as for SUMMONING.

Illusion Powers

ALIGNMENT — **Varies**

The members of this family are:

ACTIVE ILLUSION

GLAMOURS

MAJOR ILLUSION

PERSONAL ILLUSION

The descriptions applicable follow below:

Active Illusion Active Illusions are illusions that move, seemingly with a life of their own. They may be used to attack the Caster's enemies. If they are believed, they may strike and inflict damage. If they are not believed, they can do nothing against the enemy.

NOTE — *Belief in the reality of an Illusion completes the fabric of its "reality". Contact with it is perceived by your mind as contact with the authentic article. It can kill if it is believed. It can do nothing if it is not believed.*

If the spell succeeds, the perceivers will roll against their Will, for creatures use $MDV \times 4$ for this, adding the $EL \times 5$ to the roll. If the net roll is less than or equal to Will, the Illusion is not believed. If it is greater, it is believed.

The Range for this spell is the maximum distance that the Illusion can be separated from its creator. It may be created anywhere within this range. If it is made permanent, it must remain within this area, i.e. the Range is a diameter with the point where the Illusion first appeared at the center. He remains forever, regardless of the location of the Caster, when permanent.

IMPORTANT — **If an Illusion is believed, and in Combat the perceiver kills it, it does not die but it is automatically disbelieved. Where and how this will apply will depend on what the Illusion is.**

RANGE — $(EL+1) \times 2''$

DURATION — $(EL+1) \times 3$ turns.

HPV — $(EL+1) \times 5$ (The maximum number of hit points that the Creature can take. Per ten, rounded down, increase the Mana Cost by 1).

MDV — $(EL+1) \times 2$ (The MDV maximum of the creature simulated AND the MDV of the illusion).

OCV — $(EL+1) \times 2$ (The maximum OCV of the creature simulated. Per 3, round down, increase the Mana Cost by 1).

DCV — **EL**

EXAMPLE — If the **EL** is 4, the maximum creature created will have **HPV25, MDV10, OCV10** and **DCV5**. The values actually created by the Wizard must be less than or equal to ALL three factors for the Illusion attempt to succeed.

IMPORTANT — **If the Illusion created is capable of casting magic, the Caster may create the semblance of any spell that he knows through the Illusion. The Mana Cost of this semblance equals the cost of the actual spell. It will appear as if the Illusion cast it. If it is believed, it can effect the perceiver as if it is the real spell.**

Glamours Glamours are used to change the appearance of an inanimate object. The spell alters the shape of the object or conceals it's presence. If the spell succeeds, the glamour is automatically believed. The Weight Limit listed is the number of pounds that the Caster can alter without trouble. Per 10% increase over this factor, round up, the Caster will add 5 to his roll.

RANGE — $(EL+1) \times 2''$

DURATION — 2 hours (*EL factor applies as a power*).

WEIGHT LIMIT — 2 pounds (*EL factor applies as a power*).

EXAMPLE — At **EL9**, the range is 20", the duration is 1024 hours and the weight limit is 1024 pounds. (A half ton for about 42 days).

NOTE — *The spell only affects appearance. It does not alter physical reality in any way. If a wall appears to be a doorway, the perceiver will still bash his head if he tries to walk through. Any result that occurs that creates a physical situation that does not fit the appearance of the Glamour will cause disbelief in it, i.e. if you can't walk through the open doorway you won't believe it is a doorway. In all such cases, the Glamour is dispelled by the disbelief of the perceiver involved.*

Major Illusion Major Illusions are cast over an area. They affect everything that is in that area. If the Illusion is believed, roll as for Active Illusion, the perceiver is required to act as if the objects perceived are real.

NOTE — *As for Glamour, if something in the Illusion does not conform to physical reality, disbelief is automatic.*

This spell alters the appearance of all things in the area. This can include the appearance of animate creatures and the Caster.

RANGE — $EL+1''$ (A radius of affect).

DURATION — $(EL+1) \times 2$ minutes.

EXAMPLE — At **EL0**, the Caster can change the appearance of every object within 1" of his position.

IMPORTANT — If animate objects have their appearance changed, and they move outside of the effect area, the appearance reverts to normal. While the spell is in effect, the Caster may not cast other magic but he may move. If he moves, the Illusion remains in the area in which it was created. As for Glamours, these Illusions require something to work with. They are not created out of thin air as are active illusions.

Personal Illusions The spell changes the appearance of a specific animate being. If the Caster uses this spell on himself, he will subtract his MDV from his success roll in addition to the EL modifier.

The spell only affects appearance. It has no effect on size or basic shape. If the spell succeeds, it is believed. If it fails, any person with Will higher than the $EL \times 2$, or MDV higher for Creatures, will be able to see through it.

To effect a target with this spell, the Caster must touch it and it must, be motionless. If the target moves while the spell is being cast, it fails.

DURATION — 2 hours (*EL applies as a power*).

Insanity

ALIGNMENT — Chaos

The insanity that can be created is based on the EL. A given EL can create the insanity type for it's EL or any type below it. Consult table 5.13.

Table 5.13: Types of Insanity

EL	Form of Insanity
0-3	Neurosis
4-6	Paranoia
7-8	Schizophrenic
9+Up	Catatonia

Neurosis allows the Caster to force a specific trait on the victim. This can be an unreasonable reaction to a given circumstance, a reaction to a type of person or thing that is unreasonable hostile, friendly, etc. or minor impediments that the Referee explicitly allows.

Paranoia will convince the victim that the world, especially the part that he knows, is out to destroy him. As a result, he is hostile to anything that he encounters and is incapable of trusting anyone. If given any cause, or a good opportunity, he will attack any other creature. (The Paranoid is clever. Persons that he encounters will not be able to tell that he is insane unless they roll their Empathy or less).

A Schizophrenic will have **1D3** personalities in addition to his normal personality. The major emotion or tendency that drives each is determined by rolling on table 5.14.

Table 5.14: Schizophrenic Personalities

Roll	Trait	Roll	Trait
1	Generous	6	Sadistic
2	Vicious	7	Masochistic
3	Quiet	8	Flighty
4	Self-Effacing	9	Braggart
5	Cowardly	10	Overbearing

Each day, the Referee will take a random roll to determine which personality is in control. All personalities, except the original personality, are EXTREMES for the behavior listed. (*If a personality is quiet, it will take great effort to get him to talk at all. If he is cowardly, he will flee from any chance at combat*). Cata-tonic Characters are incapable of voluntary movement. If they are not cared for, they are dead. The spell lasts until it is cured with a Sanity spell, the Caster is killed or the victim dies.

RANGE — $EL+1''$ (*A radius of affect*).

MDV LIMIT — $(EL+1) \times 3$

An Insanity spell can only be used against Intelligent enemies. It has no effect on un-intelligent creatures. Non-Humans may add their $MDV \times 2$ to the success roll.

Invisibility

ALIGNMENT — Varies

The spell is cast, by the Caster, on himself. It effects him and any person or thing that is in contact with any portion of his body. It has no effect on the surface that the Caster walks on. Persons that are made invisible by contact with the Caster become visible when this contact, or the duration, ends. All persons that contact the Caster, or any item held by him, during the Duration can see him whether contact is maintained or not. Per person that comes into contact with the Caster, reduce the Duration by **1 turn**.

DURATION — $(EL+1) \times 5$ turns.

Invisibility

ALIGNMENT — Shadow

As for normal Invisibility, except the spell may only be used when the caster is in shadow.

NOTE — *Innate Shadow Weavers are not required to cast this spell. Whenever they enter a shadow, and choose to be invisible, they pay the mana points required for the EL used and are. If trained, they may use an EL less than or equal to their innate EL.*

Invisibility Sphere

ALIGNMENT — Law

An invisibility sphere is a spherical area, which has no effect on the earth or inanimate structures. All persons who are within the sphere, or who enter it, are invisible to people outside of it AND visible to anyone inside of it. The spell may be cast, by the caster, on others without including himself in its effect. It is cast to effect a specific number of beings and is negated when any of those beings leave the sphere, or when the duration ends.

DURATION — $(EL+1) \times 5$ turns (*If the spell is cast at three times the normal cost, the duration can be doubled.*)

NUMBER OF INCLUSIONS — $EL+1$

RANGE — $EL \times \frac{1}{2}''$ (*A diameter*)

NOTE — *If the spell is cast at increased power, it will only effect entities that are specifically included in it regardless of who may enter the diameter at a later date.*

Invulnerability

ALIGNMENT — Chaos

The spell enhances the target's resistance to physical damage. The damage gained will apply to any damage suffered in normal combat from NON-MAGICAL weapons. The Damage listed is the number of hit points that must be inflicted before damage actually begins to effect the **HPV** of the Character.

To effect a target with this spell, the Caster must touch him. It may only be cast on persons that are undamaged at the time. If the target has any damage, the spell is automatically an Abysmal Failure. If the Caster uses the spell on himself both the Duration and the Damage factors are reduced by 50%, rounded down.

The spell ends when the Duration is exceeded or all resistance has been eliminated by the damage suffered.

DURATION — $(EL+1) \times 10$ phases.

DAMAGE — $(EL+1) \times 5$

EXAMPLE — EL4 will last 50 phases and yield a benefit of 25 hit points to the person affected.

Knowledge

ALIGNMENT — **Varies**

The spell is used to gain general information about a specific thing from the supernatural forces. It may be used to acquire Expertise in any spell, educational skill or other area. It may not be used to gain skills that require extensive physical activity to learn, i.e. Combat Skills, Swimming, etc.

The spell will have the orientation of its Caster. When it is cast to gain magic of that alignment, or any skill, the cost is normal. When it is cast to gain magic from another alignment, the cost is modified by the Orientations, see 4.4.1.2.1. Sidh Magicians may only use it to gain Sidh or Elder Magics.

The Frequency factor listed is the number of days that should pass between uses of this spell. If it is cast more frequently than this, any failure is Abysmal.

EXPERTISE GAIN — $1D6+EL$ (*The total gained will never exceed the Expertise required to learn the spell or increase to the new EL for a skill, or spell, known before the spell is cast.*)

FREQUENCY FACTOR — $15-EL$ days (*The number of days that should pass between uses.*)

NOTE — *This spell may only be cast in an area that has been purified for casting magic with the same alignment as the Caster's orientation. In any other case, failure is automatically abysmal.*

Leeching

ALIGNMENT — **Chaos**

The spell allows the Caster to consume the energy possessed by intelligent, animate life. The effect of success increases the Casting Ability of the Caster as listed and kills the victim affected.

For a person to be affected with this spell, the Caster must touch him. The contact must be maintained for a full turn. At the time of effect, the victim must be alive.

INCREASE GAINED — $3+(EL \text{ squared})$ Mana Points.

IMPORTANT — **Regardless of EL, the points that can be gained from any one creature cannot exceed the victim's Energy Level. The Mana gained may not increase the magic user's Casting Ability beyond his Current Ability.**

Leeching

ALIGNMENT — **Shadow**

This spell allows the caster to leech energy from the shadow of another being. The target receives his full MDV in defense. Success increases the Energy Level and/or Casting Ability of the caster from the victim's EnL and Casting Ability (if he has one).

RANGE — **EL**

DAMAGE — $(EL+1) \times 5$

EXAMPLE — An EL4 spell is cast and succeeds. The caster's EnL and Casting Ability are increased by a total of 25. The victim's current Energy Level and Casting Ability, if he has one, are EACH reduced 25.

IMPORTANT — **If a spell takes more energy or mana than a person has, it takes what he has in that area and no more. At no time may the total points received by the caster be greater than $1/2$ the amount drained, rounded up.**

EXAMPLE — An EL4 spell succeeds against a man with EnL20 and no magical training. The caster drains 20 killing the man. He receives 10 points to assign to his EnL or Casting Ability.

IMPORTANT — **No more than $2/3$ of the points gained, rounded up, can be assigned to any one area. The remainder must be assigned to the other area. No points may be assigned to an area where none have been used or lost. Points that cannot be assigned due to this are lost.**

EXAMPLE — An EL2 spell gains the caster 15 points. He assigns the maximum, 9, to his EnL. The other 6 are subtracted from his Mana Points used, moving him back towards his full Casting Ability. If his energy level is at full strength, he loses the 6 that have to go there (assigning the minimum there).

Liberate Shadow

ALIGNMENT — **Shadow**

As for Liberate Spirit below, except the caster sends his shadow on a specific mission. It returns when the mission is complete or it is recalled. While the shadow is gone, the caster is unaware of his surroundings and of what the shadow is doing. He is defenseless. The only action he can take is to recall his Shadow, which requires a Will roll. The EL modifier for this spell increases his chance of a successful recall. Once the shadow returns, the caster will know what it saw and did while it was gone. Per turn that it is gone, the caster loses **1D6** energy points. After a successful recall, the shadow returns in **1D2** turns. If it exceeds the recall range in performing its mission, it must be summoned (**CL1**) to be recalled.

This spell can be cast at **THREE** times normal cost on a willing person other than the caster. When this is done, that person suffers the disadvantages above. However, the caster will be able to monitor the activities of that person's shadow and direct its performance of the mission in an intelligent manner. The person whose shadow is sent must still recall it. He is allowed to add $1/2$ the caster's Will to his own in doing so. If he fails the caster must summon the shadow and force it back into the person's body before that person dies.

RANGE — $(EL+1) \times 25''$ (*The distance the shadow can be sent from the caster and still be recalled without Summoning.*)

SPEED — **MDV** (*MR equals the Caster's MDV*)

EL MODIFIER — $(EL+1) \times 5$

NOTE — *Shadow Weavers have this as an innate power. Their EL is determined as specified in Book One. They may liberate their spirit, with no EL modifier, at their innate EL. They may operate as normal while it is gone except they may not cast Shadow Magic. If trained, they cast the spell at $1/4$ mana cost, rounded up, at any EL less than or equal to their innate EL AND receive the normal EL modifier. They may not liberate another person's shadow unless they are trained.*

Liberate Spirit

ALIGNMENT — **Law**

The spell releases the spirit of the Caster. While liberated, the spirit is capable of travelling, unhindered by physical reality, through Middle World areas. The Speed of the spirit is its **PMR**. The spirit can only be affected by attacks that have a magical or supernatural basis. It is immune to normal damage.

The Duration is the number of turns that the spirit can remain outside its body. While it is gone, the body is defenseless. If the spirit does not return before the duration ends, the body dies. If he returns before, he may enter the body and end the spell.

DURATION — $(EL+1) \times 5$ Turns.

SPEED — **EL+Mana Level** (*The PMR*).

Lichcraft

ALIGNMENT — **Chaos**

To perform this spell, the Caster must also be trained in Necromantic Powers. Success with the spell will make the Caster a Lich. Failure of any kind kills him.

As a Lich, the Caster becomes nearly the ultimate in evil. He will use all Necromantic Powers at two levels higher than his Current, and Maximum, **EL**. In addition:

- A) **Invulnerability** — The spell requires that the Caster disembowel himself. On success, he is sustained totally by his magic and is immune to physical damage from any weapon not specially dedicated to combating Liches or the Dead.

IMPORTANT — **The Viscera of the Mage are kept in a specially constructed apparatus. The destruction of the apparatus, and its contents, is the only way that a Lich can be killed in normal combat. In general, it is hidden and Warded with potent magics.**

- B) **Immortality** — The Lich is immune to death. If the result of any magic used results in his destruction, and his viscera are unharmed, he will reform in **1D6** days.
- C) **Self Sustaining** — The Lich is required to cast 2 Mana Points per day to sustain himself. (*Success is automatic*). He does not require any form of normal sustenance, i.e. food, water, etc.
- D) To destroy a Lich, other than through destruction of the apparatus supporting him, 100% of the hit points that he can take must be inflicted in ONE Phase by a power that is capable of affecting him. If not, the damage has no effect on him.

This spell is only cast once. It fails automatically if the Caster does not have a Chaos orientation. Once it succeeds, the Caster may only use Chaos Powers and General Skills.

The power of the Lich is derived from the apparatus that supports him. The Range listed below is the MAXIMUM distance that he can be separated from this device and survive. In all cases, at all times, he will know the precise location of his apparatus. He is also aware of any person or thing that touches the apparatus as soon as such contact is made.

RANGE — **(EL+1)×10 miles***

*The Lich is not locked into the **EL** at which the spell is initially cast. He may improve the apparatus without Mana Cost as his **EL** in this spell is increased. The time to do so is one day per **EL**.

NOTE — *In Persian myth, the Lich is truly immune to death. When he is killed, his soul turns into a black mouse. As a mouse, he must kill a rat. When he does, he becomes a rat. As a rat, he must kill a cat. Becoming a cat, he must kill a dog. As a dog, he must kill a leopard; becoming a leopard, he must kill a Man. On killing the Man, he returns to human form and regains all of his magical powers. If, in any stage of the rebirth process, he is killed or dies, he is truly dead.*

OPTIONAL — If the rebirth process indicated in the note is used, and a Lich succeeds in regaining human form, he must rededicate himself as a Lich to regain his status as one. He is reborn as a normal human who is as old as the Lich was when he first succeeded with the rite. He will lose ONE Energy Point per day until he completes his re-dedication. Points lost in this way are only regained if and when he rededicates himself as a Lich.

Light Powers

ALIGNMENT — **Law**

The members of this family are:

LIGHT
KILLING LIGHT
RADIANT LIGHT

The descriptions follow below:

Light The creation of magical light in an otherwise dark area. It can only be created in darkness. The Range is its radius of effect. The Damage listed is only suffered by creatures that are afflicted by Light. No damage is scored against any other creatures. The Duration is the number of phases that the effect will last.

RANGE — **EL+1"**

DURATION — **4×(EL+1)** phases

DAMAGE — **(EL+1)** per phase

Killing Light This spell is projected at a specific target. If the spell succeeds and, on a second roll, HIT or better is scored on the Combat Table, using the **EL** as the **OCV**, the target is dead. In any other case, success results in scoring the damage below. The **BL** on the Combat Table equals **MEL+EL**.

EXCEPTION — **If the creature is afflicted by light, the second roll is taken. Any type of hit will kill. If the spell succeeds and a miss is rolled, the damage determined for the spell is increased by (EL+1)×2.**

RANGE — **(EL+1)×2"**

DAMAGE — **3D6+EL**

Radiant Light The spell creates a blinding flash of light in its effect area. Any creature affected by the light is stunned for the duration indicated. Creatures afflicted by light suffer the damage indicated and are stunned for twice the normal duration.

The effect of being stunned will reduce **OCV** and **DCV** by 50% each, rounded down. In addition, the **EL** must be added to all combat rolls for as long as these factors are affected.

DURATION — **EL+1** phases (*The time that an affected victim is stunned. The effect itself has no duration to it*).

RANGE — **(EL+1)/2"** (*A radius*).

DAMAGE — **(EL+1)×3** hits

Lower World Travel

ALIGNMENT — **Shamanic**

With this spell, the Shaman liberates his spirit and enters the Lower World. The journey is only made spiritually, his body remains in the Middle World. The effects are as for Liberate Spirit except that the spirit of the Shaman can physically alter the environment that it travels through, i.e. the spirit is capable of using any magic that the Shaman can use. In spirit form, the Shaman is automatically oriented to his magic. He is not required to cast an Orient Self spell or utilize his magic drum to cast magic.

The Shaman's spirit is a physical presence in the Lower World. The spirit can be damaged as normal by any type of attack. Damage that he suffers appears immediately on his body in the Middle World.

Luck

ALIGNMENT — **Sidh Magic**

The spell is used to increase or decrease the luck of the person affected. The result is a modifier that is subtracted from, or added to, ANY roll that the victim takes while the effect lasts.

DURATION — **(EL+1)×5** phases.

RANGE — **EL+1"**MODIFIER — **EL+1**

EXAMPLE — A Character's luck is increased with an **EL5** spell. The effect lasts 30 phases. While affected he subtracts 6 from all rolls, whether jumping a wall or engaging in combat.

MasqueradeALIGNMENT — **Elder**

The spell makes the actual features of the Caster indistinguishable. On success, each person that sees him will see him as a valued friend or relative. The effect lasts until the Duration ends or until the Caster attacks a person who is fooled by the spell. In either case, he assumes his true appearance.

To cast the spell on a person other than himself, the Caster must expend double the normal mana and the person must be willing. The spell only affects the sight of intelligent, humanoid creatures. Others are unaffected.

DURATION — **(EL+1)×20** turns

RANGE — Touch required.

MightALIGNMENT — **Law**

The person affected will have his Strength increased for the duration of the spell. The amount of increase, divided by 5 and rounded up, is the damage resistance gained from the spell, as for Invulnerability.

To affect a target, the Caster must touch him. The magic user will never cast this spell on himself.

DURATION — **2** turns (*EL factor applies as a power*).INCREASE — **(EL+1)×5** (*The points that the Strength rating is increased for the entire duration*).

NOTE — *At the Referee's option, this spell will have a draining effect on the person affected. Per point of increase, reduce the Energy Level by 1. If the result is zero or less, the Character will go into a Coma when the duration ends. A Cure Disease spell will be required to regenerate his Energy Level to a rating of 1. Until then, he can do nothing.*

MusicALIGNMENT — **Law**

The spell has a soothing effect on dumb opponents. Any nonintelligent creature that is affected will be unable to attack while the duration lasts. If attacked, he is taken unaware. Any combat will instantly negate the effect of this spell. It will not operate in a hostile area. Once the spell is in effect, the Caster may move and cast other magic without restriction.

If the target affected is Intelligent, he will be stunned for one phase, i.e. he is hesitant while trying to figure out where the music is coming from.

Non-intelligent indicates a creature with an Intellect of 4 or less. Those with higher intellect ratings are considered to be intelligent.

While creatures are mesmerized by the music they will not move more than one hex per phase, or 4 movement rounded down, whichever is less.

DURATION — **(EL+1)×2** turnsRANGE — **EL+1"** (*A radius*).**Necromantic Powers**ALIGNMENT — **Chaos**

The members of this family are:

ANIMATION

COMMUNICATE WITH THE DEAD

CONTROL THE DEAD

CORRUPTION

DARK KNOWLEDGE

DECAY

THE BLACK CURSE

THE SEEKING DEATH

NOTE — *Only Wizards that have a Chaos orientation may gain these powers. Other Wizards may use Dark Knowledge but no other Necromantic spell.*

The descriptions follow below:

Animation The spell gives the dead the power of movement. It can affect any corpse or skeleton. The **MDV** is $\frac{1}{2}$ of that for the living creature, rounded down. On being animated, the corpse remains unmoving for **ID6** phases. During this period, it must be controlled. If it is not controlled, it will attack any living being including the Caster.

To affect the corpse or skeleton, the Caster must touch it.

DURATION — 2 days (**EL** applies as a power).

Communicate With The Dead As for the Communicate spell. This spell is used to give commands to dead beings that are under the Necromancer's control.

Control the Dead The spell allows the Caster to completely control the actions of any dead creature, that he animated, that is in his effect area. The Caster can see through the eyes of his dead and does not have to be able to see them in order to exercise his control. Once control has been achieved, it lasts until it is dispelled or until the corpse is no longer animate.

RANGE — **2"** (*EL factor applies as a power. A diameter*).

NOTE — *Per corpse controlled, the Caster must spend 1 Mana Point per day. If this magic is not allocated, control is lost and the being will turn on the Caster and all other living beings.*

Corruption As for the Corruption spell.

Dark Knowledge The spell is used to question the spirits of the dead. The spell can only be cast when the Necromancer is within his range of the corpse or skeleton of the spirit that he is attempting to question.

If the spell succeeds, the spirit will answer a number of questions equal to the **EL+1**. The answer will be literal truth and, whenever possible within this limitation, should be misleading or specious.

In all cases, the spirit can only answer questions that the Referee determines that it would know. If a question is asked, and it does not have the knowledge, it will disappear and the spell is broken.

Any person, other than the Caster that is not protected explicitly, that is in the sight of the spirit, is subject to attack by it. The attack will be as for an EDIMMU. The cost to protect others is an additional 2 Mana Points per person.

RANGE — **EL/2"**

Decay As for the Decay spell.

The Black Curse The spell only affects bound, animate beings. The Caster must have portions of the being's anatomy, i.e. hair, nails, etc., and must be within 2" of the being himself. THE MAGICAL OPERATION MUST BE CAST ON A FORMAL ALTAR PURIFIED FOR THE PRACTICE OF NECROMANCY. If any of the above conditions do not exist, the spell fails.

If the spell succeeds, the victim becomes the total slave of the magic-user. He has no chance to rebel. He dies and is automatically animated and controlled, without cost.

The spell will only affect Humans. The spirit is blasted into the hells by success. What remains is a will-less zombie. The effect lasts until a Negate Curse spell is cast against the Zombie or until the Caster dies.

The Zombie created will have the following attributes:

- A) **I**, **W**, **E** and **Em** reduced to 0.
- B) **A** and **D** reduced 80% rounded down.
- C) **S** and **St** doubled.
- D) **OCV** equals $\text{HPV}/5 + \text{SB} + \text{StB}$
- E) **DCV** equals $2 + \text{AB} + \text{DB}$. The minimum **DCV** for any Zombie equals ZERO.
- F) **MR** equals **8**, **C** and **EnL** both equal zero.
- G) The Zombie will only heal if the Caster heals him magically. In any other case, damage is permanent.

Remember that the Zombie's **MR** is calculated in when determining its **DCV**.

The Seeking Death The spell creates an avenging death spirit to attack a specific enemy. To attempt the spell, the Caster must have a fragment of the enemy's anatomy, i.e. hair, nails, etc. If the spell succeeds, a figure in white of terrible power will begin to materialize in sight of the enemy. It will only be visible to the Caster and the enemy. As it grows, it darkens and becomes solid. When it reaches full maturity, it will attack the enemy. The time to maturity varies with the **EL**.

The attributes of the creature are:

- A) Identical to those of the enemy, except no expertise and its **HPV** equals his **HPV/2** rounded up.
- B) The Hand of Death, **EL** equals the Caster's **EL** in the Seeking Death. **MEL** equals the Caster's **MEL** divided by 2, rounded down.
- C) **MDV** equals the Caster's **MDV**.
- D) **PMR** 8.

EXAMPLE — A Seeker is created to destroy Vlad Stonehand. The Seeker will have the physical characteristics above. The **PMR** is 8. Each time that it hits, a saving throw is required against the Hand of Death. If the Caster has **MEL** 6, **EL** 5 and **MDV** 12, it has **EL** 5, **MEL** 3 and **MDV** 12.

The Range of this spell is unlimited. It lasts until the creature is dispelled, killed or kills the enemy. The creature can only be seen at night. It will have a twisted version of the appearance of the person that it is intended for. It will always be within **1D10-1"** of the enemy that it is created to kill.

TIME TO MATURITY — **30 days**— $(\text{EL} \times 2)$.

NOTE — *While the Seeker is maturing, the Caster may not cast any other magic. He is consumed by this effort. If he casts any other spell, the Seeker will turn on him. Until it is fully formed, and the attack is resolved, the Caster must spend every night administering to this spell. If not, it will attack him.*

Negate Curse **ALIGNMENT — Law**

The power operates as for Dispell/Banish against those spells that specifically state that this spell will negate them. The Caster must touch the person or thing that is to be affected.

Oblivion

ALIGNMENT — Balance

The spell transports the victim to oblivion. From that point, he ceases to exist in any meaningful sense. The Caster who sent him can recall him at any time. The cost to recall is twice that required to send him in the first place.

While a victim is in oblivion, he does nothing. He is not affected by the passage of time in any way. When the Duration of the spell ends, he will return to the place from which he was sent exactly as he was when he was sent. To him, it will seem that he had a momentary blackout though years may have passed.

A Hit Point Limit applies with this spell. If the creature is larger, the amount of the excess is added to his **MDV** in defending against the spell. If the result of this spell is Abysmal Failure, the Caster is sent into oblivion by the spell. He must remain there until the Duration ends.

DURATION — **2** months (*EL applies as a power*).

RANGE — $(\text{EL} + 1) \times 2''$

POINT LIMIT — $(\text{EL} + 1) \times 6$

EXAMPLE — **EL**10 Oblivion. Range 22", Duration 2048 months (over 170 years) and Hit Point Limit 66.

Open Prison

ALIGNMENT — Law

The spell opens every lock within its effect area. Magical locks may use an **MDV** to resist the influence of this spell, they are the only locks that do not open automatically.

The Range for this spell is a 60 degree cone, as for the Fireball. Any doors unlocked in this way automatically swing open. If a door is not locked, but is barred or bolted, the spell has no effect on it.

RANGE — $(\text{EL} + 1) / 2''$ (*Value is length of sides*).

NOTE — *This applies to all locks in the zone whether the Caster knows they exist or not.*

Orient Self

ALIGNMENT — Shamanic

Success with his spell is required before a Shaman can cast any other Shamanic magic. For this spell only, the Shaman may subtract his **MEL** $\times 2$ from his roll, in addition to his **EL** modifier and **MDV**. The trance created lasts for the specified duration.

Once a Shaman is attuned to the source of his magical powers, his use of the power becomes almost innate. To reflect this, all Shamans may add their **EL** in the Orient Self spell to their Casting Speed with all other Shamanic spells. The increase gained in this way may not be used to effect the casting speed of the Orient Self spell and may not be used to more than DOUBLE the Casting Speed of his other Shamanic spells.

EXAMPLE — Kaiepas of the Eponischa is **MEL**12. His **EL** in orient Self is 7. He can increase his Casting Speed by 7 for all Shamanic spells in which his normal speed is 7 or more. (Where his speed is less, the speed is doubled.)

NOTE — *The spell only affects the Shaman. It places him in a hypnotic trance in which his arts can be focused. While in this state, his mind operates on two levels of consciousness, one magical and the other physical. The Shaman's drum is required to enter this state regardless of the experience of the Shaman.*

DURATION — $(\text{MEL} + \text{EL}) \times 2$ phases.

Origin Powers

ALIGNMENT — Shamanic

The members of this family are:

DISSOLUTION
INANIMATE CREATION
REPULSION

The descriptions follow below:

Dissolution The spell requires the specific description of a person or creature AND the possession of material derived from its anatomy. If the spell succeeds, and both factors are correct, the victim ceases to exist. He dissolves into the earth. For the spell to succeed, the victim must be in contact with the earth when it is cast. If he isn't, the spell is automatically an abysmal failure.

RANGE — Unlimited

NOTE — *Preparation for this ritual will take two weeks. It can only be cast after this period is expended. All days expended must be consecutive and the spell must be cast on the 14th day.*

Inanimate Creation The spell requires 2 weeks of preparation, as for Dissolution. By the precise definition of all attributes of an inanimate item, the Caster can cause it to come into being next to him. The spell must be cast at night. If it is cast at any other time, it fails.

To succeed, the item created must:

- A) Be something that the Shaman has made a detailed inspection of.
- B) OR
- C) Be something that the Shaman has the skill to make in the normal manner.

The Permanence Factor is the chance that the item created is a permanent feature of existence. If the value determined or less is rolled, it is. If not, it will fade away in **EL+1** days.

Per Magical trait that is placed on the item, add 10 to the roll for Permanence.

PERMANENCE FACTOR — $30 + ((EL+1) \times 5)$, (*The percentage chance that it is permanent*)

Repulsion The spell will repel every creature that fits the general description given, that is affected. Effected creatures will be stunned by the effect. They must flee for a number of phases equal to the number of turns that they are stunned. Flight is directly away from the Shaman.

While the spell is in effect, the Shaman may not leave the place that he cast it from. All creatures described must roll to be affected each phase that they are in the effect area. Any that are affected twice are killed.

RANGE — $(EL+1)/2''$

DURATION — $(EL+1) \times 2$ turns

TURNS STUNNED — **EL+1**

NOTE — *The effect of being stunned is as mentioned for other spells.*

EXAMPLE — The general description of a Goblin will serve to repel all Goblins. The Shaman cannot use this spell against any creature that he has never seen. Three phases are required to prepare for the casting of this spell. The Orient Self spell is cast on the third phase of preparation.

Painlessness ALIGNMENT — **Law**

The effected target is immune to any adverse movement effect from damage. For magic-users, damage will not disrupt their concentration. The spell may be used to cure the effects of a Pain spell. The **EL** of the spell must be greater than or equal to the **EL** of the Pain spell that is to be negated.

RANGE — **EL+1''**

DURATION — $(EL+1) \times 3$ turns.*

*If this spell ends before the Pain spell that it is negating, the Pain begins anew.

Paralysis ALIGNMENT — **Varies**

The spell freezes the voluntary muscles of the victim. For the Duration specified. He may not move.

RANGE — $(EL+1) \times 2''$

DURATION — $(EL+1) \times 2$ phases.

MAXIMUM STRENGTH — $(EL+1) \times 10^*$

*If the victim is stronger, the **EL** is added to all combat rolls and the **MR** is reduced by 50%, rounded down. The victim can move with a struggle. The effects of multiple spells are not additive.

Peace ALIGNMENT — **Elder**

The spell creates an area in which the creatures affected cannot engage in hostile activity of any kind. On Success, all affected creatures will cease fighting. Any combat in the area afterwards will negate the effect of the spell for the combatants involved. At all times, the Caster is affected by his own spell.

Once cast, the area remains in place. The Caster may move and cast other magic if he desires to do so. Any creature that enters the effect area can be affected by the spell. Missile fire or magic cast into the area is considered to be combat in the definition above.

RANGE — **EL+1''** (*A radius*)

DURATION — $(EL+1) \times 2$ turns

Perception ALIGNMENT — **Shamanic**

The spell is cast to learn the benefits and uses of a specific item or thing that is in the possession of the Shaman. While it is cast, the item must be in contact with the Shaman. If the spell succeeds, the Shaman learns the basic attributes that it has, its alignment and the correct means of using its powers.

This knowledge is not possessed on a conscious level. It is his only known when he is in the trance created by the Orient Self spell. At other times, he will know it has value but will not know exactly what that value is.

Permanent Magics ALIGNMENT — **Varies**

Various spells and rites that are used to give permanence to the affects of magic, to create ward pacts and to give magical value to items created by the Caster or materials that no other magic-user has ever cast magic upon and that are not manufactured goods.

The various types of Permanent Magic that can be created are detailed in the sections that follow:

Curse or Ban The spell is cast on a specific person or creature. The Caster must have a portion of the victim's anatomy, or something that has been in contact with that person within the last 48 hours, to cast the spell.

A Curse is cast to punish a person for a previous action or to force him to perform a future action. A Ban is cast to prevent the person from performing a specific action, entering a specific place or meeting a specific person or persons.

The actual parameters of the Curse or Ban, or any combination of the two where a Curse is activated by violation of a Ban, is up to the imagination of the Caster and the sufferance of the Referee. The effect can be anything that the Referee will allow.

For a Curse, the effect determined occurs immediately upon success. For a Ban, it occurs if the condition specified by the

Caster is violated. The effects of both last until a Negate Curse spell cures them. If the spell affects the mind of the victim, a Sanity spell will break it as well.

NOTE — *Curses must have a way that the person can redeem himself and negate the affect without inagic. It need not be easy, It must be possible. (This restriction does not apply to cursed magic items).*

Enhancement This form of the spell is used to enhance dead and inanimate material that has some natural magic value, as determined by the Referee or specified in the Natural Magic section in Book Four. Successful enhancement brings out the enhanced values of the material. Failure destroys $\frac{1}{2}$ of the material used and does not bring out the enhanced values. Abysmal Failure destroys all of the material. Material destroyed in this way is destroyed only in the sense that it is, forever after, worthless for enhancement.

The amount of material that the Caster can affect with one spell depends on the type of material, as follows:

- A) Plant derived, liquid— $(EL+1) \times 2$ doses.
- B) Gem, metal, manufactured item—1 item.
- C) Other material— $EL+1$ doses (*If it is consumed in use*).
1 item (*If it is not consumed in use*).

Once material that is subjected to this spell has been enhanced, it is enhanced forever. A Negate Curse or Dispell/Banish spell can eliminate the enhancement. In doing so, the material is always destroyed, as specified above.

NOTE — *Enhancement of natural materials is not possible without knowledge of the specific enhancement rites that apply for each material. For each material, this knowledge must be learned educationally. The Referee may allow the characters to start with knowledge of the enhancement rites of a number of materials equal to 1D6. Shamans learn these rites in addition to knowledge of the materials they gain as detailed in 4.4.2 3.*

Enchantment The spell may only be cast on a material object that the Caster created with his own hands from VIRGIN material. It will enhance the natural attributes of the item in it's normal function, i.e. it will make a chair more comfortable, a sword keener, etc.

In all cases where more than one normal function can be enhanced, the spell will enchant the ONE specified by the Caster. To enchant more than one, the spell must be cast successfully for each attribute. Success will enchant it, failure will make it impossible to enchant it in that way and abysmal failure has the effect of failure as well as making it impossible to enchant it further.

The basic attributes that can be modified are:

Weapons

- A) Hit Chance— $EL+1$
- B) Fatigue Value— $1+(EL \times 2)$.
- C) Strength— $EL/2$, round up (*The increase in the normal WSB*).

Armor

- A) Armor Value— $(EL+2)/2$ round up (*Increase over normal AV*).
- B) Weight— $(EL+1) \times 5\%$ (*A percentage factor that the weight can be increased or decreased with the spell*).

Shields

- A) Armor Value— $EL+1$ (*The increase over the normal AV*).

Other Items

- A) Attribute Increase— $(EL+1) \times 20\%$ (*The percentage that the normal values of the item are increased with the spell without modifying the size, encumbrance or any other factor. Referee discretion will be the primary modifier that applies here*).

SWORD EXAMPLE — At $EL4$, the caster makes a Magic Bastard Sword. The maximum Fatigue Value is increased from 11 to 20, the **WSB** increases front +1 to +3 and an increased chance to hit of +5 is added, i.e. 5 is subtracted from combat rolls in attack and applied as Expertise for damage inflicted.

ARMOR EXAMPLE — The EL is 7. The **AV** can be increased by 5. The weight of the suit or helmet can be increased or decreased by 40%, i.e. if the item weighs 60 pounds it can weigh between 36 and 84 pounds after enchantment. **AT NO TIME CAN THE ARMOR VALUE OF A SUIT OF ARMOR OR HELMET BE MORE THAN TRIPLED WITH ENCHANTMENT.**

SHIELD EXAMPLE — The EL is 1. The **AV** can be increased by 2. **AT no time can the AV be more than doubled with enchantment.**

OTHER EXAMPLE — A Wizard makes a Magic 5 quart skin. His EL is 11. The capacity, i.e. the normal attribute of the item, is increased 240% from 5 quarts to 17 quarts without increasing its size or the Strength required to carry it.

For all items of this type, the effect of the spell will be at the final discretion of the Referee. The player will say what he is trying to do with the enchantment, the Referee will tell him what it is that he did.

Enchanted Dedication Weapons may be DEDICATED to the destruction of a specific creature, to combat a specific alignment or to aid a creature or alignment when it is threatened in specific ways or in danger of death.

To dedicate an item, the Caster must have something that is derived from the thing that it is to be dedicated for or against, preferably blood. The spell is cast at DOUBLE the normal cost. The effect doubles the enchanted values of the weapon against, or for, the creature selected and reduces them against all other forces by 50%, rounded up.

EXAMPLE — An $EL3$ sword is dedicated to destroy Dragons. Against all Dragons, the enchanted **WSB** of +2 is +4. Against anything else, the **WSB** is +1.

Ensorcelled Items This method allows an item to employ a specific magical power. The wizard must create the item from virgin material AND be able to cast the spell that he places in, or on, it.

The item can be created to cast the spell, defend against it, grant immunity against it or attack anyone that touches it with the power that it possesses.

The **MEL** of the item equals the Caster's **MEL**. The EL is any EL selected by the Caster that is less than or equal to his current EL in the spell that he is placing on the item. The item may only cast the spell at that EL , defend against it at that EL or less, grant immunity at that EL or less, etc. All items of this type will be able to cast their magic a number of times per day equal to the $(EL+1)/3$, rounded up. No limit applies to the number of times that they can add defensively or grant immunity.

Defensive items will add their **MDV** to that of the person that has them against the spell involved. If 3 times the normal cost is paid, this addition can be made against all forms of a specific

alignment of magic. If 5 times the amount is paid, it applies against all magic.

Immunity costs twice the normal cost. It preserves the user from the affects of a specific spell. While he has the item, he cannot be affected by that spell unless it's **EL** is greater than or equal to that of the item. The formula for determining the effect of immunity is:

Attacking **EL**—Immunity **EL**=Effective **EL**

If the result above is less than zero, the attacking spell has no effect. Any other result is the **EL** that it will have if it succeeds.

An item that attacks those that touch it is a booby trap, The power that it has only operates when it is touched. The person that touches it is the one affected. The Caster may exclude specific persons from this affect. The cost is an additional Mana Point per person excluded.

This method of using Permanent Magic requires that this spell be cast before the spell that is to be made permanent on the item is cast into it. Both must succeed or the procedure fails.

EXAMPLE — The Mage wishes to create a Whirlwind Talisman, to cast the Whirlwind spell. He will first cast Permanent Magic of this type and then the Whirlwind spell. If both succeed, the talisman has the power. If either fail, it doesn't and the Caster must recast the spell that failed.

NOTE — *The mana that an item has will be sufficient to cast the spell that it possesses the number of times that it is capable of doing so. Defensive and Immunity items have no caslable mana. Mana that is present in items can only be cast for the spell or spells that it is capable of using and only at the item's EL.*

Items that can cast magic will do so when the user desires. They must be exposed and fully visible in order to use the power, i.e. a sheathed sword with Dark Lightning power can do nothing. The same sword unsheathed can be used to cast Dark Lightning.

Optional Ensorcements

- A) **Mana Storage** — Instead of a specific spell, the item stores raw mana that a Magic-User can use for any purpose. The points are cast into it by the Magic-User in creating the item. The maximum number of points equals $(\mathbf{EL}+1)\times 10$. The item will recharge **EL**+1 Mana Points per day.

EXAMPLE — **EL** 1. The Permanent Magic is cast and the Caster casts 20 Mana Points into the item. When points are expended, the item regenerates 2 Mana Points per day. (*No other Mana is required in recharging*).

- B) **Intellect** — Items can be given intelligence. The cost is twice that listed for Swords and ten times that listed for any other item. The gain is an Intelligence of $(\mathbf{EL}+1)\mathbf{D}10$. Items of this kind are intelligent beings. (*Essentially, the spell traps a spirit or demon in the item*).

EXAMPLE — The casting cost for **EL**2 Permanent Magic is 13. If the spell is cast to give sword intellect the casting cost is 26. If it is cast to give a staff intellect the casting cost is 130.

- C) **Communication** — Items with Intellect that can also use a power that allows communication are able to communicate with the user of the item. They will have Eloquence and Empathy of $(\mathbf{EL}+1)\mathbf{D}6$.
- D) **Emotional Constraints** — Items with Intellect and the ability to communicate may be assigned personalities by the Referee. The actions of the "being" will follow its created

personality. Some possible features are loyalty, independence, egoism, etc. Factors of this nature are assigned by the Referee at his discretion. The basic emotions assigned must fit the powers possessed by the item, i.e. a Chaos Death Sword will never be self-sacrificing and merciful.

Ward Pacts A Ward Pact allows the Caster to place permanent enchantments on specific places and things. The spell is activated by any person entering the area or touching the thing protected. The exact parameters that will cause the effect to occur are at the discretion of the Player. If the Ward created is a spell with a Range, or a Being, the Ward will have Range.

When the spell is activated it will strike out in the direction of the person that activated it. For Range, the focal point of the spell, the thing touched or the symbol of the ward, will serve as the Caster.

Ward Pacts can be created to cast spells, warn the violator, warn the creator, summon supernatural forces to attack the violator, curse the violator, etc. Once formed, a Ward Pact is eternal. It remains in effect regardless of the fate of it's creator. It can only be affected by a Dispell/Banish spell that has an **EL** higher than the **EL** of the Ward.

Finally, Ward Pacts can be given immunities. These immunities will affect any personified guardian that is summoned through the pact. The Guardian will be immune to the power specified. They may not be made immune to a Dispell/Banish spell.

The Method of forming a Ward Pact is:

- A) Cast the Pact.
- B) Cast the Spell, for personified Guardians Summoning is cast.
- C) Pay $2\times(\mathbf{EL}+1)$ Mana Points to place the Ward into effect.

EXAMPLE — A Wind Ward is created at **EL**2. 13 points are cast for (A), an **EL**2 Wind spell is cast for (B), costing 6 points, and finally $2\times(2+1)$, 6 points, are cast for (C). The total cost to create a Ward Pact that will cast an **EL**2 Wind spell is thus 25 points.

NOTE — *The EL of a spell castable by a Ward may not exceed the EL of the Permanent Magic cast.*

NOTE — *The potential effect of Permanent Magic are unlimited. How it is used is at the discretion of the Referee. All spells made permanent are at the EL selected by the Caster, obeying any restrictions that apply to the type. Spells with a harmful effect are never activated by the touch or presence of their creator. Powers, i.e. family spells are made permanent as individual spells, i.e. a specific spell is used, not the entire family.*

In all cases, the Permanent spell will have the attributes listed in its description for the EL cast. In special cases the Referee will be required to modify the method of effect and/or the target to make the spell a rational construct. Do so at your discretion.

Petrify

ALIGNMENT — Chaos

The spell turns any living matter, and other matter in contact with it, to stone for the Duration specified. It can only be broken with the Negate Curse spell before the Duration ends. A magic-user may attempt to use a simple Dispell/Banish spell. The cost is three times normal. If he fails, he is turned to stone by the spell as well. If the failure is abysmal, he is turned to stone permanently.

To affect a target with this spell, the Caster must touch it. The Hit Point limit applies as for Paralysis.

DURATION — 2 Days (**EL** applies as a power).

HIT POINT LIMIT — $(\mathbf{EL}+1)\times 5$

Plague**ALIGNMENT — Chaos**

The spell infects the victim with a virulent, contagious disease. Until he is cured, or dead, every person that comes into contact with him must roll the Infection Chance. The Damage listed is an amount subtracted from the Energy Level each day until death occurs. Other effects are listed in table 5.15.

Table 5.15: Plague Effects

Roll	Effect
1	Mind Fever, the victim is in Coma.
2+3	Accelerating Pain. Each Energy level point lost is added to the victim's rolls in Combat.
4-7	Wasting Plague. S , St and C are temporarily reduced. The total reduction for the three equals the Energy lost. The player will decide where the points are lost.
8+9	Balance affected. The victim's D and A are reduced as for 4-7 above.
10	Emotional effect. The victim has a progressive insanity until death. The Referee will determine the type and the effect

NOTE — Roll 1D10.

Healing has no effect on this spell. Only the Cure Disease spell will apply against it. If the Energy Level reaches zero or less before the Duration ends, the victim is dead.

RANGE — **EL+1"**DURATION — **(EL+1)×3** days.DAMAGE — **(EL+1)D6** (*Deplete Energy Level*).INFECTION CHANCE — **(EL+1)×15%** (*The Constitution of the person exposed is added to the roll*).**Planar Travel****ALIGNMENT — Varies**

The spell allows the Caster, and those that he includes, to physically traverse the Upper World and enter entirely different planes of reality. The latitude of difference that will apply is entirely at the discretion of the Referee, as he will be required to establish parameters for the alternate worlds that the Players explore.

The Duration listed is the time that can pass in the alternate plane before the travellers rebound back into their world. The Caster has the option of travelling with the people sent or staying where he is. If he does not travel with them, double the Mana Cost for the spell.

The chance exists that the party will not arrive in the plane that the Caster intends them to arrive in. This chance doubles if the Caster is not present. If they do not arrive correctly, the Duration above does not apply. They remain in the new plane until they are found and recalled. The cost to recall a person equals twice the cost to send him.

NOTE — *When in a new plane, Characters are subject to the rules of existence that operate in that area. If, for example, magic is not possible in that plane, the magic-user loses his ability to cast magic. The only way to know such particulars is to enter the plane or have a Planar Map of some kind.*

DURATION — 2 days (*EL factor applies as a power*).*ERROR CHANCE — **40%-(EL×2)**.MAXIMUM INCLUSIONS — **EL**.

*Time may flow differently in the planes. The Duration above is in the time of the plane that you enter. It may be seconds or centuries in Middle World time.

Preservation**ALIGNMENT — Law**

The spell preserves food and prevents infection, depending on the item that it is cast on. Living things cannot be infected while the duration lasts. Food will not rot.

Any food that is protected with this spell is immune to Foyson Theft. If it is attempted, Abysmal Failure is automatic.

RANGE — Touch only.

DURATION — **2** days (*EL factor applies as a power*).**Preserve The Dead****ALIGNMENT — Balance**

The spell stops the deterioration of dead bodies for the duration specified. It is only effective if the body is complete and dead. While the duration lasts, the body is immune to decay, rot and and the passage of time. It retains the appearance that it had on the day that the spell succeeded.

RANGE — Touch only.

DURATION — **2** weeks (*EL factor applies as a power*).

EXAMPLE — The spell is **EL10**. The body is successfully preserved for 2048 weeks, slightly less than 40 years. It will not deteriorate in any way due to natural causes.

NOTE — *A body preserved in this way can be Resurrected at any time during the Duration of the spell. When the spell ends, it can no longer be Resurrected.*

Protection**ALIGNMENT — Varies**

This spell is learned, as for Dispell/Banish, to protect against creatures, supernatural forces and spells of a specific alignment. When the spell is learned, the Caster will select one alignment. The spell must be relearned to learn how to protect against other alignments. If it is used without this knowledge, triple the **MDV** of the creature, force or spell that it is used against in resisting its effects. If the spell succeeds, the listed Roll Modifier is added to the enemy's attack rolls and magic success rolls when he is attacking any person within the spell's range. The spell will NOT protect any person or creature that has the same alignment or orientation as the spell is intended to oppose. In this case, the spell will effect this person as well as any enemies.

DURATION — **(EL+1)×2** turns.RANGE — **EL/2"** (*A radius*).ROLL MODIFIER — **EL+2**

EXAMPLE — Oom, a Balance Wizard, casts Protection against Balance to oppose a Chaos Demon. If he succeeds, the spell will affect Chaos, while retaining its virtue against Balance. The attacking demon and Oom both add the Roll Modifier above.

Punishment**ALIGNMENT — Sidh Magic**

The spell will only affect persons that have violated the mores of the Sidh and personally affected the interests of the Caster in doing so.

The effect of the spell strikes the victim with a wasting disease. The disease is immune to Cure Disease. Only the Negate Curse spell will have any benefit against it. (It will reduce the Duration by 50%, retaining fractions). Only the performance of a Caster's specified action can end the spell short of the victim's death or the end of the duration.

RANGE — Unlimited (*As long as the criminal is known to the Caster or retains something gained as a result of his crime, the spell can strike him*).

DURATION — **EL+1** weeks.

DAMAGE — **EL+1** (*This is the Energy level loss suffered each day*).

NOTE — *The most common use of this spell is to force the return of stolen items by the thief. They are returned or he dies.*

Purification

ALIGNMENT — **Varies**

The spell is used to prepare an area for the casting of a specific spell. Cast at 10 times the Mana Cost, it will benefit a specific alignment's spells. The effect of its success increases the chance that the spell will succeed. The Roll Modifier is subtracted from the success roll for the spell that the area has been purified for in addition to the normal **EL** modifier.

ROLL MODIFIER — **(EL+2)×2**

NOTE — *The spell is cast permanently to create altars and other magically significant casting areas. It may also be cast to oppose a certain spell. In this case the Roll Modifier is added to the Success Roll.*

Quarrels

ALIGNMENT — **Varies**

The spell causes persons within its effect area to fight their allies and friends. The Caster may exempt a limited number of people from the effect of the spell. The Caster must be one of the people specifically exempted if he does not wish to risk being effected.

DURATION — **EL+1** turns.

RANGE — **(EL+1)×2"** (*A Diameter*).

EXCLUSIONS — **EL+1**

MDV LIMIT — **(EL+2)×3** (*If the MDV is higher than the limit for the EL, the spell cannot affect the creature*).

NOTE — *The Duration above is the number of turns that persons affected will continue to fight their allies. The spell itself has no Duration except for this.*

Regeneration

ALIGNMENT — **Law**

The spell accelerates the healing ability of the person affected at the expense of his Energy Level. It will heal the Damage specified each turn while the effect lasts. Per hit point healed, the Energy Level of the person who is healing is temporarily reduced by 1. If it is reduced to zero or less, the person dies unless the Caster specifically casts additional mana to replace the energy lost. One Mana Point is required to replace each Energy Point. Mana may never be used to increase the value above 1. It can only be used to sustain the life.

RANGE — Touch only.

DURATION — **(EL+1)×2** turns.

DAMAGE — **EL+1**

EXAMPLE — **EL6** heals 7 points per turn for 14 turns.

NOTE — *The Caster can negate the remaining portions of the spell at any time during its Duration that he desires to do so. The cost equals the EL of the spell to be negated.*

EXAMPLE — To negate **EL0** costs the Caster nothing. To negate **EL10** costs 10 Mana Points.

IMPORTANT — **Energy loss continues until the Duration ends or the spell is negated by the Caster. (Even if the target is totally healed before either case applies).**

Restoration

ALIGNMENT — **Shamanic**

The spell is used to restore the Tonah tie of a Shaman, create a new tie or return a spirit to its body. If the spell succeeds, the desired result occurs.

To return a spirit to its body, the Shaman must first release or capture that spirit. He will then bring it to its body and, with the spell, reestablish its tie thereto. Failure at any stage of the process will cause the spell to fail.

When the Shaman tries to restore a tie he must have a proven action accomplished solely to placate the wrath of his Tonah. If the spell is attempted without such being the case, it automatically fails and the tie with that species is severed permanently. Any future encounters with the species will result in automatic hostility on their part.

To create a new tie, the Shaman must first successfully cast the Lower World Travel spell. This spell is then cast and the tie is formed with the first Tonah that the Shaman encounters in his journey. The type of Tonah is at the Referee's discretion or random. When the spell is cast to create a tie, the cost is double that listed. No Shaman may have more than **(MEL+1)/5**, rounded up, Tonah ties.

Resurrection

ALIGNMENT — **Varies**

The spell returns the dead to life. If it is attempted, and fails the person is dead beyond recall. If it succeeds, any damage that he has suffered is healed and he is alive. The Reduction Factor is used to determine the level of the Character's statistics on returning to life. The percentage determined will be the temporary reduction in every characteristic. For Constitution, it is a permanent reduction.

RANGE — Touch only. (*The Corpse must be available*).

MAXIMUM TIME TO RECALL — 2 days (*EL factor applies as a power*).

REDUCTION FACTOR — **100%−((EL+1)×10)** (*The percentage that all characteristics are reduced, rounded up*).

NOTE — *Resurrection automatically fails if the corpse has been subjected to ANY Necromantic power. Corpses so handled cannot be resurrected. Any person that dies as a result of the consumption of their Energy Level cannot be resurrected, there is nothing to recall — the soul is dead.*

Revelation

ALIGNMENT — **Law**

The spell negates the effect of any type of Illusion, Invisibility or Shape Changing spell. If the **EL** is less than the **EL** in this spell, the spell is automatically negated. If not, a success roll must be taken. The Range is a 60 degree cone that will affect all possible targets within the area. It has no duration.

RANGE — **EL"** (*The length of the sides of a 60 degree cone*).

Revivification

ALIGNMENT — **Law**

The spell revives any person that is unconscious for any reason. This includes coma, magical trances and as a result of damage suffered. When excess damage is the reason for unconsciousness, the Damage listed is the number of points that will be healed by the spell.

If this is not sufficient to raise the **HPV** to 1 or higher, the spell fails and none are healed.

RANGE — Touch only.

DAMAGE — **(EL+1)×2**

NOTE — *When the spell is used on Non-humans, add 10 to the success roll. The spell has no effect on unconsciousness caused by Disease or Plague. If this is the cause, Cure Disease is required.*

Sea Powers**ALIGNMENT —** *Varies*

The members of this family are:

CALM SEA
FRIENDLY CURRENT
WATER BREATHING
NAVIGATION

The descriptions follow below:

Calm Sea The spell will end any Storm encountered if it succeeds. (In effect, the storm continues but the vessel is an island of calm within it). The spell may not be used to negate the effect of storms that are created magically.

RANGE — $(EL+1) \times 2''$

Friendly Current The spell creates a current that will propel the vessel that the Caster is on. It may also be used to oppose the progress of an enemy ship. The listed Speed is subtracted from an opponent's speed or added to your own. The effect lasts until the duration ends. If the result of a subtraction is negative, the vessel affected will be pushed back.

RANGE* — $(EL+1) \times 10''$

DURATION — $EL+1$ strategic turns.

SPEED — $(EL+1) \times 3$

*Range is used only when the power is used against another vessel. It is the distance that the current created remains effective.

EXAMPLE — The **EL** is 5. The Duration is 5 strategic turns. The effect increases the speed of the vessel by 15 miles per strategic turn and 15" per tactical turn.

NOTE — *The effect lasts only so long as the Caster does not cast any other magic.*

He is considered to be using magic throughout the entire duration of this spell, for Mana Regeneration purposes.

Navigation The magic-user can command the Sea to take him to a specific place. The spell has twice the Speed stated for Friendly Currents. While the vessel travels, the magic-user remains in a deep trance. If he is awakened, the spell ends. He automatically wakes when the vessel arrives. The Spell lasts until he arrives, it is dispelled or he awakes. The destination desired must be within $100 \times (EL+1)$ miles and in contact with the sea, i.e. an island or coastal area.

Water Breathing The person affected is able to breathe sea water for the entire duration of the spell. He loses the ability to breath air for the entire duration of the spell. The spell has no effect on creatures that are naturally able to breath sea water.

Any person in contact with the person affected is also affected while the contact lasts. If contact is broken, the person loses the ability to breath in the water immediately.

RANGE — $EL/2''$

DURATION — 2 turns (*EL factor applies as a power*).

NOTE — *Sea Powers may only be used when the Caster is in or on sea water. They automatically fail in any other case.*

Sanity**ALIGNMENT —** *Law*

The spell negates Insanity, Disorder, Compulsion, Terror, Hatred and any other spell that functions by affecting the mind of its victim.

The effect that this spell has depends on its **EL** and the **EL** that it is cast to oppose. (*See Revelation*).

RANGE — Touch only.

Shadow Bands**ALIGNMENT —** *Shadow*

The caster can create dark bands, within his range, to chain one enemy per band created. If the strength of the target exceed the strength for the **EL** cast, the bands can not affect him. If not, they enfold him and prevent him from taking ANY action for the entire duration. Once the spell is in force, the caster can direct the bands against any target he desires as long as he does not move and does not cast any other magic. He must hit these targets, using his **MEL** $\times 2$ as his **OCV** on the Combat Table. Against the initial targets of his spell this restriction does NOT apply.

DURATION — $(EL+1) \times 2$ turns

NUMBER AFFECTED — $EL+1$ (*The number of bands created. One band is used per target. If not used immediately, a band may be used later against any target that enters the radius. If the caster moves or casts any other magic, bands not in use are lost.*)

STRENGTH — $(EL+1) \times 10$

Shadow Cage**ALIGNMENT —** *Shadow*

As for the Shamanic Spirit Cage spell, with restrictions as specified for Deadly Shadow. The caster must have a crystal sphere or prism to serve as the cage. It can be cast against shadows that are still tied to their body. If it is cast against free shadows, subtract TWENTY when rolling for success. A person whose shadow is stolen in this way wastes away, losing **1D6** energy points per day until he dies. The only way to save him is to find the item containing his shadow and smash it to release the shadow.

Shadow Command**ALIGNMENT —** *Shadow*

Anyone affected by this spell rolls **Will+MDV**, **minus EL modifier**, to resist the wishes of his soul. If he makes this roll, he may attack the caster but must add the **EL** modifier to all combat and magic rolls. If the roll is not a success, he must work towards performing the command that has been placed on his shadow. Only a single command may be placed. In all other ways, it operates as for Compulsion.

RANGE — $EL \times 2''$

EL MODIFIER — $(EL+1) \times 3$

Shadow Plague**ALIGNMENT —** *Shadow*

The spell strikes the victim with Plague by affecting his shadow. In all other ways, its effect is as for the Plague spell, except the contagion is passed when his shadow comes in contact with the shadow of another living creature. Only a Negate Curse spell can cure the spell before the duration, as specified for Plague, ends.

INFECTION CHANCE — $(EL+1) \times 5\%$ (*Constitution has no effect on the chance of infection.*)

Shadow Sculpting**ALIGNMENT —** *Shadow*

The caster can sculpt shadow into usable inanimate objects. He is limited in the number of shadow objects he can have at one time. Unless he makes the item permanent by recasting the spell at five times normal cost for the **EL** used, items that he creates

dissolve if anyone else touches them. Items created with this spell must be items that the caster has personal knowledge of or that he is capable of making normally. Cast at the normal cost they are dark objects of solidified shadow. At double the normal cost they have a normal appearance AND can be animated if they have the shape of an animate creature. To animate such an item the caster must allocate **EL**×2 points from his **EnL** to the item. While the item lives, it retains these points and the caster cannot regain them. When it is dispelled or dies, he may regenerate them as normal. In essence, the caster breathes a soul from himself into the item. Animated items of this type have stats as for Creations and will defend their creator fanatically at all times.

RANGE — Touch only

DURATION — 2 days (*EL factor applies as a power, the shadow will dissolve at this time if it has not been made permanent.*)

ITEM LIMIT — **EL**+1

Shape Changing

ALIGNMENT — **Varies**

The spell allows the Caster to change into a SPECIFIC form from his natural form. The knowledge for each form of life is distinct. (*The ability to take the form of a Hawk does not grant the ability to take Wolf form, each requires a separate spell.*)

At no time will a change in shape change the **HPV**, **OCV** or **DCV** of the Caster. He retains his normal value regardless of the shape that he takes.

At all times, the Caster must have a portion of the anatomy of the creature that he wishes to take the shape of, i.e. hair, claw, tooth, scale, etc. This is required for the spell to succeed.

The spell will only affect the Caster. (*See Transmutation.*)

Once the spell is cast, the Caster will remain in the form taken until, the Duration ends. For an additional 1 Mana Point, added when the spell is first cast, he may increase the duration 100% of the value for the **EL**. The maximum number of increases is equal to the **EL**.

EXAMPLE — **EL**3 can pay 3 extra Mana Points and increase the **EL**3 duration by 300%.

DURATION — (**EL**+1)×20 turns.

NOTE — *Close examination of any creature that is really a shape changed human will reveal the change. The eyes of the Caster are never changed when his shape is, they remain as normal for his race. Any Character may roll against his Empathy to detect this difference.*

Silence

ALIGNMENT — **Chaos**

The spell creates a sphere of total Silence. Within this area, sound is impossible. Any target that enters the area, and is affected, will suffer irreversible Catatonia.

OPTIONAL — At the Referee option, Revivification can be used to end the Catatonia. If so, the **EL** must be greater than the **EL** of the Silence spell. If not, Abysmal Failure is automatic.

RANGE — **EL**+1" (*A radius*)

DURATION — 2 phases (*EL factor applies as a power*).

NOTE — *The spell has no effect on supernatural forces of Chaos.*

Silent Terror

ALIGNMENT — **Chaos**

The spell gives the person affected visions of the Abyss and a taste of its unnatural essence. The effect destroys their ability to function as individuals. They will do nothing on their own

volition. They are in capable of speech and will flee from contact with any other life form, be it Dragon or ant. Unless they are restrained, and cared for, victims will die within 48 hours.

The only cure for the affect of this spell is Forgetfulness. Sanity will have no effect. They must be made to forget what they have seen, they can never be made to accept it.

RANGE — **EL**+1"

MDV LIMIT — (**EL**+1)×4

Slay The Tame

ALIGNMENT — **Sidh Magic**

The spell will only affect domesticated creatures. (*The others have Tonah granted immunity or other guardians.*) If the spell succeeds, the target is killed.

If the spell is attempted on a wild creature, at the option of the Referee, the animal will add **MDV**+15 to the roll. It is killed if the spell succeeds.

RANGE — **EL**+1"

HIT POINT LIMIT — (**EL**+1)×7

NOTE — *If the size exceeds the limit specified, the target cannot be affected.*

Sleep Powers

ALIGNMENT — **Varies**

The members of this family are:

PERPETUAL TRANCE

SLEEP TOUCH

SLEEP MIST

The descriptions follow below:

Perpetual Trance The victim is placed into a deep slumber from which he can only be awakened magically. To cast this spell, the Caster must have a portion of the intended victim's anatomy. While the person is affected he will not age and can only die if he is killed.

RANGE — 2" (*EL factor applies*).

DURATION — **EL**+1 years (*After the specified duration ends the sleeper can be awakened by a touch or any loud noise within 1" of his resting place*).

NOTE — *Sleepers of this type are surrounded with a pale radiance. Any person that touches it can be affected by the spell. If they aren't, and they move the sleeper, he wakes and the spell is broken. If they are affected, they sleep (as for Sleep Touch).*

Sleep Mist The spell covers an area with a fine mist. The Range is the radius of the area covered. Any living creature in this area can be affected.

RANGE — **EL**+1" (*A radius*)

DURATION — (**EL**+1)×5 turns (*The number of turns that the victim remains asleep*).

MDV LIMIT — (**EL**+1)×2 (*If the MDV is higher than the factor for the EL, the mist has no effect*).

EXAMPLE — **EL**4. The mist can affect any creature with **MDV** 10 or less. The range is 5" in any direction. If affected, the victim sleeps for 25 turns. If the **MDV** is 11 or higher, the mist has no effect.

NOTE — *Any sleeper that suffers damage while affected is automatically awakened.*

Sleep Touch The victim is placed into a deep trance by the Caster's touch. Nothing will awaken him before the duration ends, except the appropriate spell or physical injury.

Slime**ALIGNMENT — Chaos**

The spell creates a pool of acidic slime from the earth in the area affected. Anyone within the area will sink into this pool and be attacked by it. Hits scored by the semi-animate liquid will consume metal objects and damage animate ones.

If the item is magic, each hit does 1 hit damage. For other Metal objects, a hit dissolves it totally. Each damage point will reduce the **FV** of a Weapon, or the **AV** of armor, by one. When the value reaches zero, the item is dissolved.

The pool grasps at those in it. The Strength listed is the Strength required to move 1". Per 50%, round up, increase over this value the creature can move an additional inch. If the total Strength is more than triple that of the pool, the victim can move as normal.

DURATION — 2 hours (*EL factor applies as a power*).

MDV LIMIT — $(\mathbf{EL}+1)\times 2$ (*As for Sleep Mist. The limit only applies against inanimate objects. All animate creatures in such an area can suffer damage regardless of their MDV.*)

CASTING RANGE — $\mathbf{EL}+1''$

EFFECT AREA — $(\mathbf{EL}+1)/2''$

DAMAGE — $2\mathbf{D}6+\mathbf{EL}$ per phase.

STRENGTH — $(\mathbf{EL}+1)\times 5$

DEPTH — $(\mathbf{EL}+1)\times 6$ inches. (*This is the physical depth of the pool created, i.e. at EL 1 it is a foot deep, It is not a tactical distance reference.*)

PERSISTENCE — $\mathbf{EL}+1$ phases. (*After exiting the pool, this is the number of phases that the acid will continue to have its effect unless the affected object is totally immersed in water.*)

NOTE — *The Caster selects a center point anywhere within his Range. The Effect Area radiates from this point. If the Caster is within the area created he CAN be affected by the Shine.*

The Slime is semi-animate. Once attached to an object it begins to creep up his body and along his limbs. It will advance EL+1 inches up the victims body each phase. In doing so, it will insinuate itself into any crack or crevice available to it. Its only goal is to consume.

Slime is not immune to Astral Fire. It can effect creatures with Earth Powers.

Smokeless Flame**ALIGNMENT — Elder**

A flame of incredible intensity drawn from the essence from which Fire was born. Success will damage the target. Abysmal Failure will damage the Caster.

The spell has no effect on Creatures with innate Fire Powers, Elementals of Fire, Jinn and Ifreet. It is cast under the restrictions specified for FIRE DART in Fire Powers. The factors below apply for this spell:

RANGE — $\mathbf{EL}+1''$

DAMAGE — $3\mathbf{D}10+(\mathbf{EL}\times 4)$.

EXAMPLE — At EL4, the spell does $3\mathbf{D}10+16$ hits.

NOTE — *No smoke is given off by this flame or the damage that is inflicted by it.*

Soul Sight**ALIGNMENT — Shamanic**

Success can yield the following information:

- The basic orientation of the person it is cast on.
- Whether the person is a magic-user.

- The basic emotion that the person is experiencing at the time.
- Whether the person is telling the truth.
- Whether the person has any innate magical ties or talents and what they are.
- A reading of the person's Probable Intent.
- Whether the person is possessed or otherwise plagued by Supernatural forces and what forces are responsible.

All persons in the Caster's effect area are readable, The time required to read for each item above, per person, is 1 phase.

RANGE — $(\mathbf{EL}+1)/2''$ (A radius).

DURATION — $(\mathbf{EL}+1)\times 2$ turns.

NOTE — *If the spell works, it works for everyone in the area. MDV does not apply unless the target is a magic-user and he is aware of what the Caster is doing. To make any reading, the Caster must be able to see the eyes of the person to be read.*

Soul Sight**ALIGNMENT — Shadow**

As for the Shamanic spell of the same name. Sometimes used with the Deadly Shadow spell to curse enemies.

Speed**ALIGNMENT — Varies**

This spell increases the **PMR** of the person affected. When the Caster casts it on himself, he will subtract 20 from his success roll, in addition to normal modifiers.

The speed increase gained can never more than quadruple the current **PMR** of the person that is cast on, i.e. if your current **PMR** is 1, an **EL9** spell will only increase it to 4.

RANGE — Touch Only.

DURATION — $(\mathbf{EL}+1)\times 3$ turns.

PMR INCREASE — $\mathbf{EL}+1$

EXAMPLE — If the warrior affected has a **PMR** of 2/2/2, and an **EL2** spell is used, it is increased to 5/5/5.

NOTE — *This is for ground movement. It grants no ability to fly or walk on water.*

Spirit Cage**ALIGNMENT — Shamanic**

The spell allows the Caster to create a cage of mystic power that will imprison the spirit affected. The Caster must have a wicker cage to use as the foundation of the spell. If it succeeds, the spirit is trapped therein.

The spell is cast at a specific target. It has no effect on corporate spirits. It will only affect spirits that are not in a body. To steal a person's spirit, the Shaman must first sever it's tie to the body. See Spirit Death.

The Shaman can freely communicate with any spirit that he has imprisoned. A Communicate spell is required to do so. If it fails, the Spirit escapes from the cage.

Spirit Death**ALIGNMENT — Shamanic**

The spell severs the tie of a spirit to its body. As a result of success, the spirit will wander the night searching for its physical self, unable to find it. While the spirit searches, the body is comatose and suffers from Disease at the **EL** of this spell.

To use this spell the Shaman must create a fetish that contains elements of the intended victim's anatomy, i.e. hair, nails, etc. The person must be asleep when the spell is cast. If he isn't, the spell fails.

In all cases, if the spell fails, the fetish is worthless for any further attempts at casting magic. A new one must be created in order to re-attempt the use of this spell.

OPTIONAL — The Referee may allow severed spirits a chance to find their body. The base chance per day equals the **MDV** of the Character. If the body dies before they find it, they can become Edimmu or Ghosts at the Referee's option.

RANGE — 2" (*EL applies as a power. The Maximum distance that the Shaman can be separated from the body for the spell to work AND for the spirit to be restricted from finding it.*)

DURATION — Unto death or until the body is found.

NOTE — *The Spirits created operate on the metaphysical plane that Shaman's induce their consciousness into with the Orient Self spell. They are trapped in this World unless they can focus on their body to draw themselves out of it.*

Stillness

ALIGNMENT — **Chaos**

The spell makes it impossible for the victim to make a sound. This includes speech, footfalls or any other sound initiated by the victim. Cast on a Magic User, the spell will make it impossible for him to cast his magic. (*He may still use innate powers. He cannot cast any spells that draw their force from his Casting Ability.*)

RANGE — **EL+1"**

DURATION — 2 phases (*EL factor applies as a power.*)

EXAMPLE — The **EL5** spell has a range of 6". The victim is unable to make a sound for 64 phases, more than three minutes.

Storm Powers

ALIGNMENT — **Varies**

The members of this family are:

FLIGHT

LIGHTNING

LIGHTNING SWARM

THUNDERHEAD

WIND

The descriptions are as follow below:

Flight The spell causes air currents to lift and propel the Caster. The Caster, and any person that is in physical contact with him, can fly.

The spell has Maximum and Minimum Speed values. When the **MR** falls below the Minimum Value the spell ends, immediately. The Maximum is the fastest **PMR** that the Caster is capable of with the spell.

DURATION — 2 turns (*EL applies as a Power.*)

MINIMUM SPEED — $(\mathbf{EL}+1)/3$, round up (*The Minimum PMR required to stay aloft.*)

MAXIMUM SPEED — **EL+4** (*The Maximum PMR.*)

EXAMPLE — At **EL3**, the Caster can fly for 16 turns at a rate of up to 7 per phase. If in any phase, he moves less than 2 the spell ends immediately. If in the air, he falls.

Lightning The spell releases a bolt of energy against the target specified by the Caster. Only Magical Armor will apply its **AV** against this power. Normal armors have no effect. Shields of all kinds are usable.

If the Wizard has success the Damage listed is scored.

Shields are only usable if the optional Dodging Magic rules are in use. They have no other effect.

RANGE — $(\mathbf{EL}+1)\times 3$

DAMAGE — $(\mathbf{EL}+1)\mathbf{D10}+\mathbf{EL}$

Lightning Swarm The spell unleashes a swarm of charged particles from the location of the Caster. Any creature in the effect area can be hit by the effect. Hostile Magic cast into it will add the **EL** of this spell to the roll for success, i.e. it has some defense powers.

No Missile Fire is allowed into a spell of this type. If the Referee chooses to allow it, add the **EL×5** to the combat roll.

DURATION — **EL+1** phases.

RANGE — **EL+1"** (*A diameter.*)

DAMAGE — **1D6+(EL×2)** (*Scored each time that a target is affected.*)

NOTE — *The Caster is always the center of this effect. If he casts any other magic or moves, the spell ends.*

Thunderhead The spell creates a localized Thunderstorm. It may only be cast in the open air. Regardless of the casting cost, the time to marshal the forces of the air, after the spell succeeds, equals 10 minus **EL** turns or 2 phases, whichever is greater.

The spell strikes the entire area with Wind, 50% of the Caster's **EL** in this spell rounded down, and the ability to cast Lightning Bolts from the clouds. With these bolts, success kills any target that is not immune to the **EL** cast.

RANGE — **2"** (*EL applies as a power. A diameter.*)

DURATION — **EL+1** turns.

EXAMPLE — **EL4**. The effect area has a diameter of 32". The Duration is 5 turns. The Caster may call one Lightning Bolt per turn from the clouds. Every turn he controls **EL2** winds to use against anyone in the area.

NOTE — *The spell requires that the Caster have open access to the sky. It may not be used in an area other than this. The winds may enter enclosed areas. The Lightning, as it comes from the sky, may not be used against persons that are not exposed to the sky.*

Wind The spell slows or fells the opponents of the Caster. The Range specified is the distance that the winds can be away from the Caster and retain their effectiveness. The Damage listed is the subtraction from the target's **PMR** when the hostile winds blow. If the resulting **PMR** is 0, he may not move. If it is negative, he is blown over. Per 10 points of strength, rounded down, the victim can negate 1 point of the spell's effect. All persons in the effect area are subject to the effect.

RANGE — $(\mathbf{EL}+1)\times 2"$

DURATION — 2 phases (*EL factor applies as a power.*)

DAMAGE — **EL+1** (*The reduction in PMR. See above.*)

EXAMPLE — **EL7** winds blow against Vlad Stonehand and Jaxom of Gom. Vlad has **PMR** 2/2/2 and Strength 92. Jaxom has **PMR** 3/3/3/2 and Strength 34. The spell has no effect on Vlad, his Strength more than negates it. Jaxom, however, is bowled over by the spell. He can neither move nor stand.

NOTE — *Once the spell is set in motion, the Caster may leave it. If he casts other magic, the spell is negated. He is never affected by his own winds.*

Strange Powers

ALIGNMENT — **Balance**

The members of the family are:

ASTRAL ILLS

AUTOMATA

SIMULCRA

The descriptions are as follows:

Astral Ills The effect area is bathed with unnatural radiations. The result causes a permanent reduction in Constitution and Stamina. In addition, the victim suffers from the equivalent of Plague at the **EL** of this spell. If either Stamina or Constitution are reduced to zero or less, the victim is killed. Any Constitution reduction will affect the Energy Level of the person affected.

The **HPV** of the victim is also permanently affected by the loss in characteristics. Any attributes that are reduced in this way can be regained with a Negate Curse spell.

RANGE — $(\mathbf{EL}+1)/2''$ (A radius).

DURATION — **EL**+1, phases.

CHARACTERISTIC EFFECT — **1D6+EL** (Roll for both *St* and *C*).

NOTE — *The victim has a separate chance to be affected each phase that he remains in the effect area. Once the spell fails, he cannot be affected further in that encounter. While the spell is in effect, the Caster may not move or cast magic. If he does, he suffers Abysmal Failure immediately and the spell is negated.*

Automata The spell is cast on inanimate matter. The effect allows the Caster to give that matter the ability to move along the ground AND the ability to follow and understand orders given to it. They do not gain any power to communicate from this spell. They merely understand and obey when a Communicate spell is cast to speak with them.

NOTE — *The mode of movement actually depends on the physical form of the automaton. If it has no legs, it slithers. If it has legs, it walks. If it has wings, it can fly. The spell will allow it to use what it has as best it can.*

To animate an object, the Caster must touch it. To end the affect the Caster must dispell it. At the end of the Duration specified, the Automaton becomes uncontrollable and will attack the Caster. This will be it's first priority.

Only the Caster responsible for creating the Automaton is capable of dispelling it. No other magic-user can do so.

For the Automata to be considered to be magic or enchanted, the caster must cast Enhancement AFTER he has succeeded in forming the creation. All Permanent Automata are magic or enchanted. Non-permanent ones are not and the listed duration will apply for them.

The Maximum Damage that the Automaton can take equals the **EL times the Damage factor** listed for the material in table 5.16.

Table 5.16: Damage Factor and Armor Value for Automata

Material	Damage Factor	Armor Value
Soft, Cloth	$\frac{1}{2}$	1
Wood, Leather	1	2
Metal	2	4
Stone	4	8
Magic Enchanted	$\times 2$	+ EL

EXAMPLE — A Stone Golem, magically enhanced, with an **EL** of 5 for this spell, takes 40 hits and has an **AV** of 13. To chip it you must score 14 hit points.

Automata cannot be killed. The best that can be done, without magic, is to temporarily stop them. The spell is cast to animate a specific form. When the Damage above has been scored, that form is scattered. The Automata will take 1 phase per hit point

to reassemble itself before attacking anew. If any piece of it is taken, it will follow the thief until it retrieves it.

The Damage scored by an automaton, in combat, equals the normal armed values PLUS the **AV** of the creature.

EXAMPLE — For the Stone Golem above a Normal Hit will inflict **1D6+13** hit points.

DURATION — 2 hours (*EL factor applies as a power*).

The **OCV** and **DCV** equals the **EL** of the spell. The **MR** formula that applies is listed in table 5.17.

Table 5.17: Movement Rate for Automata

Form	MR
Legless	$(\mathbf{EL}+2)-\mathbf{CDF}^*$
Legged	$(\mathbf{EL}+2)\times 2-\mathbf{CDF}^*$
Winged	$(\mathbf{EL}+2)\times 5-\mathbf{CDF}^*$

***CDF** equals Damage Factor in this table.

If the **MR** derived from this formula is zero or less, the magic-user cannot create a mobile automata of that type at his **EL**. The automaton can move its limbs but it does not move rapidly enough to have an effective tactical movement rate. (As an option, the Referee can allow it to have an **MR** of one with movement allowed every second turn.)

EXAMPLE — The **EL**5 Stone Golem, **CDF**8, has an **MR**, for a legged creature, of, $((5+2)\times 2)-8$, 6 hexes per turn.

NOTE — *MR is the Movement Rate for the tactical turn. The Damage Factor is listed in the table above and is based on the material that the Automata is made from.*

Simulcrum The spell creates a replica of the Caster, in miniature form, that is tied to his life force. Any hostile physical effects that the Caster suffers, when so protected, are passed into the Simulcrum. While the Simulcrum remains active, the Caster is immune to age and physical damage.

The Simulcrum is limited in the total damage that he can take. If this value is exceeded, he dies. The Simulcrum also has a 24 hour limit. If this limit is exceeded, he dies.

If the Simulcrum dies, the Caster passes out for one hour per $(\mathbf{EL}+1)\times 2$ of the spell that created it.

Damage scored DIRECTLY on the Simulcrum of it person is passed on to that person, not suffered by the Simulcrum. Used in this way it will cause the simultaneous effect of a PAIN and DISEASE spell at the **EL** of the spell that created the Simulcrum. Neither is curable as long as the Simulcrum is under attack.

To create a Simulcrum requires the blood of the Caster and a special essence that can only be decanted from Mandrake. Without both, it cannot be made.

No person may not be tied to more than one Simulcrum at one time.

RANGE — 2 miles (*EL factor applies as a power*)*.

TOTAL DAMAGE — **20+(EL×3)**.

24 HOUR DAMAGE — **10+(EL×2)**.

*Either for attack or normal use. This is the maximum distance that the Caster can be separated from the Simulcrum and continue to gain its benefits. If he is separated by more than this distance, for more than 48 hours, the Simulcrum dies.

Summoning**ALIGNMENT — Varies**

This spell allows the Caster to summon supernatural forces not native to the Middle World. (*This includes all forces native to the Upper World, Tonahs and other Guardian spirits, Spiritual forces and Elementals*). When the spell is learned the Caster will know the rites for summoning forces of his orientation, i.e. if he is Law-oriented he knows how to summon Law forces. To learn the rites for others, the spell must be relearned. If a creature is summoned without knowledge of the correct rites its **MDV** is doubled in resisting the summons. Failure indicates that it does not come. Abysmal Failure indicates that it comes, breaches the Caster's defenses and attacks him. (*The Caster will defend as specified for a target that is unable to move*).

After the spell succeeds, the force summoned will arrive in **1D6** × **Contact Level** phases. If the Caster casts any other magic during this period, he loses all control over the force's actions and may be attacked by it if it chooses to do so.

The Range specified is the maximum distance away from the Caster that the force may appear at. The Caster will place it, as he desires, within this area.

For a creature to be summoned it must have a listed Contact Level (**CL**) that is NOT NA, i.e. a numerical value must be listed.

RANGE — **EL**MAXIMUM CONTACT LEVEL — **EL/3**, round up.

DURATION — **(EL+1)×2** turns (*The number of turns that the Caster may maintain control over the force. If the force is not dispelled before this period ends, it will attack the Caster if it sees fit to do so*).

COST PER ENTITY — **Mana Cost** × **Contact Level** (*The cost to summon one member of the force*).

NUMBER SUMMONABLE — **(EL+1)/2**, round up.

NOTE — *If control of a supernatural force is lost, the Caster may attempt to influence it if he has a fanatical tie with its alignment. All influence attempts require that the Caster promise the force something that is of greater value to it than is the death of the Caster. Failure to provide the promised item within EL+1 weeks will result in the death of the unfaithful Caster at the hands of the betrayed force.*

In all Summoning attempts where more than one entity is summoned, all entities summoned must be members of the same supernatural force.

EXAMPLE — A magic-user summons three entities. If one is an Alal, all three must be Alal.

Sustenance**ALIGNMENT — Law**

The spell creates edible food from inorganic, inedible matter. If the matter is Poisonous, the food is created BUT it retains the Poison in it. (A Turkey formed from Arsenic has food value and is poisonous).

The Duration of the spell is the number of hours the change will last. If the food is eaten before this time expires, it is fully nutritious. If the Duration expires first, it returns to its former state.

The spell requires that the caster have a weight of matter equivalent to the weight of the food points that he wishes to create. The matter must be within his range to be affected. (The standard food point weighs 1/4 pound).

RANGE — **(EL+1)/2"** (*A radius*).DURATION — **2** hours (*EL factor applies as a power*).

FOOD CREATED — **2** Food Points (*EL factor applies as a power*).

Sweeten Water**ALIGNMENT — Elder**

The spell will turn sea water, in a closed container, into drinkable water. The Caster must be in contact with the container and have the **EL** required to affect all of the fluid within it. If he does not, the spell fails.

DURATION — **2** hours (*EL factor applies as a power. As for Sustenance*).

ABILITY — **2** ounces (*EL factor applies as a power. The number of ounces of Sea water that can be changed*).

NOTE — *At the Referee's discretion, the Caster may be allowed to use this spell to change any fluid into drinkable water.*

Telepathic Powers**ALIGNMENT — Chaos**

The members of this family are:

CONTROL

MIND BURN

MIND SEARCH

MIND SHIELD

SENDING

SUGGESTION

The descriptions follow below:

Control All parameters are as for Fascination. If the control lapses, the caster may subtract 10 from his roll when he attempts to regain it.

Mind Burn The spell destroys the mind of the victim. The Damage listed is subtracted from the Intelligence, Will, Empathy and Eloquence of the person affected. If any of the factors are reduced to zero or less, the Caster gains control of the target's voluntary muscles. While the Duration lasts, he may do what he will with them.

DURATION — **EL+1** phases.DAMAGE — **(EL+1)×2**RANGE — **EL/2**

Mind Search The spell allows the Caster to detect the presence of other minds, their relative intelligence and whether they have any magical power. The Range represents the sides of a 60 degree cone. Any creature within this area is found by the spell if it succeeds. The Range is not impeded in any way by non-magical obstacles.

RANGE — **EL+1"**

Mind Shield The spell cloaks the mind of the Caster. A mind so protected cannot be detected by Telepathy or read by Soul Sight. The spell may only be cast on the Caster himself or a mind that he has contacted telepathically.

The Maximum **EL** spell that the spell will cloak the Caster against equals the **EL** that he cast.

DURATION — **2** hours (*EL factor applies as a power*).

Sending The parameters are as for Communicate except that there must be a common tongue for meaningful communication to take place. If not, the Caster will pick up surface emotions and nothing else. Once the Caster has contacted a mind in this way, he may subtract 20 from his roll to do it again.

All factors of Range for the first touch are as for Communicate. Once a mind has been touched, the Caster can contact it at the Range values specified below.

RANGE — 2 miles (*EL factor applies as a power*).

Suggestion The spell allows the Caster to force the victim to perform **EL+1** Specific Actions for him. The Suggestion implemented may not be an order to commit suicide. It must be a specific command that can be stated in five words or less.

Suggestions implanted will be carried out in order. They will consume whatever time is necessary to complete them. The effects are totally at the discretion of the Referee and the imagination of the Caster.

With Intelligent Creatures, the **MDV**×2 is added to the Success Roll. If the spell succeeds, the number of suggestions listed above are reduced 50%, rounded down.

EXAMPLE — At **EL2**, a Dumb creature can be given 3 suggestions and an Intelligent creature can be given 1.

RANGE — **EL+1**"

Terror

ALIGNMENT — Chaos

Victims of the spell flee directly away from the Caster for the entire duration of its effect. The person is either fully affected by the spell or totally unaffected.

RANGE — **(EL+1)/2**" (*A radius*).

DURATION — 2 turns (*EL factor applies as a power*).

EXAMPLE — Vobal of Salaqara is affected by an **EL8** version of this spell. He will flee directly away from the Caster for 512 tactical turns, i.e. about an hour and forty minutes.

Theft

ALIGNMENT — Chaos

The spell, if successful, will find the item specified and bring it to the Caster. For the spell to succeed, the Caster must know the precise appearance of the item AND its exact location. If either is off by the slightest amount, the spell fails. The spell can only be used to affect inanimate objects. If the property belongs to the Caster, he may subtract his **MEL**×2 in addition to the normal **EL** modifier IF he was the last person, other than the thief, to touch the item.

The spell cannot affect any item that is magical in nature. It cannot affect any item that is protected, or warded, magically. If it is attempted in these cases, failure is automatically Abysmal.

RANGE — 2" (*EL factor applies as a power*).

Time Powers

ALIGNMENT — Varies

The members of this family are:

CURE AGE
TIME STOP
TIME SLOW
TIME TRAP
TIME TRAVEL

The descriptions follow below:

Cure Age The spell reduces the physical age of the target affected and temporarily increases his Constitution rating.

RANGE — Touch only.

DURATION — **EL+1** months.

CONSTITUTION INCREASE — **(EL+1)×2**

EFFECT — 2 weeks (*EL factor applies as a power*).

NOTE — *The Age Effect is permanent. The Constitution Effect lasts for the Duration specified. If the spell is cast on the same target more than once during the Duration, and both succeed, the total increase in Constitution + the decrease in Age, ignoring the signs, is the chance that the victim is killed.*

Time Slow The spell slows the passage of time for entities that are affected by it. Its Range is expressed as an effect radius. The Percentage Reduction is the amount that the victim's **MR** is reduced by success. The Roll Modifier is an amount that victims must add to all attack rolls in combat.

RANGE — **(EL+1)/2**" (*A radius*).

PERCENTAGE REDUCTION — **EL**×5% (*The MR reduction. Round down*).

ROLL MODIFIER — **(EL+1)×2**

DURATION — **EL+1** turns.

EXEMPTIONS — **EL** (*The Caster is automatically exempt*).

EXAMPLE — **EL6**. The spell has a radius of three and a half hexes and lasts for seven turns. The Caster can exempt up to six people, in addition to himself, from its power. If it affects a creature with an **MR** of twenty, the creature must add fourteen to all attack rolls and it moves with an **MR** of thirteen.

Time Stop The spell stops the flow of time for any person that is affected, and not exempted from its effect. They experience no passage of time while they are in the effect area. They are literally frozen in place.

As new creatures enter the effect, roll to see if they are affected each phase that they remain within it. All unaffected creatures will move normally. If an exempted person leaves the area of the spell, he loses his exemption. If he returns, he can be affected.

The spell is negated for any effected target that is touched in any way by an unaffected one. They may not be affected again without recasting the spell.

The spell affects both animate and inanimate objects. (*An arrow fired into the area will stop in midair until the spell ends*). The spell is blocked by any physical obstructions of a non-organic nature. Only those creatures that the Caster can see can be affected. If he casts any other magic during the Duration, or suffers physical damage, the spell is negated.

RANGE — **(EL+1)/2**" (*A radius*).

DURATION — **EL+1** turns.

EXEMPTIONS — **EL**

NOTE — *The Duration is the number of tactical turns that the spell remains in effect. Persons affected remain affected only so long as they are within the Range specified. The effect moves with the Caster if he moves.*

Time Trap This spell can be cast on any creature that has already been affected by a Time Stop spell, i.e. is currently under this influence. If it succeeds, the victim is locked into null time. Until it is dispelled, he will remain motionless and will be unaffected by the flow of time. He will be immobile and totally oblivious to what is happening around him. If a victim is touched after the effect begins he is freed from its grasp.

The spell is cast at a specific target. The Duration is the time that he will be trapped in null time.

RANGE — Touch Only.

DURATION — 2 weeks (*EL factor applies as a power*).

MDV LIMIT — **(EL+1)×5**

Time Travel The spell allows the Caster, and any persons included, to move forward, or backward, in time. If the Caster does not choose to travel when the spell is cast, the Mana Cost of the spell is tripled.

RANGE FORWARD — 2 minutes (*EL factor applies as a power*).

RANGE BACKWARD — 2 months (*EL factor applies as a power*).

INCLUSIONS — **EL/2**, round up.

NOTE — *To be affected, every person included must be in contact with the Caster.*

Per person included, the Mana Cost required to cast the spell must be paid.

EXAMPLE — If two persons travel with the Caster of an **EL3** spell the cost is 3 times the Mana Cost stated, i.e. multiply the base cost times the number of people actually making the journey.

Tongues

ALIGNMENT — Elder

The spell allows the Caster to communicate with ANY animate or inanimate object that he touches. The quality of the conversation, and the knowledge that can be gained thereby, varies with the intellect and awareness of the item that he speaks with.

EXAMPLE — If seeking detailed information about a person that passed by, it is better to ask a bird than to ask a rock. The bird may have taken notice of the person, the rock could care less.

If the spell is cast at double the Mana Cost, the Caster can serve as a conduit to allow a person that is in contact with him to question the item that it was cast for.

If the Caster casts the spell at FIVE times the Mana Cost, and rolls less than his **Will+Empathy**, he will gain the Language that the spell is cast for permanently at the maximum **EL** possible. From that point on, he will not be required to cast magic to understand it.

When the spell is cast with extra Mana, in the previous ways, neither the Range nor the Duration are affected in any way. The factors below will always apply.

For a Caster to talk to something with this spell, the entire entity must be within the Range of the spell. If not, speech is heard but it is only partially intelligible.

The spell in no way compels the object affected to talk. The Caster must cajole it into doing so if it is not willing.

DURATION — **(EL+1)×2**

RANGE — **2"** (*EL factor applies as a power, a radius*)

Tracking

ALIGNMENT — Law

The spell allows the Caster to unerringly track any intelligent creature. When the creature's path is within the Caster's Range he will see it as a faint glow. The Caster must possess an item that was in contact with the person up to 72 hours before the spell to track him. If he has a part of the person's anatomy, i.e. hair, fingernails, blood, etc. he may subtract ten from the success roll.

The Success Roll is taken each day. While the Caster is under the influence of the spell, he cannot tire. He may move and cast any magic that he desires.

If the spell is cast at three times the Mana Cost it will reveal the present location of the target. This effect will yield the distance away and the direction to travel to get there by the shortest route.

Cast in the extended form, the Range is unlimited and the Caster is compelled to pursue the target.

RANGE — **2"** (*EL factor applies as a power*).

Transmutation

ALIGNMENT — Varies

The spell changes the shape of objects other than the Caster himself. It can affect both animate and inanimate forms. If the spell is cast such that animate creatures take inanimate forms, the Caster will add 20 to his success roll, in addition to the **MDV**. He may cast it to make an inanimate object animate. Any attempt to do so adds 25 to the roll.

Victims of this spell will have the physical attributes of the new form in every detail. Mentally, inanimate objects changed will be totally unintelligent. Animate objects will have the intellect that they had in their normal form.

EXAMPLE — A Rock that is changed into a horse has the intellect of a rock and can run as a horse does. A Man turned into a table has the physical attributes thereof with the intellect of a man.

The Duration is the number of hours that the change will last. The Extensions are a number of times that it can be extended at its **EL**. Each extension requires an additional five Mana points. All that are to apply must be cast at the same time that the original spell is cast.

Dispelling — The Caster of this spell can automatically dispel it. Any other magic-user that attempts to do so must add the **MDV** of the spell to his roll. If he fails, the failure is Abysmal.

DURATION — **2** hours (*EL factor applies as a power*)

EXTENSIONS — **EL/2**, round down (*Each extension has the Duration of the basic spell at the EL cast*).

RANGE — **EL+1"**

EXAMPLE — A Mage, **EL7** in this spell, is angered at Aldwulf the Black. He casts his spell with all 3 extensions that he is capable of. If he succeeds, Aldwulf will take the form of a Snail for, 256+(256×3), 1024 hours (Around 45 days).

IMPORTANT — **Any person that is in a form that is not naturally capable of using magic will be unable to use magic while affected. Any form that does not have hands or the power of speech, i.e. speech that is normally understood to be language, without the use of magic, is incapable of casting magic.**

The HPV of the person, when changed, is not modified. Otherwise he will be the size of the creature that he has become and will have all normal attributes of that species. Mentally, he will operate as normal for his new species unless the Caster specifically states that his normal intellect is retained.

Travel Powers

ALIGNMENT — Varies

The members of this family are:

INSUBSTANTIABILITY

INTERWORLD TRAVEL

LEVITATE

TELEPORT

The descriptions follow below:

Insubstantiability The spell allows the Caster to WALK through material objects. While the Duration lasts, he cannot suffer any physical damage and is unable to cast other magic, except for other Travel Powers. If he is attacked by a creature that drains the Energy Level, or a spell that does so, without taking blood, the effect of that attack is doubled.

Unless the Caster is in the air, i.e. not surrounded by solid or liquid material, when the duration ends he will die. The Movement Rate while affected equals **MR+EL**.

This spell does not confer any special movement abilities on the caster. Unless he also casts the Levitate spell, or originally casts this spell at three times the normal Mana Cost, he may not move in any way that he could not if he was solid (except that he may pass through physical obstructions such as walls, doors, etc.). To alter his position higher or lower, without a clear path of access such as a staircase, requires additional mana or the successful casting of Levitation. Only Travel Powers may be cast while Insubstantial.

DURATION — 2 turns (*EL factor applies as a power*).

NOTE — *The Referee may allow the Caster to affect others. If you choose to do so, contact with the Caster will make the person contacted insubstantial for as long as the contact is maintained. Unless the Caster is also affected by Flight, Levitation, etc., he may not fly or levitate.*

Interworld Travel The power to enter the Lower, Middle or Upper World. The spell is learned separately for each world. A person in the Lower World may only travel to the Middle. A person in the Upper World may only travel to the Middle. From the Middle, a person may travel to either. Supernatural forces native to the Upper World, excluding Elder aligned forces, are unable to enter the Lower World. They will never be found there and cannot be summoned while the Caster is there. This will also apply to any Character that has a Fanatical Tie to Law, Chaos or Balance.

If the spell succeeds, the Caster, and any persons included, may pass the barriers that separate the world that he is in from the world that he wishes to enter. It is only castable in an area where such a barrier exists. If the attempt fails, each person included in the spell, including the Caster, suffers the damage specified.

DAMAGE — $(EL+1) \times 3$ (*A number of hit points*).

INCLUSIONS — **EL**

NOTE — *The Lower, Middle and Upper Worlds are the three fragments of what was the True World. Travel from the Upper World to the Lower was forbidden in the Convocation of the Gods which ended the conflicts which led to the three worlds. In essence, they are different realities which occupy identical space. Further details will be found in various parts of this book and Book Three.*

Levitate The spell warps gravitic mana to alter the spacial position of the Caster. With the spell, the Caster may move up, down, parallel to the ground or he may hold his position in relation to the ground. After his first move into the air, the spell will end when the Caster comes into contact with solid ground OR any object that is on or attached to solid ground. If he is still in the air at the time, he will fall.

DURATION — $(EL+1) \times 2$ turns

PMR — $EL+1$ (*The speed that he may rise, fall or move each phase*).

INCLUSIONS — **EL** (*The maximum number of persons, in addition to the Caster that can be included in the effect of the spell. Per additional person, the Mana Cost is increased by 1*).

RANGE — $EL/3$, round down (*If 0, others included must be in contact with the Caster; a radius*).

NOTE — *The spell must be cast to include every person within its range. If the Caster cannot include that many, the spell fails.*

OPTIONAL — To simplify use of this power, it is best to base the number of inclusions on the weight of the Caster. Any item with this weight or less is one inclusion, unless it is carried by a person that is affected in which case it will not count at all. Per 100% increase in weight, an item is an extra inclusion, i.e. if the Caster weighs 120 pounds an item that weighs 121 to 240 counts as two inclusion, 241 to 360 counts as three, etc.

NOTE — *All inanimate material included in the spell, that are not carried by another person, will move in exactly the same way that the Caster does. If he moves 2" straight up, so do they.*

Any Caster that has a range for his effect can narrow the spell at any time that he desires, after initial success. Any thing that is left outside of the effect due to this, or that moves out of it on his own volition, will fall immediately.

Teleport The spell allows the Caster to instantaneously alter his spatial position in physical reality from one point to another. All factors of Range and Inclusions are as for Levitate. The Distance listed below is the number of miles that he can travel. No Duration applies. The spell may never be used to travel from one world to another. (It alters space, it does not affect dimensional realities in any way.)

DISTANCE — 2 miles (*EL factor applies as a power. The number of miles that the Caster and those with him can travel*).

NOTE — *The Levitate optional rule applies for this power as well. It is the best way to handle the various factors that are involved in the shaping of the power.*

IMPORTANT — **If the Caster teleports to a location that he does not have precise, personal knowledge of there is a chance that error occurs. The chance, per journey, equals 20–EL. If this value or less is, rolled with D100, he teleports erroneously, The effect of this, rolling 1D10 and subtracting the EL is listed in table 5.18.**

Table 5.18: Errors in Teleport

Modified Roll	Error Effect
–9 or less	The Caster lands 2D10 feet away from the desired landing point.
–5 to –8	The Caster lands D100 × 10 feet away from the desired landing point.
0 to –4	The Caster lands D10 miles away from the desired position.
1 to 7	The Caster arrives 1D10 × 5 feet higher than the intended location.
8 and 9	The Caster lands 1D10 feet lower than the intended location.
10	The Caster lands 1D10 × 10 feet lower than the intended location.

The number of miles travelled, divided by 100 and rounded up, is subtracted from the D100 roll for error. If the landing is too high, the Caster will fall. If it is too low, he can die.

NOTE — *The result of error must be varied by the attempt that the Caster was making. If he was trying to land in the first floor of a building, being too low could put him in the basement. In ALL cases, the spell must be cast in such a way that, all things working perfectly, the Caster arrives on a solid surface. It will never be cast otherwise.*

OPTIONAL — If the Caster does not have precise knowledge of where he is going, he may cast the spell anyway. Add 20 to the Success Roll and subtract 40 from the roll for error. If error occurs, it is modified as normal.

Truth **ALIGNMENT — Law**

The spell creates a tie between the Caster and the person touched. While the Duration lasts, neither may lie and both are compelled to answer any question that the other asks. The answer must be the exact truth as known to the person answering.

While the spell is in effect, the Caster is conscious. The person affected by his touch is in a trance. Neither may move or engage in any other action while the Duration lasts.

DURATION — **EL+1** turns.

NOTE — *Each phase is sufficient to ask or answer one question. If any target resists the effect, he will take 1D3 phases to answer any question put to him.*

Vengeful Horror **ALIGNMENT — Elder**

The spell may only be cast against a person that has harmed the Caster in some way. The result of success creates a monster, drawn from the subconscious of the victim, that will attack to destroy him.

The horror created is a product of the person that is attacked by it. It is in his mind. It cannot be seen or attacked by any other person. The presence of this phenomena can be detected magically. If it is, the magic-user who detected it can attempt to dispell it by Dispelling Magic or casting a Sanity spell on the person affected.

Due to the nature of the beast, essentially the one thing that the victim most fears, the victim will have a reduced **OCV** against it, i.e. to reflect his Hesitation and Terror. Reduce the **OCV** of the person by 50% rounded down.

On any turn that the victim fails to roll his **WILL**×2 or less, he will turn and flee. He will continue running until he cannot see the Horror or until he succeeds on the morale throw, rolling every turn.

Once created, the Horror lasts until it is dispelled or killed. If it kills the person that it was set on, it will disappear.

RANGE — **EL+1"** (*The distance away from the Caster that the Horror will first appear at.*)

HORROR **OCV** — **EL**×2

HORROR **DCV** — **EL**+3

HORROR **MR** — (**EL**+2)×3

HORROR **HPV** — 10+(**EL**×5)

HORROR BONUSES — **MR**/10, round up (*The number of bonuses possessed. The Referee will place them in any characteristic that he desires. In general, they should be in characteristics where the victim is weak. They are only placed in physical characteristics.*)

HORROR **NAV** — **EL**

HORROR **MDV** — **MEL**+**EL**

EXAMPLE — A Horror is created with an **EL5** spell by an **MEL** 10 wizard. It has an **OCV** of 10, **DCV** of 8, **MR** of 21, **HPV** of **6D10**, 3 bonuses (+1 **DB** and +2 **AB** in this case), **NAV** of 5 and **MDV** of 15.

NOTE — *The target need not be present when the horror is created. If he isn't, the Caster must have a portion of the victim's anatomy in order to cast the spell.*

Wakefulness **ALIGNMENT — Law**

While effected, the victim is immune to Sleep, normal or magical. He will be unable to sleep. When the spell ends, he will immediately fall to sleep. He will sleep 1 hour for every 3 that the spell has kept him awake. If multiple spells are cast on a person, to extend the duration, the after effects are additive.

RANGE — Touch only.

DURATION — (**EL**+1)×12 hours.

EXAMPLE — An **EL5** Caster affects a guard with his spell. The Guard will remain totally alert for 72 hours. At the end of this time, he will sleep for 24. If the Caster affects him with the spell again, before the first is finished, he stays awake an additional 72 hours and sleeps for 48 when he comes out of it.

Wasting Hand **ALIGNMENT — Shadow**

The basic parameters of this spell are as specified for the Freezing Hand. If the caster touches his chosen victim the spell drains energy from him and causes him to age. If he fails to touch him, he suffers the damage he would have done to that person. For Range and Duration see Freezing Hand.

DAMAGE — (**EL**+1)**D10** (*The energy points lost AND the number of months that the person ages.*)

IMPORTANT — **Those effected are stunned one phase per year that they are aged by this spell. If they are aged more than four years, they pass out for 2D10 turns. This spell has 1/2 its energy draining effect and no age effect on creatures with greater than human life spans.**

Watchful Sleep **ALIGNMENT — Balance**

The spell allows the Caster to Sleep AND remain aware of everything that occurs within his effect area. He will not awaken before the expiration of the Duration unless he, or friends with him, are threatened. If they are, he wakes immediately.

If the Duration of this trance is more than 4 hours, the Caster will regenerate while under its effect. The Damage listed is the number of hits that he will heal AND the number of Mana Points that he will regenerate. For either to occur, he must sleep for the entire duration of the spell.

If the spell is cast at double cost, the Caster may place it on another person. To do so, he must touch that person.

DURATION — **EL**+1 hours.

DAMAGE — **EL**+2

RANGE — (**EL**+1)×2" (*The radius of the area in which the Caster is aware.*)

Water From Stone **ALIGNMENT — Law**

The spell creates water from inorganic, inanimate matter. It has no effect on pure or refined metals. It will affect any inanimate stone or crystalline substance.

The water created is drinkable. it pours out of the stone, leaving a depression of appropriate size. It is up to the Caster, or those with him, to catch the water if they want it.

DURATION — **EL**+1 hours. (*At the end of the duration the water becomes mist and disappears.*)

QUARTS PRODUCED — 2 (*EL factor applies as a power.*)

RANGE — **EL**/3, rounded down (*If 0, the stone to be affected must be touched.*)

NOTE — *The Caster must have material sufficient to produce the volume of liquid desired. As a general rule, a 6 inch cube of stone will produce 1 quart of fluid and will disappear in the*

process. (This is not a tactical measurement, i.e. 6 inches as in 1/2 foot).

Water Powers

ALIGNMENT — **Varies**

The members of this family are:

FLOOD
FRIENDLY CURRENT
WATER BREATHING
WATER WALKING

The descriptions follow below:

Flood The spell causes bodies of FRESH WATER to rise or fall in elevation. The Range listed is the area affected. The Depth is the amount that the waters can rise or fall. The Duration is the number of turns that the spell lasts. The Speed is the MR of the waters while obeying the spell. When the Duration ends, all waters affected VIOLENTLY return to their original condition. Anyone that is in a flooded area is washed into the lake if he rolls higher than his Strength with **D100**. Persons washed in are killed. Anyone that is in the bed when the water returns is drowned.

NOTE — *The primary value of this spell, in play, is to put impediments in the way of enemies, cross water and get at of treasures on the bottom of Lakes, etc.*

RANGE — **(EL+1)×2"**
DURATION — **(EL+1)×3** turns
DEPTH — **(EL+1)×2** feet
SPEED — **EL+1**

EXAMPLE — An **EL10** flood will affect a Radius of 22" around the Caster for 33 turns. In this area, he can raise or lower the waters by 22 feet. The waters move at an **MR** of 11 to accomplish this goal. When the spell ends, they return.

IMPORTANT — **The returning waters have an MR of 40+EL.**

Friendly Current As for the Sea Powers spell. The Speed is 1/2 that listed there, rounded up. The spell may only be used to make the current flow down stream. It may not be reversed or stopped.

Water Breathing As for the Sea Powers spell. This version of the spell will only give the ability to breathe in Fresh Water.

Water Walking The spell allows the Caster, and any creature included by him, to walk on water. The Caster must remain in motion. At any time that he stops moving, the spell is negated. All persons supported by the spell will sink immediately.

The speed walking is the **MR** normal for the Caster or any creature included. No added speed is gained. The Caster may walk in any direction on the water.

DURATION — **(EL+1) squared+10** turns
INCLUSIONS — **EL/2**, round up (*The number of entities that can be included by the Caster. The cost per inclusion is 1 Mana Point*).

Wildness

ALIGNMENT — **Elder**

The spell affects any specified domestic creature within its Range. The effect causes the creature to revert to its wild state. It will forget any training that it has ever received and will react as a wild animal to anything that it encounters. It will make every

attempt, beginning immediately, to escape what it now considers to be captivity.

If the creature escapes, the effect is permanent. If it doesn't it ends when the Duration expires. The only way to cure this effect is with a Sanity spell. If it is cured, or the Duration ends, the animal will remember it's skills and training.

While affected by this spell, the creature will never attack the magic-user that cast it. If he can speak its tongue, and helps it to escape, he can consider it to be a Personal Contact, i.e. friend, forever.

RANGE — **EL+1"**

DURATION — **2** phases (*EL factor applies as a power*).

Withering Hand

ALIGNMENT — **Chaos**

The spell allows the Caster to kill Plant life with the touch of his hand. It will also affect any material that is derived from any plant. It will not affect any material that is magical in nature, or protected by magic, unless the Caster rolls success against the object.

The Duration of the spell is the number of phases that the hand retains the withering power. One touch is allowed each phase. The effect is automatic unless magical resistance is encountered.

DURATION — **(EL+1)×2**

Wounds

ALIGNMENT — **Chaos**

The spell creates a lance of dark power that radiates from the fingers of the Caster. With this lance, he can inflict damage in Combat. The Length of the weapon is as listed in table 5.19.

Table 5.19: Wounds: Length of Weapon

EL	Length
0-2	Fighting Dagger
3-5	Sword
6-8	Heavy Sword
9+up	Polearm

The Weapon Expertise equals the **EL×2**. The Strength Bonus equals the **EL/2**, rounded up. All other factors are as for the normal combat values of the Character using the spell.

EXAMPLE — A Character uses the **EL4** version of the spell. His **OCV** is 3. He will use an **OCV** of 3 in combat. He subtracts 8 for Expertise and uses 2 as a Weapon Strength Bonus. If his Character has normal bonuses of his own, they will apply as well.

DURATION — **4** turns (*EL factor applies*).

NOTE — *The Success roll is taken to get the spell to work. It is not taken for each individual hit that is scored on a target. Once the Caster has successfully cast this spell it remains in effect until the Duration ends, regardless of any damage that he may suffer.*

OPTIONAL — The spell has, under certain circumstances, a Leeching effect on the target. If a Deadly or Severe hit is scored, the target's Energy Level is reduced by the number of hits scored, in addition to the physical damage. The amount of the reduction, divided by 5 rounded up, is taken as Hit Points healed by the person using the spell and as Mana regenerated.

NOTE — *The preceding spell list gives a solid foundation upon which the magic of a world can be built. The Referee is free*

to modify, delete or add as he feels is necessary to improve his individual campaign.

As a general rule, a Magic-User must have free use of his senses in order to cast magic. He should also be required to maintain a stationary position while performing any magic rite.

5.5 Supernatural Language Power (Optional)

Any supernatural language is magically potent in the force that it is derived from. At the Referee's discretion, a spell that is spoken in the tongue of the force that its power is derived from will have the following advantages:

- A) Reduce the casting cost by 20%. The amount of the reduction is rounded down.

EXAMPLE — A spell that costs 4 Mana Points will still cost 4 if it is cast in its tongue. A spell that costs 16, however, will only cost 13 if the correct tongue is used.

- B) Increase the **EL** for the spell by one.

EXAMPLE — If your current **EL** in Darkness is 3, you cast Darkness, when speaking in the Tongue of Darkness, at **EL**4.

- C) Any result, after modification, of Abysmal Failure on the Magic Table will have an additional 5 subtracted from it. if Failure results, the expertise point gains specified for Failure are received in the spell and in the language even though Abysmal Failure occurs.

- D) Any expertise points gained for success with the spell are also gained in the caster's ability with the language that he used.

- E) Any Summoning, Dispell/Banish or Exorcism spell that is attempted is rolled with 10 subtracted from the roll IF the Caster speaks the spell in the tongue of the force that he is attempting to summon or oppose.

EXAMPLE — If a Banishment rite is spoken to an Edimmu in the Tongue of Hecate, subtract 10 from your roll for success.

- F) The spells that each supernatural language will apply for are listed on table 5.20. The advantage is only gained when they are used by a trained magic-user, or Natual Magician, in casting magic derived from the languages alignment.

Table 5.20: Spell Languages

Tongue Of:	Spells Effected
The Abyss	Hatred, Slime, Insanity, Terror, Disorder, Stillness, Silent Terror, Silence
The Blasted Soul	Leeching
Darkness	Darkness Powers, Disintegration
Death	Death Powers, Plague, Disease, Withering Hand, Destruction, Chaining
The Dead	Necromantic Powers, Lichcraft
The Desert	Desert Powers
Dvalinn	Permanent Magics
The Earth	Desert Powers, Elemental Powers (Earth)
The Elder	Illusion, Masquerade, Abandon, Peace, Vengeful Horror, Flaming Death, Blood Vengeance
Elder Water	Sweeten Water, Elemental Powers (Water)
Elder Fire	Smokeless Flame, Flaming Death, Elemental Powers (Fire)
Fiery Chaos	Earth Powers, Hell Powers, Fire Dart, Quarrels, Invulnerability, Petrify
The Giant	Cold, Illusion, Storm Powers, Smokeless Flame, Earth Powers
Hecate	Purification, Summoning, Protection, Divination, Hell Powers
The Jinn	Hatred, Illusion, Desert Powers, Shape Changing, Tongues, Smokeless Flame
The Kotothi	Quarrels, Telepathic Powers, Choking Moisture, Flaming Death
Lawful Fire	Purification, Protection, Fire Powers, Storm Powers, Truth, Resurrection
Light	Divination, Detection, Summoning, Cure Disease, Healing, Sanity, Sustenance, Wakefulness, Light Powers, Open Prison, Negate Curse, Revivification, Healing Light
Lilith's Command	Fascination, Compulsion, Wounds, Paralysis, Shape Changing
The Primal	Clairvoyance, Damage Reversal, Watchful Sleep, Oblivion, Preserve the Dead, Astral Fire, Astral Powers, Time Powers, Fate, Strange Powers, Planar Travel
Shadow	All Shadow Magics
The Sidh	All Sidh Magics, Concealing Mist, Wildness, Forgetfulness
The Tonah	Communicate, Orient Self, Protection, Soul Sight, Perception, Shape Changing, Lower World Travel, Knowledge, Restoration, Summoning
The Wind	Storm Powers, Travel Powers, Elemental Powers (Air)
Young Chaos	Hell Powers, Theft, Storm Powers, Decay, Corruption

NOTE — You will find that not every spell is covered by the initial languages that are presented above. As Referee, you are free to add other languages to this list if you desire to do so. If a language is added, you should also add creatures that speak it. No language should exist on its own unless you choose to add dead languages that have magical power.

Whenever a supernatural language is used, the Caster must first successfully use the language and then the spell. If he has partial success with the language, he casts the spell at his normal EL with no special advantage. If he fails with the language, the spell automatically fails. A success roll is taken in any case to see if an abysmal failure results.

6 Innate Magics

All Innate Powers, Fanatical Powers, powers used by creatures and any form of innate ability that requires the casting of mana are used in obedience to the rules in this section.

6.1 Starting MEL

The starting MEL for any of these powers is determined by the Character's HIGHEST Maximum Ability in Intelligence, Will or Empathy. Consult the table below to determine the MEL:

Table 6.1: Starting MEL

Highest Characteristic	MEL	Highest Characteristic	MEL
1–10	0	66–85	4
11–25	1	86–105	5
26–45	2	106+Up	6
46–65	3		

IMPORTANT — When the starting MEL is determined, record the points listed for that MEL, Book One, section 4.6, on your record sheet. They should be recorded, and increased, separately from any points earned for any other innate or learned ability.

6.2 Starting EL

The EL for these powers is a function of the Character's characteristics. The normal rules for EL advancement do NOT apply to Innate Magics. The EL will only increase as the Character's characteristics do. Where a different formula for this is not specified, use the formula specified for Innate Powers in Book One to determine this factor.

EXCEPTION — Any power that is learned by a Natural Magician is improved according to the normal rules for EL advancement.

6.3 Casting Speed

The casting speed for any Innate Magic power equals MEL+EL. Regardless of this cost, no power may be used more than once in a given phase.

6.4 Casting Cost

The Mana Costs that are specified in section 3.2 of this book also apply for Innate Magics. All Innate Magics are cast at the current EL of the Caster. Innate magic-users may NOT vary the EL of the spell that they cast, as a trained magic-user can.

If an Innate magic-user's Energy Level is not higher than the cost to cast his power, he cannot cast that power until it is higher.

6.5 Casting Ability

The basic Casting Ability of an innate magic-user equals his Energy Level. Any mana that he casts, in his innate power, is deducted directly from this value. Like all other Characters, if his Energy Level ever reaches zero, he is dead.

EXCEPTION — The Energy Level listed for creatures that have innate powers represent the safe expenditure for that creature. They may expend the entire value listed without adversely affecting Themselves (*The Referee may increase the value by 50% if he wishes to allow them a chance to cast Magic into death. It is not suggested that you do so*).

EXAMPLE — A Character has innate Lightning Bolts. His Energy Level is 80. When he casts his bolt, the number of points cast are subtracted from 80 and the result is recorded in the Current Energy Level box on the record sheet. Continue to subtract from the Current Energy Level a long as any energy remains.

6.5.1 Natural Magicians

Natural Magicians fall into two classes; those that can cast mana without any training and those that require training to tap their talents in a specific type of magic. In the sections that follow, the first type is termed an INNATE NATURAL. The second is a TRAINED NATURAL. Consult the rules that are appropriate in your case.

6.5.2 Innate Naturals

Untrained, the Innate Natural has the ability to learn any spell that he wishes. He will cast these spells obeying the rules specified in 6.3, 6.4 and 6.5. When he is trained, he may continue to draw directly from his Energy Level AND/or use mana points derived from his Casting Ability as a trained magic-user.

EXAMPLE — Travus Caldo is an Innate Natural Magician. Untrained, his spells tap his Energy Level of 92. Trained, MEL5, Mana Level 12, he has a Casting Ability of 120. He may use either his Casting Ability or his Energy Level for any spell that he knows.

IMPORTANT — Natural Magicians with a Casting Ability will obey ALL normal Energy Level rules including the recuperation rate and the basic restrictions on Casting Ability.

EXAMPLE — If Travus is operating with an Energy Level of 73, his usable Casting Ability is 73 unless he has a magic item that allows him to exceed normal restrictions.

NOTE — *In essence, the most that a trained Innate Natural can do in one day, in casting magic, equals his Energy Level ×2 unless he has a toot that allows him to exceed his limitation.*

6.5.3 Trained Naturals

Trained naturals are those Characters that are considered to be Natural Magicians for certain types of magic IF they are trained to use their gift. They may only draw the power for their spells from their Casting Ability. They may not directly tap their Energy Level.

NOTE — *The only way to be an Innate Natural Magician is to roll the Special Attribute — Natural Magician — for your Character. Trained Natural Magicians are those Characters that roll Intellectual or Empathic Power — and are subsequently trained as Wizards or Shamans, as appropriate to the gift. Other than some creatures, no other type of Natural Magician exists in this game.*

6.6 Magical Training and Innate Powers

When a person that has an innate power, other than Natural Magicians above, is trained as a conventional magicuser, he continues to draw the force for his innate abilities from his Energy Level. Only spells that he has specifically learned as a magic-user may draw force from his Casting Ability. Take care to remember this distinction and record your expenditures in the area where they apply.

6.7 MEL and EL

An Innate magic-user will increase his MEL in the normal manner specified in these rules. His EL always remains a function of his characteristics and will increase ONLY as these values are improved.

EXCEPTION — All Natural Magicians obey the normal EL rules — at all times. If they require training, they will receive starting Expertise as specified for normal magic-users. If not, their starting Expertise will equal their Energy Level \times 2. If they do not require training, but they are trained, they will receive the normal starting Expertise PLUS their Energy Level \times 2.

EXAMPLE — Travus has a starting expertise of 200 for his training. His Energy Level is 92. As a trained Innate Natural, he has 384 magic expertise points to allocate in creating his Character.

6.8 Success and Failure

When Innate Magic is cast the normal success and failure rules apply EXCEPT:

- A) The Caster receives no expertise, unless he is a Natural Magician.
- B) The Caster cannot be affected by Abysmal Failure, unless he is a Natural Magician that is trained as a conventional magic-user AND is drawing the force for his spell from his Casting Ability. *(If the force is drawn from his Energy Level, Abysmal Failure does not apply. It is treated as a simple failure except no expertise is gained).*

6.9 Resistance

Entities that have Innate Magic power are less likely to be affected by the power that they possess. Whenever that power is used to attack them, their MDV is doubled in defense.

EXCEPTION — Natural Magicians enjoy this resistance to magic in general. If they are an Innate Natural magician, their MDV equals (Mana Level \times 2)+MEL for all spells used against them. If they are Trained Naturals, this increased resistance will only apply if they are trained and only against the type of magic that they are potent in.

EXAMPLE — A Character has Empathic Power. His Mana Level is increased against all Shamanic spells if he is a trained Shaman. A Character has power in Cold. His MDV is doubled against the Cold spell at all times.

If the spell that the entity has power in is beneficial to it, i.e. incapable of harming it, it is more likely to be effected. Subtract the increased MDV from the Caster's roll instead of adding it.

EXAMPLE — A Character has innate power in healing. A Shaman casts healing on him and he wishes to be affected. If his base MDV is 10, the Shaman will subtract an additional twenty from his success roll, i.e. **normal EL modifier+20.**

NOTE — Where a CHARACTER has this attribute, he may decide whether he wishes to resist or not. In all other cases, the entity automatically resists any spell that can harm it and aids those that will have a beneficial effect. If neither extreme clearly applies to the spell being cast, the entity should resist.

Any Abysmal Failure that occurs against a Character that has innate power in the spell used will have the following effects:

- A) The entity will immediately regenerate **EL \times 2** energy and mana points (*Mana points are only regained if the entity has a Casting Ability*).
- B) The spell automatically rebounds and strikes the Caster at the **EL** at which it was cast.

EXAMPLE — A magic-user foolishly casts an **EL4** fireball at a Dragon. The result is Abysmal Failure. The Dragon regenerates 8 energy points and the magic-user is hit by his own **EL4** fireball. *(Had the failure occurred against a trained magic-user with innate Fire Powers, he would have regenerated 8 energy points and 8 mana points).*

All entities that are powerful in a SPECIFIC spell, or family of spells, also have immunity to that power. Their level of immunity equals their EL in the power that they possess.

EXCEPTION — If the talent that the entity has is in a spell that can only have a beneficial effect on him, he will NOT have immunity to it at any EL.

EXAMPLE — The average Dragon has **EL7** in Fire Powers. Any fire spell cast at them, from **EL0** to **EL6** automatically has no effect.

Spells of **EL7** and up will have a greatly reduced effect. An **EL8** Fireball, against a Dragon, will have **EL1** effect if it works at all. *(See Immunity in Book Four for the proper method of using immunity).*

NOTE — Immunity does not apply to entities with general powers, such as Natural Magicians. Certain creatures have stated immunities whether they are magic-users or not.

6.10 General Note

In the course of play, you may discover that some factors of the Innate Magic system escaped explicit detailing. If this is the case, or if you discover some seeming ambiguity, you must utilize your discretion to create or modify the rules to a more usable form.

As a final note, the Referee must be cognizant of the immense power potential that lies in some of the stronger Innate Magics. To balance them somewhat, he may, at his own discretion, set limits on the Character's use of the power, modify his appearance to reflect the orientation of the power that he has or otherwise place a compensating liability on him. In all cases, the Referee is the final arbiter of what these Characters can and cannot do with their power.

7 The Priesthood

Priests have abilities that wizards do not, the ability to perform exorcisms for example. Without Priests, Shamans are the party's only defense against possession and other supernatural ills. Wizards and Sidh Magicians can do nothing against them. Also, the parties potential resources against poisoning, disease, etc., are restricted more than they would be with an active Priesthood.

7.1 Types of Priests

7.1.1 Urigallu

Cost to Learn — 200.

The Urigallu are the administrators, executives and main celebrants of the faith. They celebrate masses, administer temple lands and see to the welfare of the faith. Only male characters are allowed to become Urigallu priests. Exceptions may be made for female characters who roll **Native Will**×3 or less on **D100**. (In Clima and L'p'nth only females are Urigallu and no exceptions are ever made.)

7.1.1.1 Vestments

The normal vestments of an Urigallu class priest are white and purple. Depending on rank, the percentage of the costume that is white increases. At the highest rank, the Urigallu Mah (High Priest of the Temple), they are white with a thin purple border.

7.1.1.2 Starting Skills

Urigallu priests receive a Starting Level as a Scholar in the Cosmology of their chosen alignment plus Starting Rank non-combat skills with a cost to learn greater than 35. They may choose any skill of sufficient cost that is artistic, creative or scientific in nature. They may also use it to gain any appropriate (Referee discretion) language. They may never practice any form of magic other than the rituals they gain through the Priesthood.

In addition to the knowledge above, Urigallu Read and Write their native tongue at their maximum **EL**. If they learn any languages with their starting knowledge, they Read and Write that language at their maximum **EL** at no additional cost.

NOTE — *While supernatural language knowledge is not mandatory, progress to high rank (Ranks 8–10) is impossible unless the Urigallu speaks the tongue of his deity.*

7.1.1.3 Magic Knowledge

Starting Urigallu know Purification, Summoning and a number of alignment spells equal to their Rank. The Summoning rites known are for creatures of the Priest's alignment. The spells must be spells that benefit from being cast with the language of the Priest's deity with a Base Mana Cost less than or equal to the Priest's Starting Rank.

EXAMPLE — A player wishes to start an Urigallu of Inanna. His Starting Rank is 2. He may learn two general or law spells with a Base Mana Cost of 2 or less that are benefitted when used with the Tongue of Light (see section 5.5). His possible choices are Divination, Detection, Cure Disease, Healing, Sanity, Sustenance and Wakefulness.

7.1.1.4 Wealth

In addition to any wealth purchased. Urigallu priests have Rank squared GC as starting wealth. These funds represent savings

from the priest's salary. The basic salary of an Urigallu is **(Rank+1) squared** GC per month. It is only received when he serves full time at a church or major temple. It is for personal upkeep and religious projects not directly supported by the faith.

EXAMPLE — At Rank 0 an Urigallu receives 1GC per month, at Rank 4 his salary is 25GC per month and at Rank 10, the highest possible rank, he gets 121GC per month.

7.1.2 Kalu

Cost to Learn — 150

The Kalu priest is a master musician. His duties revolve around the use of music in major rituals, feasts and daily worship. In most societies Kalu priests are male, though this is not a strict bias. (Females roll **maximum EL as Musicians**×10 for an opportunity to gain acceptance as Kalu priests.)

7.1.2.1 Vestments

The robes of the Kalu are yellow in color. The higher the rank, the deeper the shade of yellow.

7.1.2.2 Starting Skills

Kalu Priests gain Rhetoric at a starting **EL**, one artistic or creative skill with a cost to learn greater than 35 and a maximum **EL** as a Musician in a number of instruments equal to his **Rank+1**. They gain Read and Write as specified for the Urigallu.

7.1.2.3 Magic Knowledge

See section 7.3.7

7.1.2.4 Wealth

No additional starting wealth is gained. The salary of a Kalu priest is **(Rank+4) squared** CC per month. It is intended solely for personal upkeep and he is not held accountable for it.

7.1.3 Ashipu

Cost to Learn — 200

The Ashipu priest is the temple exorcist. He is responsible for protecting the faithful from hostile supernatural forces and inimical powers (disease, injury, etc.). He is the religion's primary warrior against supernatural enemies. All Ashipu priests are male. In some faiths (L'p'nth's faith is an example) this specialty does not exist because of sexual bias.

7.1.3.1 Vestments

Ashipu vestments are red. The higher the rank, the deeper the shade worn.

7.1.3.2 Starting Skills

Ashipu Priests gain a Starting Level as a Healer and in the tongue of a hostile supernatural force. They are also trained as Herbalists and in the tongue of their deity to their maximum **EL**. They Read and Write their Native Tongue and their deity's tongue at no extra cost.

7.1.3.3 Magic Knowledge

All Ashipu start with knowledge of Exorcism (see Shamanic spell of the same name), Purification, Protection (enemy alignment) and Dispell/Banish (enemy alignment). They also know **Rank**–1 other spells, benefitted by their god's tongue, with a Base Mana Cost less than or equal to **Starting Rank**×2.

7.1.3.4 Wealth

In addition to any other starting wealth, Ashipu priests get **Rank squared** SC. Their salary is **Rank**+2 GC per month. They only receive this stipend when they work at a temple. At other times they support themselves by charging for their services as an exorcist and healer. They may not refuse anyone service because he cannot pay their fee. (The average fee is **Station squared** CC.)

7.1.4 Mashmashu

Cost to Learn — 275

Mashmashu are temple wizards, trained in spells derived from their deity and some priestly skills. They may not learn magic of another alignment or magic derived from a deity who is hostile to theirs. Within these restrictions, they are the same as any other Wizard and obey the same rules. Their main duty in the temple is to combat magical threats and, in some areas, to destroy enemies of the Faith, i.e. heretics and servants of enemy forces.

7.1.4.1 Vestments

The robes of the Mashmashu are orange and black. In most faiths the higher the rank, the greater the percentage of orange. In Chaos faiths, the reverse is true. In either case, only a Mashu'mah is allowed to wear solid orange or black.

7.1.4.2 Starting Skills

Mashmashu gains **Rank**+1 creative or scientific skills, as specified for the Urigallu and the supernatural tongue of his deity at his maximum **EL**. He may Read and Write as specified for the Urigallu.

7.1.4.3 Magic Knowledge

Mashmashu are trained wizards with **1D3**+**Rank** General Skills, excluding Divination, and **Rank**+3 alignment spells.

7.1.4.4 Wealth

As for the Urigallu except in SC instead of GC for both starting wealth increase and salary. These funds are for personal maintenance and magical research.

7.1.5 Baru

Cost to Learn — 175

Baru priests specialize in Divination. Either sex has access to this specialty. In general, they are only found in heavily populated areas. Their duties are to divine the will of the worshipped deity, deal with the faithful and perform placatory rituals when the gods are angry. They are important functionaries in major temples.

7.1.5.1 Vestments

Baru priests wear blue. The higher the rank, the lighter the shade of blue worn.

7.1.5.2 Starting Skills

Baru priests have **one** Scholar skill and **Rank**+1 other skills, as defined for the Urigallu. They can read and write any language that they can speak.

7.1.5.3 Magic Knowledge

Baru priests are trained in Divination, Purification, Knowledge and the tongue of their deity. Their starting **EL** in their spells equal their rank or the maximum possible for them, whichever is lower. They have a maximum **EL** in the tongue of their deity. They may not start with any other magical knowledge.

7.1.5.4 Wealth

As for the Mashmashu. No starting wealth increase is gained.

7.1.6 Qadishtu Mah

Cost to Learn — 200

The Qadishtu Mah are the female equivalent of the Ashipu. They are temple healers with some training as exorcists. In faiths where both specialties exist, the Ashipu specialty stresses exorcism and this one stresses healing. Where Ashipu do not exist, both functions are stressed in this class. Except for Vestments, all other factors are as specified for the Ashipu.

7.1.6.1 Vestments

The robes of the Qadishtu Mah are red and green. If Ashipu exist, the higher the rank the greater the percentage of green worn. If not, those who stress exorcism increase the percentage of red, those who stress healing increase the green.

7.1.7 Qadishtu

Cost to Learn — 150

This class specializes in the use of music and dance in the practices of the faith. The class is restricted to female members. Males who wish to enter it, rather than become a Kalu, roll their **maximum EL as a Dancer**×5 on D100. All factors except vestments are as specified for the Kalu except the entertainment skills gained are not restricted to knowledge of musical instruments. In all cases, the first entertainment skill selected must be Dancer.

7.1.7.1 Vestments

The robes of the Qadishtu are varying shades of brown, especially tans. The higher the rank of the member, the lighter the robes and the finer the material they are made of.

7.1.8 Tariti (Allani¹)

Cost to Learn — 200

The Tariti are specialists in sacred temple rites, ritual eroticism and other skills. All members are female. In certain societies (L'p'nth and Clima for example) they rule the temple and the Urigallu are little more than clerks and administrators. In others (Shurikal and Kacili) they are unimportant sacrificial victims. In general, the more Patriarchal a society is, the less important this class is.

7.1.8.1 Vestments

Members of this class are robed in white. The higher their rank, the purer the shade of white worn and the finer the material used, i.e. the Tariti Ai wear a coarse white linen that is almost gray, the Tari Mah wears pure white vestments of the finest silk.

7.1.8.2 Starting Skills

Eroticism plus the skills listed for the Qadishtu. Members of this class may not practice any form of wizardry. They may not learn rites of exorcism.

¹In Chaotic temples this class is called the Allani instead of the Tariti. The title Tariti is derived from the Law Goddess Taritu. The title Allani is from the Chaos Goddess Allatu.

7.1.8.3 Magic Knowledge

The powers available to this class will be described in section 7.3.8.

7.1.8.4 Wealth

Their starting wealth is not increased. Their salary equals **Rank squared+Appearance CC** per month in societies where their function is not dominant. In other societies, it is as specified for the Urigallu and Urigallu income is decreased by 90%, i.e. a Rank 10 Urigallu gets 12GC and 1SC per month instead of 121GC.

7.2 Priests in Society

7.2.1 Setting Up a Nation's Faith

The underlying rationale that drives a nation's religious belief is generally, in early societies, found in how they interact with their environment. This includes their most important survival methods, the way they interact with other peoples and internal social dynamics. To judge which gods in a given court are dominant, these factors should be weighed.

An example of this is the Fomorian Empire, specifically the island of Fomoria. They worship the Court of Ashur. Because the pre-eminent facet of their culture is their control and utilization of the sea, for protection and trade, their great god is Enki. Because they built their empire through violent expansion, and are a major military power, they also have large temples worshipped Inanna, her secondary gods (T'aritu and Mushru) and Vahagn. Their emphasis on legal action and devotion to the law are the center-point of their worship of Ashur, though he is also a god of power and war. The needs of their people for food and other goods gives them increased incentive to worship both Inanna and Taritu. On a mountainous island with ready access to the seas and little arable land, the fertility and optimum utilization of what arable land is present is critical. This is especially true among the common people.

Thus, on the island of Fomoria we find that Enki is the god all worship while Inanna, Ashur and Vahagn (in that order) are worshipped extensively by various fractions of the population. Inanna is most favored by soldiers and the common people. Ashur is the god preferred by those in government, the legal profession, officers and most intellectuals. Vahagn finds a good deal of support by individuals, across the spectrum of society, who are concerned with power and adventure. His most common worshippers are mercenaries, sea traders, high-risk merchants and the more active and forceful followers of Ashur. The other gods of the court find their importance in their relationship to these four major gods. They receive worship as much for their connection to a greater godhead as they do for their own divinity, in the society as a whole. Each has a certain strata of society that considers them to be patrons or protectors and therefore grants them worship. None are worshipped with the pageantry and emphasis that is given to the "big four".

7.2.2 Ranks of the Priesthood

Priests are ranked from Rank 0 (the lowest) to Rank 10 (the highest). This applies to all faiths. The meaning of the various ranks are listed in table 7.1.

EXAMPLE — The titles listed are appended to the class name. Thus, a rank 9 Baru priest is a Baru Lama, a rank 2 Kalu is a Kalu Cai, a rank

Table 7.1: Ranks of the Priesthood

Rank	Title	Equivalent	Special
0	Ai	Acolyte	Acolytes are restricted to their temple, and the surrounding area. This restriction is often relaxed for the Cai rank.
1	Bana		
2	Cai		
3	Dama	Priests	Lesser priests who serve as in major temples or as priests in rural areas. Those with potential and Fama rank usually serve in major temples.
4	Ea		
5	Fama		
6	Hora	Senior Priests	Important priests who serve as major temple leaders, important missionaries or as the Abbots of monasteries in villages, small cities or rural areas.
7	Inai		
8	Kah	Bishop	A major leader of the class. Often in charge of training, temples of minor gods, small cities or rural districts.
9	Lama	Archbishop	Among the chief elders of the class. Rarely found outside of major temples or monasteries.
10	Mah*	Cardinal	The leader of the class in the nation, i.e. the single most important churchman of that type. Only found in the largest temple of the faith in the nation.

*The Urigallu Mah of a faith is its spiritual leader. His title is Sangu Mah. In faiths where the Taritu dominate, the Taritu Mah rules the faith as Sangu Tari Mah or Sangu Alla Mah depending on the type of faith.

6 Ashipu is Ashipu Hora, a rank 7 Qadishtu Mah is a Qadishtu Ma'Inai, etc.

EXCEPTION — The Mashmashu only use their full name when they refer to the class as a whole. For personal rank the term "Mashu" is used, i.e. a rank 4 Mashmashu is a Mashu'Ea, rank 10 is Mashu'Mah. A rank 10 Qadishtu Mah is THE Qadishtu Mah. All other ranks append the rank title to the word Mah, dropping the "h", to get their full title, i.e. rank 2 is Qadishtu Ma'Cai, rank 8 is Qadishtu Ma'Kah.

Finally, at ranks 6 and up, the Tariti delete the "ti" from their name in forming their title. Thus, a rank 7 Tariti is Tari Inai and rank 9 is Tari Lama. The same is true of Allani, i.e. a rank 7 Allani is an Alla Inai.

7.2.3 Station and the Priesthood

Historically, advancement in the priesthood had a great deal to do with the power and station of a priest's family. The sons of noble houses rapidly achieved high rank. Others, possibly more deserving, spent their lives as village priests despite their ability. The rules listed in table 7.2 reflect this factor.

7.2.4 Acceptance Chance

The chance of being accepted into the priesthood equals:

$$W+Em/2+Acceptance\ Modifier$$

Where the class you wish to enter concentrates on magic or healing, Will may be replaced by Intelligence. Where it requires dancing or musical skill, Agility or Dexterity may be used in the

Table 7.2: Initial Station Table

Station	Level of Class*					
	Acceptance Modifier			Promotion Modifier		
	I	II	III	I	II	III
0	-30	-15	-10	+4	+2	+1
1	-20	-10	-5	+2	+1	0
2	-10	-5	0	+1	0	0
3	5	0	5	0	0	-1
4	0	5	10	0	-1	-2
6	5	10	15	-1	-2	-3
10	10	15	20	-2	-3	-4

*The level of the various classes varies with the basic alignment of the faith. For LAW religions the levels are:

I Urigallu

II Ashipu, Baru, Qadishtu Mah and Tariti

III Kalu, Mashmashu and Qadishtu

For CHAOS religions the following levels apply:

I Urigallu or Allani**

II Ashipu and Mashmashu

III All others

ELDER religions use the following levels:

I Urigallu, Qadishtu Mah and Ashipu

II Kalu, Mashmashu, Qadishtu

III Baru and Tariti

Certain KOTOTHI faiths (Shurikal for example) vary from standard Elder practice as follows:

I Urigallu and Mashmashu

II Ashipu and Baru

III Kalu Qadishtu Mah, Qadishtu and Tariti

**If the nation is matriarchal, the Allani rule and the Urigallu are level III. If the nation is strongly patriarchal, the Urigallu rule and the Allani are level III. If neither applies for a Chaos nation, the table is used as is.

place of Will. These are the only modifications allowed. If your attempt to enter fails you may try at a lower class level. You may never attempt to enter at the same or higher level as your failure. If your final failure is at the third level, your character may not start as a Priest. His only option is to win favor in play and be admitted for training as a result.

7.2.5 Starting Rank

A Character's Starting Rank in the priesthood is determined as in table 7.3.

Table 7.3: Starting Rank

W+Em	Rank
3–25	-1
26–50	0
51–80	1
81–120	2
121+Up	3

To the rank listed, add **Station/3** rounded down. This is your final rank. If it is less than zero, you were admitted but failed to become a priest because of incompetence, poor attitude or some other reason. They bounced you.

7.2.6 Promotion

A Character's rise in the ranks of the Priesthood is determined with a yearly roll of **2D10**. This roll is modified by the basic promotion modifier and the modifiers listed in table 7.4.

Table 7.4: Promotion Modifiers

Item	Yes	No
1) Has been actively performing his duties (at least one week a month spent on church business).	0	+3
2) Has come to the attention of higher ranking priests, favorably.*	-2	0
3) As 2 except to his disfavor.*	+2	0
4) Has been a driving force behind a major victory for the faith.*	-3	0
5) Held responsible for a major defeat for the faith.*	+4	0
6) Popular with the people.	-1	+1
7) Popular with secular rulers of the area.**	-2	0
8) Disliked by the secular rulers of the area.**	+2	0
9) Noted for piety, dedication and/or combatting the enemies of the faith.*	-1	+1
10) Possesses secondary skills that are of value to the faith, i.e. skills not gained through the priesthood.	-1	+1

*These factors continue to the Character's benefit or detriment, for **1D6** years after they are earned, at $\frac{1}{2}$ the value above rounded up.

**These factors apply at full value as long as the Character is in the area and the feelings of the local rulers remain the same.

NOTE — *Determination of when these factors apply is left to the Referee and is based on the Player's use of his Character in play.*

To determine whether a Character is promoted add all of the applicable promotion modifiers to his Next Rank times **TWO**. The result is a number that he must roll **HIGHER** than with **2D10**. **EXAMPLE** — Laran Shovan is a Mashu'Lama of Ashur in the city of Pelara. During the year he has gained a net modifier of -3 . His personal modifier is -2 . To be promoted to Mashu'Mah he must roll, $20+(-3+-2)$, higher than 15 on **2D10**.

After a promotion is received, new promotions are less likely for a period of **6–Original Station** years, or one, whichever is greater. During this period, the next rank is multiplied times **THREE** in the formula above instead of two.

EXAMPLE — An Ashipu Bana was just promoted. His original station was three. For the next three years he will triple rank in attempting to become an Ashipu Cai. The base number is 9 instead of 6.

IMPORTANT — **Character's do not automatically have a chance to be promoted. Beyond Rank 4 there must be a vacancy to be filled or a new posting, requiring additional rank, that he is being considered for. The chance that a Character can be promoted is determined rolling 1D10. If the roll is greater than or equal to the New Rank+his Promotion Modifier for original station, he has a chance. Regardless of modifiers, if the roll of 1D10 is a 10 the Character is automatically considered for promotion. There is always a chance, even if you were born a serf.**

7.2.7 Multiple Training

A starting character with sufficient rank to be considered a Priest (rank 3 or higher) can train as a member of another class, serving a lesser god than his primary god. This requires the following:

A) Sufficient rank.

B) Existing skills that would be worthwhile to the class of Priests you wish to join in the performance of their duties.

- C) An acceptance roll with $\frac{1}{2}$ the normal chance of acceptance before the acceptance modifier is added.
 D) Enough expertise points to buy the skill.

If all the above is done, the character will start with $\frac{1}{2}$ the rank determined for his primary priest class, rounded down. If he is not accepted, he may not have more than one class.

NOTE — *In general it is best to refrain from trying for multiple specialties until the character is established and has made connections within the temple. It is more fun to win something in play than to simply throw dice for it.*

7.3 Magic for Priests

7.3.1 General Rules

The general rules for trained magic use apply for all Priests when they draw power from their Casting Ability. When they draw the power of a spell from their Energy Level, the rules for Innate Magic apply.

Unless specified otherwise above, a Priest's Starting **EL** in any magic spell that he knows equals his Starting Rank divided by 2, rounded down. His Starting **MEL** is based on Current Will for all classes except Mashmashu (Intelligence), Qadishtu Mah (Empathy) and Tariti (**Eloquence+Empathy**)/2.

The maximum **EL** a Priest can attain in Priestly magic equals: **W+Em+MEL divided by 15**, round down.

If a Character has Supernatural Will and Empathy he is a Natural Priest. All rules applying to Natural Magicians apply in his use of Priestly magic.

7.3.2 Basic Powers

The spells listed in this section are those that all priests can use after they have completed their training (See table 7.5).

Table 7.5: Basic Powers Table

Roll	Spell	Mana Cost	Source
01–20	Bless	1	CA
21–40	Healing	1	CA/EnL*
41–60	Insight	2	CA
61–75	Detect Evil**	2	CA
76–90	Presence	2	EnL
91–100	Purification	2	CA

*Priests of the types devoted to the Healing Arts may have special healing powers that are drawn from either Casting Ability or Energy Level. These will be covered in the appropriate sections.

**Evil as defined by Priests equals the enemy alignment. For Law: it is Chaos, and vice versa. For Elder it is the Kotothi, if Sidh oriented or whichever force is the greatest danger in the area. The Referee must determine that for the area.

7.3.2.1 Basic Spell Descriptions

The descriptions that follow detail the six basic spells that all Priests can use. Variations to these rules may occur based on the Priest's type. Where such is the case, the rules listed for the type have precedence over these basic descriptions.

Bless

When a Priest lays a blessing on an individual he may grant a temporary increase to a characteristic or give combat advantages for attack or defense. The amount of improvement to the

blessed's **OCV** or **DCV** equals the Priest's **EL+1**. His advantage for blessing a characteristic equals his **EL+1** times TWO. The duration of the Priest's blessing is a number of days equal to his **EL+1**. To bless a person the Priest must touch him and the person must be willing to accept the blessing.

If a Priest pays double the normal mana requirement, he can lay conditions on his blessing. This lets him limit the use of the blessing to uses that are in the interest of the faith. He may also pay double mana to double the duration. Per increase cost paid, the number of days the person is affected is doubled.

EXAMPLE — An **EL4** Priest blesses a soldier with Strength, +10. This lasts five days and costs nine mana. If he pays eighteen, it lasts ten days. Twenty seven points gets him twenty days. If he chooses to limit the blessing with conditions, he doubles the amount paid for the duration given. If he grants the blessing for twenty days, cost twenty seven, the total cost of the blessing is fifty four mana.

Healing

As for the Wizardry spell of the same name.

Insight

This spell is a limited form of Shamanic Soul Sight combined with an Elf's ability to perceive the intent of others. Successful use of the spell gives the Priest the following information:

- 1) The basic attitude of the person.
- 2) The person's orientation, i.e. Law, Chaos, etc.
- 3) Whether the person has supernatural powers of any kind and, if so, the orientation of those powers.

A Priest who uses this power successfully gets the information above. In addition, he may add twice his **EL+1** to his Influence Chance in talking to this person if the person is not hostile to him.

Detect Evil

As for Mana Reading. The Priest must be actively searching for Evil. When he is, he finds that which is within his range and gets an indication of how strong it is.

Presence

Presence has two effects. First, it grants the Priest an increased chance to influence others (**EL+1**) and an increased **DCV** in physical combat, (**EL+1**)/3, rounded up.

Second, successful use of presence has a chance to repel enemy aligned forces. The maximum **MDV** that can be affected by this equals the Priest's **EL times 5**. Those who can not be affected ignore the spell. Others use their **MDV** to resist it. The **BL** on the Magic Table equals the Caster's **EL+one half his MEL**, rounded up. Success means that the target affected cannot approach within **BL** inches of the caster. If he is already within that range he must flee out of the radius of effect. While doing so, he can do NOTHING else. He must move directly away as fast as possible.

EXAMPLE — An **MEL8/EL6** user of this spell affects a Demon. The Demon must stay at least 6 inches away from the Priest for the entire duration of this effect. If he was within 2 when the spell succeeded, he must flee immediately.

DURATION — **EL+MEL** in turns.

Purification

Priestly Purification grants the advantages specified in P & P. It also repels supernatural forces hostile to the caster's alignment. The rules specified for Presence apply here as well. Those forces who are too strong to be repelled are infuriated. They will go to any lengths to defile the blight on their land and slay its creator.

RANGE — **EL+1** inches (*A diameter with the caster created focus at its center.*)

7.3.3 Urigallu Magic

In most societies, Urigallu are the masters of the temple. As the administrators and main celebrants of the faith, their magic is dedicated to the greater rituals of the faith. As they are also masters of temple forces and church law, they wield powers to find truth and administer church law. They are the Master Shepherds who give faith and justice to their flock.

In the spell table below, spells are marked with an R or a C. Spells marked with an R are ritual spells that require preparation and the proper environment. Spells with a C are castable using the normal rules for casting magic.

Table 7.6: Urigallu Spell Table

Roll	Spell	Cost	Type
1	Blessed Truth	2	C
2	Ceremony	8	R
3	Curse	6	R
4	Judgment	4	C
5	Command	3	C
6	Hidden Truth	5	C

7.3.3.1 Spell Descriptions

Blessed Truth

Unlike other Truth spells, the person affected by this spell remains completely aware. He is not compelled to speak truth in any way. However, if he lies, he can be in BIG trouble.

There are two forms of this spell that the Priest can use. The first, cast at the cost above, grants him a chance to tell when someone is lying to him. This chance equals:

$$\text{The Priest's WILL} + (\text{EL} \times 5).$$

If the roll succeeds or partials, the Priest is aware of the lie. If it fails, he believes the lie to be truth.

This spell can also be cast at TRIPLE normal cost. When this is done, the Priest can impose a minor curse on the affected person. In this case, whenever the person lies the curse strikes him. This automatically occurs with any lie the person may tell. The types of curses that can be tied to this spell are nervous twitches, boils, minor disease symptoms (vomiting, sneezing, etc.) and other such things. In all cases, the curse ends when the spell ends and leaves no lasting damage.

Blessed Truth can only be cast in the second manner described above when the Priest is on ground purified for his alignment by Priestly magic. It is not usable in any other situation.

Ceremony

The term Ceremony defines basic forms of ritual worship that a Priest engages in. All such rites require preparation of materials, purification and a prepared altar and/or sacred ground. The forms a ceremony can take are:

- A) **Worship** — Worship of the deity to give praise. Rites used vary from simple prayers to complex festivals.
- B) **Placation** — Rites intended to appease the anger of the deity and renew the ties between the deity and the people.
- C) **Dedication** — Special services dedicating a person, place or thing to the service of the deity. These ceremonies are the holiest rites of the church. They are always performed with the greatest care. Good examples of such ceremonies in our culture are Marriage, Ordination of a Priest, Confirmation and Baptism.
- D) **Holy Observances** — Major rituals celebrating high holy days and other periods of significance. These ceremonies always require the services of other types of Priest in addition to the Urigallu present.
- E) **Funerals** — In a fantasy world, with evil spirits under every rock and twig, giving the fallen a proper funeral is very important. Basic funeral rites are done by a single Priest. More complicated rituals, appropriate for heroes and the society's elite, require the aid of other types of Priests and elaborate preparations.

The relevance of ceremonies depends on the significance that the Referee places on the supernatural and religion. In all cases, the effect of a given ceremony varies with the power of the Priest celebrating it. The base chance that a benefit is gained, if one is requested, equals the caster's **EL** × 5. The benefit granted is determined by the Referee. The factors of importance, each weighted from +20 to -20, in deciding what is done are:

- A) How fitting is the request?
- B) How frequently does the person who will benefit ask for aid from the Gods of that court?
- C) Does the Priest perform the ritual correctly?
- D) What environmental factors, if any, predispose the god to a friendly or unfriendly response?

Fittingness is a measure of the desires of the deity. Where the request asked is a function, interest or power of the deity, the deity will be more likely to grant the request. Where it runs counter to the deity's power, function or interest, the deity will be more likely NOT to grant the boon asked.

Frequency is a measure of how dependent the Character is on divine intervention. The more a deity is asked for aid by a given individual, the less likely that the deity will grant the request.

If the Priest rolls SUCCESS on his spell roll, the full **EL** × 5 benefit is gained. If the result is PARTIAL SUCCESS the benefit equals **the Priest's EL + His Rank**. If a FAILURE results the Priest's **EL** is subtracted from the chance of success.

For environment, the more sacred a place is to a deity, the more likely that deity is to hear a request. The more it is opposed to the deity, the less likely that deity will respond.

EXAMPLE — Jeina of Asidan wants a blessing before going to A'Korchu. She seeks aid from the Priests of Inanna in the city of Fomoria. As she states her willingness to serve, they perform a ritual of Confirmation on her in the Temple of Inanna and beseech the goddess' aid for her newest warrior. Jeina is a faithful worshipper of Inanna who frequently asks for aid and is sometimes offensive when it appears that she will be refused. The factors weigh out as follows:

- A) **Fittingness** — Granting aid against servants of Abaddon's court is fitting. (+10)
- B) **Frequency** — Jeina often asks for aid and can be a petulant child when the goddess withholds it. These factors are bad. Her attitude and her tendency to lean on divine intervention make this factor a minus. (-20)

- C) **Performance** — The ritual is performed by a rank 5 Urigallu (MEL7/EL3). In this case, he achieves a Partial Success for a small plus. (+8)
- D) **Environment** — The ceremony is performed in Inanna's most sacred temple. She is more likely to grant the request because of this. (+20)

To determine the chance that the request is granted, total the factors assigned. The result is the percentage chance that the deity bestows the benefit requested. In our example, this is an 18% chance of a boon being granted.

As Referee, you may modify the final chance determined as the campaign situation demands. The rule above is a guideline to give you an idea of the probability of success. You may wish to modify it and include other negative factors.

EXAMPLE — Gods have a tendency to be temperamental. To reflect this, a request roll that fails by more than 50 can result in angering the God. The effect of this can be anything from no further help from that God for a substantial period of time to a bolt of lightning between the eyes. The response in this case is varied by the nature of the God who is angered and the game situation at the time.

Curse

Curses cast by Priests are generally meant to affect the victim in the afterlife. An example is Excommunication. Where a Priest desires a more immediate effect, he must cast this spell at double its normal casting cost. If this is done, he can achieve any effect as specified for Curses under Permanent Magic in Powers & Perils.

Judgment

This spell is intended for use in church trials. If it succeeds, the caster becomes aware of EVERY crime that the person affected has committed against the God that the Priest calls on. Cast at double cost, it grants this awareness for the God's entire court. Cast at triple cost, the knowledge is gained for the God's entire alignment.

For this spell to operate, the victim must be willing OR prevented from resisting. The rites demand that he be relatively motionless while his Judgment is read. In most societies where this spell is used to any great extent, refusal to undergo the rite is the same as an admission of guilt.

Command

With this spell the Priest uses his power to force a person to perform an action the Priest wishes him to do. Unlike other spells of this nature, the victim has a choice under this spell. If he makes a Will roll, the victim may flee rather than obey the command.

Targets who worship the God called on by the Priest have a +20 chance of the spell working on them and a -20 subtracted from their Will if they choose to resist the order. The commands possible with this spell are limited to things that can be performed immediately, i.e. with ten seconds of effort or less. If desired, the spell can be cast to have a greater effect. In this case, it must be cast on purified ground and the target must be willing or restrained. When this is done, the casting cost is tripled and no Will roll is allowed to resist its effect. Success at this level places a Geas on the victim as specified in Powers & Perils.

RANGE — **EL** (If the EL is zero, the Priest must touch his target.)

Hidden Truth

A Priest who successfully casts this spell on himself can't be lied to easily. His chance to detect the unstated truth behind any statement equals his **Em+(EL×5)** if the speaker makes an Influence roll to conceal the fact that he has hidden something. If the speaker does not succeed on this roll, the Priest automatically learns the full truth.

This spell does not place the Priest or any speaker in any kind of trance. Both are fully aware for its entire duration.

RANGE — **EL+1** (The maximum distance between the speaker and the Priest.)

DURATION — **(EL+1)×10** (The number of minutes that the spell remains in effect.)

7.3.4 Ashipu and Qadishtu Mah Magic

These Priests are the guardians of the faith and the faithful. Their purpose is to heal the faithful and destroy their enemies. Their magics center around advanced healing arts, exorcism, rites of banishment and powers of both defense and attack. Against their enemies, they are a force to be feared. They are the Shield and Sword of the Faithful.

7.3.4.1 Ashipu/Qadishtu Mah Powers

The table below lists the major powers available to Priests of this class. They are divided, in the table, between Offensive Powers and Healing Arts. The section following the spell descriptions explains the relevance of this distinction.

Table 7.7: Ashipu/Qadishtu Mah Spells

Healing Powers			
Spell	Mana Cost	Source	
Healing Hand	3	EnL	
Dispell/Banish	3	CA	
Regrowth	5	CA	
Energy	6	CA/EnL	
Negate Poison	6	CA	
Negate Magic	7	CA	
Exorcism	8	CA	
Offensive Powers			
Spell	Mana Cost	Source	
Repel Evil	2	EnL	
Paralyze Enemy	3	CA	
Purifying Lance	5	CA	
Inner Revelation	5	CA/EnL	
Absorption of Evil	8	CA	
Dispersion	10	CA	
Damnation	15	CA*	

*This spell requires a complex ritual and other items to be used. It is not usable in day to day adventuring.

7.3.4.2 Spell Descriptions — Healing Powers

Healing Hand

This spell is a special power of these classes. It heals **1D10+EL** hit points when a success occurs. A partial success, using the rules for normal skills, heals **EL** hit points. All persons who are affected by this spell are immune to infection for 48 hours. They also have the normal benefits to future Healing rolls, as specified for the Healing spell in Powers & Perils. Under no circumstances can the Priest use this spell on himself. It may only be used on those aligned with his alignment or those with no alignment. If

it is attempted on persons who are tainted with evil, as viewed by the Priest's alignment, both the Priest and the person to be affected suffer damage equal to the number of hits that would have been healed by Success.

Dispell/Banish

As listed for the spell of the same name in Powers & Perils. This spell may only be used on supernatural forces of the enemy alignment.

Regrowth

This spell is used to cure permanent physical damage of many kinds. The basic cost specified is used when the spell is used to heal permanent losses to a Character's characteristics. Per success, a number of characteristic points equal to the Priest's **EL+1** are healed.

In campaigns where the Referee allows permanent, debilitating Injuries, i.e. lost arms, eyes, etc, this power can be used to heal the damage suffered. The Casting Cost is tripled. Each attempt to use the spell in this way takes one day per normal phase required to cast the spell. If the spell succeeds, the injury is cured if the Priest rolls ten times his **EL+1** or less on **D100**. Per additional successful attempt, if this roll fails, this chance is doubled. If the person to be affected is tainted with evil, as viewed by the Priest's alignment, the spell can't succeed.

EXAMPLE — An **EL3** spell is cast to regrow an arm. The Casting Cost is 33 (11×3). The Priest has a Casting Speed of 4. After nine days working this spell, there is a 40% chance that the arm is regrown. If it is not, another nine days of effort will yield an 80% chance.

Energy

This spell is used to return lost energy to others. Cast from the Casting Ability, it returns **2D6+EL** points to the affected person. Cast from the Energy Level **2D10+EL** points are returned with a minimum gain equal to the **EL** cast times two.

This spell has the use restrictions specified for Healing Hand above when it is used from the Energy Level. If it is being used from the Casting Ability, the Priest may heal himself but must obey all other restrictions. Damage suffered as a result of misuse of this spell is a number of points subtracted from the Energy Level of the Priest and his intended target.

Negate Poison

Success or Failure will negate the effect of any Poison with a **BL** less than or equal to **(EL+1)×2**. If the **BL** is higher than this value, a Success must result for the poison to be negated. If it is, it has no further effect but any effects suffered to that point are retained until normal recovery occurs. When Success is required, the Poison is allowed to use its **BL** as for **MDV** in resisting negation.

Negate Magic

This spell operates against evil magic, as defined by the religion, only. It can be used to negate a spell being cast if the Priest's Casting Speed is at least equal to that of his enemy. The effect, in this case, adds the **EL×2 PLUS the Priest's MDV** to the enemy's roll for success. If Success does not result, the spell is negated completely.

EXAMPLE — A Wizard is casting Lightning at a Priest's bodyguard. The Priest (**MDV20**) responds with **EL3** Negate Magic. He succeeds with this spell. This requires the Wizard to add 26 to his roll in addition to the **MDV** of the bodyguard.

Exorcism

As specified for the Shamanic spell of the same name in Powers & Perils.

7.3.4.3 Spell Descriptions — Offensive Powers

Repel Evil

The Priest has the power, when concentrating on doing so, to repel forces of the opposite alignment. To be affected the enemy must be within range and have an **MDV** less than or equal to that determined with the **MDV** Limit formula. If either case is untrue, the spell has no effect. Use of this spell is obvious. While it is being employed the caster has a certain radiance about him, the greater the **EL**, the greater the radiance exhibited.

Persons repelled by the spell must flee from the Priest for a set number of phases. After this period ends, they can't enter his radius of effect as long as his spell remains in force. Those whose **MDV**'s are too high to be repelled must add the Priest's **EL** to all attacks that they attempt, magical or physical, while they are in his effect radius.

MDV LIMIT — **(EL+1)×3**

RADIUS OF EFFECT — **EL** (If the **EL** is zero the effect applies if the enemy tries to touch the Priest.)

DURATION OF FLIGHT — **(EL+2)×2**

DURATION OF EFFECT — **(EL+1)×3** (The number of turns the power remains in effect. Can be recast, without chance of failure, at full cost. This will increase the duration by 1/2 the duration above, rounded down.)

Paralyze Enemy

To use this power the Priest must touch his enemy. If he does, and the enemy is of the enemy alignment, he is paralyzed by success. See Paralysis in Powers & Perils for details.

After casting the spell the Priest has a number of phases equal to his **EL+1** to touch the enemy chosen. He must score a hit or better in combat to do so. If the victim does not have a shield, a shield hit counts as a hit.

Purifying Lance

The effect of this spell is intensely variable. In essence, the Priest forms and casts a lance of his deity's power into the soul of his adversary. If the spell succeeds, a roll must be taken on the Combat Table using the **EL×2** as the attack line, i.e. **EL2** is line +4, **EL7** is line + 14. The Referee will adjudicate its affect using the table below:

Table 7.8: Purifying Lance Effect

Hit Type	Effect of Power
Deadly	Target killed, converted or taken by the god, depending on the god's nature.
Severe	Target suffers major damage, is dazed or has a curse laid on him.
Hit	Target takes minor damage or fights under tactical disadvantage for a while.
Shield Hit	The spell has very little effect. Inflict subdual damage equal to the Priest's EL on his enemy.
Miss	As for a Shield Hit. If the roll exceeds the Priest's Hit Chance by more than 25, he suffers the subdual damage instead of his target.

Inner Revelation

This spell is akin to the Knowledge spell. It may only be applied to gain Priestly spell knowledge or Scholarly knowledge associated with the Priest's faith. The effect of this is as for the Knowledge spell in Powers & Perils. When the caster has access to purified ground, and a subject who is willing or confined, he may use this spell on others to gain knowledge about them. Used in this way, the Casting Cost is tripled. If the spell succeeds, the Priest learns $EL \times 20\%$ of what there is to know about the target. At $EL5$ and up, he learns all there is to know about that person's life history. In addition, he can gain some knowledge of his goals, subconscious fears, etc. At $EL10$ and higher, he gains all of this and can also learn something of his soul's past lives or other arcane knowledge. This can be a very powerful spell in the hands of a skilled practitioner.

Absorption of Evil

The Priest sets himself as a barrier against evil. All evil magic or beings that enter his radius of effect are diminished by his power. He absorbs their vile essence into himself to preserve others.

The number of mana or energy points that the Priest can absorb in any one turn (four phases) equals his $EL \times 2$. When this value is exceeded, he can absorb additional amounts each phase equal to his $EL + 1$. All points absorbed at this level reduce his Energy Level by the amount absorbed. If his Energy Level reaches zero, he dies. Any that are absorbed beyond his limit are applied to the death chance set below. The power remains in force for the Duration set below. It must remain in force for the entire period and can't be dispelled. It will affect any evil creature who enters its radius of effect. The Priest must take something from all such creatures.

IMPORTANT — In absorbing, active mana is taken before energy unless the target uses magic naturally. If the target is a normal wizard, the Priest must drain his Casting Ability before he can attack his Energy Level.

MAXIMUM DRAIN — $EL + 1$ (*The most that can be taken from any one individual.*)

MINIMUM DRAIN — $EL / 2$, round up (*The minimum amount that must be taken from each enemy in range.*)

RADIUS OF EFFECT — $EL + 1$

NOTE — *Instead of taking energy or mana, the Priest can use the power to inflict subdual damage. If he does so, no armor counts against the damage caused. However, the effect specified above is reduced by 50%, rounded down. Finally, in draining mana, mana being cast into a spell is always drained before dormant mana in the Casting Ability.*

7.3.5 Mashmashu Magic

Mashmashu are trained wizards who use their power for the good of the faithful. They learn their wizardry and gain advantages where the powers used are drawn from the essence of their chosen god. They are the Lance that drives through the heart of the faith's magical enemies. Their purpose is to vanquish the magics of evil for the good of all.

Magic, as done by the Mashmashu, is wizardry. They have the basic powers listed for all Priests previously. In addition, they may learn any spell of their alignment and wizardry general skills. For those spells that are drawn from the power of the God that the Mashmashu serves, the following special rules apply:

- A) The Priest casts the spell at one EL higher than his current EL at no additional cost, i.e. if a Priest has $EL2$ he casts the spell at $EL3$ paying the cost normal for $EL2$.
- B) Casting Speed for all spells derived from the God is as specified for Natural Magic users ($MEL + EL$). If the Priest is a Natural Magic user or Priest, his casting speed is twice that normal for Natural Magic users, in this case only.
- C) No abysmal failure is possible when using these spells UNLESS the Priest is in disfavor with his God for some reason.

7.3.5.1 God Spells

The spells derived from a given God's power can be derived from the attributes given him in the Site Book in Perilous Lands, a Powers & Perils supplement. Final adjudication of which spells receive the benefits above is left to your discretion. The example below, for Inanna, should give you an idea of how to go about making this decision.

EXAMPLE — The attributes of the Goddess Inanna are described, in the Site Book, as: **INANNA** — The Star of Lamentation, Courtesan of the Gods, Patron of Priestesses, Lady of Resplendent Light, Goddess of Battles, Mistress of Fertility and Sterility, Lady of Beauty and Charm, She who commands fear in men, She who brings to life and sends to death, Mourner in the Winter, the Questing Goddess, The Warrior Queen.

Given this description, it can be seen that Inanna is a very powerful Goddess. Her main powers lie in Light and Life. She grants Mashmashu increased effect with Light Powers, Revivification and Resurrection. She may also grant a bonus for Might because of her position as a Goddess of Battle. At the Referee's discretion, favored servants could gain Luck in battle, increased Appearance, Eloquence and Empathy and enhanced abilities in Tracking when they are on a Quest in service of Inanna. There are many possibilities with a Goddess of this power. As Referee, in this case, you may assign disadvantages in the winter or other problems based on the darker side of her nature.

7.3.6 Baru Magic

Baru priests seek to divine the will of the gods for the good of the faith. They have great powers of Divination and magics that grant them a degree of Prescience. They are the Eyes of the Faith, finding its path into eternity with their rites.

7.3.6.1 Baru Spells

Baru magics are not intended for combat. The sole purpose of this Priest is to divine the will of his gods and assist in seeing that their will is done. They are mystics, not combat-oriented Priests such as the Ashipu and Mashmashu. Their spell knowledge reflects this fact.

Table 7.9: Baru Spells

Spell	Cost	Source
Awareness	1	EnL
Questing Sight	2	CA
Divination	3	CA
Knowledge	3	CA/EnL
Divine Vision	6	CA
Vision Trance	8	CA/EnL

7.3.6.2 Spell Descriptions

Awareness

Baru Priests receive training that, through meditation and other metaphysical skills, seeks to make them one with the world

around them. Mastering this is important to any future prowess they may have in the arts of divination. To understand why this is important, realize that in many forms of divination the diviner is responding to signs and portents that exhibit themselves in the world around him. This given, his ability to develop a feel for his immediate environment is critical to his success at divination.

To use this talent the Priest must state that he is doing so. Per hour he is doing so, he expends $12-EL$ energy points. When the power is used in this way, the a Priest increases his Empathy by $(EL+1)\times 5$. He will also have a chance equal to this increase times two to detect ambushes and other surprises that can give detectable clues before they strike. This allows him to give warning or react to the threat.

EXAMPLE — A Priest has $EL3$ in this. One hour of its use costs him nine energy points. While affected his Empathy is increased by 12 and he has a 24% chance of detecting surprise occurrences before they strike, i.e. he hears the twig snap under an ambusher's foot, he senses the minute crack in the ceiling above that indicates a deadfall trap, etc.

Use of the power as specified above does not entail any casting cost, the wish to do so is sufficient. Regardless of EL , the minimum cost to attune oneself in this way is one energy point per hour.

This spell can also be cast from the Energy Level in the conventional method. When this is done, the Priest places himself in a trance after stating to the Referee what specific influence he is sensitizing himself to. The influence chosen must be a specific class of thing, i.e. mana, animate life, supernatural beings, etc. While the spell remains in effect, the Priest is automatically aware of anything within his radius that fits within the class chosen. He will remain entranced for the minimum duration stated below. The maximum duration, in all cases, is ten times this minimum. Per minute, or less, that the Priest remains in this trance he must pay the casting cost for the spell.

IMPORTANT — As Referee, you may evolve other uses of this talent. Those above are only basic applications. Others can be mastered as you feel they are necessary or appropriate. For a use form to fit within this spell it must be something that heightens the Priest's awareness of his surroundings through meditational practices. The possible uses of this are virtually endless.

RANGE — $(EL+1)\times 3$ (*The Priest's range in hexes or inches*).

MINIMUM DURATION — $EL+1$ turns

Questing Sight

Use of this power allows the Priest to key himself to discover the whereabouts of a specific person or thing. To use this spell, the Priest must know the precise appearance of the person or thing or he must have something that has been in contact with the target sometime in the last $EL+1$ weeks. If either is the case, he will see the precise whereabouts of his target, i.e. its immediate surroundings, and learn how far away it is and in what direction it lies. The Referee will tell the player distance and direction and describe the surroundings. It is up to the Player to take it from there. Should the Player choose to do so, he may cast this spell at up to FIVE times its normal casting cost. Each increase of 100% taken doubles the range yielded.

EXAMPLE — A Priest uses $EL2$. His first attempt shows that his target is outside of his range. He casts the spell at five times normal cost, increasing his detection range from nine miles to forty-five miles. He sees his subject lost in the forest fifteen miles to the north.

MAXIMUM DISTANCE — $(EL+1)$ squared miles

Divination

As for the spell of the same name in Powers & Perils. Priests using this spell may subtract their Awareness EL in addition to the normal EL modifier.

Knowledge

This spell is one of the most important powers of the Baru Priest. His expertise gain varies with how he uses the power. The following categories apply:

- Used to Master Baru Skills** — When this spell is used to increase the Priest's ability in Baru Magic, Meditation or Scholarly skills associated with Divination he gains $2D6+EL$ expertise with each success.
- Used for Other Priestly Knowledge** — When the spell is used to gain knowledge from other classes of the the Priesthood, the normal expertise ($1D6+EL$) is gained.
- Used for Any Other Purpose** — If the spell is used to gain knowledge outside of that shown in the sections above the expertise gain equals the caster's EL . Except in emergencies, such use of the power is felt to be somewhat gauche by most Baru Priests.

At your option, you may allow other uses of the power when the Priest reaches higher levels of mastery. Examples are use of Knowledge as a more precise means of Divination, use of Knowledge to give expertise to others (if this is allowed, only knowledge that fits in category three above can be given in this way), etc.

All other parameters for this spell, include the restriction on the frequency of use, are as specified in Powers & Perils.

Divine Vision

This spell is only used on purified ground, preferably in a temple with other Priests monitoring the affair. In casting the spell the Baru Priest concentrates on a problem of importance and opens himself to the will of the gods, hoping to gain a solution to the problem. It is used to determine the best means of placating an angry god, how to overcome deadly adversaries of the god and, otherwise, for reasons of major importance. Use of the power frivolously can lead to the Priest's death. To determine the effect, determine the amount that the Priest makes or misses his roll on the Magic Table by and consult table 7.10

NOTE — A positive value on the table above indicates a roll less than or equal to the number the Priest needs to roll. A negative value is a number greater than the roll required.

Vision Trance

This power is used only in very serious instances when the Priest must have a precise view of the future for himself or some other individual. In casting the spell the Priest's enters into a trance in which he is comatose. While the trance lasts, he travels the future in spirit form. Per day in the future, ten minutes pass in the present. While in the future, he sees what is occurring for the person in question. The Referee gives this knowledge. It is up to the Player to determine a course of action based on the information gained.

DAYS FORWARD — $(EL+1)\times 2$ (*The number of days into the future that the Priest can travel before he must return to the present.*)

ENERGY LOSS — $20-(EL+1)$ per day travelled

Table 7.10: Vision Effect Table

Amount	Effect
+50 and up	The god is completely open with his knowledge about the question asked. The Priest will get a definite response and the god is likely to give him some support in achieving his goal.
+21–+49	The god favors the Priest and gives him a good response. He may, in the course of the mission, give the Priest signs to keep him from straying too far off his path.
–20–+20	The god responds. His answer is couched in riddles but, properly read, does contain knowledge of benefit to the Priest. At this level the god gives no other aid.
–21––40	The god is mitted. If he is whimsical, he may mislead the Priest to teach him a lesson. If he is deadly, or very peeved, he may visit some temporary disability or insanity on the Priest to teach him some manners.
–41 or less	The god is furious with the Priest. Depending on his attributes, the god will badly mislead the Priest, give him a permanent disability or strike him dead. When this result occurs there is no restriction on the severity of the response.

NOTE — *Spells that give the ability to see future time can be disruptive in play because of the parallexes that they create, the pressure they place on the Referee and some Players tendency to use them as a crutch. In the case of this spell, the encounters are seen. Roll them out so the Player knows. However whatever the vision of the future seen, the Referee is under no compulsion to stick to it or change it unless the Players take meaningful, realistic action to avert their fate. Keeping this in mind will help you Referee and will compell Players to continue to play their role. They must use the vision in play, it is not a free ticket.*

7.3.7 Qadishtu and Kalu Magic

These Priests primarily assist other Priests to perform their most sacred duties. Through the power of music, dance and song, they enhance the effectiveness of their brothers. In addition to this function, these Priests have unique powers of their own that can be used to some effect. They are the Voice of the Faith who sing the beauty of the divine for all to hear.

7.3.7.1 Basic Powers

The major rites of these Priests are used in association with other specialists. Table 7.11 shows the basic spells available.

Table 7.11: Qadishtu/Kalu Spells

Spell	Mana Cost	Source
Spirit Blessing	2	CA/EnL
Blessed Sphere	3	CA
Ritual Music	5	CA
Punish/Satire	7	CA/EnL*
Sacred Bane	10	CA

*Only Sidh oriented or Druidic Priests may cast this spell through their Energy Level. They may only draw it from within when they are dying, as a last curse, or when they are damaged through some improper breach of hospitality.

7.3.7.2 Spell Descriptions

Spirit Blessing

This spell has the effect of Healing Light for replacing energy lost to disease, poison or soul-draining attacks of any kind. The amount gained is divided evenly among all persons within the effect area. Any fraction resulting is rounded up.

If the target loses Energy as a result of an attack by a creature from the enemy alignment, he gains TWO energy points for every point of benefit received, i.e. if he gets four points of the effect he regains eight energy.

All parameters for range and effect are as specified in Powers & Perils for Healing Light. This spell, however, will NEVER grant any benefit to a member of the enemy alignment.

Blessed Sphere

The roll to affect enemies with this spell is taken each phase that it remains in effect. The spell creates an area that is hostile to the enemy alignment. This area will affect all supernatural members of that alignment each phase that it succeeds against them. It will also affect non-supernatural members to a lesser degree.

Supernatural members, those with a Contact Level, are affected by both Energy Loss and Damage. Other members are only affected by Energy Loss. While the spell remains in effect the Priest may not move and may not take ANY other action. His entire being is concentrated into his song.

RANGE — **EL+1** (The effect radius)

DAMAGE — **EL/2**, round up (Hit point damage taken by affected targets. This damage is only reduced by armor that is dedicated against Priestly magic.)

ENERGY LOSS — **EL+1** (The number of energy points lost each time the target is affected.)

Ritual Music

This power is used to enhance the performance of allied Priestly magic that is used within the Priest's effect area. The diameter of this area equals the Priest's **(EL+1)×2**. The modifier granted to the other Priest equals **EL+1**. This spell may only be used to support other classes of Priests in performing their magic. It may not be used to enhance Qadishtu/Kalu magic.

Punish/Satire

This spell is the most potent and rarely used ability of the Qadishtu/Kalu class. To use this power the Priest must be trained as both a Musician and a Singer and, after casting, must succeed with both entertainment skills. (For a success to be recorded the Entertainment Table result, using the target's MDV/2 rounded up as the Audience Type modifier, must be a sixteen or less. For the spell to succeed the Priest must succeed with all three rolls.)

The possible affects of this spell are infinite. To help handle this, follow the procedure below when it is used:

- The Priest states the EXACT effect he wants AND what crime, known to the Priest, is his reason. (The fact that a target is known to be evil is insufficient. The Priest must personally know, or been affected by, an evil action that his target did. It can't be cast otherwise.)
- The Priest must define what conditions, if any, will lift the affect of the spell. If it can't be lifted through proper action, increase the target's effective MDV by five.

After the Priest delineates his spell, the Referee determines the effectiveness required for it to take effect. Effectiveness is de-

terminated by adding the amount the spell succeeded by to the amount that the Entertainment skills succeeded by times five.

EXAMPLE — The Priest is **MEL5/EL2**. His spell roll is a 31 against an **MDV** of 10. He thus succeeds by 13 with the spell. He is **EL6** with Music and Singing. He rolls a 17 (effectively 16) and a 9 (effectively 8). He succeeds by zero and by eight for, 8×5 , 40. His total effectiveness for the spell is 53.

This number determined, consult the table below. If the effect desired is greater than that allowed by the resulting effectiveness, the spell fails unless the Referee chooses to allow it to have a diminished effect.

Table 7.12: Punish/Satire Effects

Effectiveness	Desired Results
0 to 10	Minor malady, inconvenient physical or mental problem, target is hardly impaired.
11 to 25	Non-fatal illness, slight physical or mental problem, target is slightly impaired.
26 to 50	Significant mental or physical problem, target is impaired.
51 to 80	Lingering illness, major mental or physical problem, target is severely impaired.
81 to 120	Fatal illness, disabling mental or physical problem, transmutation, target is completely impaired.
121 and up	Anything the Priest wishes is possible.

This spell must be cast in the presence of the target to be affected. It may not be used unless the Priest has a Significant reason for doing so. It is primarily used as a spell of last resort to punish those who need it or who may profit from a lesson. It has no effect on non-intelligent (**INT** rating for species 4 or less) creatures or supernatural forces (creatures with a Contact Level). The range for the spell equals the Priest's **EL+1**.

Sacred Bane

This spell places a bane on the target which has the following affects:

- The victim suffers damage as for the Blessed Sphere spell if he enters ground purified for or sacred to the Priest's alignment.
- All members of the Priest's alignment may add the bane's **EL+1** to any damage scored on the target. (This is affected by armor.)
- All supernatural members of the Priest's alignment who encounter the victim attack with uncontrollable Battle Fury.

The range of this spell equals the Priest's **EL+1**. Once it succeeds, a Negate Curse spell is required to remove it. It is also dispelled with the death of the victim cursed with it.

MDV LIMIT — $(\mathbf{EL}+1) \times 5$ (*The maximum MDV that the Priest can affect with this spell.*)

7.3.8 Tariti (Allani) Magic

These Priestesses are important in many major rituals of the faith. In areas where they are dominant, they have the powers listed here plus the powers listed for the Urigallu. This is especially true in the nations of L'p'nth and Clima. The powers of the Tariti (Allani) center around love, fertility and the emotions. They are quite powerful in these areas. They are the Soul of the Faith.

7.3.8.1 Basic Powers

Tariti (Allani) powers are subtle influences that affect the mind and soul of their targets. Where they apply to the areas of Love and Fertility, they have little bearing over the majority of a campaign. Therefore, the precise spells of this type are omitted from this chapter.

Table 7.13: Tarriti (Allani) Magic

Spell	Mana Cost	Source
Master Emotion	1	CA/EnL
Sublime Peace	2	CA/EnL
Inflict Emotion	3	CA
Destroy Emotion	5	CA
Soul Search	8	CA
Empathic Union	12	CA

7.3.8.2 Spell Descriptions

Master Emotion

Cast from the Energy Level, this spell allows the Tariti to control her emotions. Using her Casting Ability, she may lessen another person's response to an emotion. With success, the person affected ignores the effect of the emotion specified for the duration of the spell. If a person is affected by a spell that forces extreme emotion on him, this spell negates the effect. In doing so, it operates as specified for Immunity. If her **EL** is greater, the enemy spell is negated. If not, it is ignored for the duration of her spell. When her spell ends, the enemy spell resumes at a reduced **EL**. When the spell is cast in this way it is always cast against the **MDV** of the spell and the person it is cast at is considered to have an **MDV** of zero for influencing the chance of success.

EXAMPLE — A person is affected by **MEL7/EL5** (for a spell **MDV** of 12) Silent Terror. A Tariti Priestess casts **EL2** versus Terror. She succeeds. While the duration of her spell lasts, the person ignores terror. When her spell ends, the Silent Terror spell starts again at **EL3**.

RANGE — **EL** (*The range the person to be affected must be within.*)

DURATION — $(\mathbf{EL}+1) \times 2$ turns

Sublime Peace

An enhanced version of the Peace spell that is cast at a single person. Affected targets are incapable of any hostile emotion and may not initiate combat for any reason. In addition, they have a heightened sensitivity to pleasant stimuli and cannot feel pain (other than magical pain whose **EL** is higher than the **EL** of this spell). It is an important spell, often used to aid Healers and perform certain sacred rites. To affect anyone with this spell the Priestess must touch them.

When the Tariti uses this spell on herself, twice the normal Casting Cost is subtracted from her Energy Level. Used in this way, the spell has the range specified for Peace in addition to having the effect specified above on the Priestess and everyone within its radius of effect.

DURATION — **EL+1 squared** minutes

Inflict Emotion

As for Master Emotion above except this use of the spell increases the degree to which the target is affected by the specified emotion and the Priestess has no ability to cast it from her Energy Level. All other factors remain the same.

Destroy Emotion

A person smitten by this spell is no longer able to experience the emotion that the Priestess attacks. To use this spell the Priestess must touch the target. If she does, and the spell succeeds, the victim loses the emotion. Once success occurs, the spell remains in effect until it is cured by a Negate Curse spell. Cast at three times normal cost, the spell can eliminate only part of the chosen emotion, i.e. the emotion as it relates to a specific person, place or thing (love of a woman, hate for an enemy, etc).

Soul Search

This spell allows the Priestess to determine what the major motivations and desires of the target are. In play, this increases her Influence Chance with that person by $(EL+1) \times 5$ and makes it extremely difficult for him to dislike her or to ever consider doing her harm. To cast this spell, the Priestess must be within one hex of the person. If she is actually touching him, increase her **EL** modifier by ten.

Empathic Union

This spell is cast to do many things. The Priestess must touch the person to be affected. Cast at half normal Mana Cost, the spell enables her to sense the **CURRENT** emotions of her subject and get an impression of what is causing those emotions. At normal cost she gains this knowledge and may use Master Emotion or Inflict Emotion (if she knows those spells) to modify emotions read. When used with this spell, the Emotion spell automatically succeeds. The Emotion spell may only be used to Influence the strongest emotion the target is feeling (the Priestess may exclude feelings the target may have for her IF she chooses to do so).

Cast at twice normal power, this spell reads the emotional history of the person's recent past and can modify emotional memories (*all factors are as for Forgetfulness*).

At three times normal cost the Priestess unites with her subject. This yields perfect understanding of all that that person is and grants the same understanding of the Priestess to her target. Both feel what the other is feeling as well as what they are feeling themselves. Neither are truly aware of themselves while they are affected by this spell. They become one.

After the Union, the Priestess retains perfect knowledge of the emotional foundation and personality of her partner. Her partner will retain only flashes of insight about her.

This spell can be cast at five times cost to forge a permanent Empathic Bond between the Priestess and ONE other person. If this is done, both retain awareness of their individuality while gaining the ability to feel the emotions of their partner when they choose to. When one experiences extreme emotion, such as in combat, under torture, etc, the other is allowed a Will roll to keep those emotions from affecting them as well. If the roll is a success, they are not affected. A partial success means they are visibly affected and a failure forces them to react to the emotion as if it was happening to them.

Emotional Union at this level is a permanent spiritual tie between two beings. Though they remain separate, they are one. This grants the following benefits:

- A) Either can track the other no matter how far apart they are.
- B) If physical damage, energy loss or illness afflicts one, the other can minimize its effect by taking half the effect on themselves.
- C) The **MDV** of each is increased by half the **MDV** of the partner with the highest **MDV** when that partner is in range.

D) If either suffers an attack on their soul, both suffer equally.

EXAMPLE — A Priestess (**MDV**15) and her husband (**MDV**20) are united. Both increase their **MDV** by 10 and may choose to take injury and pain from the other. If either is struck by a soul-draining creature, both are affected, i.e. a Lamia bites the husband taking 40 energy. He and his wife both lose 20 energy and are subject to the Lamia's will (though the Lamia may not be aware of this fact).

These are the basic attributes of the spell. The last two forms must be cast on purified ground. Neither may be cast on an unwilling target. Both require a good deal of Ritual and specific environmental influences (Referee discretion) to succeed. If an Abysmal Failure occurs in either case, the spell may never be tried on that target again. The less powerful forms are usable without these restrictions.

DURATION — **EL+1 squared** minutes

MDV LIMIT — $(EL+1) \times 4$ (*This limit applies when the target is not willing to be affected by this spell.*)

TRANSFER RANGE — **EL** (*The maximum distance, in hexes, that a united pair can be separated and still use the full attributes. If the range is zero, they must touch to use this power.*)

8 A Background

The sections that follow are provided as an aid to the Referee. All descriptions and rules in this section are optional. They include a basic description of the alignments, optional language rules and other information that can add flavor to your world.

8.1 The Alignments

An alignment system is used throughout these rules. If you do not care for alignment as a fantasy tool, it may be ignored. If alignment is used, the following system is used to categorize it.

The major alignments are Balance, Chaos, Law and the Elder. Within the Elder, there are four sub-groups. They are the Sidh, the Kotothi, the Elder and Shamanic Elder. A basic description of the concerns and proclivities of these groups can be found in the sections below.

8.1.1 Balance

Balance is devoted to preserving itself. They cunningly, and violently, insure that no other alignment can overpower its enemies by opposing the strong and aiding the weak. They are primarily concerned, at this time, with maintaining balance between Law and Chaos.

8.1.2 Chaos

Chaos is devoted, first, to the destruction of Law and, second, to the return of all existence to a state of primeval nothingness. It will choose to serve those that serve these goals through their actions. It will battle those that oppose them. It preys on those that do neither.

8.1.3 Law

Law is devoted to the total end of Chaos and Disorder. They seek to maintain that which maintains or strengthens Law. It strives to end things that maintain or strengthen the forces of Chaos. From a follower, Law will tend to demand and reward good actions, devotion to the goals above and practicing of the gentle emotions, i.e. love, mercy, generosity, etc.

8.1.4 Elder Forces

The Elder alignment is fragmented into four, more or less conflicting, groups. They are:

- A) **The Sidh** — The eldest of the elder, the Sidh are dedicated to preserving that which remains of their domains. Where possible, they may seek to expand their hold at the expense of their enemies. They will not do so if the effort is a major risk to what they already have.
- B) **The Kotothi** — The Kotothi are the children, and major creations of the God Kototh. They have a jealous hatred of most other races and are noted for their greed, cruelty and ferocity. Some of the Kotothi, i.e. the Daoine Sidhe, Baobhan Sith, etc. are forces that were seduced into the service of Kototh by a fatal hatred that drives them. This hatred, when applicable, will color the actions of these creatures. In general, the Kotothi seek to prove their own superiority through the destruction or humiliation of others, especially their enemies.

- C) **The Elder** — These races are capricious in their actions. They can be friendly, extremely deadly or deliberately mischievous. They have a definite opinion of what belongs to them and how they should be treated. The way that they treat those that they encounter depends on the actions of that person or party in relation to these perceptions. They tolerate nothing that assaults their rights or land. They can befriend those that show them honor and respect. They trick and mislead those who do neither or who show fear.
- D) **Shamanic Elder** — These forces are concerned with the preservation of wild, animate life. They are the patrons, friends and guardians of wild animals. They are the deadly enemies of people who assault that which they protect. Except for this protective function, and Shaman contacts, these forces avoid contact with other races.

8.2 Alignment Conflicts

As is noted throughout the creature descriptions, and other places, a great deal of conflict exists between the various alignments. In all cases, these conflicts evolve from one or both of the following causes:

- A) The alignments are diametric opposites in their power, moral orientation and goals.
- B) One or both of the enemy alignments, historically, have inflicted, or caused the infliction of, major reverses on the other. The major conflicts that exist, and that the Referee may use to color his game, are described in the section that follows.

8.2.1 Law vs Chaos

Both causes above apply to this confrontation. The alignments are diametrically opposed on all grounds and Chaos is irreconcilably furious at the creation of Law to forestall the return of nothingness. No peace can exist between these alignments. They will war until both are negated or one is destroyed.

8.2.2 Sidh vs Kotothi

In the Golden Age, the Elder and Sidh Gods were prolific creators of stunningly beautiful creatures. This irked a jealous Kototh and, in spite, he created races to counter, and better, the Sidh creations. When the Sidh ridiculed them as monstrosities, Kototh was furious at them. With the betrayal of the True World to Chaos, by Kototh, the Sidh's feelings of disdain and distaste for the Kotothi became virulent hatred and disgust. To this day, nothing is more hated by a Troll than is an Elf, nothing is more disgusting to an Elf than is a Troll. The hatred festers unabated and the Kotothi war on, and are warred on by, the Sidh.

8.2.3 Kotothi vs Law

The Kotothi hatred of Law stems from its creation. Law was created from the sphere that was coveted by Kototh, the price of his betrayal as it was. When they were born, the Gods of Law fought Kototh and, defeating him, banned him from the heavens forever. By so doing, they deprived him of the fruits of his betrayal and brought forth the full flower of his hatred. To serve Kototh, the

Kotothi hate Law. In most cases, this hatred is combined with a good measure of fear.

8.2.4 Shamanic Elder vs Law and Chaos

The hatred of Shamanic forces stems from the efforts made by Law and Chaos forces to subvert and control the forces that these forces protect. This opposition engenders a total suspicion of Law and Chaos that allows no margin of error. Any imposition on the freedom of the Shamanic forces is viewed as an attack and is repaid as such. As an alignment, they do not seek combat but they do revel in its arrival.

8.2.5 Elder vs Kotothi

The Elder despise Kototh for his treachery, which led to the fragmentation of their world. They hate his children and creations for their foul disregard of elder rights and property.

8.3 The God Kototh

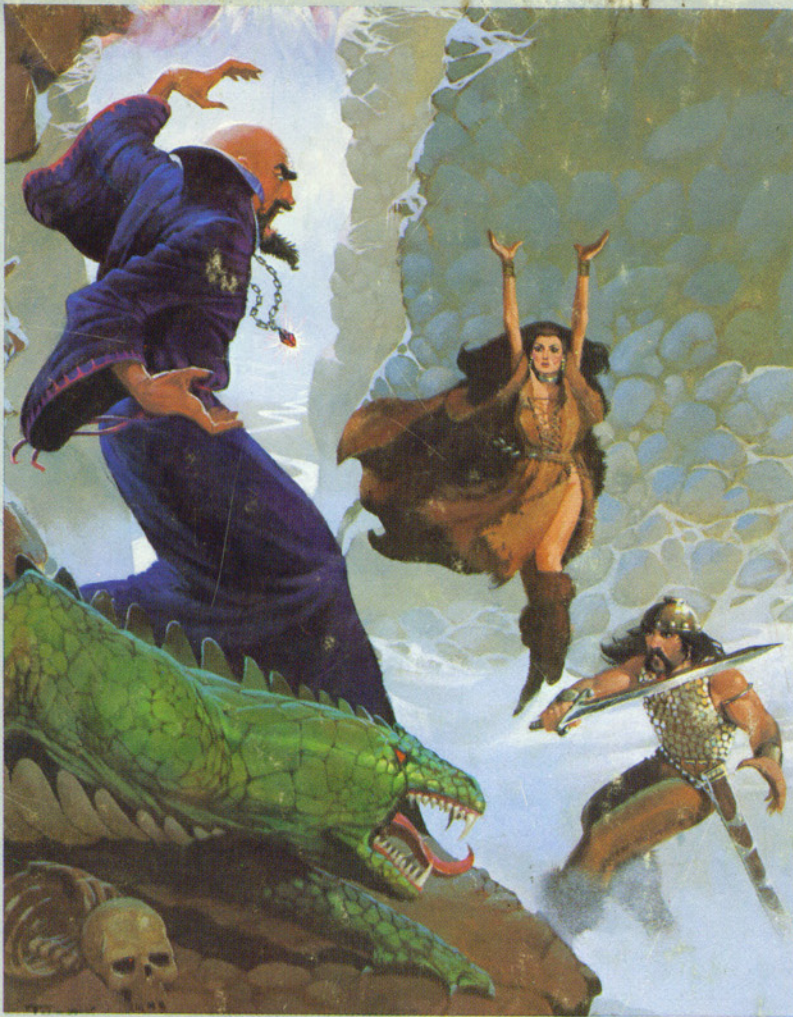
Throughout these rules, the God Kototh is mentioned. He is one of the major gods in the mythos that has been created for this system. *(Due to space considerations, this cosmology could not be included in the basic rules. It will appear, in the future, as a Companion product).* Kototh, the Great Serpent, plays a major role in the cosmology of these worlds. His historical actions were both a great aid, and terrible detriment, to the Elder. Philosophically, he can be viewed as combining the ambition, creative impulse and emotion of a Loki with the cunning and unpredictability of Coyote *(A Native American trickster god)*. Among the races that he fathered, in an endless quest to prove his supremacy, were many serpent forms, Trolls, Troid Folk, Goblins, Great Apes and the first Dragons. Of these, the Dragons and Great Serpents are his true children. The others are mere creations that are only secondarily related to him through their ruling gods.

8.4 The Sun-Shy

The majority of Elder races are nocturnal. The sun, a new creation in the history of this mythos, did not exist when they drew their first breath. They do not care for the harshness of its light and avoid it as much as possible. In some cases, the light of the sun is fatal to them. They were not created for a world heated by such an "odious" creation and do not approve of its existence in the least. *(Thus, in the Lower World, no Sun shines and all are happy in twilight).*

8.5 The Human Condition

The human race was born as a direct result of the conflict of the gods. They are not the children of any one alignment. Rather, in their genesis, they contain substance from all the forces of existence. For this reason, mankind has a unique advantage over other races, vis-a-vis alignment, morality, etc. This advantage is Free Will. Because of this advantage, man is the key to the maintenance, or destruction, of balance and is subject to the jealous hatred of many. Because of the race's relative youth, it is viewed with disdain and/or condescending respect by others. Because of the mixture of forces that are its essential core, it is despised by others, especially the Jinn Races.



The cave mouth yawns before you, a dark abyss bearing mute witness of the stygian terrors that may lie just within. Intrepid, you approach the cavernous maw, pondering a faint sulphuric stench that pervades the air. As the first rays of the morning sun seek out the inner reaches of the cave, your eyes are transfixed by the sudden glimmer of golden treasures. Before your joy can give wind to your feet, a blast of fiery vapors threaten to tear your cloak from your body. Your back is seared with heat, as if the gates of hell have suddenly been left ajar. Drawing breath slowly, you turn and match gazes with an immense Dragon . . .

The streets are quiet 'ere the Fires of Law bring light to the skies. It is your time, a time to wander the avenues and see what prey fate delivers to your judgment. Before you is the corner leading into the Avenue of the Juggler. As you make your way into this palely-lighted street, you detect a cowed figure heading in your direction. Silently, you melt into the shadows and await your prey, daggers drawn.

Noiselessly, with silent awkward motions, the figure glides by. Heedless of the crawling at the nape of your neck, you spring forth and drive your daggers deep into the enemy. The dagger hilts jam into his clammy flesh until they will go no further, yet he does not bleed. Slowly the figure begins to turn . . .

Powers & Perils™

Powers & Perils presents you with new dimensions of Role Playing excitement. It transports you from the drudgery of mundane existence into cataclysmic worlds where the Shadows live and myriad eldritch encounters await the valiant.

With friends at your side, or bravely alone, you issue your challenge to the terrors of an unknown and mysterious realm. At your quest's end lies treasure, power, fame, and glory without limit. On the road to this reward, you must face and master unlimited perils and awesome powers beyond the normal limits of mortal man.

Powers & Perils is a Fantasy Role Playing game in the finest sense. With the simple systems provided, in partnership with the imagination, the game allows you to create worlds both unique and challenging. It is the ultimate test for the tested FRP gamer, while its systems are simple enough for the total novice to understand and enjoy.

With **Powers & Perils** you will create highly detailed Characters that are dynamic in every way. As you succeed, and survive, your Character will increase in ability until, at the highest levels of development, he is truly a power in himself.

Going beyond the finely detailed Character Book, you will discover a game system that simply and logically details all facets of combat, encounter and magic without bearing you down in waves of picayune detail. The general systems are further aided by simple generation tables that allow you to expand on this system as you desire, creating spells and creatures unique to your campaign. With this system, you are never limited to a campaign waged with assembly line artifacts against one-dimensional enemies.

Powers & Perils provides finely detailed creatures, magical artifacts of all descriptions and magics, both natural and learned, beyond the standard parameters of a fantasy game.

As sure as the Sun rises, **Powers & Perils** will provide you with unique, challenging and constantly dynamic adventure. In partnership with your Referee, **Powers & Perils** will lead you on a journey into the infinite and allow you to grasp the intense variability possible in a truly fantastic world.

This game contains Four Rule Books, an exciting scenario—County Mordara, a tablet of Character Record Sheets and the dice that are required for play.

Number of Players—Powers and Perils is suitable for play by one to twelve players (five to seven are recommended) and a Referee. It is recommended for ages twelve and up.

Playing Time is unlimited!

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